

SENIOR WOMEN'S SLOW-PITCH SOFTBALL

LEAGUE RULE GUIDE

www.sdseniorwomenssoftball.com

1. **UMPIRE FEES:** Umpire Fees are paid by the S.D. Senior Women's Softball League.

2. **UNIFORMS:**

It is recommended that all teams be uniform in dress, however it is NOT MANDATORY. Shorts or long pants are optional. **NO METAL CLEATS ALLOWED**. **Penalty:** Metal cleats must be removed.

3. **SCORES:**

- a. The **UMPIRE** is responsible for reporting the game scores to the **LEAGUE DIRECTOR**.
- b. Tie games will count as ½ win and ½ loss.
- c. In playoffs, if the time limit is up and the game is tied, game will continue until the tie is broken.

4. **KEEPING THE SCOREBOOK:**

HOME TEAM is responsible for keeping the OFFICIAL scorebook. However, BOTH teams should keep a scorebook for their own team at bat, and if possible, for the opposing team. Managers should compare scores after each inning. Additionally, **both Managers and Umpire must get together at the end of the game and confirm the Final Score**. IF ANY DISAGREEMENT CONCERNING SCORE, HOME BOOK IS OFFICIAL, unless UMPIRE determines otherwise.

5. **GAME TIMES:**

- a. All games are **SEVEN (7) innings** or **ONE HOUR and THIRTY MINUTES** (1 hr. 30 min.) of play, whichever comes first.
- b. **Umpire(s) will determine when the game ends. NO EXCEPTIONS.**
- c. The game clock will start at 9:00 am, 10:30 am, 12:00 pm or 1:30 pm regardless of 10-minute grace period. Team managers should synchronize their watches with the Umpire prior to game time. Umpire keeps official game time. Managers/Players should always be aware of the time and score during their game.
- d. Batter may complete turn at bat if game is called while batter is in batter's box.
- e. A game called by the umpire shall be regulation if five or more complete innings have been played, or if the team second at bat has scored more runs in four or more innings than the other team has scored in five or more innings. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic or any other case that places the patrons or player in peril.
- f. **If Umpire calls the game before the end of the 7th inning**, the score will be that of the **LAST Completed Inning**, unless the game is called in the bottom half of the inning and the **Home Team** has either **TIED** the game or **GONE AHEAD** in runs. It is considered a Completed Game if 5 or more innings have been played or if the Home Team has **TIED or GONE AHEAD** in runs in their half of the inning after at least 4½ innings when the game is called.
- g. Infield warm-up is **NOT** guaranteed. Times should be divided equally between both teams.
- h. **All infield and batting practice MUST stop when Umpire calls for Pre-Game meeting.**

6. **PLAYER'S BENCH:**

The **HOME TEAM** will use the 3rd Base Bench and the **VISITORS** will use the 1st Base Bench. HOME TEAM is the **LAST LISTED** team on the schedule (**example:** 4 vs 2 = Team #2 is Home). Only players, two coaches, one scorekeeper, one manager, and one bat child will be allowed on the bench during play. Bat children **MUST** have a parent permission slip on file with the League Director.

7. **BALLS:** The **official** game ball shall be provided by the League to the Umpires.

8. **ICE-PACKS AND FIRST AID:**

Ice-packs and First Aid Kits will be optional for each team. However, the Senior Women's Board Members **strongly recommend** that each team provide **Ice-Packs** and a **First Aid Kit** at every game, in case of injury.

9. **PLAYERS & TEAMS:**

- a. A maximum of Thirteen (13) players may be carried on a roster.
- b. Additions may be made on official player addition forms only.
- c. Players must be at least 50 years of age by the end of the calendar year.
- d. Teams will be determined by a **DRAFT** held prior to each season.
- e. The BOARD will be responsible for determining the DRAFT and, at their discretion, may use input from Umpire, Managers or Individuals.
- f. Players entering the league **AFTER** the draft has been completed will be assigned to a team by the Player Addition Representative of the Board. Team Manager's assigned a player, **MUST** accept that player on their roster.

10. **DRINKING AND SMOKING:**

- a. **NO DRINKING OF ALCOHOLIC BEVERAGES** prior to or during the game. **Penalty:** Umpire will eject player, manager or coach drinking alcohol. If drinking occurs, game may be forfeited at Umpires discretion.
- b. **NO ALCOHOLIC BEVERAGES ARE PERMITTED AT THE PRESIDIO REC. CENTER.**
- c. **SMOKING IS NOT PERMITTED** on or around field or dugout during the game by any player, coach or manager. For the health and safety of everyone, smokers are encouraged to do so as far away from the players or spectators as possible.
- d. Violation of the above rules can cause forfeiture of the game. Umpire discretion to warm or forfeit game.

11. **INCLEMENT WEATHER:**

If field conditions are unplayable, field prep personnel will call the Head Umpire, who in turn will call the managers of the FIRST game. Managers of teams having later games are responsible for calling the managers of the FIRST scheduled game to check on field conditions.

IN RAINY CONDITIONS, GAMES SHOULD NOT BE PLAYED IF FIELD IS NOT PREPARED.

12. **CONDUCT:**

- a. Manager is responsible for the conduct of the team, both on and off the field.
- b. Umpires have the same authority over players or fans in the stands as they do on the field.
- c. Only the **MANAGER** or **DESIGNATED REPRESENTATIVE** is allowed to question the Umpire.
- d. **Players will not use foul or abusive language or unsportsmanlike conduct.**
- e. If an Umpire calls a game due to the disturbance of that game from the fans, and those fans cannot be identified as belonging to one team, both teams will receive no record for that game. The Board will review the situation and make a determination. Decision of the Board is final.
- f. Any team, player, manager or coach violating these rules may be subject to suspension.

13. **PROTESTS:**

- a. All protests must be accompanied by **\$10.00**. Protest fees are non-refundable unless protest is upheld.
- b. **Protests can only be made on a RULES call, not a judgment call.** Protests must be made prior to the next pitch.
- c. If protest occurs on the last pitch of the game, \$10.00 must be presented to the Umpire within two (2) minutes of the last pitch.
- d. Umpires must sign the scorebook at the time of the protest. It is protesting teams responsibility to make sure to get Umpires signature.
- e. Player ejections cannot be protested.
- f. **A written report of the protest must be sent or given to Judy Bezverkov within 24 hours following the game (or the next working day).** Judy will inform the Lg. Director, who shall review the written protest to determine if a legal protest exists. If a legal protest exists, it shall go before the Executive Board as soon as possible. Managers from each team or a designated representative must attend the Protest meeting. Umpire shall be required to report to the Board what occurred at the game in question. If the protesting manager or representative does not appear at the meeting, that team shall forfeit their right to protest. Decision of the Board or League Director is final.

14. **ABSENCE OF OFFICIALS:**

- a. Games where officials do not show **MUST BE PLAYED, NO EXCEPTIONS (Playoffs included)**.
- b. Each team should furnish one person to officiate if possible.
- c. Teams may **NOT** agree to cancel the game in the absence of officials.

15. **PLAYER EJECTIONS:**

- a. It is Umpire's discretion as to whether the player(s) appears before the Board.
- b. Joint responsibility of manager and Umpire to contact each other immediately after the game as to the ejected player(s) status.
- c. The Board will discipline ejected player(s) accordingly. Their decision is final.
- d. If so notified by the League Director, both the player(s) and manager(s) will appear before the Board.
- e. Umpires will appear on ejected players brought before the Board.
- f. Manager and Umpire must provide a written report only if a Board appearance is required.
- g. **If so requested by the Umpire, ejected player(s) must leave from sight and sound of the field within sixty (60) seconds or the game will be forfeited.**
- h. **Two (2) or more ejections from the same team in the same game will result in a forfeiture of that game to the opposing team.**

16. **ELIGIBILITY:**

- a. Player's signed addition forms must be completed **NO LATER THAN 5:00 p.m.** the Friday prior to the game in which the added player wishes to participate. Completed, (**signed & dated**), Player Addition Form(s) must be sent or given to **JUDY BEZVERKOV** or **BARB AVERY** **before** player may participate.
- b. Players not listed on a team's roster for the current season will be added to a Waiting List. Teams will not be allowed to add new players once their roster has reached 13 participants. If a roster falls below 13, the team may add players from the Waiting List. Players will be listed on the Waiting List in the order their entry was received. Teams adding players from the Waiting List must take the Players in order as listed.
- c. Any player who wishes to be dropped from a team must be released by that manager, or the League Director shall have the power to so release that player.

17. **BORROWED PLAYERS:**

Teams may use BORROWED PLAYERS (**B.P.**) from other teams with the following conditions:

- a. Eligible players, (those players able to run for themselves and willing to play any position), will place their name stick in the appropriate bag at least 10 minutes prior to game times, (8:50 am, 10:20 am and 11:50 am). If there are not enough players to fill both teams, players who cannot run for themselves will be allowed to put in their stick. The draw will then be conducted.
- b. Managers will draw names 10 minutes prior to game time. The team with the **LEAST** amount of players draws first and continues to draw until they have reached the same amount of players as their opponent. Their opponents then pick one name, **if needed**, and **alternately** each team then picks one **B.P.** until they have 11 players or no **B.P.'s** are available.
- c. If a team, **after the draw**, has 1 more player than their opponent, the team with the **1-player advantage will provide a Catcher** for their opponent. The manager with the 1-Player advantage will determine who plays Catcher for their opponent, **with no restrictions or conditions**, other than a Catcher is provided each inning. **This rule ONLY applies if a team plays with LESS THAN 11 players.**
- d. **B.P.'s** will be listed at the end of the line-up and may play any position. Regular Players arriving late will not play if their team has drawn for **B.P.'s**. A manager may choose not to draw for a Regular Player they know will be late, but may not draw a **B.P.** for that player if she does not arrive. Late players may put their sticks in if players are still needed and will go to the team next in line for the draw.
- e. Teams will be allowed to use a **B.P.** from their opponent's team only if the opposing team manager agrees and no other player is available.
- f. If a **B.P.** is used to substitute for a player after the game has started, the **B.P.** will be added to the end of the line-up and an out will be taken the **FIRST** time the lost player is due to bat.

-Rule 17, "Borrowed Players", continued on next page-

- g. Players not yet on a team roster, (new players), will be placed on a team by the Player Addition Rep, (or her replacement), before the **B.P.'s** are drawn.
- h. Sequence of the draw for **B.P.'s** will be as follows: 1) Bye Players; 2) Non-Bye Players who have not played a game; 3) Players who have played 1 game; 4) Players who have played 2 games.
- i. After all sticks have been drawn, if a team has one more player than their opponent, the team with the **extra player** will **provide a catcher for both teams**. Players arriving after the game has started and, prior to the 3rd inning, may join the team that is short players. This will be considered their 1st extra game, even though the game is in progress.

18. **SUBSTITUTE PITCHERS:**

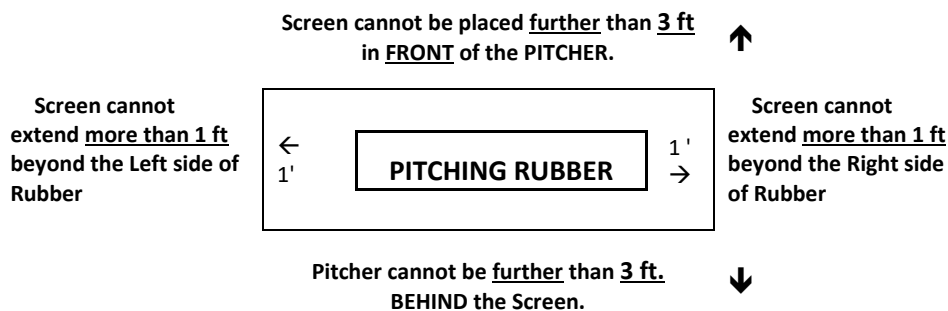
If a team's primary pitcher is unavailable, the manager may ask any pitcher to participate as a substitute (**S.P.**). This shall be done before the drawing of B.P.'s. The **S.P.** will be added to the end of the line-up, along with the other B.P.'s. If, for any reason, the **S.P.** cannot continue to pitch, she must be removed from the game. She may not play any other position. The team will take an OUT the **FIRST TIME SHE COMES TO BAT AFTER LEAVING THE GAME**. If Needed, the team will draw another B.P. to take her place. The **S.P.** may put her name in the hat if she wishes to be in that draw. Substitute Pitchers may use a Courtesy Runner.

19. **USA SOFTBALL RULES WILL APPLY WITH THE FOLLOWING EXCEPTIONS:**

- a. **Commitment Line:** A Commitment Line (3' long) shall be marked perpendicular to the foul line and placed half-way between 3rd base and Home. Once runner's foot touches the ground on or past the Commitment Line, runner may not return to 3rd base; runner must continue toward the Scoring Plate. **Penalty:** Out.
- b. **Scoring Plate:** A Scoring Plate shall be placed 8 feet from the back tip of Home Plate on an extended line from 1st base. The Scoring Plate is for use by the Offensive player only.
- c. All plays at the plate shall be **FORCE** plays. A defensive player shall record an out at the plate by having possession of the ball and tagging Home Plate prior to the runner touching the Scoring Plate. If a defensive player attempts to tag a runner at the Scoring Plate, the runner shall be called SAFE. A runner who attempts to score by touching other than the Scoring Plate shall be called Out. Violation of this rule is subject to ejection from the game by the Umpire (Umpire's Judgment).
- d. **Double Bag/Mat:** A Double Bag/Mat, twice the size of a standard base, shall be placed at 1st base, the double portion of the bag or mat being in foul territory, extending from 1st base back toward home plate. Runners shall stay between this line and the foul line while running to 1st base. Failure to do so will result in the runner called out. Each team provides this equipment.
- e. **Strike Zone Mat:** A Strike Zone Mat will be used.
- f. **Sliding or Diving:** Sliding or Diving into first base or into Home Plate is not permitted and such players will be called OUT. A player may slide or dive into 1st, 2nd or 3rd base only when returning to any base. Runners shall be called out for contact with a defensive player if, in the Umpire's judgment, the contact was deliberate or the runner could reasonably have been expected to minimize or avoid contact under the circumstances and failed to do so.
- g. **Mercy Rule:** A team cannot score more than 5 runs in one inning. Once a team scores **5** runs in their half of the inning, it will be considered the 3rd out and they must take the field. **EXCEPTION:** Any "Open Inning" **WIL NOT be subject to the Mercy Rule.**
- h. **Run By Rule:** A "**RUN BY**" rule shall be in effect at 1st, 2nd and 3rd base; i.e. a player may run past any base at any time. The runner may touch the base or run to the right or left to avoid contact for the "Run By" rule to be in effect (Umpire's Judgment). Any attempt to advance or to decoy the defensive player cancels the "Run By" rule and the runner can be tagged out. Additionally, all plays at 1st, 2nd, and 3rd bases shall be **automatic "FORCE" outs**.
- i. **NO SLIDING ALLOWED AT ANY BASE** (This is per Senior Rules when using the "RUN BY" option).
- j. If a player leaves the batting order and no legal substitute is available, an **OUT** will be taken **ONLY** the **FIRST** time that player is due up in the batting order.

-Rule 19, "Exceptions to ASA Rules", continued on next page-

- k. **COURTESY RUNNER:** At Pre-Game meeting with Umpire, managers may request a Courtesy Runner (**C.R.**) from Home Plate for an injured batter. **All C.R.'s must start with both shoulders in contact with the back fence that connects the end of the dugout with the outside of the backstop and is at the furthest most point away from 1st base. The C.R.'s shoulders must stay in contact with the fence until the ball is struck. C.R. may begin to run once the ball is hit. C.R. may be any player. Teams may use an unlimited amount of C.R.'s. A C.R. may not be replaced by another C.R. except for injury causing removal of the original C.R. permanently from the game. A C.R. on base when it is her turn at bat will be declared out as the runner. Another C.R. may not be used to circumvent this rule. *{Exception: With 9 or fewer players on a team, C.R.'s may get a new courtesy runner if they are on base when it is their turn to bat. No penalty will be invoked.}* Once a runner reaches first base, **ONLY that Runner may determine if they need a C.R. It will be the decision of the runner reaching any base as to whether they need a C.R. or can run for themselves. Managers may not make this determination.** The Runner may **NOT** leave the bag until **TIME** has been called by the Umpire or Runner will be declared **Out**. A player may act as a **C.R.** unlimited times per inning.**
- l. The pitched ball must be between 6-12 feet high and hit the plate or mat. A pitched ball over 12' high and under 6' low or not hitting the plate or mat shall be called a ball.
- m. The pitching rubber shall be 46' from Home Plate. Pitchers may pitch from **any distance** behind or in front of the pitching rubber, (*Exception: see Rule 19.s {1-5}, "PITCHING SCREEN"*).
- n. The batter is called out, if after 2 strikes, she hits a foul ball.
- o. Any baserunner advancing towards Home who touches Home Plate will be called **OUT**.
- p. **NO ALCOHOL or GLASS CONTAINERS allowed anywhere at Presidio Park. Dogs MUST be kept OFF the FIELD and DUGOUT area and always leashed. It is the responsibility of the players, coaches, managers and fans to know and abide by all rules set forth by the City & Presidio Rec.**
- q. Base coaches may physically contact a baserunner to assist in preventing injury only. (*Umpires Judgment*)
- r. A player overrunning 2nd or 3rd base may attempt to advance to the next base, at her own risk and with liability to be put out, **without** returning to touch the base she overran. A player **will not** be required to return and touch the overrun base if attempting to advance to the next base and if the ball is still in play.
- s. It will be considered a "**HOME RUN**" if the ball hits ABOVE the LOWEST bar on the Right Field fence, in fair territory, before hitting the ground.
- t. **PITCHING SCREEN:**
- 1) Every Pitcher must use the Pitching Screen. Screen must remain on the field at all times.
 - 2) Screen must be directly facing Home Plate. It must be placed **No Closer than 3 Feet in FRONT of the Pitcher** and **Pitcher cannot be more than 3 Feet BEHIND the Screen.** Screen **may not extend FURTHER** than **ONE FOOT** away from the **RIGHT** or **LEFT** side of the Pitching Rubber.



- 3) **If the batted ball strikes the Screen or any part of the frame**, it is considered a Strike. It is the same as a foul ball and if the 3rd strike hits the Screen, the Batter is Out.
- 4) **If the ball hits the pitching Screen or any part of the frame** during active play, the ball remains in play and the game continues.
- 5) A player may not move or lower the Screen once the ball has been put into play, (*Penalty: Obstruction*)

-Rule 19, "Exceptions to ASA Rules", continued on next page-

- u. **OPEN INNING:** An “OPEN INNING” is any inning declared as the “last inning played”. It can be the 7th Inning or an Inning restricted by Time Limits. The Umpire(s) may call an “Open Inning” during the Visitor’s at bat, after the inning has started, if they determine time will be an issue in completing the Inning. **This will be Umpire’s Discretion.**
- v. **FLIP-FLOP RULE:** The Flip-Flop rule will be invoked in any game when there is a 10-run differential in favor of the Visiting Team at the start of the “open inning”. If the Visiting Team is ahead by ten (10) or more runs, the Home Team will remain at bat and start a new at-bats (beginning their seventh or last inning at-bat), meaning all runners then on base will return to the dugout. It will be an Open Inning. If the Home Team fails to tie or go ahead of the Visiting Team, the game ends and the Visitors win. If the Home Team ties or goes ahead, the visiting Team must have their turn at bat in the bottom of the Open Inning.

20. **PLAYOFFS FOR LEAGUE CHAMPIONSHIPS/AWARDS:**

Playoff format will be announced at end of Regular Season. Playoffs will likely be SINGLE-ELIM. with the top 4 teams participating. **AWARDS** will not be distributed unless so determined by the Board and League Director.

21. **MANAGERS:**

Every team MUST have a manager. Manager or Designated Representative will meet with the Umpire prior to the start of the game in order to discuss ground rules and other matters. Only **ONE (1)** other person, (player or coach), may be present at this meeting. However, only the Manager or Designated Representative may have any discussion with the Umpire(s)

22. **OTHER LEAGUE INFORMATION:**

If three (3) or more teams, representing San Diego, participate in a Senior Women’s Softball Tournament held during the Regular Season League Play, the League games scheduled on the tournament day will be cancelled and made up at the end of the regular season, (prior to Playoffs). (**Exception: If League Director determines games cannot be made up due to inclement weather, field unavailability or time constraints.**) All efforts will be made by the League Director and Board to make up any cancelled Regular Season games prior to the Playoffs.

23. **THE BOARD:**

Mona Najimy	[League Director]	Maureen Kobrin & JoAnn Walker	[Treasurers]
Nick Procissi	[Umpire’s Assoc.]	April Edwards	[Communications Director]
Judy Bezverkov	[President]	Frankie Burns	[Player Addition Representative]
Barbara Avery	[Vice President]	Troy Chang	[Tournament Director]
Mary Knapik	[Secretary]		

24. **SDSWSL Website:** www.sdseniorwomenssoftball.com

Judy Bezverkov: rbezver1@san.rr.com 858-273-5346
Barbara Avery: baavery@san.rr.com 619-276-2332

**ALL MANAGERS MUST KEEP A COPY OF THESE RULES IN THEIR SCOREBOOK.
 IF ANY QUESTIONS OCCUR DURING THE GAME, THIS LEAGUE RULE GUIDE
 SHOULD BE USED TO CLARIFY OR RECTIFY ANY PROBLEMS.**

MANAGERS/PLAYERS MAY NOT AGREE TO WAIVE A RULE OR POLICY

S.D. SENIOR WOMEN’S SOFTBALL MISSION STATEMENT

The San Diego Senior Women’s Softball League (SDSWSL) is a local organization committed to encouraging all women, age 50 and over, to develop friendships and maintain & improve softball skills in a fun and competitive program.