

City of Long Beach Parks, Recreation & Marine

Adult Sports Program
Senior Softball

HEAT OF THE SUMMER



Contact Information

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Senior Softball Supplemental Rules

The current official SCMAF Rules, along with the following supplemental rules, will govern all league play.

1. Rosters / Players

- Maximum roster size: 15 players.
- Teams must have at least 8 players to begin a game

2. Tournament Player Eligibility

- The Senior Tournament will feature two divisions: 55+ and 65+. Teams must select one division, may not compete in both. Players are restricted to the division in which their team is registered. Each division will have a different colored wristband for identification. All players must wear the **correct wristband** for their division during the entire tournament.
- **55+ Division:** Players must be 55 years of age or older during the calendar year of participation. Each team may roster one (1) player who is 54 and turning 55 the following calendar year; however, that player may not substitute for another team.
- **65+ Division:** Players must be 65 years of age or older during the calendar year of participation. No player under 65 may compete in this division.

3. Personal Conduct

- No player or coach may address an official while holding a bat.
- This rule applies to all participants, spectators, and coaches before, during, and after games.
- Violation results in:
 - Immediate ejection
 - Indefinite suspension pending review by the Adult Sports Executive Committee.

4. Game Sheet Procedures

- Managers may not complete the scorecard before the game.
- Players must:
 - Print and sign their own name upon arrival.
- A completed, signed scorecard must be submitted before play begins.
- Game time starts as scheduled regardless of delays.
- Late players must sign before entering.
- Illegible names may result in loss of game credit

5. Game Times

Regular scheduled start times:

- 9:00 AM
- 10:30 AM
- 12:00 PM
- 1:30 PM
- 3:00 PM
- 4:30 PM

6. Length of Game

- No mercy rule
- Games are 7 innings or 80 minutes, whichever comes first.
- At 70 minutes, the umpire will:
 - Announce completion of the current inning
 - Allow one additional "Open Inning"

7. Playoff Tie Breaker

- If tied after 7 innings:
 - A runner (last out from previous inning) is placed at 2nd base.
- Qualifier games may end in a tie.

8. Forfeit Rules

- 10-minute grace period applies to the first game only.
- Grace period counts toward total game time.
- A game is forfeited if:
 - Team cannot field 8 players.
 - Illegal/non-roster player is used.
 - Team harasses the referee.
 - Alcohol is consumed on site.
- Violations may result in suspension and possible criminal prosecution

9. Umpire Fee

- \$20 per team, per game.
- Paid in cash before the game.
- Failure to pay results in forfeit.

10. Home / Visiting Team

- Home team occupies 3rd base dugout.
- Sports Office will provide game balls

11. Approved Softballs

- Dudley Thunder SY
- Max Compression: 375
- COR .44

12. Approved Footwear

- Metal cleats are prohibited.
- Only rubber soled cleats allowed.
- Refusal to comply results in ejection.

13. Helmets / Face Masks

- Pitchers must wear a face mask (City requirement).
- Infielders are strongly encouraged.
- Offensive helmets recommended but not required

14. Senior Slow-Pitch Run Rule

- 5 runs per inning maximum.
- 7th inning (or final inning) is an Open Inning.

15. Field Dimensions

- Pitching distance: 50 feet
- Base paths: 60 feet

16. Courtesy Runner

- Unlimited per inning.
- Player may only courtesy run for one player per inning.
- Replaced player cannot courtesy run in same inning.
- Courtesy runner on base at time of batting = automatic out.
- No courtesy runner for a courtesy runner

17. Flip-Flop Rule

- If visiting team leads by 10+ runs in final inning:
 - Home team bats first.
 - If still trailing after, game ends

18. Catch-Up Rule

- If fewer than 8 players at start:
 - Team may bat first.
 - 8th player must arrive before 3rd out or scheduled at-bat.

19. Commitment Line

- Runner passing 20-foot line must continue home.
- Defense records force by touching home plate with ball.
- Judgment calls cannot be protested.

20. Scoring Line

- 10-foot scoring line extends from home plate toward 3rd base foul line.
- Runner must touch ground on or beyond line before ball reaches home.
- Touching plate or mat results in out.

21. Pitch Arc

Umpire will call:

- "Illegal"
- "Flat"
- "Ceiling"
- "Too high"
- For pitches outside 6–12 foot arc.

22. Infield Practice

- Pitchers allowed 2 warm-up pitches between innings.

23. Runner on 3rd

- Runner may leave 3rd on foul ball pitch.
- Must retouch base to advance (same as sac fly rule).

24. Three-Strike Rule

- A foul ball on third strike results in an out.

25. Home Run Rules

- Runner must tag next base only.
- On fenced fields:
 - 1-Up Rule applies.
 - Excess HRs count as singles until opposing team matches.
- HR counted as single requires runners to advance one base.

26. Official Bats

- BPF must not exceed 1.20.
- No titanium alloy or double wall bats.
- Single-wall aluminum allowed.
- 70+ may use composite ASA/USSSA (BPF \leq 1.20).
- Umpire has final authority on legality.

27. Bat Compliance

- Illegal bat: warning issued.
- Second violation: ejection

28. Peel-Off Rule

- Runners must avoid contact and interference.
- Must peel opposite direction of incoming throw.
- Intentional interference results in out.

29. Force Plays

- All base plays are force outs.
- No swipe tags.
- Exceptions:
 - a. Wild throw to 1st — tag allowed.
 - b. Infielder may tag runner directly in front of them on ground ball.

30. Designated Hitter

- No Base Cap, may advance more than just first base
- Courtesy runner assigned immediately.
- Clean hit = ball not touched by infielder.

31. Commitment Line & Scoring Line

- A runner who has passed the 20-foot commitment line toward home plate must continue to home plate and may not return to third base. Defensive players must touch home plate while in possession of the ball to record a force out.
- Runner must cross scoring line to score.
- No tag plays at home.
- A force out does not exist unless the runner has at least partially crossed the commitment line. Any physical contact that causes the ball to become loose will result in the runner being ruled out.

Note: Judgment calls made by an official may not be protested.

Supplemental Ground Rules

(City of Long Beach Adult Softball League)

Any situation not covered in these supplemental rules or the current SCMAF Rulebook shall be decided at the sole discretion of the umpire.

El Dorado Park – Fields #3, #4, #5 & #6

Out-of-play imaginary lines:

- Begin at the first base and third base dugout fences.
- Extend parallel to the foul lines.
- Continue to the outfield fences.

Foul Territory – Overhanging Trees or Bushes

- A playable fly ball hit in foul territory that strikes an overhanging tree or bush is ruled a dead ball.
- The batter is issued a strike.
- Runners may not advance and may not be called out.

Fair Territory – Overhanging Objects

- A playable batted ball hit in fair territory that strikes any of the following:
 - Overhanging tree or bush
 - Sidewalk
 - Building
 - Street
 - Tables
 - Benches
- Will be ruled an automatic home run at the umpire's discretion.
- All runners shall score.
- This rule is enforced to ensure the safety of all participants.