

Grants Pass Relics Senior Softball Assn.

Playing Rules

(Revisions – September 27, 2024)

INTRODUCTION

1. Relics play by **USA Official Rules of Softball**, except as stated below.
2. The Relics Bylaws contain an Article providing for a Code of Conduct and penalties for violation of the Code. Relics players will maintain conduct becoming of a sports person.
3. To encourage more participation among Relics, those serving on the Board of Directors (BOD) cannot be team managers. A Board member may, however, act as a team manager for a Board appointed manager who is temporarily absent.
4. The Competition Committee along with the Board creates the team rosters each season and after the teams are selected, a person wanting to join the Relics will be placed on a waiting list. The Board will assign new players from the list as needed.
5. The BOD may adjust the rosters throughout the season.

APPLYING THE RULES

6. If there is a dispute between teams or with an umpire over a rule interpretation, only the two managers (no players) will try to resolve the problem with the umpire. The Board members assigned to the involved teams will advise their managers of the pertinent playing rule. If no decision can be reached, the umpire's decision is final.
7. When an umpire is available to call the game, the umpire will make all calls on the field unless the umpire asks for assistance from the base coaches. When an umpire is unavailable to call the game, the catcher will call balls, strikes and fouls along the first and third base lines and foul lines. The coach at first base will call plays at first and home plate. The coach at third base will call plays at third and second base. A catcher's or a base coach's decision is final.

THE GAME

8. Batting practice will start approximately one hour before the first game. A player is limited to 10 swings. Players who participate in batting practice are expected to help field the balls.
9. There is a five-run limit per team per inning, except in the 7th and extra innings where runs are unlimited.
10. Flip-flop. If after the visiting team bats in the 6th inning and the home team is or more runs ahead, the visiting team will bat again prior to the home team coming to bat. If the visiting team is still behind after their at-bats, the game ends. If the visiting team has tied the game or gone ahead, the home team will bat. Also, if the home team is 10 or more runs behind after six innings, the home team will bat again for its 7th inning. If the home team ties the game or goes ahead, the visiting team will have a chance to bat.
11. All games will have a 90-minute time limit. If there is five minutes or less remaining when an inning starts, the inning is declared the last and open inning by the umpire. If the game is tied at the end of the 90-minute limit and prior to the start of 7th inning, the game will end and be scored a tie. The game can

Grants Pass Relics Senior Softball Assn.

Playing Rules

exceed the 90-minute limit only if the 7th inning or extra inning was started before the 90-minute limit expired. If the game remains tied at the end of this extra inning, there will be no more innings and the game will be scored a tie.

12. Tiebreaker: Tie games at the end of the 7th inning, and prior to the 90-minute time limit, will use a tiebreaker rule. Teams will start each half inning with a runner on second base. The runner shall be the last batter of the previous inning whose turn at bat had been completed. No substitute or courtesy runner may replace him/her until they have reached third base. If the last batter of the previous inning cannot continue to play because of injury or illness he/she will be declared out, and the next previous batter will be the tie-breaker runner. If the 90-minute time limit is reached during an extra inning, only that inning can be played. If the score remains tied at the completion of this allowable extra inning, the game will be scored as a tie.

BATS & BALLS

13. All Players shall play with ASA certified bats, except for seniors (75 years of age and older) and women who will play with senior bats. ASA, NSA, ISF for ASA Bats and USSA, SSSA, ISA for Senior Bats. All ASA must have an ASA sticker by an ASA certifier. Only the original Miken Ultra and any Titanium or any bat without an Association approval stamp will be illegal. The playing ball (one ball) used in all games is the ASA 44/375 Optic Yellow 12" Balls.

TEAM LINEUPS

14. The team manager must arrive at the ball park at least 30 minutes before their game time, and the players must arrive and check in with the manager at least 15 minutes before their game time.

15. A horn will sound 15 minutes before the first game time. At this time, the batting practice will stop; and the managers of the teams playing for the upcoming time slot will meet with the assigned Board Player Coordinator (BPC) who will have created a replacement player sign-up list.

16. If a team is short of 11 players, the BPC will assign players from the replacement player list.

17. Should replacement players still not fill out an 11-player lineup, the teams may play with an equal number of players or share players as agreed to by the managers.

18. A team that does not field at least six (6) of its own players forfeits the game for official standings but may still play the game.

19. If a replacement player was assigned to a team, a late-arriving player will take the place of the replacement player in the batting order. However, a manager will require a late player to sit out up to three innings before playing. The replacement player will then not continue to play for the team.

20. Should a team have more than 11 players available to play, the manager will rotate the players out such that no player sits out more than one inning until all players have sat out one inning. This requirement does not apply to a pitcher when the team has only one pitcher. This requirement does not apply to players who are physically incapable of playing any position other than catcher nor to players who for personal safety concerns need to play catcher. This flexibility in the rule will not be used to keep lesser skilled players in the catcher position, and each of these situations must have approval of both

Grants Pass Relics Senior Softball Assn.

Playing Rules

managers. An injured player may, however, choose to sit out multiple innings without offending the above requirement.

21. Should a team lose a player during a game and be unable to field 11 players, the two managers will attempt to find a satisfactory substitute from players at the field. This substitute player will bat in the missing player's position in the batting order. Additionally, a player on the opposing team may play in the field for the team without 11 players. This player only bats, however, for the player's own team. 22. Except as previously described, the batting order does not change during the game. Managers may change any player's defensive position during the game.

PITCHING

23. Four balls and three strikes will be used. After a batter has two strikes (foul balls, called strikes or swing and misses), the batter is out after two more foul balls.

24. A strike is called when a pitch arches between six and twelve feet and lands touching any part of the plate or mat.

25. A pitcher may not intentionally walk a batter unless the batter has two strikes. After two strikes, the pitcher may send the batter to first base. If a batter has four balls, the batter or the manager may request the umpire to require the pitcher to pitch two strikes before a walk will take place.

26. A face mask is required to be worn by all pitchers and shin guards are recommended. A pitcher's screen will be provided for pitchers who want to use it. The pitching screen is to be used for safety purposes only and is not intended to be used as a defensive aid. The screen will be placed about four feet towards the batter's box and parallel to the pitching rubber to allow the pitcher to step behind the screen without having to step back. After the pitcher releases the ball, the pitcher must move behind the screen. A pitcher can step out from behind the screen after the ball is hit to field balls to make a play. If the pitcher doesn't step behind the screen before fielding a ball, the batter is safe and advances to first base and all base runners advance one base. If the pitcher doesn't step behind the screen before the ball hits the screen, the ball is dead but the batter advances to first base and all base runners advance one base. When a pitcher steps behind the screen and the ball hits the screen, the ball is dead. The runners do not advance and the ball and strike count on the batter remains as it was before the ball was hit.

FIELDING

27. A batter cannot be thrown out at first base on a batted ball that touches the outfield grass.

28. A defensive player with the ball in possession on the base before the runner's foot is down on the white line to the side of the base or down on the ground beyond the white line to the side of the base results in an out.

29. To give players a sporting chance to get a hit, the following rules apply. All infielders, except the pitcher, shall begin play behind the imaginary base lines between first, second and third bases; ***and all infielders begin in the infield dirt.*** The rover shall begin to play anywhere on the outfield grass and not anywhere on the infield dirt. All four outfielders shall begin play behind the lines on the grass found between the foul lines and the outfield fence. Once the ball is hit, the defensive players may move in any direction and to any location.

Grants Pass Relics Senior Softball Assn.

Playing Rules

30. A foul ball down either foul line that hits a tree and lands on the field is a dead ball, regardless of landing in fair or foul territory.

BASE RUNNING

31. Fielders and base runners must always play the game in a manner to avoid collisions.

32. First Base. When there is a play at first base, the runner must run to the right side of the base and not touch the white base. The runner may touch the extended first base (the orange base) should it be in place. The runner is at the base when the foot is down on the extended base, down on the white line to the side of the base, or down on the ground beyond the white line to the side of the base. A foot crossing the extended base or the white line in the air does not constitute being at the base.

33. Second and Third Base. When a play is being made at second or third base and a runner is advancing to the base, the runner has the responsibility to avoid a collision. The runner shall not touch the base. The runner shall run to the side of the base that is opposite the direction of the throw to the base. For example, when the right fielder throws the ball to second base and the runner is advancing to second base, the runner must run to the left (third base side) of second base. The exception to this requirement is when the fielder for some reason is on the left side of the base in which case the runner would run to the right of the base. The runner is at the base when the foot is down on the white line at the side of the base or down on the ground beyond the white line to the side of the base. A foot crossing the base or the white line in the air does not constitute being at the base.

34. Home Plate. A runner shall never touch home plate or any part of the batter's box. A runner must run to the right side of home plate and the batter's box. A runner is at home plate when the foot is down on the white line at the side of home plate or down on the ground beyond the white line at the side of home plate. A foot crossing the white line in the air does not constitute being at home plate.

35. Overruns. To prevent injuries from sudden stops, a runner may overrun bases. After overrunning first base, a runner is not subject to be tagged out and may advance to second base without first returning to and touching first base. When a runner does not overrun first base (no play at the base) but rounds first base to advance or to decide whether to advance, the runner shall touch the base. For second and third base, a runner who overruns the base without touching the base is not subject to being tagged out. To advance, however, this runner must return and touch the base. A runner who legally touches second or third base (no play at the base) and overruns the base is subject to being tagged out. This runner may advance without retouching the base. During the overrun of the base, a runner cannot attempt to confuse or decoy the fielders, nor may the fielders attempt to confuse or decoy the runners.

36. Fielders also have a duty to avoid collisions. They must stay out the base path unless fielding a ball. When a runner is advancing to the fielder's base and there is not a play at the base, the fielder must not be on the base or in a location that would impede the runner advancing to or beyond the base.

37. A runner may not slide to or dive at a base.

38. There is a line (the commitment line) midway between third base and home plate. Once a runner's foot is down on this line or down on the ground to the home plate side of this line, the runner cannot return to third base.

Grants Pass Relics Senior Softball Assn.

Playing Rules

39. A runner shall remain on a base until the bat contacts the pitched ball.

40. Substitute runners are allowed for any runner once the runner is on base, upon a runner's request, at any time and without limit. Prior to the first out of a game, a substitute runner will be the last player in the team's lineup including substitute players. After the first out, the substitute runner will be the previous out, when able to run. Substitute runners cannot run more than once per inning. A substitute runner on base when it is the substitute runner's turn to bat will be replaced by another substitute runner. All players are expected to run to first base. Exceptions are allowed by agreement between the two team managers and for medical/physical reasons. A substitute runner from home plate may not advance beyond first base upon the initial hit; but, thereafter, the substitute runner may advance as a normal base runner ***(including an overthrown ball out of field of play)***. A roster player who is not able to bat or field may be used as a substitute runner from home for a designated player in the lineup upon agreement between the managers and prior to the game. The designated player does not need to have a medical/physical problem which prevents base running.

41. A violation by a runner of any rules set forth above will result in the runner being called out and the other runners may not advance beyond the base they were on when the runner was called out. A violation of any of these rules by a fielder will result in the involved runner and any runner in front of the involved runner advancing one base.

ELIGIBILITY FOR MEMBERSHIP

42. *Membership is open to men 50 years and women 40 years of age and older.* The age of the Player is determined by the age attained at the end of the calendar year in which the regular season is played. To be eligible for membership in the Grants Pass Relics Senior Softball Assn. the individual must be able to RUN to first base under their own power. The individual must also be