

# Amherst Senior Softball Over 60 League Rules

1. Specific to the Friday Morning League Rules
2. **Players must be 60 years or older to play. A player starting the season at 59 must turn 60 during the calendar year of play to be eligible.**
3. **Can't leave base until contact - If base runner leaves base before contact he is automatically out and removed from base.**
4. **Unlimited courtesy runners - Can run **only once** an inning - called out on base if courtesy runner is on base when it's his turn to bat. The courtesy runner then will take his proper turn at bat. THIS IS DETERMINED ONCE THE PREVIOUS BATTER HAS COMPLETED HIS AT BAT. THIS IS STILL IN EFFECT REGARDLESS IF THE OPPOSING TEAM INTENTIONALLY WALKS THE PREVIOUS BATTER TO GET TO THE COURTESY RUNNERS POSITION IN THE BATTING ORDER. (MANAGERS TAKE NOTE!)**
5. **The league will use official ASA Composite Bats. Each bat used in game play must be certified legal by Amherst Softball. Testing of bats will be offered before and throughout the season by appointment. Once a bat has tested legal, an official Amherst Certified Sticker will be applied to the bat. Every bat used in game play MUST have this sticker on the bat.**
6. **If a un-certified bat is used during a game, the Umpire will remove the bat and the player will immediately be called out and runners on base will go back to there previous bases.**
7. **5 run rule per inning - no limit in 7th inning**
8. **Catch up rule - team behind in any inning can score any amount over 5 to tie then At Bat ends**
9. **Speed up rule - For Double Headers-Team plays 2 inning At Bats then goes in to field. Away team bats once in first inning only. Home team ends with one At Bat in 7th inning.**
10. **2 foul balls and you're out once a batter has 2 strikes.**
11. **It is mandatory for Pitchers to wear a protective mask, regardless if the Pitchers Screen is on the mound.**
12. **Pitchers Screen:**
  - A. **The screen will directly face home plate within one to three feet in front of the pitching rubber.**
  - B. **The screen may be positioned anywhere from the outer left side of the pitching rubber for a right handed pitcher to the outer right side of the pitching rubber for a left handed pitcher. (Need more Specifics)**
  - C. **The screen must be placed to the left of a right-handed pitcher, and to the right of a left-handed pitcher to maximize the pitcher's safety.**
  - D. **Any batted ball striking any portion of the screen as observed by the umpire will be declared a foul ball and will be a dead ball. See Rule 10. All thrown balls hitting the screen are in play.**

**E. Any pitch delivered with the screen not in a legal position will be declared “no pitch.” If a pitcher refuses to place the screen in the correct position, the umpire will notify the player’s manager and remove the pitcher from the pitching position.**

**F. Once the screen is in position it becomes part of the field and may not be tipped over or thrown aside to accommodate a throw from the outfield or anywhere else.**

- 13. Base runner must avoid contact. Umpire will call runner out if in his discretion the runner did not avoid contact.**
- 14. Batter is safe at first if ball is hit to outfield grass on ground or on fly. Once ball touches the outfield grass the batter is safe at first regardless of error, drop, hits mitt, etc. a fielder then can not throw out a batter at first. If batter decides to go to 2nd on the hit then regular rules apply.**
- 15. Unlimited fielding changes by inning or game-players can come in and out of field but must remain in same spot in batting order. Any change in batting order intentional or not is an out once that hitter takes his first pitch.**
- 16. 11 Players in the field. 4 Outfielders and 1 Rover. The Rover can play anywhere on the field.**
- 17. Two home plates - Runner must go home to score at the other home “Runners” plate. The run does not count by stepping on batters home plate. If runner mistakenly goes to the wrong home plate the runner is not safe until he touches the Runners Home Plate. On a play at home, the catcher or any fielder need only step on or touch the batters home plate before the runner steps on or touches the other home plate to call the runner out.**
- 18. There is a line half way between 3rd base and the batters home plate. Once a base runner crosses that line going towards home plate the runner must continue to the other home plate. If the base runner crosses line and then turns back and crosses the line back towards 3rd base the base runner is by automatically out.**
- 19. League will provide the following to each team; 18 official balls for season, Batters Home Plate Strike Zone Mat, 2nd Home Plate, 1 scorebook**
- 20. Strike Zone - Slow Pitch Arc, 6’ to 10’ high limit, over 10’ is illegal pitch and called a ball, flat pitch is illegal pitch and called a ball, if legal pitch touches ANY part of home plate or strike zone Mat the pitch is a called strike. If pitch does not touch then it is a ball.**
- 21. Teams must field 9 players for official game.**
- 22. Teams may start a game with 8 players. The team with 8 will then bat first. A team must have 9 players in the field. Having 8 players in the field or less is a forfeit. The opposing team can lend a player to play in the field if agreed upon by both captains. The opposing team does not have to lend a player. That loaned player must play Defensive Catcher and will not bat for**

the other team but will continue to bat for his team. If the opposing teams 9th player shows up late then the loaned player goes back in the field for his team. A 10th fielder cannot be loaned. If the opposing team refuses to loan a player to the other team the team with 8 players must forfeit when they enter the field in the bottom of the first.

23. A team showing up with 7 players at game time is an automatic forfeit.
24. Teams that forfeit for 7 players or less showing up at the ball field are responsible for the entire Umpire Fee for that game and if required the 2<sup>nd</sup> game of a double header. Managers must agree to this when signing up for the league. (This item to be discussed)
25. Playoff Eligibility – A player must play in a minimum of 6 regular season games to be eligible for the playoffs.
26. Managers are responsible to bring 2 balls, bats, extra home plate and strike zone mat to each game.
27. Managers are responsible to pay the ump each game or double header
28. Managers are responsible to make sure a full team shows up at each game and on time.
29. Managers are responsible to contact the commissioner with final score(s) by 6pm on day of game.
30. Managers are responsible to contact the commissioner as soon as possible before the game if team is unable to field enough players.
31. Managers must contact commissioner with any problems or controversies that are not settled during the game either by the umpire or both captains.
32. Home Team Manager at the 10AM game is responsible to bring the Pitchers Screen from the storage site at the field to the Pitchers Mound.
33. Home Team Manager at the last game of the day is responsible to bring the Pitchers Screen to the storage site at the field.