



2020 DELHI PARKS AND RECREATION SENIOR SLOW-PITCH SOFTBALL LEAGUE

BY-LAWS

The current American Amateur Softball Association Official Guide & Slow Pitch Playing Rules shall govern play unless otherwise noted.

RULE 1 - LEAGUE COMPOSITION

SECTION A - Team Roster Size

Each team will consist of no less than twelve (12) players. No restriction as to number of players on the roster. September 10th, 2020 shall be the last date to add or transfer players. Exception: If the player can prove medical disability, they may be replaced but only for the remainder of the regular season. The new player is ineligible along with the medically disabled person for the league playoffs. A player must have appeared in at least 3 regular season games to be eligible for any playoff games. The individual player fees are not transferrable regardless of the circumstance.

RULE 2 - GAMES

SECTION A - Game Sites: Games will be played at Valhalla Park East Field and Kiwanis Park.

SECTION B - Game Schedule

1. The Parks and Recreation Department will schedule make-up games.

SECTION C - Game Time and Length

1. Games will be played on Wednesday evenings at Valhalla and Kiwanis Parks.
Game times at Valhalla are 6:15, 7:15, 8:15 and 9:15.
Game times at Kiwanis are 5:45, 6:45 until final 3 weeks then game times are 5:15, 6:15.
2. Games will be scheduled for seven (7) innings.
3. A time limit of one (1) hour will be placed on each game. No new inning shall start one hour after the game's first pitch. Games called due to the time limit shall constitute a complete game regardless of the number of innings played. EXCEPTION: If the game is tied after seven innings or less and the time limit has expired, one extra inning will be allowed. The international rule will be applied. The last batter of the previous inning will be placed on 2nd base at the beginning of the inning. A substitute runner may not be used until the runner gets to 3rd base. **(60 & over league only)**
If teams remain tied after the extra inning, then the result of the game is a tie.

SECTION D - Game Rules; governed by A.S.A. with the following exceptions:

1. Sliding:
 - a. Players may slide into 2nd, 3rd and scoring plate. Players may not slide into 1st base.
 - b. Players may slide or dive back to 1st, 2nd and 3rd base.

2. No metal spikes and **NO SENIOR SOFTBALL BATS WILL BE ALLOWED.**
3. Infield balls are not permitted between innings.
4. Double first base will be used:
 - a. If a play is being made on the hitter running to first base, the hitter must touch only the orange bag. If he touches any portion of the white bag, he will be declared out.
If the player covering first base on the play, as described in the previous paragraph, touches any part of the orange bag, the runner is declared safe.
 - b. If the ball has passed the infielders by the time the hitter reaches first base, he is permitted to touch either and/or both bases. It is the responsibility of the defensive player to avoid any contact in this situation.
 - c. Once the batter becomes a base runner, the white base in fair territory is to be used.
5. For the 50 and 60 & over divisions, all batters start with a one and one count.
Batters **WILL** receive a grace foul ball with 2 strikes.
6. Pitching: Arc will remain 6 – 12'. A pitcher may pitch from or behind the mound as far back as 2nd base. The rule will be the same in which the pitchers pivot foot must be within the diameter of the pitching rubber.
7. Anyone listed on the lineup card, in the batting lineup or as a substitute, may serve as a courtesy runner (CR), but only once per inning. A runner who is replaced with a CR may not be used as a CR for that inning. If a player runs as CR more than once per inning or serves as a CR when they were replaced by a CR and is caught by the umpire before that runner scores they will be declared out. If the runner scores the run counts and no out is declared.
8. Another substitute runner may not replace a player being used as a substitute runner unless he is injured and removed from the game.
9. A player who leaves the game due to ejection shall count as one out each time their position in the batting order is scheduled to hit. If a player is removed from the game as the result of an injury or any other reason, that player's position shall not count as an out.
10. No tag plays at home. Each play will be treated as a force play.
 - a. Catcher is required to touch home plate for the force out. Runner attempting to score must not touch home plate but must cross the scoring home plate.
Penalty: Runner is out if he touches home plate.

Second home plate - 3rd base foul line 5' to the 3rd base side of home plate. A player cannot be tagged out between 3rd base and commitment line. If runner is tagged after crossing the commitment line and before crossing the scoring plate, he will be declared safe. Defensive player with the ball must touch home plate prior to runner touching scoring plate to be considered an out.

11. Commitment Line is 25' from 3rd base. Baserunner crosses the line; they must proceed to the scoring plate. If they go back across the line towards 3rd base they will be declared out once play stops and umpire calls time.
12. The strike zone includes the home plate and the mat.
13. Teams have the option to bat their defensive players and anyone else on the bench. Teams do not have to bat everyone present at the game.

SECTION E - Mercy Rule

1. A team leading by 15 after four (4) innings and 10 after five (5) innings of play shall be declared the winner and that game is considered complete.
2. "Five Run Mercy Rule" – A maximum of five runs per inning will be allowed by each team through the first six innings. For the 7th inning and extra innings played, regular scoring rules will apply. Exception: After fifty (50) minutes into the time limit, the subsequent inning will be the last inning of the game. It does not matter if it's the 5th or 6th inning, runs will be unlimited for that inning and once that inning is complete, no matter if there is time left on the time limit, the game will be complete.

SECTION F - Game Balls: Delhi Parks & Recreation will provide one new & one used ball.

SECTION G – Ties in League Standings

If there is a tie at the end of the regular season for first place, a single game playoff will be held to determine the league champion. If more than two teams are tied, first round opponents will be determined by draw. If there is a tie for second place, head-to-head competition will determine which team receives the runner-up trophy. If the teams split in head-to-head competition, the least number of runs allowed in head-to-head competition will be the determining factor. The least number of runs allowed for the season will be used next and finally a coin flip if necessary.

RULE 3 - PLAYERS

Eligibility - For the 50 & over league, a player must turn 50 before December 31st of the current year. Teams may have only one 49-year-old on their roster.

For the 60 & over league, a player must turn 60 before December 31st of the current year. Teams may have only one 59-year-old on their roster

RULE 4 - INCLEMENT WEATHER, call 694-3433 after 4:30pm or visit www.cancellations.com

In the event of inclement weather (i.e. rain), the Parks & Recreation Department has a sports information number in which players may call to find out the status of their game. The voice mail message will be made at 4:00p.m. (no earlier and no later) the day of the game in question. If the 6:15p.m. game is canceled, all subsequent games will also be canceled. If a game is suspended due to thunder or lightning, there must be a period of 15 minutes expired with no thunder or lightning present before play is resumed.

- Umpire Payment on Reverse Side -

ADULT SOFTBALL

UMPIRE PAYMENT POLICY & FORFEITS

UMPIRE PAYMENT

Each team will pay the umpire(s) cash on the field prior to the start of each game.

For games with **one (1) umpire** each team will pay the umpire **\$15.00 per game**.

For games with **two (2) umpires** each team will pay one (1) umpire **\$20.00 per game**.

FORFEITS

In the event of a forfeit, your team will not be required to pay the umpire(s).
Delhi Parks & Recreation will pay the umpire(s).

If your team forfeits, you are required to pay Delhi Parks & Recreation \$45 before your team's next scheduled game.

DEFAULTS

During the game a team falls below the number of players required to complete the game (8) due to injury, ejection, or other circumstance the team will default. Umpires keep the money and it is considered a victory for the opposing team.

RAINOUTS

If the game does not begin then teams do not have to pay the umpires.
Delhi Parks & Recreation will pay the umpires.

If the game begins and it is rained out prior to a complete game, the umpires will keep the money and Delhi Parks & Recreation will pay the umpires for the makeup game.