

Updated 3/27/2017

SYLVANIA SENIOR SOFTBALL RULES

2017 Season Rules

(Overriding or in addition to Senior Softball-USA rules)

1. Team Composition: Teams will be comprised of players selected by the league directors, chosen with the ultimate goal of achieving team parity. The number of teams and the players on each team will be determined by the board dependent on the number of players signed up.

2. Participation: All players on a team roster will bat the full game and must play defense a minimum of 3 innings in a 7 inning game, except if the game falls under the mercy rule. A player cannot be a designated hitter only.

3. New Players: Any player that is brought into the league after the teams are formed will only be allowed to do so after he is evaluated by the committee. He will be placed on a team that the board deems necessary. When a returning player brings a new player into the league, he shall have the option of having the new player be on the same team with him for that season.

4. No Pay – No Play: If a player is used in a game before registering and paying fees, the game(s) will be forfeited. The team manager is responsible to ensure that entry fees have been paid.

5. Fielders: The 58+ Tuesday league and 50+ Thursday league: There are normally eleven defensive players. The eleventh player may be used anywhere on the playing field.

6. Minimum Players Present: Teams must have seven (7) roster players to start a game or the game will be forfeited by the team with fewer than 7 players. If both teams have fewer than the minimum number of roster players, both teams forfeit and are charged with losses. Teams may agree to play a practice game with sufficient substitutes.

7. Catcher needed: If a manager of a team that has 7, 8 or 9 players requests a catcher, the opposing team must supply a catcher to only throw the ball back to the pitcher. No defensive actions allowed.

8. Playing Time: After the first inning, the pitcher will throw no more than three (3) warm up pitches prior to the start of the new inning, and the infield will not warm up after the first inning, in an effort to complete the games in a timely manner.

9. Substitution: A league official will conduct the placement of the substitutes needed by each team from a pool of those players eligible and wanting to be substitutes. If a manager uses a substitute not from the pool, his team will forfeit the game and the manager will be suspended from managing and playing in the next game.

10. Pool Players: If a player wants to be in the pool, we will have the “pool manager” at the front diamonds, by the concession stand, and there will be a sign up board. There are three ways that you may enter the pool:

A. Sign your name on the board for early and/or late game(s).

B. You may be present when the pool begins.

C. You may also call the pool manager on the day of the game and ask to be put on the board.

There will be two columns, one for the early games and one for the late games. Write your name under whichever game that you would like to play. When you put your name on the board also include which position that you play next to your name. If you are a restricted player please place an “R” next to your name and position(s) played. If you are not sure if you are restricted (“R”) player, check with your manager prior to the game. It is the manager’s responsibility to be at the pool or send a representative from your team.

For the early games, the pool whistle will be blown at 5:55, and the pool selection will begin promptly at 6:00 and will end at 6:10.

For the late games, the pool whistle will be blown at 7:30, the pool will begin promptly at 7:35 and will end at 7:40.

In the late pool, a manager can choose a player who already is playing in the early game. However that pool player must be on the sign up board to be eligible and **will have to join the game after he completes his first game. No games will be delayed in starting in order to wait for selected pool player to finish his game.** The pool player will join the game in progress.

If a player is playing as a pool player in an early game, and his team is ready to start his regular scheduled game, this player must leave his game as a pool player and join his team. **No delay in starting a game will be allowed for waiting for this player.**

The coaches from the teams that need pool players will then pick from the list of pool players, in the reverse order (last to first) of their current league standings. Restricted Pool Players (RPPs) will be chosen first and then the remaining pool players will be selected. If a manager needs an RPP and there is no RPP to fill the position needed, he can choose from any pool player who then can bat anywhere in the lineup as an RPP. If the normal restricted player (RP) shows up, he must enter the lineup in the same batting order as the pool player by the top of the third inning or when the pool player has batted at least once. The pool player must leave the game.

Order of picks: see below for rules when a team with seven player’s is requesting pool players. Team 2, Team 4 and Team 5 (these numbers represent a teams’ rank in the standings). If there are 2 pool players needed for Team 4, one needed for Team 2, and two needed for Team 5. Team 5’s manager will have the first pick, Team 4 will have the second pick, and Team 2 will have the third pick. Team 5 will

then choose a second pool player, and Team 4 will choose a second pool player. If the number of pool players available is less than needed, the placement of the players shall not cause one team to have more players than their opponent because of the added pool players.

RPPs are used to maintain team parity. The maximum number of substitute players on a team will be limited to a total of two (2). Example: Either two (2) non RPP or one (1) non RPP and one (1) restricted pool player (RPP).

Managers may place the RPP anywhere in the batting lineup at their discretion. Non RPP will be placed at the bottom of the lineup. Notify the opposing coach of any additions or changes in the original lineup before the game begins.

Seven Player Team pool player picks: Normal pool player selection rules will be followed as stated above unless a team or team(s) with only seven roster players need to select from the pool. In those cases, the following will apply:

Regardless of the seven player team record, they will receive the first pick from the pool of players, excluding restricted players. (A seven player team cannot select a restricted player in first round of picks) Once they select their first player, then the normal draft rules will apply for the remaining teams for the first round selection as stated above. If a second round of picks is necessary, then the selection will start as listed above in normal pool player selection process, where the record of the seven player team will be used to determine the order of selection. In the event of two seven player teams needing pool players, the team with the worse team record shall select first.

11. Start time 6:15 game: A horn will be sounded at 6:15 to start the game and then 3 minutes later to signal a penalty if the game has not started. If an offensive player is not around the batter's box at 6:18, he is out. If the defensive team is not ready at 6:18, the first batter is awarded a walk.

12. Roster Players: If your regular roster player arrives after a pool player has been chosen, the late roster player will replace the pool player in the pool player's batting position at the start of the third inning or after the pool player has batted once, whichever comes first.

If a team's regular roster player shows up after a pool player has been chosen and the placement of the regular player does not cause the team to have more players than their opponent, he will bat at the bottom of the batting order.

If a roster player leaves the game for any reason, the missing roster players' time at bat will not be recorded as an out for each at-bat thereafter. Any substitute player leaving a game, not replaced by a roster player will not be recorded as an out in subsequent at bats.

13. Mercy Rule: There shall be a five runs per inning rule, with unlimited runs allowed in the seventh inning, with a catch up rule. A team that is ahead by twelve or more runs after the fifth inning (4.5 innings if the home team is ahead) will be the winner. The five run rule will be applied even if an extra base hit would have caused more than

five runs to score, e.g., a team has scored four runs and the bases are loaded when the batter hits a ball into home run territory. A single is recorded for the batter and the runner on third base is the only base runner to score. The five run rule per inning does not apply in the last inning, when either team can score as many runs as possible.

14. Pitching Screen Rules:

The location of the pitching screen will be as follows:

- A.** The pitching screen must be placed on the pitchers glove hand side.
- B.** The pitching screen will be set no more than two (2) bat lengths from the front of the pitching rubber toward home plate.
- C.** The pitching screen must be placed not more than six (6) inches outside the glove side edge of the pitching rubber and may not go past the bare hand side of the pitching rubber.
- D.** The pitcher must set the pitching screen where he wants the screen before the first pitch of the inning and leave it there for the whole inning.

Any ball hit into the pitching screen netting or striking any part of the pitching screen will be a "dead ball strike", the same as a foul ball. If a batter strikes a screen three (3) times in the same at bat, with no other strikes called, the batter will be declared out. Any combination of called strikes, foul balls or screen hits that total three (3) in the same at bat will be an out, except as stated below in **a**.

- a.** If striking the pitching screen would result in a third strike and the batter has not struck the pitching screen in the same at bat, he shall not be declared out. If he hits the screen a second time in this same at bat then he will be declared out.

Any ball thrown into the screen by a defensive player will be a live ball and runners may advance at their own risk.

Defensive players are not allowed to move the screen to keep a thrown ball from striking it.

15. Pitchers Box: The pitchers box will extend ten (10) feet toward second base from the front edge and be the same width as the pitching rubber. Pitcher must have a foot touching this box as he does when pitching off the pitching rubber.

16. Substitute Runner 50+ and 58+ leagues: Only a player can request a substitute runner upon reaching a base. The coach can decide who the substitute runner will be. A player can be a substitute runner only once per inning. Each team can have a maximum of 2 sub runners per inning and a player may sub run only twice per game and must announce the second time he is running. If a player sub runs more than twice in a game, that player is out when he touches 1st base. After the maximum two sub runners have been used in an inning, and a player is in need of a substitute runner due to injury he may have one however he must leave the game and cannot reenter.

17. Walks: After a batter has been walked intentionally or unintentionally, on subsequent at bats, the batter must notify the umpire before he steps in the batters' box that he has been walked prior and the umpire will inform the pitcher. If the pitcher signals to 'put him on' or throws 4 consecutive balls (without a strike or foul ball hit) the batter will advance to second base and all runners will move up 2 bases. If notification is not given, a strike is called or foul ball hit, and 4 balls called, the batter will only be awarded first base. Base runners can't advance unless first base is already occupied.

If weather conditions prevent a "natural pathway of a delivered pitch" then both managers have to agree, at the beginning of an inning, and solicit a League Board Member to vacate the "2 Base Walk Rule" for the remainder of that game.

18. Player Behavior: A player ejected from a game for exhibiting poor behavior may be subject to further disciplinary action by league officials. Any aggressive or confrontational behavior will not be tolerated. Coaches shall deal with the individual offender. Non-compliance should be reported to league officials. Complete a Protest or Complaint Resolution form.

19. Complaints or Protest: The manager of the team is the person designated to bring a complaint formally to the board. The manager is responsible to clearly explain the issue. The complaint levied must potentially have changed the outcome of the game. One exception to this rule is if the complaint is about the manager, the player or players may bring the complaint forward. This can be done by completing the 'Protest or Conflict Resolution form and physically handing it to a board member, no emailing will be accepted. Please explain the issue clearly and what it is that you believe should be the outcome. A three person panel chosen from the board will review and investigate the issue. They will then bring their finding to the whole board and a decision will be made. The manager filing the protest/complaint will be contacted with the ruling. This will be the end of the issue. If the manager filing the protest continues with complaining he will be replaced. This sort of behavior shows a lack of leadership, sportsmanship and tears down the teams moral.

20. Umpires: An effort will be made to acquire non-participating players to voluntarily serve as umpires. If none can be had, the offensive team will provide umpires for their half of the inning. He / they will have the entire responsibility for making the calls.

21. Selection of dugouts: Dugouts on the first base side of the diamond shall be assigned to the visiting team, while the home team will occupy the third base side dugouts.

22. Game Fields: NO GAME FIELDS CAN BE USED FOR PRACTICES

23. Weather Line: To confirm that games will be played on days of inclement weather call 419-882-1500, x 506, or visit www.playsylvania.com. Players may also go to www.playsylvania.com web site and sign up for weather text alerts advising if the park closes due to weather condition.

24. Lightning Detection System: When lightning is detected within a five mile radius of Pacesetter Park, a lightning detection system siren will sound at a continuous level.

Games or practices need to be suspended immediately, and everyone needs to seek shelter. Games or practices will not resume until an all clear alert is sounded.

24. Game Delay: If a game is postponed due to rain, lightning or any other unforeseen reason, it will be handled in the following manner;

1. If each team has completed one (1) full inning the game is deemed "in the books" and will continue on at the same point where it was left off. The players, if on base, will resume their same position and the batting order will resume where it left off. If your full roster was not at the original game once the game resumes your players who were not at the original game must go to the end of the batting order.

2. If both teams did not complete the 1st inning, the game will be made up as if the game had not been played.