

Champaign Park District  
Dale Cain Senior Softball League  
2010 Revised Rules

General

1. Home team uses the 3<sup>rd</sup> base dugout.
2. Metal spikes/cleats are prohibited.
3. Time permitting, the visiting team may take the field ten minutes prior to game time for infield practice. The home team is permitted to take infield practice at five minutes before game time and stay on the field to start the game. There is no infield practice between innings.
4. There will be (1) umpire per game.
5. Amateur Softball Association (ASA) Rules will be followed with the following additions and exceptions:

The Teams

1. Eligibility: Any person turning 55 on or before December 31<sup>st</sup> of the current season is eligible to be on the roster of a team in this league.
2. Teams will consist of no more than twenty (20) players.
3. Players may be added to rosters throughout the season. A player addition form must be submitted at the Bresnan Meeting Center by 5 pm on the day of the game. A team that plays a player not on their roster will forfeit all games in which he plays, with the exception that a team may pick up a maximum of five over-65 players in order to avoid a forfeit and/or field a full team.
4. The over-65 team roster will include all players in the league turning 65 or older by December 31 of the current season in question. (Over-65 players may not play against their own regular team)
5. Teams may play with no more than eleven (11) players on defense.

6. Teams must bat all (11) defensive players. Manager has option to bat 11, 12, or all players in the offensive line-up.

### The Game

1. Game time (6:00, 7:00, 8:00 and 9:00) is forfeit time.
2. All games of the over-65 team will be played at 7:00.
3. Lineups must be turned in to the scorekeeper at least ten (10) minutes prior to the scheduled game time.
  - a. The 65 team will be allowed 5 minutes after the completion of the 6pm game to turn in a line-up.
4. Eight (8) players (including any 65+ pick-ups) must be present to start a game, or the game is forfeited. At least six (6) roster players must be present to avoid a forfeit.
5. Games will be seven (7) innings. Games will run on a forty-five (45) minute clock. After forty-five (45) minutes teams will play 1 more full inning. (Next inning starts after 3<sup>rd</sup> out of prior inning)
6. Scoring in the first five innings is limited to five runs per team per inning. The Sixth inning will be the catch up inning. The team trailing may be allowed to score until the game is tied. In the seventh inning and after, there will be no run limits. A slaughter rule is in effect, (15 runs after the 4<sup>th</sup> inning).
7. The five lower based teams (from the previous season) will receive (1) run per inning – advantage. When playing against the top four based teams. No extra runs after the 7<sup>th</sup> inning. (65'ers team will always be considered with the lower base teams)
8. A progressive home run rule will be used. Each team will be allowed one (1) homerun over the fence. Either team may go one homerun up as long as the other team has hit the allowed number of homeruns. Any homerun hit over the limit will be an out for the batter.

## Pitching

1. ASA rules governing delivery and arc will be followed, with one exception. There will be a 6ft box behind the pitchers mound that the pitcher is allowed to pitch from.
2. A mat will be used for calling balls and strikes.

## Batting

1. The batter will start with a 1 and 1 count.
2. Bunting is not allowed.
3. A foul ball after the second strike will be a strikeout.

## Base Running

1. Courtesy runners
  - a. Unlimited courtesy runners are allowed each inning, but a player may be a courtesy runner for only one player per inning. A courtesy runner is in the game when announced by the offensive team manager. (i.e. Player A can only run for player B during that inning. In the next inning, player A could run for player C)
  - b. Batters 65 or older may have a courtesy runner from home plate.
    1. The courtesy runner from home plate will start with both feet behind a line running parallel to the scoring plate.
  - c. A courtesy runner may not run for an existing courtesy runner except for an injury. A injured courtesy runner can only play an infield position on defense.
  - d. A courtesy runner who is still on base when he is scheduled to bat will be declared out.
2. An extended safety base will be used at first base. Runners must use the extension in foul territory if a play is being made on them.
3. In general, runners must attempt to avoid any collisions on the field. The runner must give himself up rather than initiate contact. (ASA non-contact rule) A fielder may not be in front of the bag unless the ball is being throw to them (blocking is not allowed).

4. There are no tag plays on runners attempting to score. The catcher must position himself in front of home plate. Once the base runner has crossed the commitment line 20 feet from home plate, he cannot return to third base, and the force at home is in effect. The runner will be called out if he attempts to return to 3<sup>rd</sup> base. Safe or out will be determined by whether the catcher tags home plate before the base runner crosses the "scoring" plate. Runners must use the scoring plate. A runner who touches home plate will be called out.
5. One (1) time re-entry rule
6. In case of injury to a player in the line-up and no subs available, the injured player may be removed and his place in the batting order will not be considered an out.