



## A LEAGUE RULES

Revised May 2017

### 1. COURTESY PLAYERS

- A. Regular season games and tournaments require a team to have more than 50% of its roster players present and playing in order to avoid a forfeit. If a team is short of players, courtesy players will be added in order to field a team of 10 or 11 players.
- B. Courtesy players will be drawn randomly. For playing purposes, first priority goes to regular **SUBSTITUTE** players (players who have paid their dues but have not been assigned to a roster), second priority goes to **PICKUP** players from teams that are not playing that day, and third priority goes to **PICKUP** players from another team's roster. The following guidelines will be used to insure that no team gains an excessive advantage as a result of drawing players.
- i. A member of the board will be in charge of the drawing and placement of courtesy players. The board member should not be playing in the game for which the drawing is taking place.
  - ii. The selection and assignment of pickup players shall be as follows: (1) If a pitcher is needed, an initial drawing will be done to determine the assignment of pitcher(s). (2) A drawing will be done based on the total number of players needed without regard to team assignment. Substitute players are automatically included in the selected group. (3) After the pool of selected pickup players is determined, the coaches will pick alternately from the pool. The coach of the team with the worst league record will pick first. If both teams have the same record, a coin flip will be used to decide which coach picks first.
- C. Substitute players can play any position and bat any place in the lineup **Pickup players will play Catcher, Right Field, Right Center and 1<sup>st</sup> in that order and must bat last in the lineup. Coaches can agree on a catcher exception due to player limitations.** If more than one pickup player is chosen, they will be inserted into the bottom of the lineup in the order that they were picked.
- D. Substitute players are guaranteed playing time on any day that they are present.
- E. Pickup players cannot hit for more than a single. Runners on base when the pickup player bats cannot advance more than 1 base. This restriction does not apply to substitute players.

- F. If a substitute player participates in the first game, he may play in the second game as a pickup player.

## 2. ROSTER RULES

- A. Players will not be allowed to start league play if dues are not paid. The team manager is responsible securing payment from his players and forwarding the payment to the BASS treasurer.

B. All non-injured team members present for a game must be included in batting order.

- C. Free substitution is allowed in the field at any time.

## 3. GAME PARAMETERS

- A. A regulation game shall be 7 innings unless shortened by the time limit imposed in part B and must include a buffet inning.

- B. 45 minutes after the start of the game, the umpire will announce to both managers that the next inning will be the game's last inning.

- C. In regulation play, batters will start with a 0-ball, 0-strike count.

- D. If extra innings are required, the player who batted last in the previous at-bat will begin the extra inning as a base runner on second base. No substitution for this base runner is allowed until the completion of one at-bat. In the extra inning, batters will start with a 0-0 count.

- E. In the event of a tie at the end of regulation play, only one extra inning will be played.

- F. A hit ball that strikes the protective pitcher's screen is treated as a foul ball.

- G. If the batter starts fouls off a 2-strike pitch, he is 'out'. Exception: If the foul ball call with 2 strikes is the result of hitting the pitcher's protective screen, the batter will be allowed to continue the at-bat, but any further foul ball call will result in the batter being called 'out'.

- H. A scoring limit of 5 runs applies to every inning except the last inning.

- I. If a thrown ball strikes the pitchers protective screen, the ball is 'live' and remains in play.

- J. The one-up home run rule will be in effect after two home runs. Others will limited to a double.

- K. Should the home team be leading by 7 runs and time has expired while the visiting team is batting, Home team will defer their at bat to the visiting team. Should the visiting team be leading by 7 runs starting the buffet inning they will defer their at bat.
- L. The clock for the first game slot will start at 6:30. The start of the second and third game slots will be one minute after both teams are available.

- 4. On a ball caught in foul territory with less than 2 outs, regardless of the count on the batter, a runner may tag and advance at his own risk.

## 5. BASE RUNNING

- A. After hitting the ball, a batter/base runner going to first base must step on the outside (red) base if a play is being made at that base. If no play is being made at first base, the runner can touch either base. A violation may result in the runner being called out by the umpire.
- B. Players attempting to score must run across the home plate line or step on the alternate home plate. Any runner who touches the regular home plate will be called 'out'.
- C. It is the base runner's responsibility to avoid the relay throw on an attempted double play. If the relay throw hits the runner, interference may be called.
- D. Base runners cannot leave a base until the ball reaches home plate. A runner who leaves early will be called 'out' and the ball is dead.
- E. A base runner shall avoid all unnecessary contact with a defensive player. Blatantly unnecessary contact (as determined by the umpire) will result in the runner being called 'out' and may result in dismissal from the league. The ball is dead, and runners must return to their bases.
- F. A "line of no return" between third base and home plate is marked along the third base line. Once a runner passes this line he must continue to the home plate line and cannot return to third base.
- G. All plays at home plate will be force-outs (no tags allowed). In order for the runner to be called 'out' at home, the defensive player must have possession of the ball and be touching any part of home plate (black or white) before the base runner crosses the home plate line or touches the alternate home plate.
- H. If a base runner passes another base runner, the passed runner is 'out'.
- I. Substitute and Courtesy Runners

A courtesy runner is a replacement runner for the batter. A substitute runner is a replacement for a base runner.

- i. Each team is allowed two substitute runners per inning. An exception to this limit can be made in the event of an injury. A given player can be a substitute runner only once per inning.
- ii. Batters that are unable to run and require a courtesy runner must be stipulated to the umpire prior to the player's first at-bat. Runners necessitated due to injury during the game are excepted from this rule.
- iii. The courtesy runner for a batter must be the player who made the team's last out.
- iv. Courtesy runners for a batter must start from the line designated for that purpose and cannot leave until the ball is hit.
- v. If the courtesy runner for a batter is on base when it is his turn to bat, another player can replace him.
- vi. If the substitute runner for a base runner is on base when it is his turn to bat, he becomes an illegal runner and is 'out'. However, he does not forfeit his at-bat.
- vii. Protesting the illegal substitution of a courtesy runner or substitute runner must be done as an appeal play. The appeal must be made to the umpire after the first pitch thrown after the substitution and before the second pitch. If the appeal is upheld, the runner is out. If the appeal is upheld and the pitched ball was hit, other runners return to their original bases and the batter returns to his at-bat and starts with a fresh count.

## 6. PITCHING

- A. To be called a strike, a pitch must
  - i. Hit the plate or attached mat, and
  - ii. Have an arc that is between a minimum height of 6 feet and a maximum height of 12 feet.
- B. The pitcher may pitch from an area up to 6 feet directly behind the pitching rubber. Pitchers will have the option of using a protective screen. The screen must touch the pitching rubber or a parallel line one pitcher stride in front of the stride. Once set in the inning the screen cannot be reposition. A pitcher not using the screen is required to wear a facemask. (These items will be purchased and made available by the league, but a pitcher may substitute his own protective facemask and chin guards.) A chest protector is recommended but not required.

## 7. MISCELLANEOUS

- A. MAKEUP GAMES: If a league game is rained out, or cancelled due to unforeseen circumstances, the game will not be made up.
- B. UNIFORM CODE: Players are expected to wear the team jersey of their sponsor in all scheduled games.

- C. DOGS brought to the park should be kept on a leash.
- D. No alcoholic beverages will be consumed on park grounds.
- E. **PLAYER SUSPENSION:** Players are expected to conduct themselves at all times in accordance with the highest standards of courtesy, integrity and sportsmanship. Players who are ejected from a game or violate these standards of conduct at anytime are subject to suspension for a number of games determined by the BASS board to be appropriate for the situation. Repeat offenses or egregious behavior can result in a player being banned from participation BASS sponsored events.
- F. **ELIGIBLE PLAYERS:** Men must be at least 50 years of age by December 31 of the calendar year. Women must be at least 45 years of age by December 31 of the calendar year.

#### 8. SITUATIONS NOT COVERED BY BASS RULES

All situations not covered by the rules listed above will be governed by Senior Softball USA (SSUSA) rules.