



RULES
FOR "B" LEAGUE

(3/14/2016)

1. COURTESY PLAYERS

- A. If a team is short of players, courtesy players will be added in order to field a team of 10 or 11 players. There are two types of courtesy players, substitutes and pickup players. Substitutes are players not yet assigned to a team. Pickup players are on a team roster.
- B. Pickup players can play any position except shortstop. There are no restrictions on where substitutes can play.
- C. Once chosen, substitute players will play the entire game. Pickup players will play the entire game unless a roster player shows up after the game has started. In that situation, the roster player will replace the pickup player in the lineup at the start of the next inning. The late arriving roster player will bat in the lineup slot assigned to the pickup player. If a team has more than one pickup player and a roster player arrives late, the pickup player who had the highest number in the original drawing will be the one replaced.
- D. Pickup players bat last in the batting order. Substitutes can bat anywhere in the batting order.
- E. 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 two 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.
- F. If a substitute player participates in the first game, he will be classified as a pickup player if he wants to also play in the second game.
- G. If a lack of B league players necessitates the use of A league players, those A league players must be assigned to the following positions in order (1) catcher (2) right field (3) right center field.

2. ROSTER RULES

- A. Players will not be allowed to start league play if dues are not paid and completed registration forms submitted. The team manager is responsible securing payment from his players and forwarding the payment to the BASS treasurer.
- B. All team members present for a game must be included in the batting order.
- C. If both teams have 11 or more roster players present, the teams must use 11 players on defense.
- D. If one team has more players present than the other, and the team managers agree to move players to balance numbers, the method of selecting the player(s) to be transferred is as follows: The manager of the team losing the player(s) is allowed to protect 6 players. The manager of the other team then chooses the number of players needed from the unprotected players.
- E. To the extent possible as dictated by the number of players present, no player should sit out more than one inning in the field.
- F. Free substitution is allowed in the field at any time.
- G. A team must have at least 5 roster players present and playing. If fewer than 5 are present, the game will be played but will be counted as a forfeit in the league standings.

3. PLAYERS WITH 'A' LEAGUE ABILITY

- A. The 'A' league ability rating will be decided by a consensus vote of the team managers and BASS board members.
- B. No 'A' league rated player will be allowed to participate as a roster player in the B league unless agreed upon by the unanimous vote of the team managers.

4. GAME PARAMETERS

- A. A regulation game shall be 7 innings unless shortened by the time limit imposed in part B.
- B. 50 minutes after the start of the game (45 minutes on days with limited daylight), the umpire will announce to both managers that the next

inning will be the game's last inning. In the event of encroaching darkness, the umpire has the authority to declare the start of the last inning prior to the 50-minute time expiring.

- C. In regulation play, batters will start with a 0-ball, 0-strike count.
- D. A scoring limit of 5 runs applies to every inning except the last inning. The last inning (buffet) will have a scoring limit of 10 runs. If a team is behind by 11 or more runs entering the buffet inning, that inning will not be played.
- E. If a thrown ball strikes the pitchers protective screen, the ball is 'live' and remains in play.
- F. The 'one-up' home run rule will be in effect. An out-of-the-park hit that would result in a team having 2 home runs more than its opponent will be limited to a double.
- G. 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.
- H. A line to prevent outfielders from creeping up on weak hitters shall be established approximately 170 feet from home plate. At least 4 outfielders must remain behind this line until the ball is hit.
- I. When necessitated by short daylight hours, there will be a drop-dead time for the first game that is established in advance. If an inning is in progress when the drop-dead time arrives, the game is halted and the final score reverts to that at the end of the previous full inning played.

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 will result in the runner being called out by the umpire. No appeal is required.
- 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'. 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 Runners
 - i. Pickup players are not allowed to be substitute runners.
 - ii. Exception to (i.): If a team is short of roster players capable of substitute running, the manager may meet with the opposing manager before the game and request that a pickup player be granted permission to be used as a substitute runner. The managers should mutually agree on an individual player (or players in extreme circumstances).
 - iii. A substitute runner from the plate may be used only when the player substituted for is either injured or has an obvious incapacitation.
 - iv. If a player who is scheduled to bat is on base he or she may be substituted for.
 - v. Managers cannot put in a substitute runner except at the original runner's request.
 - vi. A given player may be a substitute runner only one time per inning. If that player substitutes as a runner from home, his eligibility for that inning is used up, regardless of the result of the at-bat.

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.

- C. Pitchers will have the option of using a protective screen. If one team's pitcher opts for using the screen, the pitcher for the opposing team must also use the screen. A pitcher not using the screen is required to wear a facemask and shin guards. (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. HITTING

- A. Pickup players are limited to a single in their at-bats.
- B. Runners on base when a pickup player gets a hit may advance only one base, and after all runners have advanced safely to the next base, the play is over and the ball is dead. (No additional bases can be taken on an overthrow.) If a pickup player hits a fly ball that is caught, base runners can tag up and advance one base only.
- C. A hit ball that strikes the protective pitcher's screen is treated as a foul ball.
- D. A batter is ruled 'out' if he hits a foul ball when there are two strikes in the pitch count. 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'.

8. 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. If we do not have enough sponsors to provide shirts for all the teams we will use the following convention: Home team wears a white jersey, while the visiting team wears a dark jersey.
- C. DOGS brought to the park should be kept on a leash.
- D. 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.

- E. 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

9. SITUATIONS NOT COVERED BY BASS RULES

All situations not covered by the rules listed above will be governed by SSUSA rules for senior softball.

SUMMARY OF RULES APPLYING TO PICKUP PLAYERS.

1. Pickup players are limited to a single.
2. Pickup players cannot substitute run unless agreed upon by both managers.
3. Pickup players cannot play shortstop.

Revision 1 - 1/16/12

Revision 2 - 3/9/12

Revision 3 - 5/7/12

Revision 4 - 11/1/12

Revision 5 - 1/10/14

Revision 6 - 2/13/14

Revision 7 - 8/21/14

Revision 8 - 11/18/15

Revision 9 - 3/14/16