

# A LEAGUE RULES

MARCH 2013

## 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 players, courtesy players will be added in order to field a team of 10 players.
- B. Courtesy players will be placed 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 (players from another "A" team's roster). The following guidelines will be used to insure that no team gains an excessive advantage as a result of placing players.
  - i. A member of the Board will be in charge of the placement of courtesy players. The board member should not be playing in the game for which the placement is taking place. There will be a separate placement for Pitchers (if needed), then the Substitute players and the Pickup players together. The board member will insure that all Substitute players have been placed.
  - ii. All of the placements will be conducted in the same manner. The procedure will be:
    - a. The manager (or his representative) with the lowest win/loss percentage will select first and then the next lowest and so on. If by chance two or more teams have the same percentage then they will draw to see who selects first (lowest number first).
    - b. The manager who picks first will be the manager who will pick first for a pitcher (if needed) and then the other players.
- C. Substitute Players can play any position and bat any place in the lineup. Pickup players can play any position, but must bat last in the lineup. If more than one pickup player is chosen, they will be inserted into the bottom of the line up in the order that they were chosen.
- D. Once chosen, substitute players must play the entire game. If a roster player shows up after the substitute has been assigned to a team, that team must play with 11 players batting and 10 in the field.
- E. Pickup players are not guaranteed playing time. If, after the game starts, a roster player shows up, he will replace the last pickup player in the lineup, batting last in the order, effective at the start of the next half (1/2) inning.
- F. Substitute players are guaranteed playing time on any day they are present.
- G. Pickup players cannot hit for more than a single. Runners on base when the pickup player bats cannot advance more than one (1) base. This restriction does not apply to substitute players.
- H. 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 in 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. 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 limits imposed in part B. A game for the record will be 4 innings.
- 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 limit expiring.
- C. Starting time for the first game will be 5:30 PM. The scheduled starting time for the second game will be 6:30 PM. If the length of daylight hours allows, game times may be pushed back.
- D. In regulation play, batter will start with a 0-ball, 0-strike count.
- E. If extra innings are required, the player who batted last in the previous inning 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 (1) at-bat. In the extra inning, batters will start with a 0-0 count.
- F. In the event of a tie at the end of regulation play, only one extra inning will be played.
- G. If the batter fouls off a 2-strike pitch, he is 'out'.
- H. A scoring limit of five (5) runs applies to every inning except the last inning.
- I. The 'one up' homerun rule will be in effect. Any out-of-the-park hit that would result in an increase in a team's score is considered in this rule. An out-of-the-park hit that would result in a team having two (2) home runs more than its opponent will be limited to a double.
- J. On a ball caught in foul territory with less than two (2) outs, regardless of the count on the batter, a runner may tag and advance at his own risk.

### **4. BASE RUNNING**

- A. After hitting the ball, a batter/base runner going to first base must step on the outside (orange) base if a play is being made at first 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 the 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 all 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 the home plate mat 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. Batters necessitated due to injury during the game are except from this rule.
- iii. The courtesy runner for the batter must be the player who made the team's last out.
- iv. Courtesy runners for the batter must start from the line designated for that purpose and cannot leave until the ball is hit.
- v. If the courtesy runner for the 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 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, all runners return to their original bases and the batter returns to his at-bat and starts with a new count.

## **5. PITCHING**

- A. To be called a strike, a pitch must
  - i. Hit the plate and/or the attached mat, and
  - ii. Have an arc that is between a minimum height of six(6) feet and a maximum height of twelve (12) feet.
- B. The pitcher may pitch from an area up to six (6) feet directly behind the pitching rubber.

## **6. MISCELLANEOUS**

- A. MAKEUP GAMES: If a league game is rained out, or cancelled due to unforeseen circumstances, the games 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 the 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 any time 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 in any BASS sponsored event.
- F. ELIGIBLE PLAYERS: Men must be at least fifty (50) years of age by December 31 of the calendar year. Women must be at least forty (40) years of age by December 31 of the calendar year. ( Now that there is a “B” league associated with BASS they can modify the age requirement for their league).

## **7. SITUATIONS NOT COVERED BY BASS RULES**

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