

Saturday League Rules

Redwood City Señors Softball Club

Redwood City Señors Softball Club has special rules designed for its membership's safety and to maintain balanced competition. ASA/NCSSA rules of play apply in situations not expressly covered by these guidelines.

1- League Structure:

- a. The League will consist of multiple teams of variable abilities. Teams with similar abilities will play each other and not all teams will play each other.
- b. Teams which average age is greater than 70 can play up to 11 players on defense. Other teams will play with no more than 10 players on defense.

2- Game Structure:

- a. **Double Headers:** Each Saturday three double headers will be played. Starting at 9:00 AM; 11:30 AM and 2:00 PM. At the completion of the first game, the second game will immediately start. The teams will switch Home and Away and batting order will continue where it left off in the first game.
- b. **Game Length:** The first game will be seven innings. The second game must complete **fifteen minutes** before the scheduled start time of the next double header. The managers and league commissioner will meet and determine if it is necessary to shorten the ongoing game and how. **There will be a hard stop of the second game fifteen minutes before the start of the next double header (11:15 AM, 1:45 PM and 3:45 PM).**
- c. **Extra Innings:** No extra innings will be played; the game will end even if a tie.
- d. **Ball/Strikes:** The batter will start with a one ball – one strike count. A batter with two strikes is allowed one foul ball. A second foul with two strikes the batter is out.
- e. **Two at Bats:** The visiting team shall bat two innings before switching to defense, and then the home team will bat two innings. Base runners will be cleared between innings. Teams will continue to alternate batting two innings at a time, until the seventh or open inning. Based on game time remaining, the managers and commissioner will determine when to switch to the last and open inning.
- f. **Five Run Rule:** There is a maximum of five runs that can be scored per inning except the last (open) inning.
- g. **Open Inning:** In the last inning of the game a team may score unlimited runs.
- h. **Flip/Flopping Home and Visiting Teams:** In the first game of the doubleheader, if the visiting team is leading by 5 or more runs going into the open inning, the visiting team shall remain on the field to defend their lead. The visiting team will have the opportunity to bat in the bottom of the open inning, if necessary. In the second game of the doubleheader, the team with the least runs going in to open inning will bat first and if needed the other team will bat second.

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3- Players:

- a. **Code of Conduct:** All members are expected to conduct themselves in a respectful manner and adhere to the Club's "Code of Conduct".
- b. **Number of Defensive Players:** Teams may play up to ten players on defense. 70+ teams may play up to eleven players on defense.
- c. **Lineup:** Picked-up players must bat after all regular team players. Late arriving players will be inserted at the bottom of the batting order.
- d. **Substitute Players:** Managers may recruit substitute players if they are similar ability and age of the team the player joins. Younger recruited players shall be evenly divided between the two teams. If the managers can't agree to the placement of younger players, the player will not be allowed to play.
- e. **Pick-up Player Selection** (day of game): When a team is short of players, they can add as many players as needed to reach ten/eleven players. Managers needing players will make a blind draw in priority order as shown below:
 1. Players not assigned a team
 2. Players whose team has a bye
 3. Pick-up players should be selected to create an equal number of players on each team.
 4. If both teams' pick-up players, then they must have the same number of defensive players. The only time a team can play with an additional defensive player is when the team has a full team without picking-up players and players are not available for the other team. For example, teams can play 11 players against 10 players. If a team has two more players than the other team, then one player should be loaned to the other team.
 5. Due to any player injury during a game, the managers should adjust the teams to balance the number of players on each team.

4. Equipment

- a. **Balls:** Men use 12-inch balls. When women are at bat, they may elect to use an 11-inch ball.
- b. **Bats:**
 - Male players 50 to 69 of age must use USA Softball, ASA or USSSA approved bats.
 - Male players 70+ may use Senior Softball USA approved bats.
 - Female players may use Senior Softball USA approved bats.
- c. **Pitching Screen:** A pitcher may choose to pitch from behind a pitching screen. The screen shall be positioned so that the pitcher is protected on a ball hit "up the middle." The pitcher may pitch the ball either side of the screen. Right-handed pitchers must release the ball from the right side of the screen, and left-

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handed pitchers must release the ball from the left side of the screen. If a pitcher chooses not to use the Pitching Screen than the screen will be removed from the field.

The pitcher must pitch from the pitcher's box, the pitching box shall be three-feet wide and extends from 50-feet to 60-feet from home plate. The screen may be placed five feet in front of the 50-foot pitcher's box. Some part of the screen must be within the box 45 to 60 feet from the plate and as long as the pitcher pitches from behind the screen.

If a batted ball contacts any part of the screen, then it will be a dead-ball-no-pitch; the batter will return to the batter box with the same count before the pitch. If a thrown ball contacts any part of the screen, it will be a live ball.

- d. **Face Mask and Shin Guards:** If a pitcher chooses not to use the Pitching Screen than they must wear a face mask and skin guards.
- e. **Metal cleats:** Metal cleats are not allowed

5. Substitute Runners

- a. **Unlimited:** An unlimited number of substitute runners are allowed per game.
- b. **Once per Inning:** A player may only be a substitute runner once per inning.
- c. **Timing:** Players may request a substitute runner from any base during any dead ball situation.
- d. **Batter:** A batter can request a substitute runner. The substitute runner will start from a position located behind an imaginary extension of the third base line. The substitute runner can start running upon the batter making contact with the ball. The runner can only advance to first base on the batted ball.
- e. **Requests Only:** A substitute runner may be used only for those players requesting a runner.
- f. **Replacement:** A substitute runner can't be replaced, except upon an injury to the initial substitute runner.
- g. **On Base when at Bat:** If a substitute runner is on base when their turn at bat comes up, an out is called, the runner stays on base and the next batter hits. This rule is waived for teams with nine or less players or by agreement of the managers.

6. Base Running

- a. **Collisions:** Runners must avoid collisions or be at risk of being called out. On close plays at a base, runners must avoid the fielder, and instead cross a line that extends from the leading edge of the base. To be called safe, the runner's foot must be down on the line or base or across it with a foot down, before the ball is caught by a fielder touching the base.

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- **Second Base:** When running to second base and the ball is being thrown from right or center field, the base runner should run to the line on the third base side of second base. If the throw is coming from left field, the runner should run to the right field side of second base.
 - **Third Base:** When running to third base and the ball is being thrown from left field or center field, the base runner should run to the line on the home plate side of third base. If it's coming from right field, first or second base the runner should run to the left field side of third base.
- b. **Overrunning Bases:** Runners may overrun any base. If they overrun a base and then want to advance, they must re-touch the base before advancing. Exception: After overrunning first base, runners may advance without retouching the base. If a runner in the process of overrunning a base makes a noticeable attempt to the next base, they are in jeopardy of being tagged out.
- c. **Sliding:** Sliding is permitted but not required. Runners can run through a base but must avoid collisions.
- d. **Home Plate:** If a base runner touches home plate or the strike mat, they will be called out. Instead, the base runner must cross the scoring line. To be safe at home plate the runner must contact the ground on or behind the line before the ball is caught by the fielder in contact with home plate or the strike mat. A runner must avoid running through the batter's box.
- e. **Commit Line/Point-of-No-Return:** There is a commit line on the third base line twenty feet from home plate. Runners touching or passing the commit line must continue toward home plate and cannot retreat back to third base. Fielders cannot tag a runner who has crossed the commit line. The fielder must touch home plate or the mat, with ball in hand, before the runner contacts the ground on or behind the line. A base runner re-crossing the commit line is immediately out.
- f. **Runner Safety:** A base runner, on first or third base, may move into foul territory to avoid being hit by a batted ball. The following guidelines apply to this situation:
- The base runner should announce to the catcher/umpire their intention to be off the base prior to leaving the base.
 - The base runner must be at rest immediately adjacent to the base they occupied, and the base coach must not be in between the runner and the base.
 - The base runner must "retouch" the occupied base after the batter contacts the ball and prior to advancing to the next base.
 - A base runner that has not yet "retouched" the base is in jeopardy of being tagged out.

7. Defense

- a. **Force Plays:** All plays on runners advancing to any of the four bases shall be treated as a "Force Play". The defensive player's foot must be in contact with the

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base, plate or strike mat. The base runner's foot must either touch the base or the ground beyond the forward edge of the base prior to or at the same time as the defensive player catching the ball to be considered safe on a force play.

- b. **Non-Force Plays / Tagging Situations:** In non-force out situations, the fielder should not tag the runner unless there is no other option; instead the defensive player must:
1. Have control of the ball
 2. Be in contact with the base

Note: A runner between bases can be tagged out except when they have passed the commit line, and then the ball must be controlled while a defensive player touches home plate or the strike mat.

- c. **Returning to a Base:** Returning to a base is not a force situation. The runner must be tagged out prior to returning to the base.
- d. **Outfielders throwing to first:** No outfielder or short-fielder (rover) can directly throw out a batter-baserunner advancing to first base. Use of a relay throw to first base can be used. Infielders are defined as the closest fielders to the batter excluding the pitcher, not by if they are on the dirt or grass. Teams may use a five-person infield and all five infielders may throw out batter-baserunner at first.
- e. **Strike Zone:** A strike mat will be used to determine balls and strikes. A legally pitched ball that contacts top surface of home plate or the strike mat on the fly will be a strike.

8. Special Ground Rules Hawes Park:

- a. A ball hit over the right or left outfield fence is three outs and will carry over to the next inning.
- b. Anytime the ball goes over the short fence on the fly in center field a home run will be called.

9. Managers Meeting:

- a. Prior to the first game of the double header the managers may meet and discuss rule changes that may give a team a competitive advantage. Examples might be the number of defensive players or type of bats used.
- b. Both managers must agree to the changes or the rules default this document or ASA/NCSSA rules.

10. Officiating Guidelines:

- a. In the event no umpire is present, the teams will be responsible for officiating the game using the following guidelines:
 - **Catcher** will call balls or strikes, and foul or fair.
 - **First Base Coach** will call out or safe at first and home.
 - **Third Base Coach** will call out or safe at second and third, and illegal pitches.

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- **A Managers/Commissioner Conference** will be held to settle all other disputes.
- **In the event** of a dispute over the application or interpretation of a rule, if the team managers cannot agree, then the league commissioner(s) in attendance shall make the final decision."

11. Amendments to Rules:

- a. New rules or changes to existing rules must be submitted to the Saturday League Commissioner(s) and require approval of the Redwood City Señors Softball Club Board of Directors. The changes shall be effective immediately on their adoption.
- b. These rules can be changed for a single game if both Managers and the Umpire agree. For example in a game with a strong wind, it can be agreed that no walks will be issued.

Revision History

Date	Revision	Description	Adopted by
11/14/2014	A	Initial Release	Redwood City Señors Softball Club Board of Directors
11/12/2015	B	2015 Update	Redwood City Señors Softball Club Board of Directors
12/13/2018	C-3	2018 Update	Redwood City Señors Softball Club Board of Directors
11/10/2019	D-1	2019 Update	Redwood City Señors Softball Club Board of Directors
12/18/2021	E-3	2021 Update	Redwood City Señors Softball Club Board of Directors
11/22/2022	F-2	2022 Update	Redwood City Señors Softball Club Board of Directors
01/04/2024	G	2024 Update	Redwood City Señors Softball Club Board of Directors