

Lubbock 50 & Over Softball
DBA/Lubbock Senior Softball Club
2016 Playing Rules
Revised October 27, 2015

General Rules

The following local league rules clarify, add to or supersede the Senior Softball USA rules.

Code of ethics: Adherence to Senior Softball USA code of ethics, particularly as related to bodily contact and abusive language is required by all league members.

Penalty: Automatic ejection and suspension from the next regularly scheduled game.

Alcohol/Tobacco: The drinking of alcoholic beverages will not be permitted on the playing field, in the dugout, or any portion of the softball complex. The use of tobacco will not be permitted, on the playing field or in the dugout. Always keep the dugout as clean as possible.

Manager Responsibility: Team Managers will be accountable for their team members during the game.

Dugout Visitors: Only team members are allowed in the dugout.

Playing Rule Changes:

Club playing rules will remain in effect during the season. These rules may be changed during the season if they are found to be ineffective or create a hazard to any player. Changes must be submitted in writing to the Board of Directors.

Rule one: Uniform Shirt:

Regular Team Members, Coaches and Substitutes must wear the uniform shirt issued by the Lubbock 50 & Over Softball Club. If the Club furnishes Uniform Caps that is the only cap allowed to be worn. Players on the field must wear the uniform shirt as the outmost garment. Under special circumstances this rule may be waived by the commissioner or in his absence, the umpire.

Penalty: If a player is found in violation, he must change before any further play. Refusal to comply will result in ejection.

Rule Two: Player Substitutions:

A. Assigned/Unassigned Players: All Lubbock 50 & Over Softball players assigned to a team in that particular league and also unassigned players assigned by the Player Agent from the waiting list are eligible to play as substitutes.

B. More than ten members: If more than ten (10) regular team members are available:

Batting Order: All will bat in the order determined by the manager on the official lineup. Once the game starts, the batting order cannot be changed.

Minimum Play Time: All team members will play a minimum of two (2) innings on defense. No player will be encouraged to stay away from the game. If a player is requested to stay away from a game the manager will be suspended for one game for each infraction.

C. Fewer than Ten Members: If fewer than ten (10) regular team members are available to start a game, or continue a game, because of illness or injury, substitutes may be used. Managers may also request a temporary replacement from the waiting list to be assigned by the player agent. If a player (not a sub from the sub sign-up list) must leave the game because of illness or injury he must be replaced by a sub from the sub list or his spot in the batting order will be an out, if the team has less than ten (10) players.

Note: This rule does not apply when the games are playoffs to determine the championship of a league or a club championship tournament. During the City Tournament a team may pick up only one (1) substitute player unless otherwise stated before the Playoffs by the Board

Substitute Selection: Substitutes will be selected by a coin flip 5 (Five) minutes before game time. All names that appear on the sign up list for that particular game will be placed in a hat to be drawn lottery style. The Player or Players selected will be placed at the end of the batting order in the order that they were selected. Example: Team A needs 2 players 1st player chosen bats 9th and 2nd player chosen bats 10th. If a late player shows up to play he would be placed in the batting order replacing the 2nd player drawn. (Using the example above the 10th position).

D. Fewer Than 60% Members: A team that is unable to field at least 7 players or 60% of their regular team members will forfeit the game. If both teams cannot field 7 of their regular team members or 60% of their roster, both teams will be charged one (1) game in the loss column. **Neither Team may draw no more than 3 players for league play.**

All teams must have at least eight (8) players on the field to start the game.

Exception: If a player leaves the game due to injury or illness, the team losing one (1) player will not be penalized. If the player is a sub and he leaves the game for any reason other than injury or illness that player will be suspended from his next game.

E. Disabled List: Team Managers may adjust the size of their Team Roster in the following manner.

1. 6-Week Disabled List retroactive to the last game the player played. Player must be out a minimum of 6 weeks. A one week notice to the Player Agent must be given for reinstatement. This will allow an additional player to be added to your roster (if available) without the loss of the injured player.

2. 2-Week Disabled List retroactive to the last game the player played. Player must be out a minimum of 2 weeks (games). This will reduce the number of active players on your roster but no new players will be added to replace the injured player.

F. Substitutes: All players wishing to sub may sign up as follows: Only the first 8 players on the list are eligible to be drawn. You may only sign the list one game at a time. A sub may only sign up for his League's Field (American or National).

1. A sub may sign up for more than one game but may only play once per night, (besides his own team) unless no other subs are available.
2. A sub must sign up (full name) in person unless assigned by the Player Agent.

G. Roster Add Drop Date:

Labor Day is the deadline for Managers to add or drop players from your team's roster.

Rule Three: The Game

- A. Regulation game: Regulation games will consist of seven (7) innings. No new inning will start after 55 minutes unless tied. A new inning starts when the third out is made in the bottom half of the previous inning.
- B. HR Rule: There will only be 3 (over the fence) HR's allowed per game. All others will be outs.
- C. Cancelled Games: Makeup games will be at the discretion of the Board of Directors.
- D. Play-Off Game Time Limit: There will be no time limit on play-off games to determine the champions of each league or champion versus champion.
- E. Forfeit Time: Game time is forfeit time, or five (5) minutes after completion of the previous game, whichever is the latter.
- F. Identical Win/Loss Records: Teams having identical win/loss records at the completion of each round, the winner of that round will be the winner of the head to head competition between the tied teams.
- G. **Pitcher's Screen:** In the interest of safety a pitching screen will be mandatory as well as facial protection for all pitchers in the League.
- H. **Placement of the screen:** Either the right or left end of the screen should cover at least ½ or more of the pitcher's rubber in parallel to and located 1 to 3 foot in front of the pitchers rubber. Any batted ball making contact with the screen is considered a foul ball. If a ball hits the screen after the batter has 2 strikes it is considered a foul ball and the batter is out. Any ball thrown by a defensive player that strikes any part of the screen will be a live ball and runners may advance at their own risk.
- I. **Pitcher's Safety:** If a Pitcher fails to get behind the screen and is hit, the ball is live and the Pitcher suffers the consequences! Pitcher must wear facial protection.

Rule Four: Protests

Protests may be made, because of violations of any rules, by the managers who are involved in the game where violations occurred. All protests will be called to the attention of the umpire at the time of the infraction. If not satisfactorily resolved at the time the umpire will notify the opposing manager and the scorekeeper that the game is being played under protest from that point. The scorekeeper will annotate the score sheet with the information. All protests must be submitted (or post marked) in writing to the League Commissioner within forty-eight (48) hours of the end of the game. The Board of Directors will rule on the protest within fifteen (15) days.

Rule Five: Umpires

- A. Time Out: Only the umpire may call “time out”. Any player in the game may request “time out”.
- B. Disputed Calls: Only the Manager or Asst. Manager may discuss disputed calls with the Umpire.

Penalty: Any other team member who persists in **complaining** or arguing about an Umpire’s call will be warned once. Any further discussion will result in ejection and suspension from the next regularly scheduled game. The Team losing the Player will not be allowed to pick up a replacement and his position in the batting order will be declared an automatic out. The League Commissioners and the Club Umpire-in-Chief will be notified of all ejected players. Each ejected player’s name will be noted on the score sheet.

Rule Six: Removal of a Player

- A. A player that does not show up for three (3) consecutive games and does not contact the manager during this time may be removed from that team. To remove that player from the team, the manager must submit **in writing** to the Player Agent a request that the player be removed.
- B. The manager has the option of removing an injured player from the team or leaving him on the team in hopes that he can return to the team before the season is over. If the manager wishes to remove the player he must then submit in writing to the Player Agent the request to remove the player. Once the player is well he will be assigned by the Player Agent.

Rule Seven: Prayer before the Game

Before each Game there will be a Prayer. Each Team shall line up along their respective foul line and the Home Team is responsible for the Prayer. Participation in the Prayer is optional.

