

Lubbock 50 & Over Softball
DBA/Lubbock Senior Softball Club
2025 Playing Rules
Revised December 12, 2024

- I. **General:** The following local league rules clarify, add to, and/or supersede the Senior Softball USA rules.
- II. **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.
- III. **Alcohol/Tobacco/Music:** 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 any tobacco products, including vaping, is strictly prohibited on the playing field or in the dugout. No loud, obscene, lewd or offensive music will be allowed to be played during any contest governed by the playing rules of the Lubbock Senior Softball Club.
***Penalty for II & III:** Automatic ejection and suspension from the next regularly scheduled game on first occurrence. Additional violations will be subject to disciplinary action to be determined by the Board of Directors, including but not limited to suspension for the remainder of the year or a lifetime ban from the league and club.
- IV. **Manager Responsibility:** Team Managers will be accountable for their team members during the game. This includes any team members actions, comments and unsporting acts. Managers or a representative of the team manager is responsible for submitting lineups at least five minutes before the posted game time. It is the responsibility of the team and team manager to ensure that all Home Run balls hit by said team are retrieved and returned to the umpire as soon as possible.
- V. **Dugout Visitors and Dugout Appearance:** Only team members are allowed in the dugout. Always keep the dugout as clean as possible.
- VI. **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.

VII. **Definitions**

- A. Injured List – List of team players that are injured and unable to play. The injured list is either (a) 2-week IL or (b) 6-week IL and will be kept by the player representative. The list will be a published list that will be made available to the league.
- B. Member – Any dues paying member of the club. A team member could be a player, a non-playing member, a non-playing manager or a player that is listed on the Injured List.
- C. Player – Any member of the team that is on the active roster and will be participating in the teams scheduled contests.
- D. Substitutes – Any active player that has signed up and plays for a different team than his own.
- E. Pitcher's Box – Pitcher's Box is a rectangular box that is from the front of the pitching rubber and extends backwards 10 feet. The Pitchers Box is only as wide as the pitching rubber, 24 inches.

VIII. **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.

IX. **Contest Administrative Rules**

A. **Uniforms:** 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.

B. **Unsporting Acts:** No player will be encouraged to (not) participate. Unsporting acts could include (but not limited to) faking being injured or being encouraged to not swing during a plate appearance. No player will be encouraged to stay away from the game. If a player is requested to commit an unsporting act, the manager will be suspended for one game for each infraction.

C. Team Rosters:

- i. 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.
- ii. More than ten players: If more than ten (10) regular team players are available, all will bat in the order determined by the manager on the official lineup. Once the game starts, the batting order cannot be changed.
- iii. Minimum Play Time: All team players must play a minimum of two (2) innings on defense.
- iv. Fewer than Ten Players: If fewer than ten (10) regular team players 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. This player will only be an out during his next at bat and will then be dropped from the lineup.

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 Club's Post Season Tournament, a team may pick up only one (1) substitute player unless otherwise stated before the Playoffs by the Board.

- v. Substitute Selection: Substitutes will be selected by a coin flip 5 (Five) minutes before game time. All names must appear on the sign-up list at least 5 (five) minutes before the game. Only those on the sign-up list 5 (five) minutes before the game are eligible to play in said game and no other names can be added after the 5 (five) minute deadline. 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).
- vi. 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 more than 3 players for league games.

- vii. If both teams have less than 10 players, the teams will alternate picks until they reach 10 players or have picked the maximum of 3 substitute players.
- viii. All teams must have at least eight (8) players on the field to start the game. Teams may complete the game with less than eight (8) players.
 - *If a player leaves the game, in these games, 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.
- ix. 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. A sub may only sign up for his assigned field (Field 3 or Field 4), but not both fields at the same time, unless he has already played his teams game and no other subs are signed up.
 - b. 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.
 - c. A sub must sign up (full name) in person unless assigned by the Player Agent.
- x. Injured List: Team Managers may adjust the size of their Team Roster in the following manner.
 - a. 6-Week Injured 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.
 - b. 2-Week Injured 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.
 - c. It is the managers responsibility to provide the player representative, in writing, a list of player(s) being placed on the injury list. This is mandatory for any injured player that is unable to participate.
- xi. Roster Add Drop Date: **Labor Day** is the deadline for Managers to add or drop players from your team's roster.

X. Contest Rules

- A. Regulation game: Regulation games will consist of (a maximum) seven (7) innings. No new inning will start after 40 minutes. A new inning starts when the third out is made in the bottom half of the previous inning. There will be one open inning (Buffet) played following the last inning that is played within the 40-minute time limit.
- B. Any game ending in a tie, at the end of the open inning (Buffet), will play international rules until the game ends untied.
International Rule: Last out of last inning begins on second base and all other open inning (buffet) rules apply. No Courtesy runner may run for player placed on 2nd base until that runner reaches 3rd base.
- C. There is no run rule in Lubbock Senior Softball.
- D. The Flip Flop Rule will be invoked in any game (except the Championship game of the Post Season Tournament) when there is a five (5) run differential in favor of the visiting team at the start of the open inning (Buffet). If the visiting team is ahead by five (5) or more runs, the home team will remain at bat and become the visitors for the remainder of the game.
- E. HR Rule: There will only be 3 (over the fence) HR's allowed per game in all 50+ League games. There will only be 5 (over the fence) HR's allowed per game in all 40+ League games. All others will be outs.
- F. Cancelled Games: Makeup games will be at the discretion of the Board of Directors.
- G. 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.
- H. Forfeit Time: Game time is forfeit time, or five (5) minutes after completion of the previous game, whichever is the latter.
- I. Identical Win/Loss Records: Teams having identical win/loss records at the completion of the season will be deemed the better finisher as determined by the winner of the head-to-head competition between the tied teams. The second tie-breaker would be runs allowed during these contests between the two (or three) teams.
- J. Pitcher's Screen: In the interest of safety, a pitching screen will be mandatory for all pitchers in the League.
***Placement of the screen:** Either the right or left end of the screen must align with the pitcher's rubber in parallel to and located 1 to 3 feet in front of the pitcher's rubber.

The pitcher must pitch from the side of the screen that correlates to his pitching hand (right-handed pitcher must pitch to the right of the screen and left-handed pitcher must pitch from the left side of the screen).

No pitch shall cross over the top of the screen and will be deemed illegal.

Any batted ball making contact with any part of 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.

- K. Pitcher's Safety: **All pitchers must wear facial protection, no exceptions!!!**
- L. 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!
- M. Pitching Requirement: Pitchers may not walk into a pitch. Pitchers must pitch from within the pitcher's box. Any pitch delivered from outside the pitching box will automatically be signaled and verbalized as an illegal pitch and be a ball if no action is taken by the batter.
- N. Batting Requirements: The batter must have at least some portion of BOTH feet on or inside the lines of the batters' box at the start of the pitch. A batter who steps out of the batters' box, which includes in front of the plate, at any time during the pitch and then hits the ball (fair or foul) shall be called out. Stepping out means touching the ground completely outside the lines of the batter's box. This also applies to any hitter stepping on the strike mat.
- O. Step off Rule: Runners on 1st or 3rd Base may step off into foul territory during the next at bat. All Runners must re-touch the base before advancing to the next base. Failure to re-touch the base before advancing will result in an out.

XI. Protests

Protests may be made, because of violations of any rules, by the managers who are involved in the game where violations occurred. Judgement calls are not subject to protest rules. 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 any board member and the player representative within forty-eight (48) hours of the end of the game. The Board of Directors will rule on the protest within fifteen (15) days.

XII. Umpires

- A. Time Out: Only the umpire may grant “time out”. Any player or manager/non-playing coach in the game may request “time out”.
- B. Illegal Pitch: All illegal pitches will be signaled with the proper signal and be verbalized by the umpire. All illegal pitches are balls unless the batter swings on his own volition.
- C. 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 Player Representative will be notified of all ejected players. Each ejected player’s name will be noted on the score sheet.

XIII. 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 to a team by the Player Agent.