

SUN CITIES SENIOR SOFTBALL
70's LEAGUE RULES
December 1, 2017

The League is governed by Senior Softball USA rules except as modified for 70's League.

Contents:

A. General

B. Organization

C. Uniforms

D. Game Rules

1. General

2. Flip-Flop Rule

3. Mercy Rule

4. Canceled Games.

E. Playing Rules

1. Team Organization

2. Substitutes

3. Courtesy Runners

4. Ball/Strikes

5. Base Running

6. Pitcher's Box

7. Pitchers screen / mask

8. Protests

9. Ejections

10. Warn Up Pitches

11. Equipment

F. Players Responsibilities

1. Absentees

2. Umpires and Scorekeepers

3. Field Maintenance

4. Resignation

5. Player Request to Join

A. GENERAL

The 70's League is managed by two coordinators - one from Sun City and one from Sun City West. A committee of the 70's League will consist of four members, the two coordinators plus two player representatives (one from each Division). The committee will approve league rules and oversee the day to-day functions of the League. The coordinators will (1) maintain a player pool of eligible players (2) publish schedules (3) publish team rosters (4) assign new players to the league (5) assign team managers (6) coordinate the fields' availability with club boards (7) assist the team managers with individual team assignments to insure all teams are fairly balanced (8) monitor compliance of rules to insure fair competition. The player representatives will maintain close personal contact with players to receive suggestions and ideas that will help improve our league.

B. ORGANIZATION

The 70's League consists of two Divisions, Red and Blue. The Red Division includes players who have a higher skill level. The Blue Division gives players the opportunity to continue playing for love of the game, regardless of age or skill level. The number of teams in each Division will be determined by the number of players wishing to play. Each season will extend from late October through early April.

Players in the 70's League must be members of the Sun City Softball Club or Sun City West Softball Club. To be eligible to join the League, a player's 70th birthday must fall within the calendar year in which a season is played. Example: A player turning 70 in 2019 is eligible to begin playing in the 2018-19 season. Players are welcome from all 3 Leagues (American, Central and National), regardless of rating. Club members who are not in weekday leagues due to work schedules or other conflicts may also join.

The League's goals are (1) enhance player safety by insuring the members within each Division have similar softball skills, (2) keep the 70's League a recreational (less competitive) league in order to maintain a fun place to play, and (3) extend playing years for our members.

The League doesn't publish standings or maintain player statistics. The League only uses player skill ratings to determine which Division a player would likely find more enjoyable and/or comfortable.

C. UNIFORMS

Shirts and hats are provided by Arrowhead Cadillac. Pants are supplied by clubs. All other equipment is supplied by the players.

At the beginning of each season, team managers are issued the uniforms for their teams, and the manager issues a shirt to each player on his team. Each player is then

responsible for the shirt he or she is issued. At the end of the season, players must return their uniforms, in good condition, to their team managers.

Uniforms must be used for League play only.

D. GAME RULES

1. GENERAL

- a. 7-inning game.**
- b. 60-minute game clock. If time expires, finish current inning plus one more.**
- c. Teams are limited to four runs per inning, except for the 7th (or last) inning.**
- d. Game tied at end of 7th inning, game over.**
- e. Games scheduled for Saturdays in SC and SCW.**

2. FLIP-FLOP RULE

If the visiting team is ahead by 3 runs or more at the end of 6 innings, the home team will remove runners off the bases and continue to bat in the top of the 7th inning. If the home team does not tie or go ahead the game is over. In the event the home team ties or goes ahead, the visiting team will get the last at bat.

3. MERCY RULE

If either team is ahead by eight (8) runs or more after 6 innings, the game is over.

4. CANCELED GAMES

Games are canceled by the Sun City or Sun City West coordinator. When the first game is canceled due to inclement weather or poor field conditions, the following games are also canceled.

E. PLAYING RULES

1. TEAM ORGANIZATION

Each team will consist of a minimum of eleven (11) players. When additional players are assigned, all will bat and each player will play at least three (3) innings on defense. A tardy player who arrives before his team has batted through the batting order will bat at the bottom of the order, but may play any position. A tardy player arriving after his team batted through the batting order will not play. A non-injured player who leaves a game early, for any reason, will not be replaced by another player and will be declared an out each time he would have come to bat.

Teams may play with any number of roster players and subs as long as the total is at least nine (9). Teams will have a maximum of twelve (12) players assigned to each team. After teams have 12 players assigned, extra players may be placed on the sub list. Sub list also has a maximum of 12 players.

2. SUBSTITUTES

a. Substitute players may be obtained from the following sources within the same Division: Sub list, bye team, then other team rosters.

b. Normally players may not play in the other Division. Exception: If a Blue Division manager is unable to secure a pitcher, he may request a Red Division pitcher rated 5 or below.

c. Substitute players can be placed in any position of the batting order.

d. A substitute player should be a player who has similar skill levels as the player he is subbing for. It should be the same position when possible.

e. Managers are encouraged to meet before a game and inform each other of their team's subs for that game.

f. Players cannot play in the 70's League if they are not in the 70's database and not on a team roster or sub list. Upon an appeal from a manager, this player must be removed from the game. The unauthorized player can be replaced by a league player without penalty.

3. COURTESY RUNNERS

Courtesy runners may be used from any base. Exception: A courtesy runner from home plate is permitted in the Blue Division only; runner cannot advance beyond first base. Each individual player can only be used as a courtesy runner once per inning and three (3) times per game.

4. BALLS/STRIKES

A legal strike pitch is a ball with an arc between 6 ft. to 12 ft. that touches any part of home plate. The batter is out upon hitting a 3rd strike foul. Runners may advance at their own risk when a 3rd strike foul is caught. If a batter is batting out of order (manager's appeal) the wrong batter will be replaced by the correct batter. Ball and strike count will carry over to the correct batter. No penalty.

5. BASE RUNNING

a. No infield fly rule.

b. Double first base: When a play is being made on the batter/runner, runner must touch the orange part of the bag. If the batter/runner touches the white he is jeopardy of being called out by the umpire. If the defensive player at 1st base is pulled into foul territory as a result of a bad throw, the defensive player can also touch the orange base and record an out prior to the batter/runner reaching the base. The batter/runner can use the white bag to avoid a collision with the first baseman in this situation.

c. Sliding or diving from a running or standing position toward the base or home plate from any direction is prohibited, runner is out, still live ball. A runner who falls down short of a base or just beyond it may crawl back to the base without a penalty.

d. Contact: Runners must avoid unnecessary contact with a defensive player who is fielding the ball and runners must veer out of the base path to avoid contact. A defense player may not block a runner when he is not fielding the ball.

e. Commitment/scoring line: If the runner has passed the commitment line (20 ft.

from home base) and continues to run on the original foul line and interferes with the catcher taking a throw at the original home plate, a dead ball shall be declared and the runner is out. The scoring line is placed eight (8) feet from home plate and all base runners should be using the guide line from the foul line to the scoring line to avoid contact with the defensive player. Defensive player can only touch home plate and the runners can only touch the scoring line.

(1) In order to be safe at home, runner must have his foot down, either on or across the scoring line.

(2) Runners tagged by the defensive team after crossing the commitment line will be safe.

(3) If runner runs to or touches home plate, the runner will be called out and the ball will remain live.

f. Defensive players cannot decoy the base runners into thinking a play is being made on him or impede his progress.

6. PITCHERS BOX

A second pitcher's rubber is located six (6 ft.) behind the 49-foot rubber, pitcher may use either rubber. Pitcher must present and release the ball with one foot on the rubber at the release point.

7. PITCHERS SCREEN/MASK

70's pitchers may use a protective screen if they desire. This is an optional choice for each pitcher. Any ball hit off screen is a no pitch. Balls thrown into screen are live balls. The screen cannot be used as a defensive tool. It is required for all pitchers to wear a face mask.

8. PROTESTS

Only a manager may appeal a call. Interpretation of the rules will be the only grounds for a protest and will be settled on the field between the umpires and the two managers. Judgment calls (balls or strikes, runner out or safe and foul or fair balls) are not grounds for an appeal. Managers may appeal other violations, such as an ineligible sub or runner, runner leaving base early, runner missing a bag, offensive or defensive interference and batter batting out of order. Any situation where a rule is not covered in the 70s League rules, the two managers and the umpire must agree to a solution.

9. EJECTIONS

An umpire may eject a player who uses abusive language directly or indirectly toward an umpire, player or spectator. An ejected player must leave the field within one (1) minute. The ejected player is automatically suspended from his next scheduled game. If a player threatens or attacks an umpire, player or spectator he will be suspended for the remainder of the session. Umpires should report incidents to the 70's committee for possible disciplinary action. Committee decision is final.

10. WARM-UP PITCHES

The pitchers have three (3) warm-up pitches or one (1) minute. Five (5) warm-up pitches will be allowed when a pitcher relieves another. Infield warm-up will be discontinued after the 3rd inning. Players moving to an infield position after the 3rd inning may have three (3) warm up throws.

11. EQUIPMENT

No banned bats (ASA banned bat list) will be allowed.

F. PLAYER RESPONSIBILITIES

a. Absentees

Managing a team is a difficult job; it requires the full cooperation of all the team members. If you are going to be late or miss a game, notify your manager well ahead of time. Arrive at the field at least thirty (30) minutes before your game.

b. Scoreboard Operator

The team manager will assign a scoreboard operator. It is the responsibility of the player assigned to get his own replacement if he is unavailable. Scoreboard operator responsibilities take precedence over any request or desire to substitute as a player on other teams.

c. Coaches and players should not attempt to make base running out or safe calls or try to influence the calls of umpires.

d. Field Maintenance

The home team is responsible for preparing the field before the first game and securing the field after last game. **(BEFORE LEAVING LOCK ALL BUILDINGS)**

e. Resignation

If a player quits a team, then that player becomes ineligible to play in the league for the remainder of the season. Player must turn in jersey and club-issued items. Players cannot switch teams until after the end of current season without approval of 70's League committee

f. Player Request to Join League

Players are responsible for notifying the 70's League Committee of their desire and availability to play in the 70's League. Individuals will be placed in a player pool (70's data base) and will be: (1) assigned to a team if an opening is available (2) placed on a sub list (3) or placed on an assignment list. Players must be members of SC or SCW softball clubs.

70's LEAGUE COMMITTEE:

TOM DORRAUGH

JOHN McKEOWN

DAN BURKE

BILL VONASCH

SUN CITY COORDINATOR

SUN CITY WEST COORDINATOR

RED DIVISION PLAYER REPRESENTATIVE

BLUE DIVISION PLAYER REPRESENTATIVE

