

SUN CITIES SENIOR SOFTBALL
MEN'S 70S LEAGUE RULES
30 OCTOBER 2010 (REV 8, 12 Jan 2017)

The League is governed by ASA and National League rules except as modified for 70s League

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A. GENERAL

The 70s League is managed by two coordinators - one from Sun City and one from Sun City West. A committee of the men's 70s League will consist of four members, two coordinators and two player representatives (one team manager from each city). 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 70s League is composed of Central (5 and 6 rated players only, as rated at the beginning of the fall session) and National League players from the Sun City Softball Club and Sun City West Softball Club. The league has eight (8) teams, four (4) from each city. The league was created to allow players to play in an environment that is controlled primarily by age and skills. The league's goals are (1) enhance player safety by insuring the members have similar softball skills. (2) keep 70s league a recreational (less competitive) league in order to maintain the league as a fun place to play (3) extend playing years for our members

The league doesn't publish standings or publish events for newspapers. The league does not use players' skill ratings or record player statistics. Players must be members of SC/SCW softball clubs.

Players are eligible to join 70s League if their 70th birthday falls within the current calendar year (year following session start date in October) or earlier. Club members who are not in week-day leagues (Mon-Fri) due to work schedules or other conflicts and can meet age and skill requirements will be considered for joining the 70s League.

C. UNIFORMS

Local businesses supplies jerseys. Pants and hats are supplied by clubs. All other equipment is supplied by the players. Players turn in jerseys to city coordinators at the end of the session. Club issued items can only be used for league play.

D. GAME RULES

1. GENERAL

- a. No game clock**
- b. Seven (7) innings per game except as discussed in mercy rules.**
- c. Teams are limited to four runs per inning. Except for the 7th inning or last inning in which each team can score an unlimited number of runs.**
- d. Game tied at end of 7th (seventh) inning, game over.**
- e. Games scheduled for Saturdays in SC and SCW.**

2. MERCY RULES

a. Three (3) run rule: If the visiting team is ahead by 3 runs or more at the end of six (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 last at bat.

b. Eight (8) run rule: If either team is ahead by eight (8) runs or more after six (6) innings, the game is over.

3. 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 max 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 max of 12 players.

2. SUBSTITUTES

a. Substitute players may be obtained from the following sources:

Substitute players must be obtained from same city player rosters or sub list.

b. Normally SCW and SC players may not sub on each other's teams. However, if each city cannot field a full team, two team managers can agree for other city players to sub.

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 70s League if they are not in the 70s data base 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, 1st, 2nd or 3rd, but not from home plate. Each individual player can only be used as a courtesy runner 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 the home plate or mat extension. 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 start over. 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 he touches the white he is jeopardy of being put out if the defense appeals before he returns and touches the base. If the defense player at 1st base is pulled into foul territory as a result of a bad throw, the defense 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 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 the 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 the original home plate and the runners can only touch the scoring line.

(1).In order to be safe at home, runner must have their 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 the original 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

70s 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. The judgment calls: balls or strikes, runner out or safe and foul or fair balls are not grounds for an appeal. 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. 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. Base runner appeals are made to the base umpire (NOT HOME BASE UMPIRE). Any situation where a rule is not covered in the 70s League rules, the two managers and umpires 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 70s SC/SCW spokesperson. No appeals.

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 during National League play.

F. PLAYER RESPONSIBILITIES

1. 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.

2. UMPIRES AND SCORE BOARD OPERATOR

a. The team manager will assign umpires and a score board operator. It is the responsibility of the player assigned to get his own replacement if he is unavailable. Umpiring and score board operator responsibilities take precedence over any request or desire to substitute as a player on other teams. Know the rules/learn how to run score boards at SC and SCW.

b. Umpires must consult with each other on protest or appeal calls. Base running appeals (manager only) must be made to the base umpire. Base umpire in return may ask for help from the home base umpire.

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

3. 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)

4. RESIGNATION

If a player quits a team, then that player becomes ineligible to play in the league for the remainder of the session. Player must turn in jersey and club-issued items. Players cannot switch teams until after the end of current session without approval of city coordinator and managers.

5. PLAYER REQUEST TO JOIN LEAGUE

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

70S LEAGUE COMMITTEE:

ARLYN CHRIST	SUN CITY COORDINATOR
RON EPPLEY	SUN CITY WEST COORDINATOR
BOB WILLIAMS	SUN CITY WEST PLAYER REPRESENTATIVE
FRANK LANCISI	SUN CITY PLAYER REPRESENTATIVE

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