

# DAY PLAY RULES

Revised and Accepted by the Board of Directors

**Revised: September 16, 2008**

**Redwood City Señors Softball Club**

## *Code of Conduct*

Your safety and enjoyment of Day Play games are our top priorities. Based on these goals we consider it appropriate to remind you of the following agreement you were required to sign with your membership application:

“I agree to conduct myself respectfully when participating in all club activities. I will:

- Abide by club by-laws and the rules and decisions of club officials.
- Accept the decisions of the umpires and my team manager.
- Avoid bodily contact that may cause injury.
- Refrain from publicly criticizing or denigrating club members.
- Never direct abusive or profane language at officials or club members.

I am fully aware that the rules and code of conduct of this club will be enforced and that violations may result in restricting my participation in certain club activities and/or terminating my membership.”

## *Game Preparations*

08:45 A.M.	Field Preparation begins.
09:00 A.M.	Player sign-up and batting practice begins.
09:45 A.M.	Player sign-up closes and team assignments begin.
10:00 A.M.	Games begin.

## ***Late Arrivals***

Only players arriving and signing in prior to 9:45 A.M. will be permitted to play that day unless there is a need for additional players to balance out the teams.

Late arriving players will be allowed to play if they have notified an “on-time” player that they will arrive after the deadline and are signed in by that player.

## ***Fields and Equipment***

Every able player is expected to help with field prep periodically. Volunteers should arrive by 8:45 A.M. to help the field supervisor.

The last team on the field is responsible for storing bases, pitching screens and all other equipment, in secure facilities provided by the club.

## ***TEAM FORMATION***

### ***Player Allocations***

1. When less than 27 members sign up before the 9:45 A.M. deadline, two teams shall be formed to play.
2. When less than 38 members sign up before the 9:45 A.M. deadline, three teams shall be formed to play on one field.
3. When 38 or more members sign up before the 9:45 A.M. deadline, four teams shall be formed to play on two fields. The Senior teams (older players) will play with a minimum of 10 players per team. Two Senior teams will be established before the Junior (younger players) teams are developed.

4. No games will be played until the members present have fully prepped both fields to the satisfaction of all team managers.
5. Any member designated or volunteering to allocate players and take on the responsibilities of being a team manager for that day shall have the support of the Board of Directors to establish teams.
6. When teams are being developed, player selections will be made by the team managers following a flip of a coin(s) to determine who gets first pick, second pick, third pick, or fourth pick. The specific picking order for three (3) and four (4) teams will be: 1,2,3-3,2,1-1,2,3-3,2,1-1, etc. and 1,2,3,4-4,3,2,1-1,2,3,4-4, etc.

### ***Uneven Teams***

Any team that is a player short can “borrow” a defensive player from the other team(s). When three teams are playing, the borrowed player must come from the team that is not presently batting.

## **GENERAL GROUND RULES**

### ***Player Positioning***

1. No outfielder may be positioned closer than 150 feet from home plate until the batter makes contact with the ball.
2. Teams must have four outfielders before positioning a short fielder (rover).
3. Infielders must remain in position (left infield and right infield respectively) until the ball is hit.

## ***70+ Exception Rule***

No outfielder or short-fielder (rover) can directly throw out any 70+ runner advancing to first base. Use of a relay throw from an outfielder or short-fielder to an infielder then to first base can be used. The 70+ Exception Rule includes players celebrating their 70<sup>th</sup> birthday during the current calendar year.

## ***75+ Exception Rule***

No player age 75 or older, who runs for themselves, can hit a ground ball into a traditional double play. If the play is made on the batter, any other base runner that was forced to advance will be allowed to safely advance one base. The 75+ Exception Rule includes players celebrating their 75<sup>th</sup> birthday during the current calendar year.

## ***Force Plays***

All plays on runners advancing to any of the four bases shall be treated as “force plays”. The base runner’s foot must touch the base or the ground beyond the forward edge of the base prior to or at the same time as the baseman catching the ball to be considered safe on a force play. “Breaking the plane” is a practice used in football not softball. Established softball rules apply to situations where the runner is returning to a base.

## ***Infield Fly***

When an “infield fly” is called, the ball is dead and the batter is out and base runners can not advance.

# *PLAYING FIELD GROUND RULES*

## *BATS*

### *Composite Bats*

Bats with “composite material barrels” are not allowed, with the exception of use by players age 75 years and over and women players.

### *Double/Triple Walls*

Double/Triple walls are not to be used by anyone younger than 70, with the exception of women players.

### *Practice Swings*

Batting practice is generally limited to 6 fair ball hits. This is subject to modification based upon the number of hitters and the time available.

### *Other Player’s Bats*

Bats may be borrowed only with permission from the owner. A red marking on a bat indicates that the owner does not want other players to use it during games and/or batting practice.

## *On the Playing Field*

### *Volunteer Umpire*

When a volunteer umpire is available, they will control the game from behind home plate. They will be responsible for calling balls and strikes. They will also determine if a ball hit by the batter is fair, foul, and/or is an out by being caught by a defensive player. Plays made at home plate will be determined by the plate umpire. They will also determine if the

“infield fly rule” is to be applied. In the absence of a volunteer umpire, the defensive catcher will act in the same capacity, except for calls at home plate.

### ***Base Coaches***

Each batting team must provide coaches at first and third base. When a volunteer umpire is not available, the first base coach makes the calls at first base and home plate. The third base coach makes the calls at second and third base. Base coaches are the final authority for the call. If the batting team does not provide coaches, close calls that could go either way will be called as outs. When a volunteer umpire is present, the first base umpire will be responsible for calls at first base only, with home plate being covered by the volunteer umpire.

### ***Substitute Runners***

An unlimited number of substitute runners are allowed during a game, however, a player may be a substitute runner only once per inning. If the team has nine (9) or less players a substitute runner can run twice in one inning.

A batter can request a substitute runner. Upon the batter’s bat making contact with the ball the substitute runner can then begin their run to first base and beyond if appropriate. The substitute runner will start from a position located behind an imaginary extension of the third base line.

Upon any batter or runner reaching any base safely, they may then specifically request a substitute runner. A substitute runner can not replace a substitute runner, except upon an injury to the initial substitute runner.

If a substitute runner is on base when their turn at bat comes up, they are “out” and the next batter in the line-up comes up to bat. This does not apply to teams with nine (9) or less players in their batting order.

No manager or other player can force and should not ask or attempt to intimidate any player into requesting a substitute runner.

### ***Stepping Off of a Base***

With a batter in the box and ready to play, a base runner on either 1<sup>st</sup> base or 3<sup>rd</sup> base may step away from the base into the out-of-bounds area immediately adjacent to the base prior to any pitch being presented to the batter. This practice is allowed to protect the base runner from being hit by a batted ball. Should a base runner elect to step off the base for this purpose, once the ball is hit, they must reoccupy the base safely or retouch the base before proceeding to the next base. Failure to retouch the base before advancing, if appealed by the defending team, will be grounds for calling the base runner out.

### ***Innings to be Played***

When there are three (3) teams playing, there will be seven (7) innings of play, with the seventh inning played as an “open inning” for scoring purposes. In the seventh inning there will be a “flip Flop” where the team that has the winning lead will take the field or remain in the field to defend their lead.

When the defending team goes out to the field to defend their lead, the team coming off the field will bat second, behind the team remaining in the dugout area. If one of these two teams establishes a new winning lead, that team will, upon completion of their batting, become the defending team and take the field for final defensive play.

When there are two (2) or four (4) teams playing, there will be nine (9) innings of play, with the ninth inning played as an “open inning” for scoring purposes. There will be no “flip flop”.

## ***Default Rule***

Our Club Board has adopted ASA/NCSSA rules of play. Day Play Rules take precedence over ASA/NCSSA rules and are designed to address unique circumstances such as field conditions and player age groups.

Any questions about the applicability of the Day Play Game Rules that might arise during a game will be decided by any Club board member present and if absent by consensus of the team managers.

When events not specifically covered by Day Play Rules arise or unique circumstances make strict compliance unsafe and/or unrealistic, the overriding decision guidelines are safety and enjoyment.