

Anaheim 65+ Wednesday League addendum Revised Aug 2019

1. Sportsmanship: The umpire is in complete control of the game. Any unsportsmanlike conduct by players or managers will result in the penalty: ejection from the game and suspension from the teams next scheduled game. Managers are responsible for the conduct of their players. They shall help the umpire promote sportsmanlike behavior by everyone involved in the game. Managers shall lead by example, know the rules and help their players know and understand the rules

Unsportsmanlike conduct shall include but not be limited to the following actions:

- a. Initiation of violence in any form. Pushing, slapping or hitting another person shall result the penalty as specified above. The exception: violence against an umpire will result in suspension from league play for 6 months.
 - b. If a player uses any equipment that has previously been deemed by an umpire as illegal, it shall be treated as unsportsmanlike conduct and per rule number one the player shall be ejected from the game and suspended from the next scheduled game.
 - c. If a manager allows the repeated use of illegal equipment the user and the manager shall be ejected per the penalty. If the umpire fails to enforce unsportsmanlike conduct the league shall reserve the right to do so after the fact.
 - d. Any throwing of bats is considered unsportsmanlike conduct and will be penalized as above by ejection from the current game and suspension from the next scheduled game.
2. John Marshall Park 65+ League play will be according to SCMAF slow pitch softball rules with the following exceptions and clarifications:
 3. By signing a Jack Kelly League team roster a player agrees to not play or substitute for any team in any other league that has games in the same time period as does the Jack Kelly Wednesday league at Marshall Park. This time slot is 9 AM to 2 PM on Wednesdays.
 4. A player having played or substituted for a team using the same (Jack Kelly League) time slot must wait 4 league Wednesdays before joining and playing for a team in the Jack Kelly league.
 - a. A team must have at least SEVEN rostered players at game time to avoid a forfeit.
 - b. If a scheduled game is forfeited, a seven inning game should be played, if possible, using pick up players. Umpires will be paid in either case.
 - c. A team with seven or more rostered players may pick up enough players to total 11. Division 1 players may not sub on division 2 teams unless the scheduled game is between a division 1 and a division 2 team. In this case the division 2 team may pick up at most to 3 division 1 players and 1 division 1 or 2 player.
 - d. Pick up players must bat at the end of the lineup. When a rostered player arrives late he or she must replace a sub and enter the game at the beginning of the next half inning.
 - e. Pick up players may play catcher, pitcher, first base, second base or right field except in the case of a forfeit.
 - f. The infield fly rule is in effect.
 - g. There is no mercy rule.
 - h. Home team is listed last in the schedule. E.G. visitingteam@hometeam hometeam uses 3rd base bench and bats last.

- i. Players may change teams only at the end of a season. A season is 2 rounds. A round is when each team has played all other teams once.
- j. Base runners may run straight through any base provided there is no attempt to advance to the next base. If the runner rounds a base with the intent of advancing he may be tagged out before returning to the previous base or reaching the next base. When a runner over runs second or third base he must tag the base before advancing. A runner returning to a base may also over run the base.
- k. Base runners shall avoid contact with fielders. When running through second or third base, the runner should run up to 3 feet wide of the base preferably away from the play. At home plate the runner must run 3 OR MORE feet to the right of the third base line and must not run through the batter's box. Absolutely no tag plays at home plate. At first base, runners must run wide if there is a play at first base and may advance without returning to tag. Because runners may run wide, the base runner shall be called out using the swipe rule if in the umpires judgement the fielder had the ball and made a tagging motion before the runners foot was down beyond the line.
- l. If a fielder interferes and prevents a base runner from advancing to the next base, the umpire shall allow the runner to advance.
- m. A base runner is out when tagged even if the ball is jarred loose by contact with the tagging fielder.
- n. A base runner attempting to score must run wide and step on or beyond the scoring line before a fielder touches the strike mat while possessing the ball. Absolutely no tag plays at home base.
- o. Once a runner crosses (steps on or beyond) the commit line between third and home base he may not be tagged out or return to third base. The out must be made by a fielder touching the strike mat while possessing the ball. Again, no tagging at home plate.
- p. Base runners must be in contact with a base when the pitcher releases a pitched ball. If the base runner is not in contact with the base when the batter strikes the pitch, fair or foul, the runner shall be called out.
- q. Teams may have unlimited courtesy runners. Courtesy runners may not have a courtesy runner. The original runner may run for himself if the courtesy runner cannot continue. Courtesy runners may be used at any time after the batter reaches base.
- r. If a courtesy runner is on base when it is his turn to bat, the runner he ran for will be called out and the courtesy runner may bat.