

70+ Sr. Softball League

March 2023

SECTION 1 – THE DRAFT AND THE RESERVE LIST

1. The Draft sequence will be as follows: 12345678910-10987654321. Each Manager shall draw a number that will determine the Draft order. The final round of the draft shall not serpentine but rather revert back to the other end.
2. Managers must identify their 2 designated pitchers.
3. A sub may not be brought in to pitch if either of the 2 designated pitchers are present.
4. Only Managers and Board members shall be at the draft. (Exceptions will be considered by the Board. Board members are the Commissioner, Player Representative and Secretary/Treasurer. First time Managers may have a helper. The helper will become a member of the team he is helping. The Commissioner will determine which round the helper will be added to that team's Roster.
5. On completion of the draft, all non-drafted players and new players who were not on the original Draft List, shall be placed on a Reserve List.
6. Once a team's roster is established, all changes come under the authority and the responsibility of the Commissioner.
7. A player who was placed on the Disabled List (DL) will be added to the Reserve List when he returns to play.
8. Managers wishing to drop a player for whatever reason will require a consensus approval from the Commissioner, Player Representative and the Manager.
9. The first 5 players drafted will be considered the Top 5 players. Teams shall only have 5 top players and that includes a Top 5 playing Manager. (A Top 5 Manager shall be determined by the Board).
10. A player that quits a team or will not play when drafted cannot play in the League until next year when the player may re-register for the Draft.
11. It will be the responsibility of the Commissioner to maintain the Reserve List. The Secretary will furnish each Manager a copy of all changes to the Reserve List and roster changes affected by those changes.
12. All teams will be required to maintain a permanent roster list of at least 13 players. Exception: If no one is available on the Reserve List to be picked up.

SECTION 2 – THE GAME

1. Rules not covered herein shall be subject to the Southern Cal. Municipal Athletic Federation (SCMAF) rule book.
2. Only slow pitch softball one piece one cell bats shall be used by all players. Titanium, composite, bamboo, maple bats shall not be used. The umpire has the option to ban any bat during or before the game. Note: The Softball America Bat List is used as a guide in this League.

3. Outfielders (left, left center, right center, and right field) must remain on the grass until the batter hits the ball.
4. Prior to the start of the game each Manager shall pay the umpire \$20.
5. The Umpire shall be in complete charge of the game. Any un-sportsmanlike conduct by players or Managers will result in possible ejection from the game and for the next scheduled game.
6. Managers are responsible for the conduct of their players to ensure good sportsmanship. Managers should lead by example.
7. Games shall start at 9:00, 10:30 and 12:00. When one hour and 15 minutes has expired the umpire will notify both Managers that the next inning will be the last (Open) inning. Game times may be changed in the summer.
8. Every roster player who shows up must bat UNLESS the player notifies the Umpire before the start of the game (or as soon as player shows up) that he doesn't want to play.
9. In hot weather the Commissioner may declare that games shall be 7 innings.
10. The home team is the second team listed on the schedule and occupies the 3rd base dugout.
11. Sliding by base runners is not allowed. Any base runner who slides shall be called OUT.
12. Base runners may over-run any base, provided there is no motion to advance to the next base.
13. If a runner overruns 2nd or 3rd base the runner must re-tag the base before advancing to the next base.
14. Once a base runner advances from 3rd base past the 30-ft line, he cannot retreat to 3rd base.
15. Unlimited courtesy runners are allowed and may be inserted at any time. A courtesy runner may only run once per inning. When a courtesy runner is on base and it is his turn to bat, he is out as a runner and will take his turn at bat. A courtesy runner cannot replace a courtesy runner. Substitute players can not be a courtesy runner. A batter that used a courtesy runner may not run for another batter that inning.
16. A foul-tipped ball that is caught by the catcher is an OUT whether or not it was over the batter's head.
17. After 7 complete innings and a team is leading by 15 or more runs, the game shall be over.
18. A player is out if they miss their turn at bat (except if the player is injured, sick or has notified the Umpire prior to the start of the game that they must leave early).
19. If the ball reaches the grass before it is secured by a defensive player, the runner is safe at 1st base. A runner may be thrown out at 2nd base however.
20. If a player is injured or becomes ill during the game he can be removed from the line-up without penalty. If a team becomes short-handed due to an injured or sick player leaving, they can pick up a substitute. The substitute will bat in the injured or sick players spot in the lineup.
21. Any player on a team's roster may be used as a courtesy runner.
22. Players are required to wear a protective mask when pitching.

SECTION 3 – PICKUP PLAYERS

1. A team may pick up a player only if the team has less than 11 players unless they are missing both designated pitchers in which case they may pick up a pitcher subject to Top 5 rules.

2. Should a team have less than 7 roster players at game time, said team shall forfeit. Should a team have more than 7 or less than 11 roster players at game time, they may pick up players sufficient to have 11 players. Pick-Up players are subject to the Top 5 rule. Maximum number of pick-up players is 3.
3. Pick- up players must bat last and play either Catcher, 1B, 2B, RF, RC or P. Pick-up players must be roster players or be on the Reserve List.
4. Top 5 players may be picked up as substitutes for the designated Top 5 players.
5. If a roster player shows up to play, he will replace the pick-up players after reporting to the Umpire.

SECTION 4 – PLACING PLAYERS FROM THE RESERVE LIST

1. A player who was placed on the Disabled List (DL) will be added to the Reserve List when he returns to play.
2. The Reserve List will consist of two lists - one for Top 5 players and one for Non-Top 5 players.
3. Players on the Reserve Lists will be randomly selected when assigned to a team.
4. Drawings from the Reserve Lists will be held on Thursdays.