

Anaheim 75+ Tuesday League Rules
(Updated Dec. 5, 2023)

Player Conduct

The Umpire is in complete control of the game. Any unsportsmanlike conduct by players or Managers will result in ejection from the game and suspension from the team's 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 and be good sports while playing the game.

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 in 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 illegal equipment (i.e. a composite bat) he will be called out and issued a warning under the assumption it was an innocent mistake. If a player uses any equipment that has previously been deemed by the umpire as illegal, it shall be treated as unsportsmanlike conduct and 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 or foul language is considered unsportsmanlike conduct and may be penalized by ejection from the current game and suspension from the next scheduled game.

Rules

We are governed under the SCMAF Slow Pitch Rules with the following exceptions:

1. Games will be seven innings or one hour and thirty minutes as scheduled. After about one hour and fifteen minutes the umpire will declare the next inning as the "Open Inning". Any inning before the seventh may be declared open depending on time. If the open inning does not end in a tie, the game is over. If the open inning ends in a tie and before the 90 minutes scheduled for the game has expired, and if both managers agree, they will play 1 tie breaker inning with the last batter from the previous inning starting at second base. No CR until runner gets to third base. This inning will have the 5-run limit and be the final inning, win lose or draw.

2. An inning in progress will be completed regardless of time.

3. Any base runner who slides will be called "OUT".

4. Base runners may overrun any base provided there is no attempt to advance to the next base. A runner returning to a base may also over run the base. When a runner overruns second or third base, runner must retag the base before advancing to the next base. A runner, after over-running 1st base does not have to tag the base before advancing to 2nd base.

5. Base runners should make every effort to avoid contact with fielders by running wide when approaching a base while the defense is attempting to get the runner out. The runner is safe if his foot touches the ground on or after the chalk line before the ball is caught by the defensive player. If the defensive player receives the ball before the runner gets to the base he may tag the runner out or make the tagging motion to get the runner out. The defensive player does not have to make contact with the runner, just the tagging motion before the runner reaches the chalk line.

6. A defensive player may not intentionally or accidentally interfere with a base runner advancing to the next base. When this occurs, runner is awarded the next base.
7. A base runner will be declared out if, after being tagged with the ball, it is jarred loose by bumping or other physical contact.
8. Infield fly rule is not in affect in the 75+ league.
9. A base runner attempting to score must step on or beyond the "Scoring Line" before a defensive player touches home plate or the plate extension with the ball. No tag plays at home plate.
10. Once a runner advances past the "commit line" between 3rd and home, he may not return to 3rd base but must continue toward home plate and must run to the right of the batter's box.
11. The batter is out after hitting a foul ball after two strikes.
12. Base runners must remain on their base while the pitcher delivers the ball to the batter. They may leave when the ball contacts the bat or the ground. They may be called out for leaving too soon. No stealing bases.
13. A foul ball caught by the catcher is an out.
14. A player selected via the draft or assigned to a team later, becomes a member of that team immediately. If the player chooses not to play for that team, he will not be added to the Reserve List for 15 weeks.
15. Teams may have unlimited courtesy runners (C.R.) A C.R. may run only once per inning. If a C.R. is on base when it is his turn to bat, he will not be out but will be allowed to bat and another C.R. may take his place on base. Only players in the game batting lineup may be courtesy runners.
16. Any fair ball first touched by an outfielder will be considered "on the grass" and therefore a hit and the batter awarded 1st base. Force plays are okay at 2nd, 3rd and home base. A ball tipped by an infielder and then fielded by an outfielder will be treated as "on the grass unless it is caught by the outfielder before touching the ground. In that case the batter is out and runners may be out if caught off base or for not tagging on a fly ball. If the infielder is on the grass when he first gets the ball, the batter is awarded first base.
17. A walk is just a walk, 4 balls or being waved to first base by the Pitcher. The batter goes to first base only.
18. A pick-up player must bat last but can play any defensive position.
19. If a player must leave the game due to an injury or medical problem, the umpire will not call an out when it is his turn to bat. If a player must leave the game early for a previous commitment he will not be out when it is his turn to bat provided he notified the Umpire and the other Manager before the game that he will be leaving mid-game.
20. A player may be allowed to bat only. Player is not required to play in the field. However, a player will not be allowed to play in the field or act as a C.R. without batting.
21. It is okay if a player shows up but does not want to play. He may enter the game only if the number of batters become less than 11.

22. Effective Jan. 1. 2019, the maximum number of players per team will be 15.
23. The Top 5 players for each team will be the first 5 players drafted. Subsequent changes to the Top 5 players must be approved by the Commissioner.
24. If a team's current roster has no one capable of pitching the next scheduled game, the Manager is permitted to pick up an available pitcher from another team. The acquired pitcher must bat last.
25. Outfielders (LF, LC, RC, RF) must remain on the grass until the batter hits the ball.
26. Prior to the start of the game each Manager shall pay the umpire \$20.
27. A team may pick up a player from another team or from the Reserve List only if the team has less than 11 players.
28. A team must have seven roster players at game time to avoid a forfeit. There is a 5-minute grace period. A team is allowed to pick up 4 players or less -- enough players to achieve a total of 11 players. Top 5 rule must be followed.
29. A player who was placed on the Disabled List (DL) will be added to the Reserve List (RL) when he returns to play.
30. Players on the Reserve List will be assigned to a team by the Commissioner. The Commissioner will consider league parity, personality conflicts, etc and all else being about equal will use the random method. Managers must accept a player unless doing so will exceed the roster limit.
31. Players are qualified to be in the Draft if they turn 75 in the year for which the Draft applies.
32. League rules and exceptions must be approved by a majority vote of the Managers.
33. A Protest by either Manager must be presented to the Umpire when the problem occurs and before the next pitch. The Protest shall be evaluated and resolved by 3 people: the Commissioner, the Umpire and a player representative or Assistant Commissioner. Protests will not be accepted from spectators. The Protest shall then be jointly acted on by the Commissioner and the Umpire per SCMAF rules.
34. The order of the Draft shall be 1-2-3-4-5-5-4-3-2-1-1 etc. A non-playing Manager does not get an extra pick in the 6th round of the Draft.

Note:

Disabled List – consists of injured players who plan to return to play.

Reserve List – consists of players waiting to be picked up as a regular team roster player.

Round – The number of weeks required for a team to play all other teams one time plus the bye week. Currently 5 weeks.

Season – Currently 3 rounds (15 weeks)

Top 5 Player – A player selected 1 thru 5 in the Draft or declared later as in Rule 23.

Only bats listed in the Softball America single wall column plus StringKing bats, Easton C-core and Z-core bats are allowed in the 75+ League. Demarini Corndog, Z-Core and C-Core Connexion models are not allowed. Female players may use senior composite bats identified by pink tale above the grip. Pitchers must wear a mask and should wear shin guards.