

2021 Scarborough Over 55 Slo-Pitch League

Rules

Revised: 05/23/2022

Regular SPN softball rules apply except as listed below:

Registration Form & Waivers: Each player/person must fill out a registration/waiver each year before going on the field. Instructions and forms are available on-line at the league website (<https://scarboroughslopitch.com>)

All players must be 55 years or older by the end of the calendar year of the slo-pitch season.

Underage Players: Each team is allowed two underage players (50 years plus) on their roster. Exception: father and son can be 40 years old but must be on the same team and must be included in 2 underage player count.

Lost or found items: If you find something - Do not take it home! Give it to a Team Manager or Convenor. If no one is there, report it to the Convenor. If you have lost something, contact the Convenor.

Home Team: is the first team on the schedule. In play-offs home team is determined by the team leading points or tie breaker

Bases: First game - home team puts down the bases (unless already in place). Base distance is 65 ft. **Last game** - final inning: the team on the field – Please bring in the bases and put them in their designated storage bin.

Commitment & Scoring Line in effect. The plate (any part) must be used for an out and there is no tagging beyond the commitment line.

Pitching: The pitching top arc must be between 6 to 12 feet. Strike zone is a home plate board approx. 24"x36"

A team can designate to use a pitching screen (optional) for any game.

The screen will directly face home plate within one to three feet in front of the pitching rubber for pitchers using the screen. The screen may be positioned anywhere from the outer left side of the pitching rubber for a right-handed pitcher to the outer right side of the pitching rubber for a left-handed pitcher. Any ball hitting the screen is considered a dead ball and count as a strike. If hit on third strike the batter is out (base runners can not advance).

If a fielder hits the screen with a throw, it is again live and base runners can advance at their own risk.

No batter's Box: A batter may bat from any position in relation to home plate as long as he does not contact the strike-plate, or have his entire foot in front of, or behind, the strike-plate when the ball is struck.

Bats: used during play must be approved slo-pitch bats with appropriate SPN thumb print. No Seniors Bats allowed.

Balls: SPN Hot Dot Yellow

Mercy Rule: – Five (5) runs per inning with the last inning open.

Courtesy Runners: A runner can be replaced at any time and at any base. No runners from the screen. A player can only be used once per inning as a courtesy runner.

Homerun: On an over-the-fence homer, all runners have the option of: touching all the bases to go home or only advancing 1 base and then go directly off the field. The league uses the Plus Two rule for home runners. A team is allowed two home runs more than the opposing team at any time during the game. If a batter hits a home run over the Plus Two rule it is deemed a strike and if the third strike the batter is out.

Anticipation step allowed: after ball crosses the plate.

Sliding is allowed: at all bases except home plate. Tagging for an out is required at all bases except home plate.

No Outfield Throw to First Base: No player may throw the ball to first base to put out a batter if the ball has touched the outfield grass or the player is standing on the grass when he plays the ball. The 11th player (rover) is considered an infielder and may throw the ball to first base if he is positioned on the infield at the start of the pitch.

Time limits: There is a maximum of 90 minutes game. The Umpire has the discretion to add extra time and/or start batters with a 1 and 1 count to get in as many innings in. During playoffs, games will be 9 full innings unless there is a 10-run mercy differential after the 7th or 8th inning.

Infield & Warm-ups: Umpires are responsible to maintain time limits. After the 1st inning any & all warmups are at the Umpire's discretion. The objective is to complete 9 inning games.

Default Game: No player limits to start the game, but must end with 8. If starting with less than 11 of their own players, a team can borrow players to field a team up to, but not exceeding 11 players. All managers have the responsibility to find substitute players to avoid a league default. Players borrowed from other league teams must wear their own team shirt so the outfielders can identify who they are and not confuse them as new players. Please borrow players for the "purpose of fielding a team" and not to win a game. Try to replace the player with a similar skill as the one lost. Substitute players must be placed at the bottom of the batting order. In play-offs, all teams must use players from their own roster.

Under 55 players can not be used for substitutions.

Regular Season Standings: Winning Team – 2 points Tie – 1 point Losing Team – 0 points

Play-off Qualification: To be eligible to play in the final games, a player must have participated - a minimum of 33% of the regular season games. (A 15-season game = 5 to qualify)

Play-Off Seeding: The team with the highest points will be #1 seed and the same down the line. The playoff will be a two-game knockout with the higher seed being home team. Team #1 vs. Team #4 and Team#2 vs. Team#3 on the first playoff Sunday. The two winners will play in the Championship Game and the two losers play in a Consolation Final the following Sunday. All games must be played to complete innings and no ties allowed

Regular Season Tie Breaker: 1 - Head-to-head 2. Plus/ minus 3. Least runs allowed 4. Most runs for 5. Regular Season Standings.

Player removed from game: will not be a void in the batting line up or an out. Go to the next batter on the list. Once removed the player may not re-enter the game. Unlimited batters allowed. A player removed in the last inning will be considered an out at his at bat unless replaced by a roster player not already on the score sheet.

Player injury: The ball shall be declared dead when a player is injured seriously enough that: in the opinion of the umpire, he needs immediate assistance. Play will cease & all base runners must return to the last base touched.

Rainout Scoring: If game-1 is rained out, so is game-2. When both teams are rained out, these games will not be made up as all teams should have equal numbers of games to determine league standings. The exception would be if one game played on a given day and the other did not. In this case, the teams short a game will play a 4-point game on their next meeting. If they are not to meet again (last 3 weeks) and it affects the league standing – a plan will be devised at that time.

Field Fitness: The playing fitness of the field shall be decided before the game by the umpires in consultation with team managers. Once the game has begun, the umpires will be the sole judges to suspension or postpone the game.

Ties: Allowed in season games. No ties allowed in the play-off games – play to a win. Use extra innings in play-off games.

Extra innings guidelines: The Batter following last batter at the plate (out or not) – starts at 2nd base. (He can have a runner replacement, if desired.)

Each batter has 1 ball and 1 strike on them (therefore: it is a 2 strike and 3 balls game). The intent of the rule is to bring extra-inning games to a speedier conclusion as we might be over the allowed permit time.

Interpretation & suggestions: Contact your: A -Team Manager, B -Convenor. Rules can only be changed prior to the start of the season unless the change is for safety or emergency purposes.

Rules changes are voted on by the team Managers. In the event of a tie, the Convenor will be the deciding vote.

No rule may be waived or amended either by agreement or consent of players, managers, umpires or officials of the League.

The umpire will submit game scores to the Convenor along with unusual occurrences/ejections.

Team standings will be posted on the Website. <https://scarboroughslopitch.com/>