



## 50+ Senior Softball League - 2018

Welcome to the Chicagoland Legends Senior Softball league! The league is designed to provide competitive games played under safe conditions. We follow Senior Amateur Softball Association Slow Pitch rules with modifications intended to minimize injuries. All players are expected to demonstrate fair play and sporting behavior and to follow league rules.

### Facilities and Contact Information

**Frontier Park:** 1933 N. Kennicott Drive, Arlington Heights

**Rand-Berkeley Park:** at the intersection of Waverly and Brookwood in Arlington Heights

**Jim Hayes,** League Coordinator: rosters, games, rules of play, league business

- [ritahayes@sbcglobal.net](mailto:ritahayes@sbcglobal.net) or 847.308.4934

**Nick Wirth,** Athletic Supervisor: schedules, fields

- [nwirth@ahpd.org](mailto:nwirth@ahpd.org) or 847.506.7132

**Cari Boyle,** Athletic Coordinator: registration

- [cboyle@ahpd.org](mailto:cboyle@ahpd.org) or 847.506.8374

### Games

- **We update the AHPD inclement weather hotline, 847.577.3003, extension 6, by 4pm daily.** To see if we have closed your field due to inclement weather, please call the weather hotline.
- Games are played at Frontier and Rand-Berkley Parks. Regular season games begin at 6:30pm, and post-season tournament and double-header games begin at 6pm. Rain-outs are made up with double headers and regular season rules apply. The first game of a double header is seven innings. The number of innings in the second game is determined by daylight.
- Games are seven innings, and five innings constitute an official (complete) game. If the home team is leading at 4 ½ innings, this also constitutes an official game. If, for any reason, a **complete** game is called when the score is tied, the game will be counted as a tie. If an **incomplete** game is called, it will be declared suspended and will resume at the point where it was stopped.

- Tie games play extra innings until a winner is determined using the international tie-breaker rule: All extra innings begin with the player that last batted out on second base, and all at bats begin with a 0-1 count. There is no slaughter rule.
- Each team has 11 players on defense with unlimited, free substitutions. All players bat, and the batting order remains the same for the entire game. If a player must leave the game before it ends, his spot in the batting order is eliminated but does not count as “batting out of order.” If a player arrives late for a game and everyone on the team has already batted, the player is placed at the end of the batting order.
- Each player must play at least three innings on defense.
- The maximum number of runs allowed per inning is five with the exception of the seventh inning and extra innings, in which runs are unlimited.
- A team that cannot field nine rostered players forfeits the game. **If a team only has nine players, the other team must supply a courtesy catcher.** The courtesy catcher may make plays at the plate.
- A team that uses non-rostered players forfeits all games in which the non-rostered player participated. A non-rostered player is a player who has not registered or has not been officially assigned to a team by the Park District.
- Both team managers verify the final score recorded on the umpire’s score card.

## Pitching

- The pitcher’s zone is two feet wide and 50 to 60 feet from home plate. The ball must be slow-pitched, and the arc of the ball must be between six and twelve feet. The pitcher must keep at least one foot in the pitcher’s zone until the ball is released. Hesitation moves are not permitted. Spinning or knuckling is permitted.
- We use a wood strike zone mat that includes home plate. A legal pitch that hits any part of the strike zone mat is a strike.
- If a pitch is illegal, the umpire will call “illegal” before the pitch crosses the plate. The batter may swing at an illegal pitch. If there is no swing, the pitch is called a ball.
- Pitchers must wear a face mask.

## Base Running

- A base runner must do everything possible to avoid colliding with a fielder. If the runner makes little or no effort to avoid colliding with a fielder, the umpire will call the runner out, the play will be called dead, and all runners will return to the last occupied base. If it happens a second time in a game, the player may be ejected.
- **Home plate to first base:** If a play is contested at first base, the batter must use the safety base located in foul territory next to the regular first base. If there is no play at first base, the batter may use the regular first base. Violation of this rule is an out unless the batter did so to avoid colliding with the first baseman (for example, the first baseman is off first base fielding a ball and blocks the batter’s path to first base.)

- **First base to second base to third base:** The runner may overrun second or third base in a straight line and return to the overrun base. The runner does not have to touch second or third base when overrunning the base. Force-outs at second and third base are determined by whether the fielder catches the ball before the runner passes the base. Runners must run to the non-fielder side of the base to avoid interfering with the fielder. When overrunning second or third base, the runner must return to the overrun base before advancing to the next base. If the runner does not return, the runner is in play and may be called out. The runner cannot be called for interfering with a fielder's throw as long as the runner is in the three foot wide base lane and does not raise hands to make contact with the ball.
- **All bases:** Plays at all bases are force-outs; a runner can be tagged out between bases. For safety, there is a second home plate adjacent to the regular home plate. Runners step on the second base to run through the base at first base and run wide at second and third. A runner scores by stepping on the second home plate. The wood strike zone mat is for the catcher, who may step on any part of the strike zone mat to force out the runner. If a runner steps on any part of the strike zone mat, he is out.
- A marker placed perpendicular to the third base line and **twenty feet from home plate** is the commitment line. Once a runner crosses this line, he must continue to home plate. Violation of this rule is an out.
- Sliding and diving are not allowed. A runner who slides or dives will be called out.
- If a runner continues to play on after making a turn toward or taking a few steps toward the next base, he may be tagged out. When returning to a base, a runner may not overrun the base.
- A base runner cannot leave his base until the batter makes contact with the ball. Leaving a base early is an out. **There is no rule violation if a runner leaves the base when the ball crosses home plate and is not hit.**
- Only an injured player may have a courtesy runner. The courtesy runner shall be the player who made the last batted out. An injured player must use a courtesy runner every time he reaches base. A player injured during a game may have a courtesy runner at any time. There is no courtesy runner for a batter. A batter must make it to first base before utilizing a courtesy runner. Before the game begins, the manager must notify the umpire of any injured player who needs a courtesy runner.
- **Bases are 65' apart.**
- Metal cleats are not permitted.

## Batting

- A legal bat is an official softball bat that is no more than 34" in length, no more than 38 oz. in weight, and no greater than 2.25" in diameter at its largest part. If a player is discovered using a bat that exceeds these dimensions, the umpire will instruct him to remove the bat from play. If a player violates the rule a second time, he will be ejected from the game, and his at bat will be ruled a strike out.
- High performance and/or altered bats are not permitted in games or in batting practice. Only 100% single wall bats or wood bats are permitted. Players **72 years of age and older** may use a

composite or travel bat. The bat must be approved with the umpire before the game, and the opposing manager and umpire must be made aware of any players using the approved bat.

- If a player brings or uses an illegal high performance bat or altered bat in the batter's box during a game, the play will be ruled a strike out. The umpire or opposing team's manager may challenge the legality of a bat during the batter's at bat. If the umpire determines the bat is illegal, the play will be ruled a strike out. Keep in mind, a bat that has the words "High Performance" on it may be a legal bat. The umpire's decision regarding legality is final.
- There is no marked batter's box. A reasonable area will be considered the batter's box. A batter will be called out if he steps on the strike zone mat when hitting a pitch, whether it is hit fair or foul, or if all of his back foot is completely in front of the strike zone mat when he hits the pitch.
- Each batter begins with a 0-1 count, no balls and one strike.
- The batter is out on any third strike. This includes a foul ball after two strikes.
- A batter must take a full swing at a pitch. Bunting or chopping is an out.
- **A batter who hits a ground or fly ball into the outfield is automatically awarded first base.**
- If a batter pops a ball over his own head and the catcher catches it, the batter is out.
- If a batter throws or releases a bat and it hits another player or the umpire, the player is out. If the batter throws a bat and it does not hit anyone, the player will receive a warning; a second occurrence in a game is an automatic out. A player throwing a bat in anger may be ejected from a game, and his at bat in the lineup will count as an out.

## **Live and Dead Balls**

- If an overthrown ball hits the fence and remains on the field, the ball remains live and in play.
- If an overthrown ball hits any dugout equipment or goes out of play, the ball is dead and the runners take their appropriate bases: two bases from where they were at the time of the thrown ball's release.
- If an overthrown ball hits a coach on the offensive team, the ball is dead and no extra bases are awarded.

**The Arlington Heights Park District reserves the right to make changes to this document as necessary during the course of the season.**