

## 2004 Senior Co-Ed Softball Rules

### ELIGIBILITY

- ✍ ISA Slow Pitch rules shall govern league games and tournaments in conjunction with the following supplemental league rules:
- ✍ Any male or female who turns 55 years old, in the calendar year of play is eligible to play on a team.
- ✍ Player's City &/or team sign-up fee must be paid prior to playing on a team.
- ✍ A player may play for only one Co-ed team.
- ✍ A player may switch teams, up until the end of the 2nd game of the season.
- ✍ New players (after their add/delete form has been turned in) are welcome on a roster, up until the end of the regular season.
- ✍ A player must play in 1/2 of the regular season league games in order to play in the end-of-season tournament.

### CROSSOVERS

- ✍ Players from a Men's Competitive League may play on a co-ed team. Crossover players must be identified prior to the start of the game.

- ✍ All teams may have no more than 6 crossover players on their roster. All teams may only have 3 crossover players in uniform for a game. No crossover may substitute for an injured crossover player.
- ✍ Teams may have an unlimited number of crossovers from the Men's Competitive League if the crossover players are 70 years of age, or older, in the calendar year of play.

- ✍ **Men players over 55 not playing on a senior men's team but is playing on a men's team in a "City" or other official league DO count as a crossover.** Added by "Board" in 2004

### TEAM RULES

- ✍ League format was determined at the league meeting by a vote of those attending. 2004: voted for one large league, 3 divisions for Tournament.
- ✍ Each team must have a minimum of eight (8) players to begin a game.
- ✍ Additional players may be added, as they show up.
- ✍ If less than eight (8) players for a team are present; the team will automatically forfeit, but may play the game for fun.

- ✍ Teams may play a maximum of eleven (11) fielders (5 in outfield) and unlimited batters.
- ✍ Unlimited defensive substitution is allowed
- ✍ All players in attendance must bat throughout the game, even if they do not play during all of their team's defensive segments of the game.
- ✍ All players must play at least one full inning.
- ✍ Each team must have at least three (3) women playing in the field at all times. The game is considered a forfeit if three (3) women (per team) are not present. A team must end the game with (3) women or forfeit.

### **FIELD LAYOUT**

- ✍ The distance between bases is 60 feet.
- ✍ Tie-down bases are required
- ✍ To avoid collisions, 1st base will have a tie-down base for the fielder, and a throw-down base (adjacent to, and 18"+ outside of 1st base) for the runner. This is used even if the tie-down base is a double version.
- ✍ The distance between home plate and the front edge of the pitching area is fifty (50) feet. Back edge is (56) feet. Pitching area is 2 x 6 feet.

### **POINT-OF-NO-RETURN LINE**

- ✍ An eight-foot line, 20 feet from the front corner of home plate (toward third base), will be marked (perpendicular to the third baseline and away from the infield).
- ✍ If a runner crosses this line, he/she must proceed to home.
- ✍ The catcher (with the ball in hand) only needs to touch home plate for the runner to be out (if the runner crosses the point-of-no-return line).
- ✍ The runner is out if he/she goes back across (towards 3rd base) the point-of-no-return line.

### **SECOND HOME PLATE**

- ✍ A second home plate will be used (throw down). It will be located 6 - 8 feet away from the main home plate at an equal distance from third base as the main plate.
- ✍ A runner must touch the second home plate to be safe at home plate.
- ✍ The runner shall not touch the main home plate. If the runner touches home plate it is an automatic out.
- ✍ A defensive player can put out a runner at home plate, either by tagging the runner or touching home plate (not the pitching mat) before the runner touches the second home plate.

## INNINGS

- ✍ Games will be seven (7) innings in length, unless weather conditions dictates a change.
- ✍ Five (5) innings constitute a legal game.
- ✍ A game will be finished after five (5) or more innings, if either team is ahead by fifteen (15) or more runs.
- ✍ A game will be finished after 4 ½ innings, if the home team is ahead by 15 (or, more) runs.

## MAX RUNS PER INNING

- ✍ A maximum of five (5) runs may be scored per half-inning, except, the final inning.
- ✍ There is no restriction on runs scored in the final inning.

## TIME LIMITS

- ✍ There is no time limit for league games unless there is a local time restriction.
- ✍ There is a 2 our time limit for end-of-season tournament games. Then a ties breaker will be used.
- ✍ Coaches will make a decision (keeping players' safety in mind at all times), if there is a field scheduling or weather problem.

## DEFENSIVE-PLAYER RULES

- ✍ Outfielders must remain at least 30 feet from the baseline, or, on the grass of the outfield (a mark will be determined by the coaches prior to the game), until the ball is hit.
- ✍ Infielders must remain behind the base line, until the ball is hit.

## OFFENSIVE-PLAYER RULES

- ✍ Intentional stealing, diving, or sliding is not allowed. Anyone stealing, diving, or sliding is out.

## BATTING RULES

- ✍ **The league provides softballs for this league. Men: .44 Core & .375 LBS. Women: .47 core & 525 LBS**
- ✍ The 11-inch softball shall be used when a female is batting.
- ✍ The 12-inch softball shall be used when a male is batting.
- ✍ All players in attendance must bat throughout the game, even if they do not play during all of their team's defensive segments of the game.
- ✍ The batting order must remain the same throughout the game.
- ✍ Men and women must alternate in the batting line-up, starting from the top of the order until the lowest number of men or women have been placed in the line-up.

- ✍ Only legal single wall bats permitted in this league. **NO MULTI WALLED OR MULTI PIECE BATS.** Bats listed in the 2003 list of outlawed bats also may not be used at anytime. All bat must be 120 BPF or less.
- ✍ **ANY TEAM USING A MULTI-WALLED BAT OF ANY KIND or having one in their possession in the dugout in practice, pre-game practice or a game will FORFEIT the game.**
- ✍ The game umpire should always check both teams' bats prior to all games beginning. This is not an appeal rule. If an illegal bat is used and not discovered until later in the game or ever - the offending team will forfeit the game at this point. In the case where a bat is in question whether it is legal or not? Both coaches must provide a detailed description of the bat to the league office for research. If it is found to be illegal (by the rules of this league) and the Board approves the ruling, the game will be forfeited.

### **STRIKES, BALLS, BUNTS, CHOPS**

- ✍ A strike is called if the pitched ball touches home plate or the strike zone mat.
- ✍ A ball is called if the pitched ball does not touch home plate or the strike zone mat. Pitched ball must be 6' to 12' to be legal.
- ✍ Umpire will rule.

- ✍ **NOTE:** Kirkland will be testing a new pitching mat at all home games in 2004. All teams will be required to use this wider version when playing at Kirkland.
- ✍ **NO intentional walks!** Four balls & 0 strikes to a male batter (only with a female following) will result in a two base award for the batter. The ball is dead and runners are advanced only if forced to advance. The next batter (if a female) will bat or walk. A male batter-runner advancing to second base without touching first base shall be called out if properly appealed.
- ✍ The batter is out if he/she hits two foul balls after two strikes.
- ✍ The first foul after two strikes is noted as strike "two & one-half".
- ✍ The third strike foul ball is a dead ball.
- ✍ A batter is out when he/she intentionally bunts or chops the ball. Umpire will rule.
- ✍ Pitchers may field a ground ball hit by a female batter.

### **PINCH RUNNERS**

- ✍ A pinch runner may be anyone, but a pinch runner may only run once per inning. Pinch runners may only run once per inning. A maximum of three batters may be designated to have pinch runners from home plate prior to the start of the game.

✍ Once these three batters have been designated, no substitutions or changes can be made, **even in case of injury or illness**. If only two batters are designated, the third may be designated during the game in case of injury.

✍ **This rule is not to be abused!**

✍ The runner from home will start from a line parallel to the third base line, **six feet behind home plate** to the third base side.

✍ Batters with Pinch runners from Home may not run. Should both players run past ½ way to 1<sup>st</sup> base, it is an automatic out.

## BASE RUNNING

✍ An overrun rule shall be in effect for second and third base.

✍ To avoid collisions, runners may **OVERRUN** second or third base as long as they pass within four (4) feet of either side of the base. In the event of a collision **the runner is NOT out**. A safety warning is issued to the offending team. Additional infractions by **the team** will be an out!

✍ Runners do not have to touch the base when overrunning and may overrun a base when returning to the base. Runner returning to a base may also overrun a base if there is a play on him/her.

✍ A defensive player can put out a runner (who chooses to advance) either by tagging the runner or touching the base (while holding the ball) before the runner touches the ground in line with or beyond the front edge of the base.

✍ Runners (overrunning any base) can go straight, or turn to the right without being tagged out.

✍ If a runner turns to the left, after passing the base, he/she is eligible to be tagged out only if an **attempt** is made to advance. This is an umpire call.

✍ Any attempt to advance to the "next" base, or decoy fielders, eliminates overrun-protection and makes the runner subject to being tagged out.

✍ A runner overrunning a base must return to the base before proceeding to the next base. This applies whether or not the runner touched the base during the overrun.

✍ **RUN BY RULE** - Runners may run by a base (within 4 feet of either side) and continue on if the base is occupied by an out of position fielder. Runners must touch any unoccupied bases as they advance.

## HOME-TEAM DUTIES

- ✍ Home-team will provide: 2 New Game Balls, 1 game balls of each size. Bases, Official Scorekeeper, Responsible Person, Umpire, First-Aid Kit, Emergency Telephone (preferably, a portable cellular).
- ✍ Winning team **MUST** call or email in the score to league office within 24 hours of the game. **253-639-4456** Home team must notify the league office and the opposing team of any rainouts or schedule changes two (2) hours prior to scheduled start time.

## UMPIRES

- ✍ Whenever possible, the umpire should be an individual different from either the home team coach or the visiting team coach. If teams elect to not use ISA umpires, the umpire must be fair to **BOTH** teams and know the rules of our league. If possible umpires should not be family or directly related to players on either team.
- ✍ ISA umpires will have both teams fill out a line up/scorecard prior to the start of the game. Coaches will both sign the card following the game.
- ✍ Each coach is responsible to provide the umpire and the opposing coach a **lineup card with crossovers and designated runners from home.**

- ✍ Paid staff does not have to be present at the games; however a responsible volunteer coach or umpire must be present to provide emergency phone access.
- ✍ It is suggested all volunteers sign a volunteer contract and be trained to handle emergency situations.

## LEAGUE DIRECTOR DUTIES

- ✍ The League Advisory Board will have the authority to decide on any matters not specifically covered in this booklet of league rules.
- ✍ ISA rules will be enforced **TO THE LETTER** in all director rulings.
- ✍ All teams shall submit an info sheet, roster and league fee to the league office on or before the first game.

## END-OF-SEASON TOURNAMENT

- ✍ The end-of-season double-elimination tournament will be seeded according to League play standings. 2004 will be divided into 3 divisions and played at Game farm Park in Auburn. August, 9 –12<sup>th</sup>, 2004
- ✍ Team trophies will be awarded to first & second place in all divisions.

**NOTES:**

- ✍ TIES - Head to Head then total runs scored Vs. each other, then coin flip.
- ✍ Winning coach is responsible to report game results to the league office, ISA will not report score unless needed. Pro Recreation: 253-639-4456, [prorec1@comcast.net](mailto:prorec1@comcast.net)
- ✍ Home team coach must call visiting coach and league office in case of rained out games by 8:30 AM or earlier the morning of the game. Coaches are responsible for scheduling make-up games. If coaches will email or phone in rained out games to the league office by 8:30 AM, they will be posted for all to read.

✍ Teams are responsible to notify the **ISA umpires** in case of rainouts by **8:00 AM**. Office: **253.630.8924**

✍ **ISA UMPIRE INFORMATION:**

ISA Umpire in Chief and Scheduler:  
Jim Sherman  
25316 128<sup>th</sup> AVE SE  
Kent Washington, 98030  
Cell: 206.200.1052  
Office: 253.630.8924  
Fax: 253.631.7313  
Email: [jsherman911@attbi.com](mailto:jsherman911@attbi.com)

✍ ISA State Director  
John Knox: 253.630.5440

✍ All Teams must contact ISA to set up your team's umpire schedule. ISA will bill all cities or contacts at mid season (late June) & following the final game.

✍ **Issaquah Snowflakes & Raindrops**  
**Issaquah Memorial Park**,  
250 2d Ave. (behind Sunset  
Way fire station and City admin  
bldg) take exit #17 to Front St,  
to Sunset Way, then to 2nd  
Ave.

✍ **Kent 1 & 2** - Memorial Field  
520 N. Central Ave. #3

## 2004 FIELD LOCATIONS

✍ **Auburn 1 & 2** - Game Farm  
Park 3030 R Street SE

✍ **Bellevue** - Hidden Valley  
112th Ave. NE & NE 14th

✍ **Des Moines** - Des Moines  
Field house  
1000 S 220th Street

✍ **Federal Way** - NEW in 2001  
Celebration Park 1095 So.  
324th St. - 320th exit off I-5,  
Go west. Left on 11th Place So.  
Enter Park.  
Park past the fields.

✍ **Kirkland – Crestwood #2**  
1818 Sixth St - Northeast  
corner of 20th Ave at 108th Ave  
NE. Take Exit 18 off 405, go  
west on NE 85th – L on NE 6th  
St.

✍ **Mercer Island** - Fields on the  
Lid. Feroglia Fields. Eastbound  
I-90, W. Mercer Exit., Right on  
E Mercer Way, Left on 24th,  
Left on 72nd Ave. SE. Left 1/3  
mile, at end of the bridge.  
Parking under 72nd.

✍ **Maple Valley**  
Lake Wilderness Park  
22500 S.E. 248th St.

Maple Valley, WA 98038-6008  
Turn East off Witte Rd on 248<sup>th</sup>  
Go around sharp corner and left  
into main parking lot. Field is  
South of Parking.

✍ **Renton** - Liberty Park  
Bronson Way N &  
Houser Way N

✍ **Tukwila:**  
Tukwila CC 12424 42 Ave So

✍ **Wallingford/Seattle** - Lower  
Woodland Greenlake