



SENIOR SOFTBALL LEAGUE RULES

Application and Indemnity Forms: To be eligible to play, each prospective player must sign the team roster.

Age Restrictions: Men must turn 45 (women 40) by the end of the calendar year of the current season.
Example: A player may play in the 2019 league as long as he turns 45 (women 40) by Dec. 31, 2019.

The Medford City Senior League follows the Senior Softball-USA Rulebook. The following referenced rules have been summarized to provide a collective understanding of common issues.

Game Rules: Senior League games will be 60 minutes in length. Players will start with a 1-1 count but will be granted a "courtesy foul" if needed.

1.5 Batter's Box: Is the 3-foot by 7-foot area to which the batter is restricted. The lines are considered as being within the batter's box. At least some portion of both feet must be on the line or within the batter's box. (See page 79 of rule book)

1.7 Batting Order: A team may bat any number of players, but once set, the batting order must remain constant throughout the game, except for injuries that force a player out of the game (see 4.3(3) B).

1.46 Tag Outs: Except at home after crossing the 'Commitment Line', any runner may be tagged out running to or between bases. 8.7(3) A runner returning to a base safely passed must be tagged out.

1.48 B. Obstruction is the act of: Any fielder who is not in possession of the ball, nor in the act of fielding a batted ball, nor about to receive a thrown ball, impeding the progress of a runner or batter-runner who is legally running bases.

1.62 Strike Zone Mat: Rectangular mat dimensions are 19 inches wide by 34 ½ inches in length. The mat includes home plate.

2.3 A. Pitcher's Box: The pitcher may pitch from anywhere within a chalked box the width of the rubber and extending straight back 6 feet.

2.3 C. Safety First Base: A separate base shall be placed even with, and adjacent to, 1st base.

2.3 C.2. Runners must run to this base when a defensive play will be made at 1st base. Failing to do so, the runner shall be declared 'Out' by the umpire
If a runner misses the "Safety Base" to avoid a collision, the Umpire may still award the base.

2.4 Bases: shall be set at 70feet.

3.4(2) Bats: any bat may be used except the original gray Miken Ultra and Titanium bats.



3.4(5) Bat Inspection: If a player is seriously injured by a batted ball, the Site Supervisor shall immediately quarantine both the bat and the ball.

3.5 Balls: MPRD provides a game ball for each contest. Additional softballs are provided only if used softballs are available.

- 1) Teams must retrieve their own softballs, and the game clock will not stop.
- 2) Game balls issued by MPRD remain City property upon conclusion of the game.
- 3) Players are expected to retrieve foul-ball and home-run balls.
- 4) Teams must have a game-legal ball available for use in the event City-supplied softballs are not or cannot be retrieved.

4.3 (3) Loss of Player: A team who loses a player due to injury or ejection may continue to play.

4.3 (3)B: If the player was lost due to injury and cannot be replaced by a substitute, that player's spot in the batting order shall be passed over without penalty.

4.3 (3)C: If ejected, participants or spectators must depart the softball complex within three minutes, or the team associated with the offending individual will forfeit the game. The game will not resume until the ejected player has departed the complex, and the countdown clock will not stop unless the umpire or scorekeeper deems the ejection is a delay tactic. **Ejected players will also receive at least a one-game (7 day) suspension from all softball leagues.** Penalties for ejection will be evaluated by MPRD for each incident and may result in harsher penalties if appropriate.

4.7 Defensive Substitution: Unlimited defensive substitution is allowed. Re-entry for a starting player is admissible.

5.4(1&2) Tie Game: Providing time has not expired and the game is tied at the end of 7 innings, each team starts each extra inning with a runner on second base. The runner is the last player of the previous inning whose turn at bat had been completed.

Important: If that last batter cannot continue to play because of injury, illness, etc., he will be declared out and the next previous batter will be the tie-breaker runner at second base and there will be one out. A courtesy runner cannot be inserted until the runner reaches third base.

5.5(1) Five Run Limit: When a team has scored 5 runs, their at bat shall be over for that inning except for the 7th inning which is the open inning and unlimited scoring is allowed.

5.5 (2) Flip-Flop Rule: If the visiting team is ahead by 10 runs or more at the end of the 6th inning, the home team shall begin the 7th inning as the visiting team and vice versa.

5.5(3) Mercy Rule: No Mercy Rule will be in effect.



5.6 Forfeit: A team will play up to 10 defensive players. A team must have 8 players to avoid forfeiture. However, a team short of 10 players will be permitted to borrow players from another team registered in the league. A team that borrows a player may play with 9 players and avoid penalty. If they “borrow” a 10th player they must forfeit 3 runs to the opposing team. Borrowed players must bat at the end of the batting order.

6.1, 6.3 Strike Defined: Any pitch that achieves an arc between 6 and 12 feet and the ball touches any part of the plate/mat (See 1.62, Strike Mat Dimensions 19” wide by 34 ½” length) is a strike.

6.17 Pitcher's Safety Equipment: Pitchers are encouraged to wear protective safety equipment while pitching

8.4(1) Running To First Base: Every batter must reach 1st base under his own power. There will be no substitute runners from home plate.

8.4(2) Homeruns: A team cannot have more than 2 homeruns (untouched ball hit over the fence) than its opponent (2-Progressive) at any point during the game. All subsequent homeruns (untouched ball hit over the fence) will be counted as a 'Dead Ball Walk' and base runners may only advance one base if forced.

8.5(1) Courtesy Runners: A courtesy runner may be any player on the roster. There is no courtesy runner limit per inning, however, once an individual is used as a courtesy runner he/she cannot be used again for that inning.

A. Courtesy runner designation must be declared prior to the next pitch.

B. Teams are not required to designate a player in need of a courtesy runner.

C. The last out is not required to be the courtesy runner. If the courtesy runner is on base and his/her spot in the batting order comes up, the at-bat is considered an out.

Rankings: Teams will be ranked and weaker teams spotted runs. Either 3 or 6 runs depending on the ranking. An AAA team would spot an AA team 3 runs. If they play an A team they would have to spot 6 runs. AA team would have to spot an A ranked team 3 runs. New teams will be ranked AA for their first game and may be evaluated and re-ranked if needed.

- Rules and regulations not expressed in this document will default to City of Medford Softball

League Rules where applicable -