

CODE OF CONDUCT

- **Accept the decision of the umpires and the team managers**
- **Neither taunt or degrade an opponent or teammate**
- **Avoid bodily contact that may cause injury to others or yourself**
- **Neither direct abusive or profane language at officials, opponents or teammates.**
- **Show good sportsmanship always.**
- **Abide by the rules of the Rockford 60+ Senior Softball League**

ROCKFORD 60+ SENIOR SOFTBALL LEAGUES

1 TEAMS –

- 1.1 Maximum of 11 players per team.
- 1.2 If your team needs a sub to get to 10 or 11 players only players of equal or lease rating can be used as subs
- 1.3 If subs are not available, the opposing team will provide a catcher-but that player will not bat
- 1.4 If a catcher has to be provided that team must play its entire available players in the field.
- 1.5 No outs will be registered if a team cannot field the required number of players due to injury.
- 1.6 Minimum numbers of players to start a game will be 8.
- 1.7 **Trades will be allowed during the season. If the trade players are of equal rating then no approval is need. If the players are not of equal rating then approval is need for the Executive Committee. All trade will be communicated to the league Secretary to make the appropriate roster changes.**

2. PLAYING FIELD –

- 2.1 Outfielder must be 140 ft. from the pitcher's mound.
- 2.2 Lines will be marked on the field.
- 2.3 No short fielders allowed.
- 2.4 **An outfielder cannot go forward of the outfield line until the ball is hit.**
- 2.5 The commit line will be halfway between 3rd base and home plate.
- 2.6 All infielders must remain in the infield until the ball is hit. Cannot start on the outfield grass.
- 2.7 Outfielders may throw batters out at first base on a base hit or error.

3. BATS –

- 3.1 All bats must be approved by the league.
- 3.2 Bats must be 34" in length and weigh no more than 31 ½ ounces.

3.3 Legal bats will include:

All bats marked 1.20 BPF. If not the player will be required to submit documentation that it is indeed a 1.20 bat. Players 78+ and players rated a 1 or a 2 can use bats marked 1.21 BPF. Bats will be marked with yellow tape.

3.4 All legal bats will be marked with a sticker and will be checked before every game.

3.5 A player caught using an illegal bat will be called out and the bat will be confiscated for further investigation

3.6 NO protests will be allowed.

4. PITCHING –

4.1 Legal pitches must be at least 6 feet high and not more than 12 feet.

4.2 An illegal pitch can be hit if desired.

4.3 A legally pitched ball that hits the plate or mate will be a strike.

4.4 A pitcher's screen will be used.

4.5 The screen will be placed 6 feet in front and to the glove hand side of the pitcher.

4.6 The screen's front edge will be in alignment with the edge of the pitching rubber.

4.7 The pitcher is not required to get behind the screen, but we strongly encourage them to do so. No penalty will be enforced if the pitch does not get behind the and touches the ball.

4.8 If a batter hits the pitching screen three time he will be declare out regardless of the number of strikes he has. If a batter has a strike the second time he hits the pitching screen he will be declared out.

4.9 A batter will be required to receive at least one hittable pitch(called strike). He can refuse the walk until he receives a hittable pitch.

5. GAME –

5.1 There will be a 5 run rule per inning.

5.2 The last inning will be unlimited.

5.3 There is a 10 run rule after 6 innings.

5.4 Time limit on AM games will be 70 minutes.

5.5 A 65 minute time limit for the PM league. No inning can begin after the 65 minute time limit has been exceeded. The umpire will inform both team when there is 10 minutes left.

5.6 International Rule - Will be used if a game is tied after 7 innings. One additional inning will be played. The batter who was a batted last when the last out was made from the previous inning starts out at second base with 1 outs.(No pinch runner can be used - except for a pre qualified batter that needs a runner from home plate).

5.7 For the 1st 6 innings of a game, teams will bat 2 innings at a time. The 7th inning will be 1 inning.

5.8 Intentional walks will only be allowed in the 7th inning A batter must be given at least one hit-able(One strike)

5.9 Infield fly rule for the AM leagues

5.10 Infield fly rule will be used in the PM league

5.11 The outfield will consist of 4 players and the infield will consist of 5 players. They can be positioned anywhere in the outfield or the infield, but no more than 4-5 combination.

5.12 Games will begin when all teams are ready regardless of the scheduled game times.

5.13 All teams will be required to be at the park at least 15 minutes before the scheduled game time.

5.14 Monday AM league only has 10 players per team. Teams will be required to pick up a 2 or 3 rated player to play middle infield. You can not use a player on your active roster to play middle infield.

5.15 Tuesday PM will play with only 10 players. The teams will not be required to pick up an 11th player

6. BASE RUNNING –

6.1 No running through bases except 1st.

6.2 Sliding is optional.

6.3 Catcher can touch either home plate or the mat to get a runner out. The catcher may not tag the runner.

6.4 Players requiring a pinch runner - Manager will exchange names of the players requiring pinch runners prior to the start of the game.

6.5 The pinch runner from home plate will start with his hand on the backstop. The runner cannot leave until the ball is hit.

6.6 A runner must run to and touch the orange base at 1st base (unless to avoid a collision) or will be declared out by the umpire.

6.7 A runner must run through the scoring plate or line, if the runner touches home plate he will be declared out.

6.8 Runners must not leave the base until the ball has crossed the plane of the plate (This also applies for pinch runner from home plate) The umpire will issue a warning for the first offense. This warning will apply rest of the team. Second violation the runner will be declared out.

6.9 No 5's can be used as pinch runners.

6.10 Runners can run as many times as they want to.

6.11 Pinch runner will be used from home plate only. No pinch will be used on the bases except if an injury occurs.

6.12 The names of players needing pinch runner will be exchanged prior to the start of the game.

6.13 If a pinch runner's turn comes to bat while he is on base he will be removed from the base he occupies. No out will be assessed. If it occurs again an out will be assessed in addition from being removed from the base he occupies.

7. MISCELLANEOUS –

7.1 Subs can only come from the league. (Registered players of that league).

7.2 Only managers with co managers present can discuss rules with the umpire.

7.3 All decisions regarding a change in the rules will be made by the Executive Committee.

7.4 Home team in the first game will prepare the field for play. That will include the mat, the screen, the scoring plate, the scoreboard, the balls and painting the outfield and the commit lines.

7.5 The home team in the last game will put all equipment away.

7.6 If a player is ejected from a game no substitute will be used for the remainder of the game. The ejected player will not be allowed to participate in the following weeks game, either as a player for his own team or as a substitute for another team.

7.7 **Player may participate in all 3 games.**

7.8 A dead ball will be declared on a second strike foul ball. There shall be no advancement of base runners.

7.9 League members will be required to wear the appropriate color shirt for that game(Gray for home and tan for visitors) The player will not be allowed to play in that game if the league approved shirt is not worn. The exception is for medical reasons.

7.10 Rain out will be posted on the website 1 1/2 hours before the first game.

7.11 **When the forecasts call for a heat index of 95 games will be cancelled**

8. Code of Conduct

8.1 **The policy for code violations. A warning from the manager or committee members, if the warning is disregarded the committee will vote on reprimand, suspension or banishment. If a punch is throw that individual(s) will be banished from the league for life.**

04-24-2023