

BARRIE 55⁺CO-ED SLO-PITCH

GENERAL RULES

(Effective 2020 - Subject to change)

TEAMS

- (a) Players must be age 55 and over to participate in this league.
- (b) *Teams must field a min of 9 players, max of 12 players on defense (6 infielders and 6 outfielders) and max of 14 players per game. If only 8 players are available, then the team forfeits the game but can still play a fun game using players from the other team.*
- (c) Every player must bat. Older or injured members, may be in the batting order, but are not required to take the field
- (d) If neutral umpires are not available. The first base coach shall act as a first base umpire and call safe/out at that base. The home plate umpire is responsible for fair/foul down the right sideline. Either umpire may ask the other for assistance if there is doubt. Discussion will be limited to ONLY the two umpires and the team captains.
- (e) The home team shall have 1st base dugouts.

PLAYING FIELD

- (a) Bases will be set 60 feet apart.
- (b) The home plate (strike zone) shall be a board, preferably ¾ inch plywood, measuring 2 feet X 3 feet, in rectangular shape. The front of the board will be placed at the front edge of diamond' shape plate and cover the entire plate. The catcher may use any part of the strike zone board.
- (c) The batter's box will extend from 1 foot behind the board to 3 feet in front of the board, approx. 7 feet. In the event of a ball hit into fair territory, if the batter has a foot completely outside the box, in front of or behind the board, he will be ruled out. Having part of a foot on the board is also considered out. The ball must remain fair, if foul, simply a strike. Foul lines should be marked between home plate and grass.
- (d) A safe line will be marked in foul territory starting at the top left-hand corner of home plate perpendicular to the third base line. A runner attempting to reach home must do so by touching the ground in foul territory on or beyond the SAFE line. Sliding into home plate is not allowed. The runner is out if he touches home plate, EXCEPT to avoid a collision.
- (e) Pitcher's Box - An imaginary line shall be located from home to 2nd base. A chalk line shall be marked 1 ½ feet on both sides of, and parallel to this line. These lines will start 45 feet from home plate and end 55 feet from home plate. Pitchers must release the ball from any point between these lines. Pitcher must have at least one foot between the two lines when ball is released.
- (f) Commitment Line Between Home Plate & 3rd Base – A Line will be marked in foul territory, perpendicular to the 3rd base foul line 21 feet from back of home plate. If the runner breaks that line, he must proceed. If he tries to return, he will immediately be called OUT and the ball is live. The exception would be if a fielder catches a fly ball, and the runner must retreat.
- (g) The pitching screen will be placed between home plate and the pitching box, approximately 30 feet from home plate. The pitcher must be behind the screen after releasing the ball. Once the ball is hit then the pitcher may move to field the ball. Any batted ball hitting the screen will be a strike and play is dead. When batter has two strikes and batter hits the screen the play is a dead ball. Any thrown ball hitting the screen or any part of the frame the ball is live, except by the pitcher in the act of pitching.

EQUIPMENT (3)

- (a) Balls – the league will use a lime green ball rated Hot Dot.
 - (b) Bats – A legal bat must meet these requirements.
 - 1) It must be rated BPF 120 and bear the thumbprint logo of USSSA, ASA, of OSA stamp of approval.
 - 2) Older bats must have the BPF rating of 1.20 and maximum speed of 98 mph.
 - 3) *For Ladies only a BPF 121 bat will be allowed.*
- It is suggested each team produce their bats for inspection by the opponent, prior to the game. Bats that are challenged and are not accepted must be removed from the game. Prior use of a bat in league play, or use in another league, is irrelevant. Older bats that have the finish worn off, or have been repainted to cover any markings, will be presumed illegal and dismissed from play.

COURTESY RUNNERS (4)

If a player is not injured, they must run to first then can be substituted for a courtesy runner. If a player is injured and is still playing but does not wish to run to first, then this must be identified to the umpire and the other team prior to the game. Injuries during the game that result in a player requiring a courtesy runner from home will be allowed after advising the umpire and the other team.

- (a) An unlimited number of courtesy runners are allowed.
- (b) The same courtesy runner may not be used more than once per inning on the bases (including from home), however, if the courtesy runner is on base and it is their turn at bat – they will be deemed out as a batter.
- (c) If a courtesy runner is used for the batter, he/she will start behind chalk line *at the screen*, so that he/she is standing outside the left foul line during the at bat. Runner must wait until the ball is hit to prevent getting a running start. If runner steps over the line on a swing and miss, the courtesy runner must be replaced by another. The replaced runner may be used later in that same inning.
- (d) If a courtesy runner is used for the batter, and the batter hits the ball, the runner must stop at first base, regardless of where the ball is hit. If the runner proceeds beyond first base, runner must return, and is not subject to being tagged out. The exception would be an “over the fence” home run. The courtesy runner shall not advance in any event, an overthrow, error on the field, or ball out of bounds. Runners on base proceed as normal

GENERAL (5)

- (a) Games will consist of 5 innings, 3 strike, 4 balls count.
- (b) An inning is over when 3 outs have been recorded, or when a team scores 5 runs in that inning. The five- run rule does not apply in the last inning.
- (c) If a team is leading by more than 12 runs at the end of the fourth inning, the game may be ruled complete. The losing team has the option to complete the game.
- (d) Arc of pitches must be 6 – 12 feet.
- (e) The infielders must remain behind base lines until the batter hits the ball. The outfielders must remain on the outfield grass until the batter hits the ball.
- (f) Bunting is not permitted. A bunt will include a deliberate downward chopping motion, meant to minimize roll of the ball. Batter will be called out and ball is dead.

- (g) Lead Off and Runner Anticipation are not permitted. Runners must stay in contact with base until the batter has contacted the ball. If there is an anticipation step taken by the runner they will be deemed out unless the batter has contacted the ball on the swing.
- (h) Sliding is not permitted and will be counted as an “out”. A player may slide or dive in returning to a base or rundown situation.
- (i) It is an automatic force play at every base. Tagging is permitted between bases, but no tagging is allowed at home.
- (j) Runners may over run any base in a straight line. If a runner passes the base and makes a turn to the left, it may indicate intent to proceed to the next base. At first base, the runner must turn into foul territory to safely over- run the base. Failure to turn into foul territory may be deemed “intent” to proceed to the next base and the player may be subject to being tagged out. The umpire(s) must judge a clear intent to proceed to the next base, the runner may be tagged out returning to the base.
- (k) If a player runs to the left of second or third base for safety reasons, he must return and touch that base before advancing. The runner is not allowed to take a short cut. If he goes around the base, he may proceed without touching that base.
- (l) The runner must always touch either white or orange part of first base. If there is a throw to first base on a batted ball, the runner must use the orange part of the bag. Using the white part is a safety violation and runner will be called out.
- (m) In event of player injury, the game will stop immediately until player is attended to. Upon play resuming, the umpire will use discretion to place runners. Team captains may be consulted.
- (n) Infield fly. If runners are on 1st and 2nd, or 1st, 2nd, and 3rd, with less than 2 outs, the infield fly rule is in effect. The ball must be catchable with an “ordinary effort”, by an infielder. The umpire shall call “Infield fly, batter out if ball stays fair”, while ball is in the air. Ball is “live”. Batter is out, ball need not be caught. Runners may advance at their own discretion.
- (o) When a ball is hit foul and caught by the catcher, the batter is not out, unless the ball was caught while coming down from its apex. There is no minimum height the ball must go, just so long as it is coming down when caught. A straight back foul into the catcher’s body is not an out.
- (p) Upon hitting a foul ball on third strike, the batter is out. Should the foul ball be caught, runners may advance at their discretion. If ball is not caught, there is no advancement by runners.
- (q) Each player is allowed one over the fence home run per game. Subsequent over the fence hits will be “ground rule doubles”.
- (r) If the batter hits the ball over the fence and the 5th run of the inning scores ahead of the batter, (except in the last inning), he will get credit only for a base hit. Since he did not score, it would not be a home run, and he is allowed another.
- (s) If a fielder intentionally drops a fly ball or line drive when a runner is on first and less than 2 outs, the batter is out, the ball is dead.
- (t) No outfielder can throw a batter out directly who is running to first base.
- (u) A runner is awarded bases when -
- A batted fair ball goes out of play (2 from time of pitch)
 - A thrown glove touches ball (2 on thrown ball, 3 on batted ball, from time of pitch.)
 - A fair ball carried out of play (1 from time ball is dead)
 - A ball thrown out of play (2 from time of throw)
 - Runner is obstructed by defender, (award as far as umpire thinks he would have gone.)

- (v) In event of a rundown between bases and the ball is thrown out of play, the runner shall be awarded one further base if he was in retreat at time of the throw, 2 further bases if runner was advancing at time of the throw. NOTE. A courtesy runner for the batter shall not be awarded extra bases and will remain at first
- (w) INTENTIONAL WALK is defined as the first 4 pitches of an at bat are balls. If a batter is intentionally walked the batter will be awarded 2nd base.
- If there is a runner on 1st base, they will advance to 3rd base.
 - Any runner on 2nd base only will advance to 3rd base.
 - Any runner on 3rd base only will not advance.
 - If there are runners on 1st and 2nd base the runner on 1st base will advance to 3rd base and the runner originally on 2nd base will score.
 - If bases are loaded, then the runners on 2nd and 3rd bases will score and the original runner on 1st will advance to 3rd base.
 - The next batter after the intentional walk has the choice to either hit or take 1st base.