

SUNFLOWER STATE GAMES

SENIOR SOFTBALL (50+, 60+ & 70+) RULES

Updated April - 2019

The Sunflower State Games will follow the majority of the Shawnee County Parks & Recreation 50+ & 60+ League Rules. However, many of the rules have been modified for tournament play. The following rules are final and are not up for debate. **PLEASE DO NOT CONTACT OUR OFFICE OR THE SPORT COMMISSIONER IN AN ATTEMPT TO HAVE THESE RULES CHANGED.**

1. **Playing Rules:** Playing rules will be in accordance with Senior Softball Rules of SSUSA Shawnee County League Rules.
2. **Age:** A player must be at least 50, 60 or 70 years of age during the calendar year to be eligible to register and play in the 50+, 60+, or 70+ Divisions. The age a player attains on his birthday will be considered to be his age for the entire calendar year.
3. **Bats:** All Slow Pitch bats are to have BFP 1.21 and below. Older bats prior to BPF standard are OK to use. All divisions will allow use of senior bats.
4. **Balls:** Softballs COR 44/375 or lower (yellow) MAX. Each team shall provide at least one if not more game ball(s) with the compression (lbs) and .COR marked on the ball to the umpires at the pregame meeting at home plate. Teams will hit their own softball unless play merits otherwise. i.e. Foul ball, balls are deemed unplayable by umpire. Pitchers should check for COR on balls. A catcher's mask (hockey or any other non-reflective protective mask) with throat protector may be worn by any pitcher or player.
5. **Batting:** A team may bat all players on their roster in a game. If one or more of these players leave the game for an emergency, no automatic outs will be recorded. When those players turn at bat comes up they will be lined out on the score sheet. Minimum of 8 roster players is required to start and continue play. Roster maximum for all divisions is 18. **NO EXCEPTIONS!**
6. **Pitchers Box:** The pitcher's box shall be a box the width of the pitching rubber (17 inches) extending from the pitchers rubber 6 feet toward 2nd base. The pitcher may deliver a pitch from anywhere inside the box. All pitches must begin with both of the pitchers feet located inside the box. Umpires judgment will prevail on any illegally delivered pitch. Pitching height will now be minimum 6 feet and maximum 12 feet.
7. **Pitching Screen:** 60+ & 70+ Only – A pitching screen will be used. The pitching screen must be used in the proper way. If the pitcher is not using the screen in the proper way, a warning will be issued to the pitcher and to

the team manager. If, in the opinion of the umpire, that pitcher continues to not use the screen in the proper manner, the umpire may remove the pitcher from the pitching position for the remainder of the game. If a batted ball hits the screen, it is considered a dead ball with no change in the batter's count.

8. Scoring Plate: A scoring plate (run through only) shall be placed 8ft from the back tip of home plate on an extended line from first base. A line will be drawn from 3rd base to the scoring plate. A defensive player can not make an attempt to tag or force out an offensive player out at the scoring plate. Result; offensive player is safe.
9. Commitment Line: A three foot (3') commitment line shall be marked 20' from home plate, perpendicular to the foul line between third and home plate. Once a runner's foot touches the ground on or past this line, the runner may not re-cross that line in the direction of third base. I.e. The runner MUST continue toward the SCORING PLATE. Violations will result in an out. All outs recorded at home plate are force outs.
10. Strike Zone Mat: A strike zone mat shall be used and will be made of rubber or similar material. The mat will measure 19 inches wide and 35 ½ inches long with a V-shape at one end that fits against the back of home plate. Together the strike zone mat and home plate shall form a rectangular shape 19 inches by 32 ½ inches. A legal pitch not swung at that strikes any part of the strike mat or home plate shall be called a strike by the umpire. Due to this rule the batters box will be extended an additional 6" in front of home plate. In all divisions the batter will begin with a 1 ball, 1 strike count, and 1 extra foul ball will be allowed.
11. Courtesy Runner: A courtesy runner may be any player on the team roster. Each player on your team roster may be a courtesy runner once per inning. A courtesy runner on base when it is his turn to bat will be declared out. Any courtesy runner found running more than once per inning will be called out. No SUBSTITUTE courtesy runner may be used. A team may not substitute another courtesy runner for a courtesy runner already on base unless the runner is injured to the extent he must be removed from the game.
12. Double Bag First Base: A Double Bag of equal size shall be used at first base with the double portion of the bag being in foul territory abutting first base. If there is a play on a batter going to first base, (force out at first) the BATTER must touch the portion of the DOUBLE BAG extending into the foul territory. The batter shall be called out for failing to do so. Conversely, a defensive player interfering with the batter runner being able to touch the double bag will result in the batter runner being called safe.
13. Run Rule: Teams are allowed 5 RUNS OR 3 OUTS per inning, whichever comes first for 4 INNINGS of play, then unlimited runs each inning to finish

the game. In 50+, 10 RUN MERCY RULE after 5 innings (4 and ½ innings if the home team is ahead) of play will be in effect. In 60+ & 70+ 20 RUN MERCY RULE after 4 innings (3 and ½ innings if the home team is ahead).

14. Game Length: 7 innings or 55 minutes unless run rule is applied.
15. Home Runs: Seniors 50+/60+/70+ 2 homeruns, then follow the 1 up progressive rule, all additional homeruns will be considered a single.
16. Reaching First: Each batter must reach first base on his own.
17. Outfield Play: Outfielders must stay behind the 175-ft line until the ball is hit. If an outfielder moves in front of the line prior to the ball being hit, the Batter has the option of either letting the play stand or returning to bat at the same count when the infraction occurred.
18. Retiring Runner at Home: All plays at home plate are force outs. The defensive player must have possession of the ball while touching home plate or strike mat after the runner has passed the COMMITMENT LINE but does not yet have a foot down on the SCORING PLATE. The runner shall also be called out if he touches or crosses over any portion of HOME PLATE/STRIKE MAT.
19. Run by Rule: There is **NO RUN BY RULE**. Runners are allowed to slide. Runners are encouraged to slide at second and third base to avoid collisions. Runners going from first to second have the responsibility to veer off to avoid a collision. Umpires will have the authority to call a runner out if in the opinion the runner didn't attempt to avoid a collision.
20. Double Play Balls: Runners declared out MUST make an attempt to get out of the play on double play balls. Umpire's judgment will prevail for interference.
21. In ALL divisions the batter will begin with a 1 ball, 1 strike count, and 1 extra foul ball will be allowed.
22. 70+: Teams will play with eleven defensive players. The eleventh player can play either in the infield or outfield, but must be on the dirt or behind the 175 foot line until the ball is hit.
23. Spotting Runs: If divisions are combined, there will be the following options of play.
 - 70+ vs. 60+: The 70+ team will receive 5 runs to start the game and be designated as the Visiting Team.
 - 70+ vs. 50+: The 70+ team will receive 7 runs to start the game and be designated as the Visiting Team.

- 60+ vs. 50+: The 60+ has the option of receiving 5 runs to start the game or the addition of an 11th defensive player. The 60+ team will be designated as the Visiting Team.

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AND WILL NOT BE DEBATED!**

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DESCRIBED ABOVE.**