

LAKE PLACID MEN'S SENIOR SOFTBALL RULES - 2024

Preamble: The purpose of this league is to provide a forum for good, clean, friendly, athletic competition where we can enjoy our time together regardless of who "wins" or "loses". PLAYERS MUST BE 60 YEARS OLD OR OLDER DURING THE SEASON'S CALENDAR YEAR.

GENERAL RULES: SENIOR SOFTBALL USA (SSUSA) RULES WILL BE IN EFFECT WITH THE FOLLOWING MODIFICATIONS:

1. Games are 8 innings. If the score is tied at the end of 8 innings, extra innings will be played until the tie is broken. No runners will be placed on base at start of extra innings. No "flip-flop rule" or "mercy rules" to shorten game.
2. Each team will have a bucket of "game balls" that will be kept separate from practice balls and used only for league play. The HOME team's scorebook will be the "official" book.
3. Base path distances will be 70 feet.
4. A commitment chalk line will be marked 20 feet from the leading edge of home plate perpendicular to the left field line and extending from the left field line to the fence in foul territory; a commitment line will be marked 30 feet from home plate perpendicular to the right field line and extending from the right field line to the fence in foul territory. An outfielder's approach line will be marked off at a radial distance of 170 feet from home plate.
5. In case of inclement weather, games are official after the completion of 5 innings or 4 and 1/2 innings if the home team is ahead.
6. A team will be considered complete when 11 or more players from that team are present. A Manager can opt to play with 10 players from his team. A team with 9 or fewer players must obtain substitute players to bring the team to at least 10 players or forfeit the game. If the team's roster has two players designated as "catcher only", those two people will be counted as one player for the purpose of substitute eligibility. "Any player added must be of the same class or lower for whom they are substituting. No team will have members sitting on the bench while a substitute plays. Substitute players will be assigned by a League Officer.
7. During inclement weather, the President or other League Officer will decide if the field is playable. Once the game has started, the umpire will decide if the game should be halted due to weather or field conditions.

RUNNING THE BASES

1. All players are expected to run for themselves. Except as stated below, players are not allowed a courtesy runner for situational/strategic advantage reasons (i.e.: one guy is a little faster than another guy). Players with a medical condition or an injury may be allowed a courtesy runner. Team managers will exchange names of those players needing a courtesy runner before the start of the game (specifying if it is a runner from home or a runner when the batter gets on base). If a player is injured during the game, the managers can meet and decide to allow that player a courtesy runner for the remainder of that game. Also, recognizing that there is an appropriate use of a strategic runner replacement, each manager will be allowed ONE situational/strategic replacement per game, used at any time during the game. One additional situational/strategic replacement per team will be allowed if the game goes into extra innings.
2. Any player who is used as a courtesy runner can only run one time each inning for another player who might be on first, second, third base or from home plate. A courtesy runner may enter anytime with umpire approval.
3. Runners going to first base must touch the mat beside the base unless rounding the base to go to second base at which time the "tag rule" would be in effect if the runner attempts to return to the base. If the runner runs across the base rather than the mat, he will be out.
4. Runners going between 3rd and home who cross the commitment line must continue toward home plate. The runner is out if he touches the actual home plate. He must touch the "second" home plate. Runners tagged by a defensive player at home plate will not be out.
5. Runners rounding a base and then returning to that base must be tagged out; the runner cannot overrun the base when returning; the force play is not in effect when returning.

6. Tags are allowed between bases, except at home plate, but cannot be excessive.
7. If a ball is lodged under or goes under a fence in fair territory, it is a ground rule double.
8. All runners shall be awarded two bases on overthrows (any ball that goes out of play). In instances of overthrows from the infield, the runners shall be awarded two bases from the time of the pitch. Overthrows from the outfield, the runners shall be awarded two bases from the time the ball leaves the outfielder's hand.
9. Fielders must not impede the progress of the base runners unless fielding the ball.
10. Leading off base will be an out. A runner cannot leave a base until the ball is hit.
11. Sliding into base is allowed but is strongly discouraged.

BATTING

1. All batters must bat in regular rotation. Batting out of order is governed by USA Section 7.1.
2. An "on deck" batter will be in place when the batter enters the batting box.
3. Bunting is not permitted. It is an automatic out.
4. The batter starts with a 0 and 0 count.
5. A 3rd strike foul is an out.
6. Any batted ball hitting the pitcher's screen before being touched is a "no pitch".
7. The manager must notify the opposing manager before the game of any player who may need to leave the game early (Doctor's appointment, etc.) at a specified time. After the specified time, when that player's turn to bat arrives, the batter is skipped with no penalty. If a player leaves the game for any reason other than the above described "pre-disclosed exit" an out shall be recorded on the player's first subsequent at bat. Additional at bats for that player will be skipped with no penalty.
8. The 5-run rule is in effect unless a team trails by 5 runs or more (including the first inning). The team behind may score as many runs as necessary to go one run ahead. Both teams may score as many runs as possible in the last and any extra innings.
9. A batter is out if he crosses first base while carrying his bat. The batter is out but the ball is live and the other runners may advance on the play.
10. If a batter has a runner from home plate, he will be called out if he (the batter) crosses the commitment line. The batter is out but the ball is live and the other runners may advance on the play.

FIELDING

1. A maximum of 11 players are allowed in the field at a time.
2. There are no position player changes after an inning begins, except for pitchers or injuries. Pitchers may switch with a position player at any time.
3. Outfielders must remain behind the approach line until the ball is hit.
4. The "Rover" or Short Fielder may play anywhere.
5. All players must play a minimum of 4 innings in the field (3 if the team is the visitor and the losing team).
6. Outfielders cannot throw directly to first base to throw out the Batter running from home to first base. Outfielders can throw direct to first base to make a play on a runner who has rounded first base toward second. Rovers and Infielders can throw direct to first base no matter where they line up before the ball is batted. Batters can be thrown out at first if the Outfielder throws the ball to an Infielder/Rover who then relays the ball to first base.

PITCHING

1. The pitcher must use the protective screen when pitching.
2. The pitcher must have contact with the 50 foot rubber or pitch behind the 50 foot rubber upon release of the ball.

3. One of the pitching screen's end leg braces must touch the line between the two pitching rubbers (right end for right-handed pitchers or left end for left-handed pitchers).
4. Pitches must be at least 6 feet above the ground and no more than 12 feet above the ground between the release of the ball by the pitcher. When the ball strikes the plate or is fouled off, it will be called a strike. Pitches outside those limits are automatically a ball unless the batter swings at the pitch.
5. Three strikes and the batter is out, even if the third strike is fouled off.
6. Four balls and the batter will be awarded first base.
7. In the first inning only, the pitcher gets 5 warm up pitches. Every inning after first inning, pitcher gets 3 pitches for warm up. Infield players can take infield practice until pitcher has completed warm up.

TEAM MAKEUP

1. Teams will be determined by a "draft" conducted by the team managers and League Officers. Those managers will make up the team rosters and then draw a number to see which team they will manage.
2. Any new players not included in the draft will be assigned to a team by a committee consisting of the League officers. The President of the League will make the final decision.
3. It is hoped and desired that all players report and play with their assigned teams. However, if there is a strong reason that the player does not wish to play with that team, that player can submit a request for a trade to the League officers. They and the team managers will make the final decision as to whether or not the request can be honored. The League President will make the final decision if the agreement is not made by the managers.
4. After February 28th, no players will be added to the team rosters unless the team has less than 11 players.
5. League rules will be posted on our website www.lpssoftball.com. A player can request a copy from the League President.

SPORTSMANSHIP

A sportsmanship committee will be established consisting of the League Officers and the Team Managers. Five members of the sportsmanship committee shall constitute a quorum.

1. Players may be suspended or put on probation and games forfeited if conduct is determined to be detrimental to the League by a two-thirds majority of the sportsmanship committee. Profane language, fighting, smoking on the field or in the dugout or verbally abusing the umpires or players with continual disagreement with the umpires are examples of undesirable conduct.
2. Players, coaches, and/or managers may be suspended or put on probation for derogatory remarks or actions toward other players, umpires, or League officials, either during or after the games.
3. Players may be ejected from a game by the Head Umpire. Automatic ejection will result for any contact by a player with an umpire or aggressive contact by a player toward another player. The reason for that ejection will be reviewed by the League Officers and the Team Managers and if determined to be warranted, will result in a minimum of a three game suspension or stronger action up to and including expulsion from the League.
4. Any player who commits to the League for the season must play the entire season. The only exceptions are serious injury preventing continued participation as a player, a death or serious illness of a family member, or a legitimate reason approved by the sportsmanship committee. The penalty for quitting before the end of the season without one of the reasons above will result in a two year suspension from the League.
5. ONLY THE MANAGERS ARE ALLOWED TO TALK TO THE UMPIRES CONCERNING CALLS. PLAYERS MUST GO TO THEIR MANAGER IN CASE OF A DISPUTED CALL.