

## **RULES AND REGULATIONS FOR THE SAMSPA PLUS 60 DIVISION**

**SAMSPA follows Softball Canada Rules whenever possible.**

The following notes summarize the exceptions to the standard rule book for the Plus 60 Division.

### **SAMSPA 2019 PLUS 60 DIVISION -- Rule Book Exceptions**

#### ***1. Rule Exception – Starting Number of Players & Grace Period for Start of Play:***

This SAMSPA rule book exception allows for a 10-minute “grace” period from the scheduled start time of a game to field a team before a forfeit is declared. The exception also states that teams are allowed to start a game with eight (8) players that are on the team’s roster. The team that is “short” players may choose to “pick-up” players from any other Division provided the player “picked-up” will be 60 years of age or older before December 31, 2019 to create a team of 11. If the team that is “short” players’ elects to play the game with fewer than 11 but not less than 8, the team may bat the number of players they have and **NO** automatic out will apply to the missing batting order spot(s).

If a team only has seven (7) players from their roster present at game time, the team has the option to “pick-up” three (3) players meeting the age requirement from any other division, but only with consent of the opposing team’s manager. When consent is given, the game becomes official, the umpire will have the game played out, and it will not be deemed a forfeit. When consent is not granted by the opposing team, the game will be “forfeited” by the team that is missing players and the umpires may leave the diamond.

If players on their roster arrive after the lineup has been submitted, the team that has picked up players may choose to replace the picked up players with the late arriving players or may add the late arriving players to the bottom of the batting order. Players may not be added to the bottom of the batting order once that team has gone through the batting order one or more times unless consent is received from the opposing manager.

**\*\*** No substitute players are allowed during any of the playoff rounds for any team.

## **2. Rule Exception – Strike Zone VS Mat Zone:**

The PLUS 60 DIVISION is ruled strictly by a “mat zone” as determined and enforced by the game umpire. The mat will be made of “wood” or other material that is audible when it is hit by the ball. The dimensions of the mat will be 22 inches wide, 40 inches long and will extend from the front of home plate.

## **3. Rule Exception – Maximum Number of Roster Players:**

SAMSPA allows for a maximum of 25 roster players per team. No substitute players are allowed during the entire rounds of the playoffs. All players must have their date of birth included on the roster. Players not providing a date of birth or not meeting the age requirements of the division will be considered ineligible. No player is allowed to be registered on more than one team in the same division. Open, Plus 40, Plus 50 & Plus 60 are all considered separate divisions. Rosters must be in place by May 1 but may be changed until June 1. After June 1, NO roster changes are permitted without the approval of the SAMSPA President.

## **4. Rule Exception – Courtesy Runners:**

SAMSPA will allow unlimited courtesy runners per game; however no runner may run more than once per inning. The Plus 60 Division also allows a courtesy runner for the batter from behind the home plate at the designated starting spot. The runner used is considered a courtesy runner and the courtesy runner rule applies (i.e. no more than once per inning either from home or any other base). The courtesy runner may be any player in the lineup (i.e. does not have to be the last out). When using a runner from home and the batter crosses the commitment line after making contact with the ball, the batter will be declared "Out!" The ball is dead. Base runners may not advance nor be put out.

## **5. Rule Exception – Uniform Policy:**

The uniform policy now adopted states that at a minimum of 7 players in the lineup must have matching jerseys. Otherwise, the opposing team, prior to the start of the third inning, may declare to the umpire that they are playing the game under protest. If the protest is upheld, the game will be considered a forfeit. All players on the field at the time of play are encouraged to have matching jerseys, pants and hats, but only the jersey rule will be enforced. All teams will have until June 1st, 2019 to comply with this rule unless an extension is granted by the President.

All hats or caps will be worn with brims facing forward while play is happening on the diamonds. At the umpire’s discretion, individuals may be asked to remove headwear or may eject the player from the game.

## **6. Rule Exception – Scoring of Runs:**

The maximum number of runs allowed to be scored by a team in an inning is five (5). The exception is that the seventh (7th) or last inning will be considered an open inning with unlimited scoring until three-outs are recorded or the home team has scored the winning run.

All runs will be scored by players crossing (i.e. any part of the player's body touching the ground) a "scoring line" or a "home safe line". The home plate is not live. Runners will be called out if they touch any part of the home plate or mat.

Baserunners cannot be tagged between the "commitment line" and the "scoring line". Once the baserunner crosses the "commitment line", it becomes a "force play". For the baserunner to be called out, the catcher must be touching the mat with the ball before the baserunner crosses the "scoring line".

### ***7. Rule Exception – Homerun Rule:***

There is a maximum of seven (7) homeruns allowed per team per game. Any homerun batted after a team has exceeded their allotted number of seven will be considered an "OUT".

### ***8. Rule Exception – Time Limit***

All SAMSPA League games have scheduled start times of 5:00 pm for the Plus 60 Division games and 6:30 pm, 8:00 pm and 9:30 pm for all other Divisions. Players are expected to be ready to play at their scheduled start time. All games are 7 innings long however, no new inning should start more than 1 hour and 20 minutes after the scheduled start time. At the umpires discretion (i.e. the game is proceeding at a slow pace), last inning may be called any time after 1 hour and 10 minutes have elapsed from the scheduled start time.

### ***8. Rule Exception – Mercy Rule***

A team may, but is not obligated to, concede a game if they are 15 or more runs behind after 4.5 (visiting team behind) or 5 (home team behind) innings have been played.

### ***9. Rule Exception – Flip Flop***

If the home team is behind by 7 or more runs at the start of the last inning and managers of both teams consent, the home team will bat first in the final inning. If the home team is ahead by 10 or more runs at the start of the last inning, the flip flop is mandatory.

## **11. Rule Exception – Foul Tip**

Any tip ball caught by the catcher will be out regardless of the number of strikes on the batter. The play will be treated like any other ball caught in foul territory.

### **Pitcher's Rule**

- If a pitcher is hit, it is considered a live ball (status quo) or, play may be halted at the discretion of the umpire.
  - **Note:** If pitchers feel that playing a strong team could conceivably be dangerous to them, they should either be using the pitching screen or wearing protective equipment.

### **Use of a Pitching Screen or protective equipment**

- Optional at all times - the screen is always available by asking for it at the concession.
- If a ball hits the screen, it is considered a live ball but the pitcher cannot field the ball. If the pitcher fields the ball, the batter will be declared safe at first and all other runners will be entitled to advance one base (treated similar to a ball being thrown by the pitcher out of the playing area).

### **Team Rosters (IMPORTANT)**

Team rosters must include:

- Date of birth
- Residence in general terms i.e. St. Albert, Redwater, Edmonton et al.

