

Charlotte County 45+ Men's Softball League 2025

USA Softball Rules, USA Senior Softball Rules & FHC/ASA Rules are used as guidelines for the League.

Rule 1. The Board may modify these Rules at any time for the betterment of the League. With or without notice.

Rule 2. Teams may be selected by a Coaches Draft with Board assistance.

Rule 3. The Board may assign the Coach a draft position commensurate with their abilities.

Rule 4. All players MUST sign a League Application and Code of Conduct before stepping onto the fields including League Sponsored Batting Practice. All players may play a minimum of 3 innings if they choose.

Rule 5. December 31st is the Official cutoff date. Any member whose 45th birthday occurs on or before December 31st of the current year is eligible to play in that calendar year.

Rule 6. A Time Limit of 1 hour & 15 minutes shall be allotted in regular Game Play. Games tied after 7 innings will use the Tie Breaker rule with unlimited runs. The 8th inning will begin with the last batter from the previous inning placed on 2nd base. A Courtesy Runner may be used in this situation only after 1 batter has completed his turn at bat. If after the completion of inning 8 the score remains tied the game will resume till there is a winner. During extra innings, all batters will receive one pitch and one pitch only.

Rule 7. Run Rule: maximum of 5 runs per innings 1 thru 6, 7th inning is open to scoring as many as you can. Run Rule: 15 after 5=Game over.

Rule 8. Each batter begins with a 1-1 count. No Courtesy Foul. In the first 5 innings the opposing team cannot walk a batter intentionally but can intentionally walk a batter from the 6th inning on.

Batting out of order may be addressed by the Scorekeeper, Umpire(s), Managers or any player. If at bat, the correct player is installed & assumes the count; If on base, the

offending player is called out & removed from the base. The correct batter in the order now will bat. This may result in players missing their place in the order.

Rule 9. No batter can be thrown out at 1st base if the throw is generated from an outfielder. ONLY INFELDERS CAN THROW OUT A RUNNER GOING TO 1ST BASE FROM THE OUTFIELD. Note: by Rule, an infielder is one who defends the area of the field around 1st base, 2nd base, 3rd base & shortstop areas. Portions of the outfield grass may be in these areas. This is a judgement called by the Umpire.

Rule 10. Courtesy Runners (CR) are allowed. A CR can run only once per inning, but there is no limit to the number of innings. A runner replaced with a CR may not be used as a CR for the remainder of that inning. A CR may not run for an existing CR unless there is an injury declared. If CR is on the base when his turn at bat comes up, he is OUT.

Rule 11. Runners MUST get down, peel off or get out of the way (Runner gives himself up) of a thrown ball on a force out when going into 2nd base or 3rd base. If said throw is bobbled, the runner who gave himself up will be safe at the base that the force out was attempted regardless of if the ball fell to the ground. This will also be a judgement call from the umpire. Runners MAY, after notifying the Umpire, step off the corner bases perpendicular to the base to protect from line drives. Runners MUST retouch their bases before advancing. Runners MUST go home when touching or crossing the Commit Line. Runners MUST use alternate Home Plate or the scoring line to score. Touching or crossing the regulation Home Plate will result in the runner being called out. Every play at Home is a Force Play. There are no tag outs at Home.

Rule 12. Pitching Regs: Senior Softball – The arc will be 6 to 12 ft. in height. The Pitcher must have one foot in contact with the pitching rubber before delivering a pitch. A Safety Screen is used in our League. It will be placed 4 to 6 ft. In front of the pitching rubber & cover at least ½ the width of the rubber. Upon release of the ball, the pitcher MUST get behind the screen before attempting to field a hit ball. First offense = a warning, 2nd offense = Dead Ball & batter awarded 1st base.

Rule 13: You must have at least 4 rostered players (of a 10+-player roster) to avoid a Forfeit. You MUST use the +1 Draft Position or lower when selecting Pick Up Players. Example: (your 4th pick cannot make the game, a coach may pick up a 3 or greater to fill the spot) You may select up to 5 pickup players, you must play with 10 players, if only 9 can be fielded then an open batting slot (making 10) will be created and every time that

non-existent player comes up to bat it will be recorded as an out, that includes an in game injury and that player cannot be replaced by another player/pickup. Pick-ups can bat anywhere in the lineup. Game time injuries or injuries during a game are dealt with by getting a pickup, unless a team has an extra player on the bench, then that player will be utilized. Coaches must make every effort to get at least 5 rostered players for gameday. The Board may decide to dip below the 5 rostered players, if only 4 rostered players can play that day, that 10th roster spot cannot be filled by pickup and that team must play with 9. Example if a coach has already secured the 5 additional pickup players for gameday, and that coach had 5 rostered players, but at the last minute one of those 5 rostered players cannot play, then an open roster spot in the batting order will be created and every time that non-existent player bats, it will be considered an out. Any team who can only field 3 rostered players for a game, that game will be considered Forfeit. The team with 3 rostered players can play the game, but it will be considered a loss in the standings.

Rule 14: Fighting and other bad behavior is highlighted in the signed Code of Conduct Form.

Rule 15. Flip Flop Rule. If the Visiting Team is ahead by 10 runs, they become the Home Team in the 7th inning.

NOTE*** Coaches drafting teams must be cognizant of players who are part time or players who only come to a handful of games. This could be of extreme detriment if you only draft part time players.