



**2010 SEASON - TEAM RULES
50, 55, & 60 and OVER**

1. Team defensive line-up will consist of a maximum of **10 players on the field.**
2. Team must start or finish with a minimum of 9 players. However, players from another senior team may be used to complete a legal line-up of nine or ten players until a late player arrives at which time the non-roster players can be replaced with a late roster players, or late roster players can be added to the bottom of the line-up. Non roster player can continue to play.
3. All players present may bat in line-up. Any later arrivals are added to the bottom of the line-up.
4. Sliding will be allowed.
5. **Courtesy Runner:** any player may be a courtesy runner, however, if his time at bat comes while he is on base, an out will be recorded, the runner stays on base and you would go to the next batter in the line up.
6. **Always a force at home plate:** There will be a halfway line drawn between third base and home plate. Once a runner crosses this line, he must proceed home. Retreating back to third base is an automatic out. A defensive player with the ball may merely touch home plate or the mat for a force out no matter how many men are on base. No tag of the runner required.

There will be a line from the left edge of home plate to the fence. The runner must cross and have one foot down past any part of that line to be safe. The plate and mat will be the strike zone and must have a 6 to 10 foot arch. The runner will be called out if he touches the plate or mat.

7. Third strike fouled and batter is out. Batter must keep both feet inside batters box or batter is out.
8. **Time limit:** One hour and 10 minutes. If tied at the end of the game two additional innings will be played using the International tie-breaker rule. See ASA Rule book for interpretations of this rule. A drop dead time of one hour and thirty minutes will be used on all games.
9. The **five** run rule per inning applies to all league games. The last inning is open runs **no** five run rule.
10. There will be an extra bag outside the first base bag. And if there is a play at first base the runner must use the outside bag or the runner is out. If there is no play at first base the runner can use either base.
11. On double-headers, teams will alternate as home team.

-Over-

Master's Rules Cont.

12. **Rundowns:** If a player is in between bases, he must be tagged out, there is no force out. On a fly ball runner must tag up if ball is caught or throw back to base is a force out.
13. **Home Run Rule:** A Division- 3 Homeruns and progressive
B Division- 1 Homerun and progressive
Progressive Home Run Rule: A team may not have more than one home run ahead than the opposing team at anytime during the game. If an additional over the fence home run is hit it becomes a single base hit.
14. **No Steel Cleats.**
15. **Halo Rule- Part 1:** The Halo rule has been developed to provide grater protection to the pitcher. If a line- drive ball hits a pitcher, the batter is automatically out and the ball is ruled dead. If the same batter hits the pitcher again, the batter is removed from the game.

Part 2: Line Drive- A line drive is a ball hit directly back to the pitcher in the air, within the 2' width of the pitchers plate from top of the head to the ground.
16. **Pitching Distance:** Pitchers have the option of pitching from either 50 feet minimum or 56 feet maximum. Pitcher must have at least one foot touching the line of the width of the pitchers mound. Cannot pitch from outside the mound width.
17. **Forfeits:** Game time is forfeit time is forfeit time (with the exception of the 1st time slot of the night in which a 10 minute grace period may be used but the game will end at the scheduled end time). Please encourage your players to be at the field 10-15 minutes prior to game time. **If you should have to forfeit your scheduled game please contact our office by 3:00pm of the scheduled day so that we can contact the opposing team as well as the scheduled umpire. 503-823-3112, 503-823-1656 or 503-823-5124.**
18. If the home team is down by 10 runs after 6 innings, they will bat first in the top of the seventh inning.
19. **Equalizer:** If we only have one league and a B team plays a A team, the A team will spot the B team 5 runs. The 5 run equalizer is one run per inning from innings 2-6.
20. **Rainouts:** On questionable days the rainout line will be updated at 3:30pm weekdays and 1pm on Sundays. **Please call 503-823-3020; option 3.** Rainout/Make-Up schedules will be played between 1st and 2nd half of league play. Depending on the number of games rained out please note hat you may be scheduled to play more than one game in a given day or week and days to avoid may not pertain to rainout schedules in order to finish the 1st half of league play.
21. **Alcohol:** Alcoholic beverages are illegal in all parks by City Ordinance. If a player or team is observed consuming alcoholic beverages during their game and the police arrive, they can be ticketed as well as put on probation for the remainder of the season. If caught by site supervisors at the WVO/Complex with outside alcohol your team will automatically be put on probation for the remainder of the season. If caught a second time inside or outside the complex your team will be suspended from play until a divisional meeting can be held to decide a final penalty. At the WVO Softball Complex beer can be purchased at the concession building, however, players may not take beer into the dugouts or outside the complex.