

# *Men's Senior Softball*



## *Rules, Bylaws and Mission Statement of the Leagues*

Yesterday's Kids is a softball  
organization that proves,  
"You are never too old to have fun!"

*Celebrating 22 Years*

*January 1, 2024*

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## About Yesterday's Kids



### Mission Statement

Yesterday's Kids Men's Senior Softball leagues provides a way for active seniors to play softball and compete with others with similar interests and talents. Our main emphasis and guiding principle is to encourage sportsmanship, camaraderie, teamwork, and fun. Dedication to family, country, God and helping each other, is the guiding philosophy of the organization.

Founded in 2002 and started play in 2003, the Yesterday's Kids organization provides and manages softball leagues for senior men 65 and over.

There are three regular leagues:

Two leagues for 65 + players Monday and Thursday mornings.  
One league for 74+ players on Tuesday mornings.

The organization, time and conditions permitting, will also provide a 65+ Fall League which begins shortly after the Summer Leagues.

### Legal Status

**Yesterday's Kids Cincy ("Yesterday's Kids" or "YKS") is a tax-exempt organization under Internal Revenue Code (IRC) section 501c7 non-profit.**

### Protest

<b>Ruling</b>	A <b>protest</b> game may result when there is a difference of opinion on the field by the protesting team. (USSSA Rules)
<b>Protest Filing</b>	A manager is permitted to file a detailed protest in writing to the Board of Commissioners when there is a disputed infraction that results in the loss of the game.
<b>Time Limit</b>	The protest must be filed within 24 hours of the end of the game and submitted to any commissioner. Protests filed after the deadline will not be accepted.
<b>Ineligible Protest</b>	A protest based on an umpire's judgment such as whether a batted ball was fair or foul, a pitched ball was a ball or strike, a base runner was safe or out, or when any other situation is completely within the umpire's scope to make the decision will not be accepted for consideration.
<b>Misinterpreted Rules</b>	A protest based on alleged misinterpretation or application of the playing rules should be accepted for consideration and decision.
<b>Ineligible Player</b>	When an ineligible player is discovered during the game and protested, the offending team automatically loses the game.
<b>Protest Details</b>	A formal protest should contain the following information: <ul style="list-style-type: none"><li>a. The date and exact point of the game.</li><li>b. Names of the umpires and scorekeeper.</li><li>c. The decision and/or conditions surrounding the cause for the protest.</li><li>d. All essential facts involved in the matter of the protest.</li></ul>
<b>Valid Protest</b>	If the protest is considered valid by the Board of Commissioners, the game will be played at a later date determined by the Commissioners and started at the exact point where the infraction was committed.
<b>Protest Denied</b>	If the protest is denied the game will stand as played.
<b>Decision</b>	<b>Protests can be settled by any Commissioner. The Commissioner's ruling is final.</b>

## **The Commission**

The Commission is a governing body consisting of a seven-member volunteer Board of Commissioners responsible for all aspects of the organization. The commissioners serve at the discretion of the players of the organization and the individual commissioners do not assume any liability either financial or otherwise. There are no term limits for board members. They serve for as long as they wish and are actively contributing to the advancement of the organization. When a member retires the Board shall appoint a replacement.

The Rules and Bylaws of this league cannot be changed or modified except by the Board of Commissioners. To change or modify the Rules and Bylaws, the Commission president will call a meeting of the commissioners and a quorum of at least **four** commissioners will be considered an official meeting and the change can be voted upon.

Players are encouraged to offer suggestions for rule changes, organizational changes, or complaints. Contact any commissioner and submit your idea, change, etc. in writing to the board asking that you be put on the agenda for the next board meeting.

### **2023 BOARD OF COMMISSIONERS**

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## **Board of Commissioners' Responsibilities**

<b>Meetings</b>	The Board of Commissioners will meet on a timely basis usually every one or two months to discuss and implement business and the general welfare of the organization. The meetings are closed to players.
<b>League Setup</b>	The Board is responsible for organizing the Summer Leagues, Tournaments, Fall Ball and Recruiting players. It does not cover any player liability.
<b>Equipment</b>	The Board is responsible for purchasing uniforms, balls, and other necessary equipment.
<b>Communication</b>	The Board is responsible for manning a telephone hotline, GroupMe, website, newsletter, league news, and otherwise keeping players informed. Board negotiates costs and field schedules with the current softball complex.
<b>Finances</b>	The Board is responsible for all financial transactions, accounts receivable, and accounts payable, and including collecting player fees.
<b>Player Refunds</b>	When a player can't finish the season due to injury or other reasons and before the 5 <sup>th</sup> game, one-half of his fee may be returned if requested.
<b>Advertising Brochures</b>	The Board is responsible for marketing and public relations. Any advertising, brochures, business cards, media or other written or verbal communications must be approved by the Board of Commissioners.
<b>Sponsors</b>	The Board is responsible for recruiting and coordination with sponsors. If a player has someone who is interested in being a sponsor the player must contact The Board of Commissioners for approval.
<b>Liability Insurance</b>	The Board is responsible for providing liability insurance as required by law for coverage for the YKS leagues and the sponsoring fields.
<b>Rules Authority</b>	Yesterday's Kids rules generally follow the USSA Senior Softball Rules. However, where necessary, the Commissioners have made changes to fit our organizational needs and special situations.  The rules of this organization can only be changed or modified by the Board of Commissioners  Commissioners have the responsibility and authority to enforce the Rules set forth in this Rule Book.

## **New Players**

New players must submit a copy of their driver's license for verification of age along with their application and fees.

### **League Requirements**

#### **Monday and Thursday Leagues:**

Players must be at least 65 any time during the year, January 1<sup>st</sup> thru December 31<sup>st</sup>.

#### **Tuesday League:**

Players must be at least 74 any time during the year, January 1<sup>st</sup> thru December 31<sup>st</sup>.

### **Uniforms and Equipment**

#### **Shirts & Caps**

Players should wear the Team shirt and cap provided.

#### **Improper Clothing**

**Players are strictly forbidden to wear articles of clothing that display political reference or offensive language. A player will not be permitted to play until such attire is removed.**

**Other league's shirts and caps are discouraged. You do not represent other leagues when you are playing for Yesterday's Kids.**

#### **Shoes**

Metal spikes are strictly prohibited. Players may play with rubber or plastic cleats or any regular shoe.

#### **Player's Bat**

It is suggested that each player have his own bat. Players not wanting others to use their bat should mark their bat with YELLOW TAPE.

Other players must not use bats marked with YELLOW TAPE. If a player wishes to use another players' bat, please ask permission.

### **The Draft**

#### **Player Requirements**

All league fees must be paid on or prior to Draft Day. Players will not be drafted if league fees have not been received.

#### **Draft Eligibility**

Players registered and paid in full after the Leagues are filled will be placed on a waiting list and/or a substitute list.

#### **Manager's Must Accept Players**

Managers must accept and play all players they draft. Failure to do so could result in disciplinary action by the Board of Commissioners.

#### **Undrafted Player Placement**

The Commissioners will determine on which team replacement players are needed and will fill team rosters to balance team competitiveness by replacing injured players with players of equal ability.

#### **Non-Roster Players**

Non-roster players are not permitted to play.

## Manager's Responsibility

<b>Field Set Up</b>	The home team manager is responsible for setting up the field for play including the pitching screen, pitching rubber, runners' plate at home and first, and marking the commitment line before each game. He must also put everything away after the game. In the spirit of cooperation, the visiting team should help.
<b>Line Up</b>	Managers are responsible for the team lineup and should use <b>the player's first and last name and the uniform number</b> on the score book and lineup card.
<b>Player Position</b>	The decision of where a player will play is at the discretion of the manager. A player may request to play a particular position and the manager should try to place players where it best suits the team. However, the final decision lies with the manager.
<b>All Players Must Play</b>	Every player available at game time must be included in the batting order. During the first six innings each player must play at least three innings in one of the eleven defensive positions.
<b>Communication with Opposing Team</b>	The manager should communicate with the opposing team's manager and score keeper after every inning to make sure scores are in sync.
<b>Field Clean Up</b>	Managers are responsible for having their players clean up the dugout after games.
<b>Reporting Scores</b>	It is the responsibility of the home team manager to report the scores following the completion of the game to the records keeper.
<b>Manager Falsely Removing a Player</b>	If it appears that a manager is removing a player for illness or injury in an attempt to take that player out of the game due to the player's <b>low rating or performance</b> , the manager could face disciplinary action including forfeiture of the game or suspension as a manager.
<b>Manager Conduct</b>	A manager that repeatedly breaks league rules or bylaws is subject to disciplinary action by the Board of Commissioners.

## **Orange Bases**

For the safety of our players there are two orange bases. First base and home plate.

### **First Base**

A batter running to first base must touch the orange first base anytime there is a play or potential play at first.

If the runner touches the white base when there is a potential play at first base, he is automatically out.

### **Avoid Collision At First Base**

Exception: To avoid a collision, on an overthrown ball at first base that takes the defensive player into the path of the runner, the runner is permitted to touch the white base or if he is forced to pass first base without being able to touch either base, he is safe. The runner cannot advance without touching either base.

### **Home Plate**

The defensive player must always touch the white base to get the runner out.

There is an orange and white home plate. The white plate is the catcher's plate. The orange is the offensive player's plate. A force-out is when the catcher's foot is on the white plate before the runner can touch the orange plate.

The runner scores when the runner touches the orange plate before the catcher can get the ball and touch the white plate.

### **Force Out**

Plays at home plate are considered force-out plays.

### **Black Part of Home Plate**

The black part of the home plate is not considered part of the plate when there is a play at home.

### **Commitment Line**

After a runner from 3rd base crosses the 35-foot commitment line he cannot return to 3rd.

A defensive player can tag out the runner from 3rd base prior to his crossing the commitment line.

### **Runner Crossing the Commitment Line**

Once the runner has passed the commitment line the defensive player cannot tag the runner out. The ball must then be thrown to the catcher for the out.

## Pitching

### Bases

Base distance is **65 feet**.

### The Pitching Rubber

We use a **24-inch x 6-inch** pitching rubber.

The pitching rubber will be set at **50 feet** from home plate and **15 feet** behind the pitching screen.

### Pitcher Must Start on the Pitching Rubber

**The pitcher's pivot foot must start and be in contact with the pitching rubber as he delivers the pitch.**

### Pitching Screen

A pitching screen must be used during batting practice and games.

The screen is to be placed **35 feet** from home plate and is to be centered and lined up with second base.

A pitched ball must travel over the pitching screen attaining a height of not more than 12 feet. The pitcher must remain behind the screen until the ball has been hit.

### Defensive Ball Hits the Screen

A ball thrown by the defense that strikes the screen is a live ball and play should continue.

### Balls & Strikes

A pitched ball is a strike if it passes over the screen attained a height of no more than 12 feet and arrives at the home plate and lands on either the plate or on the black part of the mat behind the plate. All other pitches will be called a "ball."

### Illegal Pitch

Balls pitched from the left or right side of the screen are illegal pitches and will be called a ball.

### Balls Hitting the Screen

A pitched ball striking the screen from the pitcher's side is a ball.

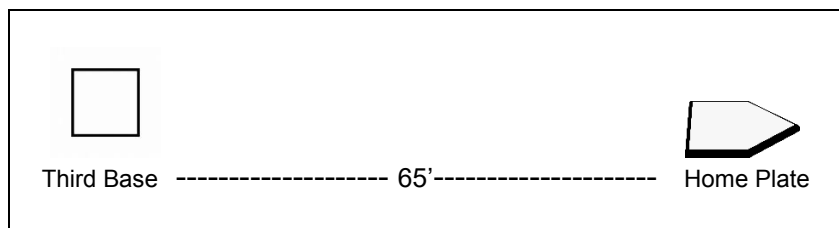
A batted ball striking the screen on a no strike count or a one strike count is called a strike.

If a batted ball hits the screen on a two-strike count, it's called a dead ball and not a strike.

### Speed of the Ball

There is no limit to the speed of the pitched ball as long as it goes over the screen and hits the plate.

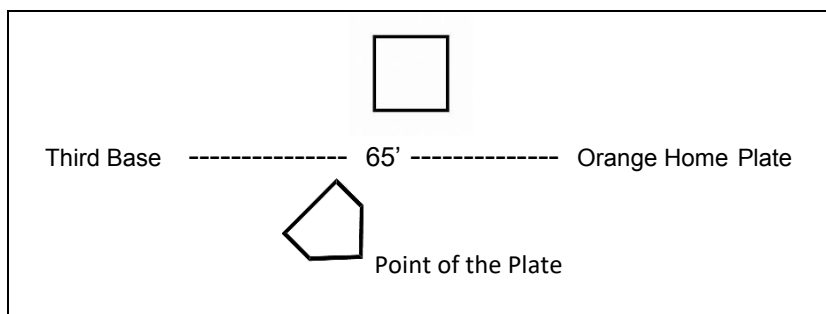
## Yesterday's Kids Field Dimensions



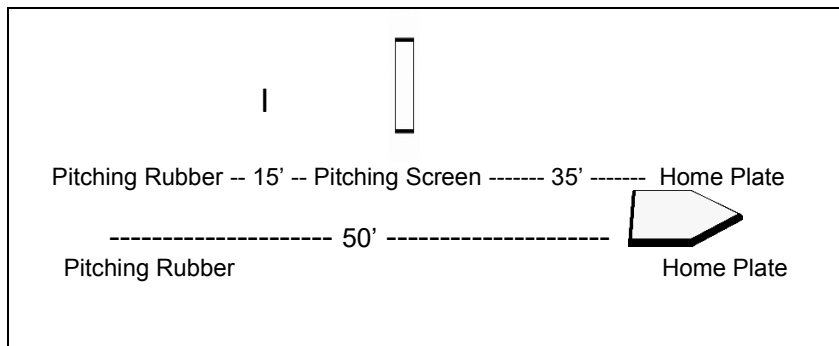
Commitment Line ----- 35' ----- Point of the Plate

Third Base is 65' from the plate side of the base to the back point of Home Plate.

Commitment Line is 35' from the back point of Home Plate Toward Third Base.



## Pitching



An infield is defined as any grass, dirt, or artificial designated infield regardless of the size of the designed field.

<b>Rain Delay</b>	If a game is stopped due to rain - players must stay at the fields until an official cancellation is called by the league president or field coordinator. Do not leave the field area until the games are officially cancelled.
<b>Lightening</b>	Commissioners must delay the games when lightning is in the area.
<b>Excessive Heat</b>	If it is determined the temperature is excessive for the safety of the players, the president or the field coordinator can call the game.
<b>Suspended Games</b>	All games that are suspended early due to field conditions or other unforeseen reasons will be played to completion at a later date.
<b>Forfeit</b>	A team with fewer than 8 players must forfeit: Forfeit score is: 7 - 0.
<b>Batting Practice</b>	<p>Batting practice can begin as soon as the fields are ready and must end by 9:55 AM to allow five minutes to get the game started on time.</p> <p>Batting practice must be taken with the use of the pitching screen. Both teams must take batting practice together by alternating batters and sharing pitching duties.</p>
<b>2<sup>nd</sup> Base Bucket Person</b>	<b>For safety, during batting practice, the “bucket” person who is at second base taking balls returned from the outfield should have a front person protecting him.</b>
<b>Limited Practice Hits</b>	Batters are limited to seven (7) balls hit, fair or foul, during batting practice. After 7 balls hit, the pitcher should refuse to pitch to the batter.
<b>Number of Players to Start</b>	Teams must play with all the available roster players at game time.
<b>Late Arriving Players</b>	A player arriving late can enter the game after it starts but must be placed at the bottom of the batting order.

## **Game Time**

### **Air Horn**

**The air horn will blow one time 10 minutes before game time.**

**The air horn will be blown 3 times to cancel the games.**

### **Game Start Time**

Games start at 10:00 AM and/or when the home team makes the first pitch. Game times may be changed by the Board if necessary.

Every effort should be made to start the games on time. Home team managers are responsible for starting the games on time.

### **Tie Game**

Tie Games will be played according to the International Tie Breaker Rule (ISA Senior Rules). Games tied at the end of regular play will play extra innings until a winner is declared.

### **Double Header**

When a double header becomes necessary, the games will be 5 innings each with the fifth inning being the open run inning.

### **Designated Hitter**

There is no designated hitter. A player who can't play on defense must sit out the game.

### **Player Sick or Injured**

If, during a game, a player becomes ill, injured or for any reason can't continue, he may leave the game without a penalty to himself or his team. If the player does leave the game, he must sit out the rest of the game.

### **Infield Fly**

The "infield fly rule" is eliminated. All batted balls are in play and there is no automatic out of a player hitting a pop fly in the infield.

A fielder may not allow an infield fly to drop to the ground attempting to get a double play.

The Umpire will rule whether the fielder could have caught the ball.

**Runner off Base  
Tagged Out**

Any time a runner is not in contact with the base except during a time out, he is subject to being tagged out.

**Walk Rule**

Each player is allowed to be walked only one time during a game.

When a player comes to bat after being walked and is walked again, he will have the choice of: (A) take the walk or (B) Choose to be pitched to, strikes are the only pitch that will be called. The at bat will result in either a hit or an out.

**Batter not  
Walking New  
Pitch Count**

After a walk count, the pitch count goes back to one strike, one ball. This sequence will continue until the batter either strikes out or hits the ball.

**Base Sliding**

Sliding is permitted, including sliding back into a base the runner has passed. A runner is subject to being tagged out while the ball is in play.

If the base is not fixed and the runner kicks the base away from the base position, the runner must stay at the base location until time out is called or risk being tagged out.

Sliding is not recommended. Players slide at their own risk.

**Leaving the Base  
Too Soon**

A runner on the base may not leave the base until the pitched ball has been hit by the batter.

A runner who leaves the base before the ball is hit is out if appealed to the umpire by a defensive player and/or called by the umpire.

**Run Through  
Rule**

The run through rule has been eliminated.

## **Foul Ball**

<b>Foul Ball</b>	If a batter hits a foul ball with two strikes, the foul ball is considered a third strike and the batter is out. Runners cannot advance.
<b>Foul Ball Caught by the Catcher</b>	If a foul ball is caught by the catcher regardless of the height of the foul, the batter is out. Runners can run at their own risk.
<b>Foul Ball Caught in Play</b>	If a ball is caught in foul territory and the defensive player remains on the field of play, the ball stays live until someone calls time out. Runners can tag up and attempt to advance to as many bases as possible at their own risk.
<b>Foul Ball Caught and Goes Out of Play</b>	<p>The ball becomes dead immediately when a player leaves the field of play by stepping with both feet or by falling into a bench, dugout, stand, bleacher or over boundary or barrier such as a fence, rope, chalk line or a pregame determined imaginary boundary line.</p> <p>All runners are awarded one base, except if the ball caught is the third out.</p>
<b>Ball Stuck in a Foreign Object</b>	If a ball, batted or thrown, gets stuck in a fence or other object in the playing field area the ball becomes a dead ball and the batter and/or runners are awarded two bases.
<b>Ball Bouncing Over the Outfield Fence</b>	If a ball bounces over the outfield fence, the runner is awarded second base all other runners advance two bases.

## **Run Rule**

<b>5 Run Rule</b>	A team can score a maximum of 5 runs per inning. The seventh or last inning is an open inning where teams are permitted to score as many runs as they can.
<b>15 Run Rule</b>	If a team is behind by 15 or more runs after 5 innings the manager of the team behind, with the majority approval of his team, can elect to relinquish the game.
<b>Extra Innings</b>	Extra innings are all open run innings.

<b>Batting Order Protest</b>	If a batter goes to bat and is found to be out of order before ending the at bat, the batter is out. The batter who was supposed to bat assumes the at bat with the balance of the count of the illegal batter. The protest has to be prior to the ending of the at bat.
<b>Infielders</b>	Infielders must remain on the designated infield area until the batter makes contact with the ball.
<b>Outfielders</b>	Outfielders must keep both feet on the outfield grass area of the field and can only advance to the infield when the batter makes contact with the ball.
<b>Middle Fielder</b>	The middle fielder can play on the infield or the outfield <b>in the 65 leagues only. (See 74 Exception)</b>
<b>Home Run</b>	When a ball is hit over the fence for a home run the batter must at least advance and touch first base or run the bases if he desires.
<b>HR Limit</b>	There is no Home Run Limit.
<b>Loaned Catcher</b>	A catcher must be loaned by the opposing team when the team needing a catcher has 8 players.

### **Courtesy Runner**

<b>Must ask for a Courtesy Runner</b>	When a player reaches base and wants a courtesy runner, he must ask for one. A courtesy runner may be inserted at any dead ball/timeout situation during the inning.
<b>Once per Inning</b>	A player may run only once per inning as a courtesy runner.
<b>Runner Can't Courtesy Run</b>	If a runner requires a courtesy runner, the runner getting the courtesy runner cannot become a courtesy runner later in the same inning.
<b>Courtesy Runner is Out</b>	With fewer than two outs if a courtesy runner is on base when his time at bat comes up, he is out as a base runner and takes his turn at the plate. If there are two outs he is out as a base runner and inning is over. He will then be the first batter up in the next inning.
<b>Injured Courtesy Runner</b>	A courtesy runner cannot replace another courtesy runner except in the case of injury.
<b>Illegal Courtesy Runner</b>	<b>If a courtesy runner is in violation when he touches the runner's base and before a pitch by the pitcher, the courtesy runner is out. After the first pitch, the runner is valid and is a legal runner.</b>

## **Interference**

<b>Runner Interference</b>	A runner is out if he interferes with a defensive player making a play, even if the defensive player is in the base line. The runner is also out if he goes out of the base line unless it's to avoid a collision with the defensive player.
<b>Runner to Avoid Collision</b>	The runner has full responsibility to make every effort to avoid a collision with the defensive player or being hit by a thrown ball including veering out of the base path or sliding. (NFHS Referee Softball Guide)
<b>Fielder Interference</b>	A defensive player who does not have possession of the ball cannot obstruct a runner's base path or access to the base. The runner is awarded the base.
<b>Interference at First Base</b>	If a runner who rounds first base is impeded by the first baseman to advance to the next base and if the runner could have reasonably advanced, the runner is awarded the next base.
<b>Catcher/Batter Interference</b>	If a ball is hit in front of the home plate, the catcher must yield to the batter. If the batter collides with the catcher making the play the batter is awarded first base.
<b>Interference by a Bat Left in Play</b>	If a bat is left in fair territory and the ball is thrown by a defensive player and hits that bat the ball is still in play.

## **Player Hit by Batted Ball**

<b>Runner is Out</b>	<p>If a runner, while off a base or attempting to advance to a base is hit by a batted ball, the runner is out. Under the rules, a fielder making the play on a batted ball takes priority</p> <p>If a batted ball has passed the fielder and no other fielder has a chance to catch the ball and the ball hits the runner, the play is still live. The runner is out. (YKS Rule)</p>
<b>Batter is Out</b>	<p>If a batter is hit by his own batted ball in fair territory, after leaving batter's box, he is out.</p> <p>When a batter drops the bat in fair territory and makes contact with a fair ball the batter is out.</p>
<b>Runner intentionally Hit By Batted Ball</b>	<p>If a runner is hit by a batted ball while off base, he is out. It is a dead ball. The batter/runner is entitled to first base without liability to be put out.</p>
<b>Runner Intentionally Hit</b>	<p>.If a runner intentionally gets hit by a batted ball to prevent a double play, the runner and the batter are both out. The ball is dead.</p>
<b>Runner is Not Out</b>	<p>If a batted ball is deflected by a fielder and the ball strikes the runner, the runner is not out.</p>
<b>Two Runners on Base Hit by Batted Ball</b>	<p>If two runners are hit by the same batted ball, the first runner is out, the ball is dead. The second runner is not out and advances to the next base.</p>
<b>Runner on Base</b>	<p>A runner hit by a batted ball while on base, is safe.</p>
<b>Bunting or Chop Swinging</b>	<p>Bunting and chopping down on the ball is illegal in slow-pitch softball. A bunt or chop swing becomes a dead ball with the batter being called out.</p>

## Umpires

<b>Time Out</b>	<b>Umpires must call TIME OUT or play can continue.</b>
<b>Furnishing the Umpire</b>	The team at bat will furnish the umpire to call balls and strikes. Managers should make sure their best umpires are used. We suggest managers select umpires before the game.
<b>Umpire's Decision</b>	The umpire's decision is final.
<b>Dispute</b>	<p>If there is a disputed call the manager is the only person who can challenge an umpire's call.</p> <p>Managers are expected to control their players from challenging and/or abusing our volunteer umpires.</p>
<b>Player Conduct Toward the Umpire</b>	Improper contact or language by a player or manager on an umpire will result in disciplinary action including the possibility of ejection from the game.
<b>Pushing or Hitting an Umpire</b>	A player or manager pushing or hitting an umpire will result in the player or manager being ejected from the game and possibly facing further disciplinary action from the Board of Commissioners.
<b>Improper Language and Taunting</b>	A Player that continues to use foul, inappropriate language, <b>taunt other players, or guests of a player</b> will receive a warning from a commissioner. If the player <b>continues to violate this section</b> , the player is subject to disciplinary action including, but not limited to, ejection from the game <b>and/or suspension</b> .

## 74 + League

### Exception to Rules for the 74+ League

<b>Age 74</b>	Players must be at least 74 any time during the year, January 1 <sup>st</sup> thru December 31 <sup>st</sup> if they wish to play.
<b>Outfielders</b>	The league allows up to 5 outfielders. Outfielders must keep both feet on the outfield grass until the batter hits the ball.
<b>Middle Infielder is Not an Outfielder</b>	<b>The middle infielder is not an outfielder and cannot play as an outfielder.</b> <b>The middle infielder must stay in the infield until a ball is hit.</b>
<b>Ball Landing on the Grass</b>	If a batter hits a ball <u>that lands on the outfield grass</u> either on a fly or a ground ball, the batter will be awarded first base even if the outfielder could have thrown him out at first.
<b>Runners Advancing</b>	Runners can advance at their own <b>risk and must be tagged out.</b> <b>Runners can be thrown out from the outfield at second and third base and home plate.</b>
<b>Run Through Rule</b>	<b>The run through rule has been eliminated.</b>
<b>Force Out Rule</b>	<b>The force out rule has been eliminated.</b> <b>Runners must be tagged out.</b>
<b>Plus 65 Rules</b>	All other rules are the same as the 65+ Leagues.

## Protest

<b>Ruling</b>	A <b>protest</b> game may result when there is a difference of opinion on the field by the protesting team. (USSSA Rules)
<b>Protest Filing</b>	A manager is permitted to file a detailed protest in writing to the Board of Commissioners when there is a disputed infraction that results in the loss of the game.
<b>Time Limit</b>	The protest must be filed within 24 hours of the end of the game and submitted to any commissioner. Protests filed after the deadline will not be accepted.
<b>Ineligible Protest</b>	A protest based on an umpire's judgment such as whether a batted ball was fair or foul, a pitched ball was a ball or strike, a base runner was safe or out, or when any other situation is completely within the umpire's scope to make the decision will not be accepted for consideration.
<b>Misinterpreted Rules</b>	A protest based on alleged misinterpretation or application of the playing rules should be accepted for consideration and decision.
<b>Ineligible Player</b>	When an ineligible player is discovered during the game and protested, the offending team automatically loses the game.
<b>Protest Details</b>	<p>A formal protest should contain the following information:</p> <ul style="list-style-type: none"><li>a. The date and exact point of the game.</li><li>b. Names of the umpires and scorekeeper.</li><li>c. The decision and/or conditions surrounding the cause for the protest.</li><li>d. All essential facts involved in the matter of the protest.</li></ul>
<b>Valid Protest</b>	If the protest is considered valid by the Board of Commissioners, the game will be played at a later date determined by the Commissioners and started at the exact point where the infraction was committed.
<b>Protest Denied</b>	If the protest is denied the game will stand as played.
<b>Decision</b>	<b>Protests can be settled by any Commissioner. The Commissioner's ruling is final.</b>