

- **ALL MLB RULES APPLY UNLESS NOTED OTHERWISE**

General:

- **AED is in the upper Marshall Field Knack Box. Code 1776** (just think U-S-A, U-S-A and you will remember). The AED is a life-saving device we should not take for granted and thus be prepared to use as quickly as possible. With that in mind, **all bases from the upper field will be kept in the Knack Box to ensure it is open and the AED is accessible**. The home team for the 7pm game is responsible for opening the box, the home team for the 8:30pm game is responsible to ensure it is locked up. Also, please carefully place bases in the box to avoid banging and possibly damaging the \$5,000 AED so it remains in good working order.
- **Upper Field gate will be open in case of medical emergency and an ambulance needs to get down to the field.** Cars need to keep this area clear. Additionally, the home team manager for the 8:30 game is also responsible for locking the upper field gate after the games.
- All questions for umpires should be addressed ONLY by the manager. Please keep in mind, umpires are doing their best and will get some calls wrong. Ask for clarification, ensure rules are correct, ask for other umpire's help if needed, but do not yell at the umpires and do not let your players get involved.
- **Two league issued bats are in the upper Marshall Field Knack Box for players 44-52 Worth AMP Alloy ASA/USSSA Slow Pitch Softball Bat (WWCAMP), one for each field to be shared.** Both home teams for the 7pm games are responsible for opening the Knack Box and bringing the two bats to their respective fields. The home teams for the 8:30pm game are responsible for returning both bats to the Knack Box and to ensure they are locked up.
- **No glass containers permitted around the fields (including stands) at any time.**
 - Glass containers put all SROP permits in jeopardy, and therefore violators who refuse to comply with this policy risk banishment from participating in all future SROP sponsored events.
 - Furthermore, the Old Pros are given special permission by the parks and recreational committee to have beer on the field. This is allowed so long as there are no incidents on the fields and **ALL ALCOHOL CONTAINERS BE REMOVED FROM THE FIELDS** (also tobacco products should not be thrown out at the fields). It is the manager's responsibility to ensure a trash bag is provided for the team, all containers are picked up at the conclusion of a game, and the trash is removed from the premises.
 - Additionally, on nights of school events SROP will need to wait for everyone to leave the school.
- **Time Consideration Rule for regular season only:**
 - If the home team is trailing by 5 runs or more, they will bat first in the 9th inning as the "visiting team." If they should catch up the visiting team to begin the game will bat after as the home team. When recording scores for tie-breaker purposes, if teams swap the 9th inning is not completed (AKA both teams do not bat), then the score will be recorded with score from the end of the 8th inning.

Offensive Rules:

- Bat policy:
 - Wood bats only: doesn't matter if it is baseball, softball, corked or not, as long as it is 100% wood barrel.
 - Exceptions to the rule:
 - **Players age ≥ 44** are allowed to use **Worth AMP Alloy ASA/USSSA Slow Pitch Softball Bat (WWCAMP)** & Louisville Slugger Voltage II TPS Model SBXV ("white" bat). These are the only make and model of metal bat that are allowed to be used by players age ≥ 44 .
 - **Players age ≥ 53** are allowed to use **DeMarini 2020 Steel Slowpitch Bat** & 2012 version model 340244 ("red/black" bat).
 - **Players age ≥ 60** are allowed to use any ASA 2004 approved bat they wish (league commissioners reserve the right to adjust this rule immediately and without discussion if any safety concerns arise).
 - **If a player uses the wrong illegal or ineligible bat, that player is out. There is no grace or re-do opportunity. Batter is out and all runners return to their base prior to that at bat.**
- Pitching Screen

- Rule A1:
 - The pitching screen must be standing at the pitching mound for each and every pitch of each and every game.
- Rule A2:
 - A batted ball (first or second pitch) that hits the pitching screen will count as a pitch, however, if the batted ball hits the screen on the third pitch, it is a dead ball, and the batter gets another pitch to put the ball in play. Should he hit the screen again, the batter gets another pitch to put the ball in play. This continues until the batter puts a ball in-play. At no time can a batter be OUT from hitting the pitching screen on a 3rd, 4th or even a 5th pitch.
- Rule A3:
 - After the ball is hit, and there is a possible play at home plate, it is the pitcher's responsibility to move or knock down the screen to allow an open alleyway for a thrown ball.
 - Note: the screen must be completely down. If it was knocked over, but the top of the screen has not made contact with the ground, the screen is not "down."
 - ANY thrown ball hitting the screen while it is standing up will be a dead ball. The runner at 3rd will be ruled out at the plate as long as he has not crossed the plate at the time the thrown ball strikes the pitching screen (note if the runner has passed the commit line he is out, if not he returns to 3rd base). All other runners will return to the base they occupied at the time of the throw regardless of how close he is to the next base.
 - Example, bases loaded, ball is hit to the rover and he hits the screen which was not knocked down, the runner is out at home, batter goes to first and others advance one base. If however, in the same scenario, the rover touches 2nd prior to the throw, the runner from 1st is out at 2nd, and the runners at 3rd is out at home only if past the commit line, the batter goes to 1st, runner from 2nd will return to 2nd as he is no longer forced to advance.
- Rule A4:
 - If the pitching screen is hit by a thrown ball while the screen is laying down due to the pitcher knocking it down to open the alley-way for a throw home, it will be treated as if the ball hit a base or the pitching rubber, and is a live ball, and base runners can advance at their own risk. If that thrown ball hits the downed screen and goes out of play, the runners will advance 2 bases from the time of the throw, like any other thrown ball that goes out of play.
- Rule A5:
 - The intent of the pitching screen is to protect the pitcher. Once a ball has been put in play and there is no longer a risk of injury to the pitcher, the pitcher MUST try to remove himself and the pitching screen from being in conflict with the defense. A couple of examples, 1. an infield popup or 2. slow roller, the pitcher should try to avoid getting in the way of the fielders. It is also, as always, a requirement for the pitcher to either knock down the screen or carry it out of the way. If, the pitcher does not make an attempt to remove himself and the pitching screen from the play, the ball will be declared a dead ball and 1) all runners return to their bases and, 2) the batter will be penalized a pitch (but cannot strike out).
 - More specifically, the pitching screen must be carried completely out of the play or knocked down towards the plate to both limit the number of balls likely to strike the screen and also allow infielders to come in for a cutoff play behind the screen. Meaning a screen may not be lying sideways or be knocked down in the direction of second base.
 - Additionally, a pitcher hit is also a dead ball and same rules above apply.
 - If a batted ball passes the screen in the air, is not touched by a fielder, spins back towards the screen and:
 - Hits the back of the screen while the screen is standing the ball is dead, just like it hit the screen from the front.
 - Hits the screen after it has been knocked down, the ball is live, just like any other play with the screen knocked down.

- Home Run Rule:
 - Any ball hit over the fence, retaining wall or onto the concrete walkway (Lower field) are automatic Home Runs.
 - Balls hit into the outfield that remain in play are all you can get regardless of warning tracks, cracks in fences, etc. Exceptions to this:
 - At the MMS lower field, balls that roll onto the hill (beyond the cement divider) down the right field line are a ground rule double (all other cement dividers are in play and the ball is live unless the ball passes beyond the standard “back fence” behind the dugout that generally signifies out of play at all SROP fields).
 - At the MMS Upper Field, balls that roll under the fence in LF/LCF are a ground rule triple.
 - At both fields any ball that bounces above the retaining walls are a ground rule triple even if the ball returns to the field of play.
 - Marshall fence (top) netting is “luck of the draw.” If the ball goes over the chain link fence it is over the fence. If it hits the netting and goes out, it is out. If it hits the netting and comes back it is in play.
- No bunts. No Chop swings (intentionally hitting a balling into the ground to intentionally beat out an easy ground ball. While subjective, if a bat starts near the shoulders and is swung down towards the ground and the ball bounces within ~5' of the plate with a bounce above the batter's waist this is illegal). Result automatic out, no runners may advance.
- Foul Ball Outs:
 - Any foul ball which carries over the high (Secondary) fences and goes down to the parking lot on the 3rd base side or down to the school area on the first base line (from the lower field or 3rd base from the upper field) are automatic outs as those balls are not retrievable without a significant delay in the game. This includes balls that bounce over the fence.
 - Note this applies to balls hit that are out of play. If a ball is foul, but within the playable space (between the out of play line, defined below as “the extension of the dugout fences” and the fair line) it is simply a pitch. Example is the lower field left field line, ball hit over fence, but within the “in play” area is simply a pitch, but beyond the “out of play” line is an out.
 - Additional clarification, this is for balls that go over (fly or bounce) and are not retrievable. If a ball rolls under the fence due to a hole at the bottom, the batter will not be penalized with an out, only a foul ball.

Running Rules:

- Runners need to touch the base when a play is being made.
- When no play is being made, runners may round the “loose” bag, but should be within 6” of the cylinder above the base. Meaning a runner may step completely over the base, but their feet must be within 6” of the basepath.
- Players running to 2nd, 3rd or home must allow a defender an opportunity to make a throw by either sliding into the bag or avoiding the base by “peeling off” towards the outfield. If the player fails to do one of these two actions and the umpire feels a double play is possible, a double play will automatically be called.
- The first baseman must **ONLY** touch the inside bag at first base when there is a play at first. If they touch outside base, hitter is safe. In addition, the first baseman may not impede the runner attempting to reach the outside bag on a play at first. If they do, the runner must be called safe.
 - The runner must **ONLY** touch the outside bag at first base when there is a play at first. If they touch the inside bag, they must be called out.
 - The only exception is where the runner is clearly trying to avoid a collision with the first baseman which then may be done any way possible.
- “Leading” in foul territory:
 - You may stand away from first or third base in foul territory (for instance against the fence behind third base coach if a right-handed batter is up); however, you must retouch third base before scoring. If you do not retouch third base this will be scored an out, just as if you left the base prior to the batter making contact.

- The intent is to keep runners safe; a runner is not permitted to have any momentum towards the next base (AKA a running or moving start before the ball is hit)
- Pinch Runners:
 - Unlimited pinch runners from home plate are allowed (i.e., the pinch runners from home plate do not count towards the two-player pinch runner limit discussed below).
 - Batter asking for a pinch runner from home plate is allowed, but runner must start at the furthest corner of the backstop from 1st base.
 - Pinch runners from home plate (backstop) may not advance past first base on a batted ball (i.e., even if batter hits the ball in the gap and could walk to second base, the pinch runner cannot advance beyond first base. The only exceptions to the pinch runner being allowed to advance beyond first bases is on, automatic home runs. All other runners can advance at their own risk).
 - If runners advance past first base, they are live and can be tagged out. Once the play is completed if they have advanced past 1st and are safe at a subsequent base, they will be returned to 1st.
 - If a batter requests a runner from the backstop and then runs to 1st, the out/safe call will be made based upon the pinch runner, not the batter. Translation, once the batter requests a pinch runner, he is no longer a live runner.
 - Pinch runners after reaching first base. Batters/runners may take a pinch runner at any point; however, the pinch runner must be the last out made. If this is the pitcher, it is OK to go to the previous out.
 - If the last out needs a pinch runner himself, then it defers to the previous out.
 - If a pinch runner is needed with no outs in the first inning, it is the last batter in the lineup.
 - There is a limit of 2 players that may request pinch runners per game, from the bases for injured players (excluding runners for pitchers. Pitchers do not count against the 2 pinch runner limit).
 - If your team needs more than 2 pinch runners, talk with the manager prior to the start of the game to request an exception (note: the acceptance of this exception by the manager is not mandated).
 - Whichever first 2 batters take pinch runners from the bases become the only 2 batters eligible for runners during the game. (If two batters have already taken a runner and another player running for himself is injured running the bases, he may remove himself from the game and take a one-time runner upon agreeing not to return to play either offense or defense. Thus, once the player comes out of the game, there are still only 2 players receiving runners for the remainder of the game). This means teams that do not use their pinch runners from the start will have flexibility as the game goes on, but teams that choose to use them from the start eliminate that flexibility later in the game.
 - Home plate scoring/force out/tag rule:
 - Runners trying to score need to have one foot on the ground past the plane of the plate (defined as the closest corner to third base) in order to score prior to the catcher tagging home plate. The play is scored as a force out the same as 1B.
 - If a throw home is offline, a catcher may attempt to tag the runner; however, the runner is allowed to run as far from home to avoid a collision (as previously stated). The tag attempt thus is similar to an offline throw at 1B.
 - Additionally, the runner must do everything possible to avoid a collision with the catcher. This is generally achieved by staying in foul territory and having one foot on the ground past the plane of the plate in foul territory (behind the catcher). However, if a throw is offline the runner may run inside the baseline (first base side) to avoid running into the catcher. INCLUDING, if the runner determines it is “safer” to slide, this is permitted as long as there the intent is to avoid a collision and injury to either player.

Defensive Rules:

- Overthrows

- If a ball is thrown out of play, the runners advance to the base they were running towards plus one more (from the point which the ball leaves the fielder's hand regardless as to whether it is an outfielder or infielder).
 - For example: a fielder throws the ball out of play while the runner is running to second, then the runner would be awarded third base.
 - This is also true on a tag play. For example with a runner on second and a fly ball. If the ball is thrown out of play the runner advances to home. It does not matter if the runner tagged up or not, as he already had "possession" of second base previously. The fact that he needs to tag up is irrelevant and the runner would still advance to third base as the base he was going to, plus one more (home).
- Live Catcher
 - Teams will provide a single "live" catcher for the other team whenever the other team is short.
 - Example. If a team has 9 players a "live" catcher will be provided.
 - Example: if a team has 7 players ONE "live" catcher is still provided.
- Catch & Carry
 - Any ball caught in play and "carried" out of play (any part of the player crossing out of play) results in each runner moving up one base from the start of the play.
- Out of play:
 - The out of play line is defined as the extension of the dugout fences.
 - If this extension crosses a concrete divider or retaining wall, at which point the concrete or retaining wall becomes the new line.
 - Exception: At the Lower Field, balls that roll onto the hill down the right field line are ground rule 2B, (not the right field track/divider), all runners advance 2 bases.
- Foul popups to the Catcher:
 - A foul popup must go above the batter's head then caught to be an out. If the ball does not go completely above the batter's head, it is a foul ball.
- DH/Flex Rule:
 - Prior to each game, each manager has the option to designate one player as a DH (Designated Hitter). This player would not be allowed to play the field at all and would only be permitted to bat. The intent of this rule is to allow older, slightly injured, etc. players to at least hit and avoid further risk of injury.
 - Additionally, each manager has the option to designate one player as a Flex player (Designated fielder). This rule is intended to allow a hurt player that can't swing, but can play the field to participate.

Playoffs:

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 - The team with the best record has the option of being home or visitor (assumed to be home for scheduling purposes, but does have the option of electing to be the visitor if they so choose).
 - Exception to this rule is the championship: the team that comes out of the winner's bracket (AKA undefeated in the playoffs) has the option of being home or visitor for the first game (if the second game is necessary a coin flip will determine the team given the choice of home or visitor).
- Umpires for the playoffs:
 - Managers are responsible for managing the alternate game (time which you are not playing) during the playoffs.
 - For the finals, umpires will be provided by the league.

Game & Player management:

- For the first game, no inning can start after 8:20, with a drop-dead time of 8:35. The managers for the late game are responsible for warning the playing teams of the current time so that it is not a surprise when the game is called.

- In order to complete all games, please do not bring a ball out to the infield after the 9th inning. In addition, both managers are strongly urged to consider using the “2-pitch” rule (or even “1-pitch” if needed) in order to complete the games in a timely fashion.
 - To avoid games being slowed down, home team to have an extra ball by the backstop in the event of a foul ball or HR.
- If the home team is behind by more than 10 going into the 9th inning, it is a customary courtesy to allow the home team to bat in the top of the 9th and effectively make the visiting team the “home team” that will only bat if needed.
- Games paused due to rain or lights going out:
 - During the **regular season**, the game is final with the score stated as it was in the previously completed inning.
 - If the score was tied at the end of the previously completed inning, the game ends in a tie.
 - During the **playoffs**, the game will revert back to the top of the incomplete inning and be resumed as if the incomplete inning was never started.
- No player may sit more than 3 innings in a game. With the exception of:
 - Extra innings, players may sit more than 3 innings, but no more than 6 innings total in 18 innings (just like a new 9 inning game).
 - Teams with more than 15 players. Math will tell you someone must sit more than 3 innings if you have more than 15 defensive players. Sitting beyond 3 innings is therefore necessary and permitted once every player has sat 3 innings. Thus, if you have 16 players (6 sitting each inning), by the 9th inning some players will need to sit a 4th time. Again, this is fine provided all players have sat at least 3 innings prior to others sitting a 4th time.
- Forfeit rule:
 - A game must be rescheduled/cancelled a minimum of 72 hours prior to the start of the game, as required by the park and rec. council, to turn off the lights. The 72-hour clock is counted as the time a manager confirms his intent to reschedule the game with the commissioners and SROP park and rec. representative. (Note: Monday games require notice prior to Friday @ 12pm).
 - If a game is not rescheduled/cancelled prior to the 72 hours required by the park and rec. council, the game will be forfeited. Any loss by forfeit will be an automatic loss in a tie-breaker scenario.
 - Additionally, note the 72-hour notice does not guarantee Park and Rec. will accommodate the request, but the team will not be penalized if the game cannot be rescheduled. In this case the teams involved will simply have one fewer game in the final standings.
- Pick up, Temporary or New players added during the regular season:
 - In the spirit of actually playing a game of softball (and avoid winning forfeitures as much as possible due to a shortage of available players) and to encourage the games to be competitive, the following situations are permitted:-
 - **Temporary (non-roster) players:** Teams may pick up players from time-to-time to fill in when a team either is below the league minimum 7 players and would forfeit or if the team is expected to have 8 players or less and desires to be competitive. In these situations, the team manager may pick up a temporary player at no cost to the player (for up to three times during the regular season for the same player). In these instances:
 - Teams should first contact the other manager, communicate situation and let them know they plan to pick up “pool players.” Pool players are:
 - “Pool players” (players not drafted but signed up for the league) should be the 1st option tried and are the exception to the “8 player or less” rule of thumb. Pool players may be picked up for any game, including playoffs, at any time. It doesn’t matter if a team is “full,” pool players are always eligible to be added and can bat anywhere and play anywhere.
 - Any non-Old Pro player who is not drafted is eligible to become a “pool player” for the season.
 - Pool players may fill in for any team at any time without requiring the approval of the opposing manager.

- Pool players may play for free and if a team needs/wants to add them permanently to their roster, they may be added for the remainder of the season for free.
- 2. If Pool Players are not available, the team should request “permission” to pick up players. If the other manager declines to approve the request, no players may be picked up, even in the regular season. Note, this is **regular season only, no players outside of “pool players” may be picked up for playoffs.**
- 3. When picking up non-pool players:
 - Upon receiving support, teams may only pick up players that are currently signed up for an Old Pros league (must be during the season, not before/after because waivers are a must for all players).
 - Teams may only “add” players up to 9 players. Once a team has 9 players they will get a “live” catcher from the other team and therefore do not need more than 9. If a team has...
 - 9 players, pick up 0
 - 8 players, pick up 1
 - 7 players, pick up 2
 - 6 players, pick up 3
 - Etc.
 - Players that are picked up should bat behind all other regular rostered/paid players
 - Prior to the game, the manager must announce the use of a temporary player to the opposing manager as well as text/email the players name to the Commissioners.
 - Temporary players are not eligible for playoffs; the only exception to this rule is if the temporary player pays a pro-rata portion of the league fee by the 10th game of the regular season.
 - By definition, if a player plays more than 3 games during the regular season, then that player is considered a full-time player and is required to pay a pro-rata fee in order to play a fourth game.
- If a paid player will not return for the remainder of the season, they may be replaced by a player of equal or lesser value based on the ratings of the league, but must be communicated to and approved by the league commissioners and Old Pro’s sports commissioner.
 - No changes to rosters are permitted after the 10th game of the regular season through the end of the season, including playoffs.
 - Any exceptions to any part of this rule is subject to a majority vote by the managers with one vote per team.
- Old Pros softball is intended to be a “fun” league of friends and neighbors. Throwing a bat is unacceptable and will not be tolerated.
 - First offense, player must sit out 1 defensive inning.
 - Second offense, player must sit out the remainder of the game.
 - Third offense, player must sit out the remainder of the season.

Additional unique rules & notes:

- Championship game rule related to “double-elimination” playoffs:
 - If the loser bracket team wins the first game, then there will be a 15-minute break prior to the second game where both teams will cut in front of taco man line to eat as the food truck will mostly likely be finished prior to the completion of the second game. Again, per the above, the home team for the 2nd game of the finals will be determined by a coin flip.
 - For the second game the managers have 2 options (if managers can’t agree, option A is default):
 - A. As many innings as can be played before either the game ends at 9 innings or the lights go out, whichever happens first. If the lights go out in the middle of an inning if the visiting team is ahead, the score reverts back to the previously completed full inning, if the home team is ahead the score stands.
 - B. A predetermined shortened game (e.g., 7 innings, but must be agreed to by both managers) prior to the beginning of the second game to avoid the possibility of the lights going out.

- Ground rules:
 - CP2 & Sycamore- if batted ball lands on, or is caught on or goes over the cement walk way = home run; if it rolls past cement walk way=double
 - Sycamore - Fair balls is all you can get regarding the wires that run across the field (live ball just like the catwalks at Tropicana Field). A caught ball is an out, even off the wires.
- Championship prizes will be subsidized by the league. The league provides \$23/player on the championship team to the winning manager in the form of a single check (\$23 is the price of a zip up hoodie with 1 color print). The manager & players may choose to get something different but are responsible for paying the difference at the time of picking it up from Champion T-shirts.

Draft

1. Teams that want to pick up players can request to do so. Those teams that want players can draft, with the team having the fewest players picking first until they equal the number of players for the next lowest team.
2. Once teams have the same number of players on their roster (at any point in the draft) the team with the worst prior regular season seeding going first (#7 seed would get to pick prior to #5 seed).
3. Prior to any players being drafted an assessment of the number of Old Pros in the draft must be done as all official Old Pros members (rookie class included) must be drafted.
 - a. To determine which players are eligible to be drafted all teams must declare if they wish to draft players. Any team may choose to add players, however teams with the least number of players may be forced to pick up players first.
 - b. Example: If one team has 13 players, one team has 14 players and all others have 15 and no team wants to pick up players, then the number of official Old Pros needs to be determined.
 - i. If 1 Old Pro is in the draft the team with 13 must automatically take that player
 - ii. If 2 Old Pros are in the draft the team with 13 must choose one of the players. At this point the two teams will both have 14 players. If both teams want the player, the team with the lower seeding at the end of the season has the option to pick him up first. If neither team wants to draft the player, a blind draw will choose who drafts the player.
 - iii. If 2 Old Pros are in the draft, but other players are available, the team with the fewest players may choose any player first, provided there are still enough “open roster spots” on teams with fewer than 15 players to accommodate drafting Old Pros without pushing any team over 15 on their roster. In the example above, the team with 13 can choose any player as doing so would then put both teams at 14 players with 2 Old Pros remaining. Then the team finishing lower in the standings picks first of the 2 remaining Old Pros.
 - iv. If 3 Old Pros are in the draft, the team with 13 picks first, followed by the team with the lowest seed, the last remaining Old Pro will automatically be placed on the higher seeded team with 14.
 - v. If 4 Old Pros are in the draft in the same scenario above, all Old Pros must be drafted prior to any other non-Old Pros being picked. The teams with 13 & 14 would follow the example above, then all 8 teams would have a random draw to determine who picks up the final Old Pro.
4. If a team has less than 14 players and no Old Pros are in the draft but other non-Old Pros are available, those players will be picked until all rosters have at least 14 players.
5. If all teams have 14 or more players, those teams with the fewest players will draw straws if no team want to pick up a player.
 - a. Example, if 3 teams have 14 and everyone else has more than 15, the teams with 14 will draw straws and be forced to pick up the Old Pro. This is true even if every team has 18 players, the Old Pro must be drafted and teams will have to draw straws if no team desires an additional draft pick.