

GMSS 2017 PLAN of ACTION

1. The same set of rules will apply to all leagues.
2. Create four leagues, named A, B, C, & D, with the following goals in mind:
 - a. Place the top ranked teams of 2016 and better players in a league of their own on Wednesday (League A).
 - b. Give the remaining players and teams a league of their own (League B), also played on Wednesday.
 - c. Give the 'Over 65' players who want to just exercise and have an enjoyable ball game a fun league of their own (League C) on Thursday.
 - d. Provide for a second game opportunity with an open Over 55 League D on the same day of the week (Thursday) as the Over 65 (League C) plays.
3. Give everybody a chance to play 1 time on Wed. and 2 times on Thursday. If some Thursday teams are short-handed, then we need the BIOS of people willing to be drafted to fill out an existing team. If we need additional teams to fill a league, then the extras and third game prospects may also be lumped together to form a team. Get your Managers' team rosters in by March 1st so we can see where there are shortages for league teams or team players.
4. An individual may play in one league on Wed. Depending on # of Thursday players signing up, we may allow people to play both games on Thu. **But all second game players will be given preference over third game players in the selection process.**
5. Starting times are 9 and 10:30 with one league per time, but they flip flop each week.
6. If possible schedule-wise, winner of B League each round will move to A League. Loser of A League each round will move to B League. Similar moves may occur in C & D Leagues if needed to achieve parity within each league.

WEDNESDAY LEAGUES:

1. Leagues A and B will play on Wednesday mornings.
2. League A will be comprised of the top 5 or 6 ranked teams from last year's Over 55 League plus any new teams that may form and want to play in that league.
 - a. The A League is meant for the more serious players who want to play at a highly competitive game level comparable to what the top ranked teams faced last year when playing each other.
 - b. Managers in 'A' will recruit as needed to form up their teams.
 - c. Any individual who wants to play in that top league may also seek a position on his own with one of the A League teams.
 - d. New players and/or individuals from other non-A League teams who voluntarily and individually want to play in the 'A' League and haven't found a team on their own will have to fill out a Bio which will be placed in the **A League draft pool** for selection by those managers as needed at a draft day in early March.
3. League B will be comprised of all the teams and players 55 and older who don't play in the A League but still want to play on Wednesday. B League generally will be comprised of last year's remaining '55' teams and individuals and any of last year's '65' teams or players that want to participate.
 - a. New teams or combo teams will probably form for this league.

- b. Individuals may find a team on their own or may fill out a Bio for the draft pool.
- c. The B League Draft Pool will be composed of:
 - (1) excessive individuals from any of last years' teams (let's give everybody a chance at more bats and try to limit our teams to 15 players),
 - (2) players from A League teams who chose not to play A League ball with their team this year,
 - (3) any new or existing players who haven't found a team, and
 - (4) existing players who are just looking for a different team or a change.
- d. These players will have their name and Bio (required) placed into a draft pool to be drafted by team managers for Wed B League games.

THURSDAY LEAGUES

- 4. League C will be similar to last years '65' Division and generally limited to players 65 or older. This league is especially suited to those players who have lost some of their physical capabilities and the spring in their step.
- 5. League D will be an open Over 55 League where anyone can play either in addition to or as an alternative to playing 'Over 55' on Wednesday.
- 6. Teams in both leagues may form up in any way the manager sees fit. There will be a Bio draft pool for both leagues for players who haven't found a team otherwise.

SO HOW DO I GET ON A TEAM?

- 7. In all Leagues the Managers form their teams as per normal, with an expected draft pool to be available for an early March Draft Day for those of you needing more players in each league. Excess draft pool players will likely form their own new team.
- 8. The process of drafting players will happen in all four leagues as needed. The individual players will mark on their Bio sheets which league(s) and day(s) they want to play and answer the questions as best they can. In each League the Manager who has the fewest players will select pool players until he matches the next lowest number of players on a team and then those Managers select in turn etc. until all participating Managers have about the same number of players. Selection order will reverse after each round.
- 9. The 'Bio' Questionnaire (**for players without a team or looking for a second or third game**) is on our website under Forms button. Fill it out and return in hard copy format to the GMSS address shown in Item 11 below. Both Forms and your check for the registration will all be due at the GMSS mailing address by March 4th to give the Managers time to get their teams organized, especially in the new leagues.
- 10. Indoor practices will be held at GRB Academy at 6385 North Towne RD (it intersects Hwy 19 just S. of DeForest between Hwy 51 and I-90/39). Practices are Wed mornings Mar 8 - Apr 12 at 9-10:30 for all 'Wed only' players and at 10:30-noon for anybody who plays on Thursday. Cost is \$5/session and is collected on site.
- 11. Our mailing address is: GMSS, 6560 County Rd. M, Verona, WI 53593-9370

The 2017 Greater Madison Senior Softball League Slow-Pitch Rules

A) GENERAL

1. A.S.A. rules are to be used with exceptions and/or clarifications shown below.
2. Ground Rules -Regular ground rules apply.
3. Regulation Game -is 9 innings for the Over 55 and Over 65 Leagues and is 7 innings for a double header (due to a previous postponement). There are no time limits for 2017.
4. Legal Game -4 ½ innings if the home team is ahead; 5 innings if the visiting team is ahead.
5. 9-Inning Game -If a team is behind by 15 or more runs after 7 innings, the game ends.
7-Inning Game -If a team is behind by 10 or more runs after 5 innings, the game ends.
6. Maximum Number of Runs Allowed Per Inning is 5 except for the last inning and any extra innings when each team can score an unlimited number of runs, but also see Catch-Up Rule 7 below.
7. Catch-Up Rule -The team that is behind may score as many runs per inning as needed to tie the score plus up to 5 more runs that inning.
8. International Rule -This is used when the game is tied after regulation. The last **batter** from the previous inning starts out at second base with no outs. (No courtesy runner can be used {except for a pre-qualified batter that needs a runner from home plate} until he has reached third base. This rule is repeated for each extra inning until there is a winner. There is no time limit.
9. Code of Ethics-
 - Accept the decision of the umpire and team manager
 - Neither taunt or degrade an opponent
 - Avoid bodily contact that may cause injury to others or yourself
 - Never direct abusive or profane language at officials or opponents
 - Show good **sportsmanship** always
10. Courtesy Runner - Is only meant to be used for a player with a medical reason for not running. In the name of good sportsmanship it is not proper to replace a runner only because he is a slow runner.
11. Only managers may discuss disputed calls by the umpire. If a player argues with an umpire, the umpire will stop play and summon that player's manager. The umpire will tell that manager that if his player continues to argue, that player will be ejected from the game. It is the manager's responsibility to then tell that player to stop arguing. If that player continues to argue and cause problems, he may be ejected from of the game. In severe cases, the umpire has the authority to stop play, summon managers from both teams and inform them that a player has been ejected from the game. If the ejected player continues to argue and cause problems after being ejected, he will be asked to leave the park, and that player is barred from the league for the rest of the season. If the ejected player refuses to leave the park, his team loses the game on a forfeit. If a player is ejected from two games in a season, he will be barred from the league for the rest of the season.

(B) TEAMS

1. Teams may have any number of players on the roster, and they may add players at any time during the season.
2. Teams may field a maximum of 11 players on defense. Less than 8 players is a forfeit. Any player listed on the scorecard/batting lineup may be interchanged anywhere on defense at any time. If game is forfeited, teams may pick up additional players from other teams and the game may be played by mutual agreement of both managers, with results being shown as a forfeit loss for the team with less than 8

(B) TEAMS (cont)

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players. If a team has 8 players, that team may add one additional player from another team and play the game with the results counting for league standings. The added player **MUST** play the Catcher position and bat at the bottom of the batting order. **NO EXCEPTIONS**. Teams that have 9 or more players will **NOT** be allowed to use any players from other league teams to field or bat 11 players.

3. Everyone listed on the scorecard/batting lineup bats. An injured player may be skipped over when it is his turn to bat, & no out is given. An ejected player is skipped over when it is his turn to bat, and his team is given an out. A player already in the batting order may take ejected player's field position, but not his batting position.

(C) PLAYERS

1. To be eligible, a player must be at least 55 years old by December 31st of the current year or 65 by December 31st for the Over 65 league. Using an ineligible player results in a forfeit.
2. Each player must sign a liability waiver and pay his fee before they are allowed to play.
3. If a player wishes to change teams, his manager must supply written release to the league office.

(D) PITCHER

1. A strike is a legal pitch that touches the mat or home plate.
2. Intentional Walk - Notify the umpire and batter goes to first immediately with no pitches thrown.
3. He must pause one second while facing the batter. A quick pitch is a ball.
4. With one foot on the rubber, he must deliver the ball on the first forward motion.
5. To be legal, the ball must have an arc between 6 and 12 feet from the ground. If there is a high wind, the managers may agree to allow a flatter pitch. A ball will be called if the arc of the pitch falls outside the 6-12' of height guidelines. If the batter swings, then the results of his swing will over-ride the called (illegal pitch) ball.

(E) FIELDER

1. He has a right to a base only if making a play. **If not, he must avoid obstructing a runner.** Fake tags are considered an obstruction. Obstruction results in 'Delayed Dead Ball' signal.
2. If a fielder obstructs a runner, the umpire determines the base or bases awarded.
3. The Force-out - Can be used on a runner advancing to any base or returning to a base after a fly out.
First Base - The fielder must use the white part of the bag. But, see exception in (G) 1.
Home Plate - He must touch home plate/mat for any runner between the Commitment Line and the second home plate. He can't tag a runner trying to score once he has crossed the Commitment Line.
4. A runner must be tagged for an out when voluntarily **returning** to a base. If fly ball is caught, this is a different (force-out) situation and fielder only has to touch base rather than tag runner.
5. Infield Fly Rule - When called by the umpire (umpires judgment call), the batter is immediately out, **DELAYED DEAD BALL IS IN FORCE** (umpire raises his arm). The fielder is not required to catch the ball to ensure that the batter is out. Runners must tag up if ball is caught. However, if ball is not caught, runners may advance without having to tag up before advancing. Whether the ball is caught or not, the ball is live after the infielder touches it or it hits the ground, and runners can advance at their own risk.
6. If a fielder **INTENTIONALLY** (umpires judgment call) drops a line drive to create a double or triple-play situation, the ball becomes dead, the batter is called out, and runners return to their original base(s).
7. A fielder may tag a runner out at any time or position except between home and the commitment line.
8. A fielder may not block or deny a runner access to a base (obstruction called) to which he is returning.

(F) BATTER

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1. Bunting, chopping down or hitting the ball twice are outs.
2. Strikeout - 2 strikes (swinging, ball hits mat or foul balls) Walk - 3 balls.
3. If batter swings at an illegal pitch (bad arc), results of his swing will override the umpire called 'Ball'.

(G) RUNNER

1. If a play is made at first base, the runner must tag the extension. Exception: If the 1st baseman is in foul territory, both he and the runner may use either part of the base. If the runner has time to see the potential collision and can run wide of first base, he will not be called out for missing the bag. Runner and 1st baseman must both do whatever is necessary to avoid a collision and runner will not be penalized for missing first base if he thinks he is being played on.
2. When **advancing**, a runner may over-run second & third base. He may touch the base, or if he expects to be played on, **must run by either side of the base** (GMSS version of the Utley Rule) **to be in his legal base path**. If he makes any movement to advance and then decides to return to the previously acquired base, a fielder must tag him for an out. He does not have to return to the bag to advance to the next base.
3. Diving head-first will only be allowed when **returning** to a base but not when initially attaining that base which must be done by running by either side of it or, if no play is imminent, to it. If runner falls down, crawling and/or lunging to the base shall be legal from either direction. Runner may also stay upright and reach with their foot for the base to which they are returning. Sliding feet first shall not be permitted. Fielder may not obstruct or block runner's path or base when he is returning to the base.
4. When advancing with no possibility of a play, the runner must tag all bases. Missing a base is an appeal play. The exception to having to touch the bases would be Rule G. 2 and the second home plate rule.
5. It is an automatic out if runner touches fielder's home plate while trying to score. He must touch the second (offset) home plate to score.
6. Passing a runner is an automatic out. Only a base runner may assist another base runner.
7. A batter-runner or runner is out if hit off the base in fair territory by a playable batted fair ball that has not yet gone by a fielder (other than pitcher) or that has not been touched by a fielder. Effect: 'Dead Ball' is called and the other runners return to the bases occupied at the time of the pitch and batter is awarded first base unless he was the one who got hit by his own batted ball while not within the batter's box.
8. If runner is in contact with a base in fair territory and gets hit by a batted ball, runner is not out and ball is live and in play.
9. If a batted ball hits a base it is considered a live, fair ball, even if it subsequently settles in foul territory.
10. The runner is responsible for avoiding a collision if fielder is realistically trying to field a batted ball or catch a thrown ball. Fielder will bear shared responsibility in preventing collisions if the thrown ball is off target and he makes a sudden move to catch it which puts him into the path (see rule 2 above) of the runner's legal base path (may be called obstruction). Running into a fielder otherwise is an automatic out.
11. Leaving a base before either the batter starts his swing or the pitched ball touches home plate or the ground is an out. (umpire calls "No pitch, dead ball" and batter resumes with prior count).
12. A runner may tag and leave base as soon as a fly ball is touched, whether caught or not.
13. Interfering during a putout is an out. If a runner prevents a double play by his improper running positioning (see rule 2 above) in first attaining a base, he is out and so is the runner behind the offender. If the interference is after the putout, the runner closest to home plate may also be called out.
14. If a runner touches or crosses the Commitment Line, he must go home. Re-crossing it is an automatic out. The ball continues to be live until the umpire calls time.
15. See FAQ on web page for additional info about runner and second base action.

(H) COURTESY RUNNER

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1. A base runner injured during the game or who is on the pre-game list may be replaced by the **latest** batter or runner in the batting order that made an out, providing the replacement runner is not also one who requires a replacement runner himself, in which case you go back to the next to last player out, etc. The courtesy runner (replacement runner) is never considered to have made the last out but rather the batter he was running for is credited with the out. In all other cases the runner will be considered to have made the out. NOTE: The Courtesy Runner Designee is always the first man with an out going backwards in the batting order from the Batter needing the courtesy runner unless Rule 2 below applies.
2. If it can be reasonably demonstrated (by the Manager) that the batter who made the last out is mathematically likely to have to bat again before he could get home (that could be up to four batting spots), then the manager will be allowed to go back to the next to last batter out or even further to the first eligible batter who made an out and who would not have to bat before he could mathematically be driven home by a series of 1-base hits. Under Rules 1 and 2 it is possible that the same player may legally become the courtesy runner in the same inning for two or more batters
3. He must report prior to the first pitch to the next batter.
4. If he is on base and is scheduled to bat, his team is charged with an out and he remains on the base and the next person bats. **He may not be replaced on base at that time in order to allow him to bat.**
5. As a general rule and under normal circumstances, all batters must run for themselves from home plate to first base. As a rare exception and due to significant physical disability, a courtesy runner is allowed from home per ASA rules. Any known player(s) who will always need a courtesy runner from home plate or once on base must be stated to the umpire prior to the start of the game. A player who is injured DURING the game may use a courtesy runner or he may skip his turn at bat with no penalty.
6. The runner's starting point shall be 3 feet behind an extension of the third base line and he may not make any move towards 1st base until the **batter has clearly hit the ball.** Moving out as the batter starts to swing is a rules violation and gives the courtesy runner an unfair advantage. After one team warning per game, batter's courtesy runners from home plate will be called out for any more such violations. See drawing at end of rules for clarification of courtesy runner's starting spot.
7. If it is first inning and no outs, then manager may chose anyone as courtesy runner, but be aware of Courtesy Runner Rule 4 above. Courtesy runner should be at least four batting spots from the batter.

(I) EQUIPMENT & PLAYING FIELD

1. Official Ball - The soft-core deBeer 12" Clincher.
2. Bats - Legal or Altered - Bats must be adult softball bats which are or once were legal per ASA standards. This includes old bats with no writing left but excludes all loaded bats and bats improperly manufactured where separation dangers to the fielders existed. No youth bats or baseball bats allowed.
3. Shoes - Metal cleats are not allowed.
4. Bases - 60-65 feet and pitching distance is 50-56 feet.
5. Commitment Line - Between home and third base, 30' from home plate.
6. Runner's Home Plate - 8' to the left (umpires view) of 3rd base line (in foul territory) and even with the front of home plate.
7. Courtesy Runner's Start Line - 3 feet behind an extension of 3rd base line.
8. In drawing below, Runner's home plate is now located even with the front of Batter's home plate and 8' from the 3rd base line. Courtesy runner from Home is located 3' behind an imaginary extension of the 3rd base line and a reasonable but safe distance from the batter and umpire.
9. Runner is automatically out if he touches Fielder's home plate or mat while trying to score.

(I) EQUIPMENT & PLAYING FIELD (cont)

10. Prior to game-time, managers must state which batters will need a courtesy runner from home or once they reach base.

11. Team listed 1st is home team & sits on 3rd base side.

12. See items 6, 7, & 8 above for measurements not appearing on this drawing.

