

**2008 DELHI PARKS AND RECREATION
SENIOR SLOW-PITCH SOFTBALL LEAGUE**

RULE 1 - LEAGUE COMPOSITION

SECTION A - Team Roster Size

Each team will consist of no less than twelve (12) players. No restriction as to number of players on the roster.

RULE 2 - GAMES

SECTION A - Game Sites

Games will be played at Valhalla Park East Field and Kiwanis Park.

SECTION B - Game Schedule

1. Each team will play a minimum of twenty (20) games.
2. The Parks and Recreation Department will schedule make-up games.

SECTION C - Game Time and Length

1. Games will be played on Wednesday evenings at Valhalla and Kiwanis Parks. Game times at Valhalla are 6:15, 7:15, 8:15 and 9:15. Game times at Kiwanis are 6:15, 7:15.
2. Games will be scheduled for seven (7) innings.
3. A time limit of one hour and 10 minutes will be placed on each game.
4. All innings started will be completed. No new innings will be started after the starting time of the next game.
5. No games will start prior to the scheduled starting time unless both team managers agree to the earlier starting time.

SECTION D - Game Rules

Games will be played under the Senior Rules as published by A.S.A. with the following exceptions:

1. Sliding:
 - a. Players may slide into 2nd, 3rd and the scoring plate only, players may not slide into 1st base.
 - b. Players may slide or dive back to 1st, 2nd and 3rd base.
2. No metal spikes.
3. Infield balls are not permitted between innings.
4. Double first base will be used.
 - a. If a play is being made on the hitter running to first base, the hitter must touch only the orange bag. If he touches any portion of the white bag, he will be declared out.

If the player covering first base on the play, as described in the previous paragraph, touches any part of the orange bag, the runner is declared safe.

- b. If the ball has passed the infielders by the time the hitter reaches first base, he is permitted to touch either and/or both bases. It is the responsibility of the defensive player to avoid any contact in this situation.
 - c. Once the batter becomes a base runner, the white base stationed in fair territory is to be used.
5. Pitching Area: A pitcher may pitch from or behind the mound as far back as 2nd base. The rule will be the same in which the pitchers pivot foot must be within the diameter of the pitching rubber.
 6. Anyone on your team may serve as a designated runner (DR), but they may only serve as DR once per inning. If a player runs as DR more than once per inning and is caught by the umpire before that runner scores they will be declared out. If the runner scores the run counts and no out is declared.
 7. Another substitute runner may not replace a player being used as a substitute runner unless he is injured and removed from the game.
 8. The position of a player ejected from the game shall count as one out each time their position in the batting order is scheduled to hit. If a player is removed from the game as the result of an injury, that player's position shall not count as an out.
 9. No tag plays at home. Each play will be treated as a force play.
 - a. Catcher is required to touch home plate for the force out. Runner attempting to score must not touch home plate but must cross the scoring home plate. Penalty: Runner is out if he touches home plate.
 - b. Second home plate - 3rd base foul line 5' to the 3rd base side of home plate. A player can be tagged out between 3rd base and commitment line. If runner is tagged after crossing the commitment line and before crossing the scoring plate, he will be declared safe. Defensive player with the ball must touch home plate prior to runner touching scoring plate to be considered an out.
 10. The strike zone includes the home plate and a mat making the strike zone 17" x 28".
 11. Teams have the option to bat their defensive players and anyone else on the bench. Teams do not have to bat everyone present at the game.

SECTION E - Mercy Rule

1. The ten (10) run rule will be in effect following the completion of five (5) innings.

2. "Five Run Mercy Rule" - A maximum of five runs per inning will be allowed by each team through the first four innings. After the fourth inning, regular scoring rules will apply, time permitting.

SECTION F - Game Balls

Delhi Parks and Recreation will provide one new & one used ball for league play.

SECTION G – Ties in League Standings

If there is a tie at the end of the regular season for first place, a single game playoff will be held to determine the league champion. If more than two teams are tied, first round opponents will be determined by draw. If there is a tie for second place, head-to-head competition will determine which team receives the runner-up trophy. If the teams split in head-to-head competition, the least number of runs allowed in head-to-head competition will be the determining factor. The least number of runs allowed for the season will be used next and finally a coin flip if necessary.

RULE 3 - PLAYERS

SECTION A - Eligibility

1. **AGE - To be eligible to play in the league, a player must turn 50 before December 31st of the current year. Teams may have only one 49 year old on their roster.**

SECTION B - Uniforms

Teams will provide their own uniforms.

RULE 4 - INCLEMENT WEATHER

In the event of inclement weather (i.e. rain), the Parks & Recreation Department has a voice-mail system (sports information number) in which players may call to find out the status of their game. The voice mail message will be made at 4:30p.m. (no earlier and no later) the day of the game in question. If the 6:15p.m. game is canceled, all subsequent games will also be canceled.

**DELHI PARKS AND RECREATION
SPORTS INFORMATION NUMBER
694-3433 after 4:30pm or visit www.cancellations.com**