



CITY OF MERIDIAN PARKS AND RECREATION
DEPARTMENT

DEL DRAKE SENIOR WOOD BAT RULES

*For Any Questions about the
League contact.*

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The City of Meridian, players, coaches, umpires, and the community, in general, have joined forces to build a the Del Drake Senior Wood Bat softball program. As part of City of Meridian responsibilities, City staff will register all teams with Idaho Softball.

League play with the City of Meridian will operate under a Code of Conduct (See Rule 1). All participants and spectators are expected to abide by the rules. It is imperative everyone supports a climate of respect, positive sportsmanship, and safety of self and others. Every guest will be held accountable for their behavior. The abuse of any of the rules and regulations stated herein will result in disciplinary action.

The City of Meridian reserves the right to add, delete, and/or change any rules at its discretion. All leagues will use the current Senior Softball USA Rule Book with the following modifications and additions.

1. Code of Conduct

- 1.1. League play with the City of Meridian operates under a Code of Conduct. All participants, coaches, managers, and spectators are expected to abide by this Code of Conduct while on City of Meridian fields. Unsportsmanlike conduct, violence, threat of violence, and profanity will not be tolerated.
- 1.2. Respect the rules of the game and how it should be played.
- 1.3. Respect opponents by remembering a worthy opponent brings out the best in a player.
- 1.4. Respect the game officials even when calls are not agreed with.
- 1.5. Respect teammates and remember commitment on and off the playing field.
- 1.6. Respect the tradition of the game and remember it is a privilege to participate.
- 1.7. Be mindful of personal conduct. Make sure no action occurs that could reflect adversely on sponsors or teams. Remember, inappropriate action of even one player can reflect upon the entire team and the game of softball.

2. Age Minimums

- 2.1. A player must be 60 years old by December 31 of that calendar year.

3. Ball/Strike Count

- 3.1. Batter starts with 0-0 count.
- 3.2. If the batter fouls off a pitch with two strikes on him he is out.
- 3.3. A foul tip cannot be caught for an out. Other batted foul balls with a perceivable arc (including those that go over the batter's head) can be caught for an out.

4. Championship Games

- 4.1. No substitutes will be allowed in championship games.
- 4.2. Only players that are on the roster of the team that won the title may play in the championship games for that team.
- 4.3. If a team must forfeit their spot in the championship game, then the team below them that can field a full 8 players will take their place.

5. Commitment Line

- 5.1. The commitment line is placed perpendicular to the third base line and 30 feet from home plate strike zone mat.
- 5.2. Once a runner touches or crosses the commitment line he is obligated to continue to the scoring plate.
- 5.3. If a runner returns to third base after touching or crossing the line, he can be called out if the catcher is in possession of the ball and touches home plate strike zone mat.
- 5.4. The out is made at the strike zone mat, tagging the runner is not permitted.

6. Courtesy Runners

- 6.1. Only a batter may request a courtesy runner from home plate and can be any player on the roster.
 - 6.1.1. The pinch runner start line where the pinch runner will start running from. A line extended down the third base line across home plate for ten feet then right for six feet to the pinch runner line start line. If the pinch runner "runs" (crosses the line) prior to the batter contact, he may be ruled out.
 - 6.1.2. The runner may go no further than first base on a hit. *If the courtesy runner is over 80, rule 9.2 is not applicable, and the double play is in effect.*
 - 6.1.3. Courtesy runners cannot leave the game once they safely reach first base, score or are putout.
 - 6.1.4. If the courtesy runners at bat come up while they are currently on base, they will be considered out on the base and take his scheduled turn at bat.
- 6.2. Only the batter/runner may request a courtesy runner continue for him at any time.
- 6.3. Any batter/runner can request a courtesy runner for him at any time, but he shall inform the umpire of the need, or possible need, prior to his at bat.
- 6.4. You cannot have a courtesy runner for a courtesy runner.
- 6.5. Any player on the team roster may be a courtesy runner but is limited to three (3) times per game that he may run.

- 6.5.1. Managers are responsible for keeping track of how many times a courtesy runner has run in the game.
- 6.5.2. Once a courtesy runner has touched any base more than three (3) times running for another player, the scorekeeper can advise the umpire the courtesy runner has run more than three (3
- 6.5.3.) times and the courtesy runner will be called out.
- 6.6. If a courtesy runner is on base when his spot in the batting order comes up, he will be called out on base and take his scheduled turn at bat.

7. Double First Base

- 7.1. The orange or outside bag is for the runner to cross when a play is being made. The white bag is for the defensive player to touch while making a play.
- 7.2. If the defensive player uses the orange base to make a play the runner is safe sense this is a runner bag only.
- 7.3. If the runner from home plate uses the white bag on a play made on him, he will be called out.
- 7.4. If he gets a base hit, the runner may use the white bag in making his turn with no penalty.

8. Disciplinary Appeal Process

- 8.1. Individuals may appeal a disciplinary action. Appeals shall be directed to the Sports Coordinator. The individual must submit the appeal in writing to the Softball Coordinator, City of Meridian Parks and Recreation, 33 E. Broadway Ave., Suite 206, Meridian, Idaho 83642, within three business days from the date of the violation.
- 8.2. Appeals will be addressed by the appropriate City of Meridian staff and/or appeals committee.
- 8.3. All suspensions will begin at the time of ejection regardless of when the appeal meeting takes place.
- 8.4. If the City of Meridian staff feels the appeal is warranted, a disciplinary action hearing will be held within five business days.
- 8.5. If the appeal date is missed, then the disciplinary action will stand.

- 8.6. The decision of the hearing and/or appeal will be made and communicated within 24 hours. Players will be notified by phone call, letter, and/or notification of team coach.
- 8.7. Should a suspended player play a game prior to the appeals hearing, the appeal is automatically denied, and the team they are playing for will forfeit all games played with the suspended player. A team that knowingly allows a suspended player to play will be subject to *Rule Ejections/Suspensions*.

9. Eighty-Year-Old Players

- 9.1. Any player 80-years old or older may use any bat they wish, including metal or composite.
- 9.2. Players 80-years old or older cannot be doubled up at first base. Not applicable if the player is performing as a pinch runner (see Courtesy Runner).

10. Ejections/Suspensions

- 10.1. A player, manager, coach, or spectator ejected from a game must leave the premises immediately. The ejected person is not allowed on the premises for the remainder of the evening. *Failure to leave the facility will result in the game ending and a forfeit for the associated team.* They will be subject to the following penalties:
 - 10.1.1. First Ejection
 - A minimum of one-game suspension from the fields and from the next scheduled league game with that team and cannot be involved in the next game in any way. Probation for the remainder of the season.
 - 10.1.2. Second Ejection
 - A 30-day suspension from the fields, from all league play with that team and any other team for which they are rostered, and from any tournament play scheduled within that 30-day period. Probation for the remainder of the season.
 - 10.1.3. Third Ejection
 - Banned from the fields, the league, and tournament play for one calendar year.
 - 10.1.4. Game Removal

At the discretion of the game umpire, a player may be removed from the game for minor infractions.

- 10.2. Teams will be subject to the following penalties:
- 10.2.1. All his subsequent at bats in the batting order will be automatic outs.
 - 10.2.2. Any team with 3 or more players ejected from a single game will automatically forfeit the game, and play will be discontinued.
 - 10.2.3. Any team that forfeits more than two games because of disciplinary action will be suspended from the fields and from league play for the remainder of the season.
 - 10.2.4. Teams using an ineligible player or falsifying line-up cards will be assessed the following penalties:
 - 10.2.4.1. Games played by the offending team in which the ineligible player has participated will be recorded as a forfeit.
 - 10.2.4.2. All ineligible players will be removed from the offending team's roster.
 - 10.2.4.3. The team manager will receive a minimum 2 game suspension. A suspended manager cannot participate in the game in any manner (spectator, coach, etc.).
- 10.3. Approaching an umpire after the completion of the contest in any negative action.
- 10.3.1. If any personnel from a team approaches the umpire after the contest in any negative fashion (determined by the umpire and Meridian Parks and Recreation staff), they will receive a multiple game suspension. Severity of the suspension will be determined by the Softball Coordinator. If the individual approaching the umpire is a non-player, the associated manager and the spectator will receive the suspension.
- 10.4. Any player(s) involved in any aggressive physical attack, verbal threat, abusive language will be automatically suspended for a minimum of one year from the date of the infraction up to life. The participant will have the option to

appeal the Softball Coordinator and appeal committee following the appeal process outlined in the *Rule Disciplinary Appeal Process*.

- 10.5. One game suspensions are non-appealable.
- 10.6. Refunds shall not be considered or granted to any player or team who is suspended and/or ejected from play or the fields.

11. Encroachment ARC

- 11.1. There will be an ARC in the outfield 150' from home plate.
- 11.2. The outfielders must stay beyond the ARC until the ball is hit.
- 11.3. If a fielder encroaches across the line the batter is awarded first base. *This is to allow all hitters an opportunity to get a hit.*

12. Equipment

- 12.1. One new and one used league-approved game ball will be allocated for each game. Game officials will ensure the game starts with one new and one used league-approved ball. It is the responsibility of the batting team to retrieve game balls hit out by their team or replace them with league-approved game balls.
- 12.2. Bats
 - 12.2.1. Only wooden bats with a maximum diameter of 2 ¼" will be allowed. *A wooden bat should be one piece of solid wood. (80-year old players review Rule 9 about other bat options.)*
 - 12.2.2. Bamboo is not considered a wooden bat.
 - 12.2.3. No fungos will be allowed.
 - 12.2.4. Per USA Senior Softball Rule book 3.4(E), all bats shall have a safety grip.
 - 12.2.5. I.S.S.A was formed as a wood bat league to attract older players who would like a slower game and anything that interferes with that defeats the purpose of the league.

13. Fields

- 13.1. No soft tossing against the fences.
- 13.2. Any damage to homeowner property from home runs or foul balls will be the

responsibility of the player who hit the ball to repair said damage.

- 13.3. Only rostered players, coaches, managers, and team representatives that have read and signed the roster are allowed on the field.

14. First Base Out

- 14.1. A player may not be thrown out at first base by an outfielder unless he makes a turn towards second base, or the ball is touched by an infielder.
- 14.2. An infielder may make plays on the grass.

15. Home Run Limit

- 15.1. Each team is allowed two over the fence home runs per game.
- 15.2. Each ball hit over the fence after will be considered a single and runners may advance only one base.

16. Infield Fly

- 16.1. There will be no infield fly's.

17. Infield Number of Players

- 17.1. Teams may play with four (4) or five (5) infielders but must play the entire game with the starting configuration unless an infielder or outfielder leaves the game permanently due to an injury then it may be changed.

18. League Standings

- 18.1. League standings will be posted weekly on the website.
- 18.2. The two highest seeded teams will play in the championship game.

19. Lightning

- 19.1. If lightning is observed during a game, the umpires shall suspend the game and wait at least 30 minutes after the last lightning flash or sound of thunder prior to resuming activity.
- 19.2. Should there be additional lightning during the 30-minute time out, the game will be called as outlined below.
- 19.2.1. If five innings have been played, or four and half innings if the home team is ahead, the score is final. If less than five

innings have been played the game will be considered a rainout.

20. Park Ordinances

- 20.1. Park Ordinance prohibits alcoholic beverages in the park without a permit. Permits are only available for special events or shelter reservations (not sports teams).
- 20.2. Park Ordinance prohibits smoking in the park but smoking is allowed in the parking lots.
- 20.3. Participants or spectators will be asked to either leave the premises or dump their alcohol out.

21. Pitching

- 21.1. The pitcher may deliver the ball from anywhere within a box the width of the pitching rubber and six feet back.
- 21.2. A batter may request that the pitcher move 6 feet to the left or right to reduce any run effect from the batter's view.
- 21.3. Protection face masks are mandatory for pitchers in accordance with the official Senior Softball Rule Book.
- 21.4. Intentional Walks for the speed of the game, the pitcher or manager may notify the umpire of an intentional walk and wave the batter to first base or pitch to the batter.

22. Playing time for players

- 22.1. All player must play a minimum of 3 innings on defense and bat in their normal position.
- 22.1.1. If a player is removed from the batting order, he may not return unless removal was for obvious injury or blood rule.
- 22.1.2. If a player leaves the game due to an injury, the lineup will be condensed and no out(s) issued.
- 22.1.3. If a player voluntarily leaves the game his next at bat will be an automatic out and the lineup condensed.
- 22.2. 80-year-olds may opt to play on offense only.
- 22.2.1. This is the player's choice and not the manager's decision.

23. Profanity

- 23.1. The City of Meridian Parks and Recreation fields will, at all times, offer a family atmosphere; therefore, profanity is considered unsportsmanlike behavior and is unacceptable.
- 23.2. Any use of profanity will result in an automatic out for the next batter. Unless batter is still at bat, then the current batter is called out. If unsportsmanlike behavior continues, the player will be ejected. Should the coach not gain control of his/her team and profanity continues, the team will forfeit the game.
- 23.3. Excessive profanity, abuse, or unsportsmanlike behavior could result in a player, coach, or spectator being asked to leave on their first offense. See *Rule 1 Code of Conduct*. Enforcement of this section of rules and regulations is the responsibility of City staff and/or the on-duty umpires.

24. Rain Outs and Umpire No Show

- 24.1. Rain out games will be determined by 4 p.m. the day of the game. Call the Rain Out phone number 208-489-0560.
- 24.2. Coaches and team representatives are responsible for informing all players of this procedure.
- 24.3. In the event of a rain out, games will be reschedule later in the season if time permits. Updated schedules will be posted online.
- 24.4. If an umpire does not show up for a game, the game(s) will be rescheduled.
- 24.5. Teams may elect to use a volunteer umpire, instead of rescheduling the game. If teams elect to use a volunteer umpire, both managers need to sign a statement in the official book agreeing to this. If both managers agree and a volunteer umpire is used, there will be no protests allowed for rule applications.

25. Registration

- 25.1. Players are responsible for turning in a completed Registration form and player fees prior to the registration deadline. *Spots are on a first-come, first-serve basis and not guaranteed until payment is received in full. Paperwork and payment must be received by the deadline and still have available spots open.*

- 25.1.1. To register first complete the current registration form. Once, paperwork is completed follow the below steps to complete and secure your teams spot in league.

- 25.1.1.1. Phone-In: Call 208-888-3579 and pay over the phone with a credit card after emailing in the completed registration form to recreation@meridiacity.com

- 25.1.1.2. Walk-In: Come into the office during business hours at 33 E. Broadway Ave., Suite 206, Meridian, ID 83642 with completed registration form and pay in person with cash, check, or card.

- 25.1.1.3. Mail-In: Mail your completed registration form with payment to 33 E. Broadway Ave., Suite 206, Meridian, ID 83642.

- 25.1.1.4. Must be received by the deadline and still have available spots open. **Sponsorship payments must be in by the deadline with current completed registration form and player fees.*

25.2. Refund Policy:

- 25.2.1. To receive a refund, requests must be made 3 business days prior to the registration deadline. Players will receive a full refund minus a \$5 handling fee.
- 25.2.2. No refunds, will be given after 3 business days prior to the registration deadline.

26. Run Limit

- 26.1. Teams will only be allowed to score five (5) runs per inning except during the last inning, which will be unlimited.
- 26.2. If the home team is trailing by eight (8) or more runs at the end of the sixth inning they will bat before the visiting team.
- 26.2.1. If the home team ties the score or goes ahead then the visiting team will bat.

27. Score Book and Lineup

- 27.1. Night time leagues will be provided a scorekeeper by the City of Meridian. In the event a scorekeeper is not provided, the home

team will be the official score book. *It is advised that each team communicate the score at the end of each inning.*

27.2. During daytime leagues, score will be kept by the teams and volunteer umpires onsite. These scores will then be reported to the City of Meridian after the games.

27.3. Each team shall provide a lineup to the score keeper prior to the beginning of the game.

28. Scoring Plate/Line

28.1. There is an additional home plate or scoring line approximately 9.5 feet from the regular home plate. This is for the runner from third base to touch before the catcher touches the strike zone mat with possession of the ball (forced play).

28.2. Sliding into the scoring plate is not allowed and the runner is called out.

28.3. If the runner goes to the strike zone mat he is out.

28.4. To avoid collisions, the runner cannot be tagged out after he passes the commitment line, the out must be made at the Homeplate strike zone mat.

29. Shorthanded/Pickup Player

29.1. If a team has less than 10 players it may pick up substitute players to fill out a team of 10. The substitute players may only play right field or catcher on defense. Substitute players must bat last in the batting order. A maximum of 2 substitute/pick up players are allowed.

29.2. If a substitute player gets a hit, it can only be counted as a single and all base runners may advance only one base. This applies to any hit including a home run. Since the home run is ruled a single it does not count towards the teams home run limit.

29.3. If a regular roster player arrives late, he will take the place of one of the pick-up players and enter in that player's offensive batting position.

29.4. There can be no pickup players once the game has started.

29.5. The managers may agree to use a player from the team at bat to fill the catchers' position.

29.5.1. The player filling the catcher's position for the defensive team can be any player from the offensive team roster. *Umpire has the discretion to call the runner out at home if it is viewed that the substitute catcher intentionally drops or misses the play.*

29.6. A team may not hold up the start of a game to wait for a late player, and if necessary, the game will be forfeited.

29.7. Any team that has less than seven players it will constitute a forfeit.

29.7.1. Forfeits must be declared before the start of the game and will be scored 7-0.

29.7.2. The game may be played with the available players but will still be scored as a forfeit, 7-0.

30. Strike Zone Mat

30.1. The strike zone mat abuts the rear of home plate and any legal pitch (between 6' and 12' in height) that touches any portion of the mat or home plate will be a strike. The mat is also considered part of the plate for plays at home.

31. Time limit

31.1. Umpires will announce at 1 hour 10 minutes that "we will finish this inning and play one more open inning", unless the game goes a full 7 innings.

31.2. If there is ANY time left on the game clock with the score tied the game will continue under international tie breaker rules.

31.3. The third game of the day will never end in a tie except for weather conditions.

32. Uniforms

32.1. Uniforms are provided at the beginning of the season. These are to be returned at the end of the season to the City of Meridian.

32.2. Per SSUSA rules all pitchers must wear a face mask.

32.3. Closed toed shoes must be worn. No metal cleats allowed.

33. Unsportsmanlike Conduct

33.1. Unsportsmanlike conduct will not be tolerated. Any abusive or inappropriate

conduct (physical or verbal) will not be tolerated in the City of Meridian program. Abusive or inappropriate conduct directed towards spectators, umpires, opposing players, league officials, or City of Meridian staff before, during, or after games may result in the suspension of the offending player(s).