

## Golden Senior Softball Club Rule Changes

Item	Section	2015 Golden Senior Softball Club Governing Rules (as posted on Website)	2016 Rule Revision
1.	Section 2 Item 2.2.A	<p><b>Batter running toward 1<sup>st</sup> base:</b> Once reaching the halfway point between home and 1st, the batter must remain in foul territory until touching 1st base. <b>PENALTY:</b> Batter is OUT for interference if there is a play and the ball passes 1<sup>st</sup> ahead of the batter.</p>	<p><b>Batter/Runner running toward 1<sup>st</sup> base:</b> Once reaching the halfway point between home and 1st, the batter must remain in foul territory until touching 1st base. <b>PENALTY:</b> Batter is OUT for interference if there is a play and the ball passes 1<sup>st</sup> ahead of the batter.</p>
2.	Section 2 Item 2.2.E	<p><b>Outfield Limits:</b> Outfielders must be standing no closer to home plate than 150-feet until the ball is hit. Landmarks, such as light poles, may be identified as marking the 150-foot line. A manager may appeal to the home plate umpire to request the call either before the pitch or after the play or the umpire may make the call without an appeal. <b>PENALTY:</b> The first violation by any player on the team, will result in the batter being awarded 1<sup>st</sup> base and runners advance on base if forced. Before the base is awarded and the runners advance, the manager of the team batting will be given the option to refuse the award of the base. This would allow the batter to continue the “at bat”.</p>	<p><b>Outfield Limits:</b> Outfielders must be standing no closer to home plate than 150-feet until the ball is hit. Landmarks, such as light poles, may be identified as marking the 150-foot line. A manager may appeal to the home plate umpire to request the call either before the pitch or after the play or the umpire may make the call without an appeal. <b>PENALTY: Violation</b> by any player on the team, will result in the batter being awarded 1<sup>st</sup> base and runners advance on base if forced. Before the base is awarded and the runners advance, the manager of the team batting will be given the option to refuse the award of the base. This would allow the batter to continue the “at bat”.</p>
3.	Section 3 Item 3.5	<p><b>Players leaving the game:</b> Regular team members may leave a game for a legitimate reason (e.g., injury, illness, personal/family emergency) and they will be bypassed in the batting order with NO penalty. Once by passed in the batting order, they may not re-enter the game. They may be replaced by substitutes.</p>	<p><b>Players leaving the game:</b> Regular team members may leave a game for a legitimate reason (e.g., injury, illness, personal/family emergency) and they will be bypassed in the batting order with NO penalty. Once by passed in the batting order, they may not re-enter the game. They may be replaced by substitutes. <b>X-REF: Substitutes rule 3.7 below</b></p>

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4.	Section 4 Item 4.1	Regulation games shall consist of seven (7) innings.	Regulation games shall consist of seven (7) innings (time permitting) or if called by the umpire, shall be regulation if five (5) or more complete innings have been played, or if the home team has scored more runs after the completion of at least four and one-half (4-½) innings. <b>A. Flip Flop Rule:</b> Will be mandatory in games with a 10-run differential in favor of the visiting team at the start of the "open inning".
5.	Section 4 Item 4.5	<b>Tie-Breakers:</b> The first tie-breaker to determine the team winning a place in the standings or round is head-to-head comparison among tied teams. Run differential in all games is the next tie-breaker. If the differential is equal, a coin toss will serve as the last tie-breaker.	<b>Tie-Breakers:</b> If any teams have the same record at the conclusion of league play, the following criteria will be used to break all ties to determine seeding in playoffs: <b>A. Head to Head results between tied teams;</b> <b>B. Net number of runs allowed between tied teams;</b> <b>C. Total runs scored between tied teams;</b> <b>D. Coin Toss</b>
6.	Section 4 Item 4.6.B	The strike zone is the mat and home plate (23 inches wide by 42.5 inches long). The pitched ball must travel a minimum height of six (6) feet and a maximum height of twelve (12) feet and strike, on initial impact, any part of the home plate or mat. NO argument is allowed on the judgment ball/strike calls. <b>PENALTY:</b> Warning is made for the 1st offense. Ejection for the 2nd offense.	The strike zone is the mat and home plate (23 inches wide by 42.5 inches long). The pitched ball must travel a minimum height of six (6) feet and a maximum height of twelve (12) feet <b>from ground</b> and strike, on initial impact, any part of the home plate or mat. NO argument is allowed on the judgment ball/strike calls. <b>PENALTY:</b> Warning is made for the 1st offense. Ejection for the 2nd offense.
7.	Section 4 Item 4.6.B	Pitchers may give one intentional walk per batter per game without penalty. An umpire may declare a walk intentional if, in his judgment, the pitcher's intent is not to throw a strike. <b>PENALTY:</b> Batter awarded 2nd base and all runners advance 2 bases if forced. (As with a ground-rule double.)	Pitchers may give one intentional walk per batter per game without penalty. An umpire may declare a walk intentional if, in his judgment, the pitcher's intent is not to throw a strike. <b>PENALTY:</b> Batter awarded 2nd base and all runners advance 2 bases.
8.	Section 4 Item 4.7.A	A team may not exceed one (1) over-the-fence home run MORE than the opposing team. Subsequent over-the-fence home runs are ruled singles and batters advance only if forced.	A team may not exceed one (1) over-the-fence home run MORE than the opposing team. Subsequent over-the-fence home runs are ruled singles and <b>base runner(s)</b> advance only if forced.

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9.	Section 7 Item 7.1	<b>Courtesy Runners:</b> A courtesy runner (CR) may substitute for a player if the player is not able to run the bases.	<b>Courtesy Runners:</b> A courtesy runner (CR) may substitute for a player if the player is not able to run the bases. Any player, including substitutes, may be used as a CR.
10.	Section 7 Item 7.1.A	<b>NON-RUNNING PLAYER (NRP):</b> Managers may list on the line-up cards no more than three (3) non-running players who may have a courtesy runner from home plate. A NRP may be any player. Once a game begins, no change in the designation of NRP's is allowed. Exception will be made for an injury to another player after the game begins. The CR from home will start from a consistent/specific position behind the plate which is determined by the umpire.	<b>NON-RUNNING PLAYER (NRP):</b> Managers may list on the line-up cards no more than three (3) non-running players who may have a courtesy runner from home plate. A NRP may be any player. Once a game begins, no change in the designation of NRP's is allowed. Exception will be made for an injury to another player after the game begins. <b>Extend 3<sup>rd</sup> base line thru batter's box, CR starts behind the line.</b>
11.	Section 7 Item 7.6	<b>Maximum Playing Time:</b> L1 and L8 will limit play to 1 hour and 30 minutes. No new inning may begin after 1 hour and 20 minutes. There is no time limit in post season play.	<b>Maximum Playing Time:</b> L1 and L8 will limit play to 1 hour and 30 minutes. No new inning may begin after 1 hour and 20 minutes. There is <b>NO</b> time limit in <b>league championship games.</b> X-REF: Time Limits, rule 4.2.
12.	Section 8 Item 8.4	<b>Maximum Playing Time:</b> League 7 will limit play to 1 hour and 30 minutes. No new inning may begin after 1 hour and 20 minutes. There is no time limit in post season play.	<b>Maximum Playing Time:</b> League 7 will limit play to 1 hour and 30 minutes. No new inning may begin after 1 hour and 20 minutes. There is <b>NO</b> time limit in <b>league championship games.</b> X-REF: Time Limits, rule 4.2.