

BAASC / Challenger Senior League Rules 40+/50+/60+ Seniors

- A) Base Distances will be 70ft and the Pitching rubber at 53ft with a 7ft box behind the rubber.
- B) A strike mat will be used in all Senior Leagues.
- C) Approved Senior Bats are allowed in the 40+ , 50+ & 60+ divisions.
- D) The official league softball will bear the NSA ICON Stamp and be a .44 .400 Worth or Dudley Ball.
- E) A team is allowed 10 players on defense in the 40+ leagues. The 60 + leagues are allowed 11 players on defense. Exception: 90+ are allowed 12 + players on Defense.

The Game:

- A)** Seniors games will have a maximum run rule of five (5) runs scored per inning until the last inning is reached or declared by the umpire or is in the tie breaker; The final inning will allow unlimited runs until there are 3 outs.
- B)** **Game Time Limit:** 45 minutes, then play (1) final inning
- C)** **Flip Flop Rule-** At the end of the 4th inning, if the home team is losing by a minimum of (20) runs, the teams will flip flop. This will allow the home team to now bat in the top of the 5th inning. There will be no game ending Run Rules in Seniors play. Flip Flop if the Home team is losing by (10) runs to start the open inning.
- D)** **Home Run Rule-** 40+ Div. 4 + 1 up Homeruns per game. 60+ Div. 3 Hr's & then an out.
- E)** **Pitching Rule** – The Pitcher must take a position with at least one foot in contact within the pitchers plate/ box. The ball must reach a height of at least 6' from the ground and not exceeding 12' from the ground. No Fake Pitches. All pitchers must use a Pitching mask and or the roll out Pitching screen provided by the Complex. When using the screen the Pitcher cannot be the first defensive player to touch a batted ball unless it is an infield popup behind the screen. If the pitcher violates this rule, the ball becomes dead, the batter is awarded first base and all runners advance one base if forced.
- F)** **Base running:** There shall be a 3ft commitment line marked across & perpendicular to the 3rd base foul line and placed 25ft from home plate. Once a runner's foot touches the ground on or past this line, the runner is committed to advance to the scoring plate.
A scoring line shall be located with its right corner 8ft from the back of Home plate
The runner must touch the scoring line before the ball reaches the catcher/fielder touching any part of the strike mat/plate. If the runner touches home plate or runs thru the batter's box, the runner is out and no run shall be scored.
- G)** **Courtesy Runners:** Seniors may use an unlimited number of courtesy runners. But may not use the same player/runner more than once per inning. Any player caught running more than once per inning, or when it's their turn at bat will be called out. If the Courtesy runner is on base when it's their time to bat, will be recorded as an out on the base runner and the runner/player will be allowed to bat. The 60+ Div. Ghost Runner may run once per inning and can only advance to first base.
- H)** **Age eligibility :** To play in the 40+ division, You must turn 40 years old sometime during the year from Jan. 1st to Dec. 31st. Same in the 60 + Division.
- I)** **Equalizer Rules:** 5 Runs or 4 Outs or 11 Fielders(40+ Div). The Equalizer rules are decided before each game at the Umpire Plate meeting. When and who may use the Equalizer rules will be listed on the schedule.
- J)** **Tie Breakers:** 40+ Teams will only play 1 extra inning to break a tie and the 60+ Division will have one extra inning with 1 out, runner on 2nd and 1 pitch.