

# Binghamton Women's Over 40 Monday Night Supplemental Rules

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## GAME LIMITATIONS

### A. GAME TIMES

After 60 minutes has expired, that inning will be completed and one additional full inning will be played. There will be no run limit in the final inning. (This rule is designed to allow 1 hour and 15 minutes, which is ample time to play most normal 7-inning games.) Start times are scheduled for: 6:00pm, 7:15pm, 8:30pm and 9:45pm at the discretion of the Parks department.

### B. UMPIRE ANNOUNCES TIME REMAINING

Prior to the ball being pitched to begin the fourth (4th) and subsequent innings, the umpire will announce game time remaining to both managers. Because teams are limited to five runs per inning, the umpire must also announce the last inning to give both teams an opportunity to score as many runs as possible. (FOR EXAMPLE, as soon as time has expired the umpire will announce clearly to both teams that they will complete the inning in progress and play one more, open inning).

### C. RUN LIMIT

#### FIVE RUN LIMIT PER INNING

Teams are limited to five (5) runs per inning, except for the final inning of the game in which each team can score an unlimited number. The umpire must announce the last inning unless it is the seventh inning.

### D. WARM-UP PITCHES

At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than three warm-up pitches. Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch. This does not apply if the umpire delays the start of play due to substitution, conference, injuries, etc. NOTE: A pitcher returning to pitch in the same half inning will not receive warm-up pitches.

### E. CHAMPIONSHIP GAMES

No time limit. There will be no time limit on championship games, defined as:

- a. A Championship game is a game in which the winner is declared champion. Exception is an "If" game.
- b. A play-off game is defined as a game where the winning team advances to a championship game.

### F. DELAYS

#### a. INJURY

A time out for an injured player will be called and the game clock stopped at the discretion of the umpire.

#### b. PROTESTED CALL OR PLAY

Protest time outs will be called at the discretion of the umpire. He also may stop the game clock if he feels the protest is a delaying.

#### c. DELIBERATELY DELAYING GAME

In all time limit games, if in the judgment of the umpire a leading team is taking or leaving the field slowly to delay the game, he will warn the manager one time to get his players to hustle on and off. If they continue to delay, the umpire may call for a batter and start calling strikes when the offending team is delaying offensively. In cases where the offending team is delaying defensively, time may be added to the game.

## COURTESY RUNNERS

### A. USING COURTESY RUNNERS

Any player on the roster and present may be a courtesy runner if listed on the Official Lineup. A courtesy runner may be used for a base runner at any time, but the same courtesy runner may not be used more than once per inning. Any courtesy runner found running more than once per inning will be called out. Any player on the Team Roster may be a courtesy runner; he does not have to be playing defense or in the batting order.

### B. USING A RUNNER ON BASE

A runner who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning.

### C. COURTESY RUNNER REPLACEMENT

A courtesy runner may not be replaced by another courtesy runner except for injury causing removal of the original courtesy runner permanently from the game.

### D. COURTESY RUNNER COMING TO BAT WHILE ON BASE

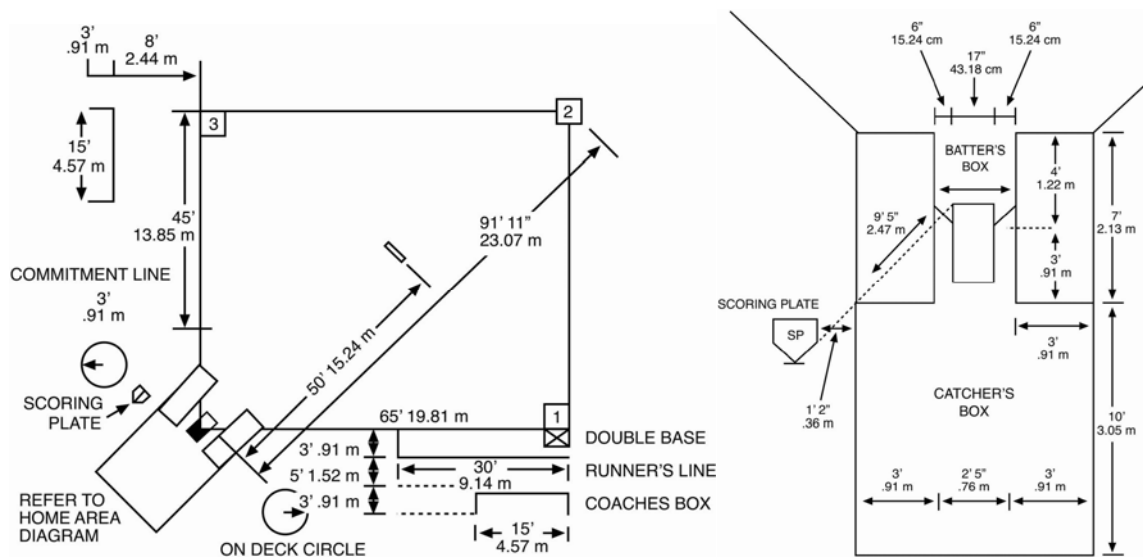
A courtesy runner on base when it is his turn to bat will be declared out. The runner will be removed from the base and a second courtesy runner cannot be substituted. The courtesy runner called out does not lose his turn at bat.

### E. COURTESY RUNNER OFFICIALLY IN THE GAME

A courtesy runner is in the game when he/she touches the base. If a courtesy runner is determined illegal, he/she will be called out upon touching the base and no other courtesy runner is allowed. The original runner may not now return as the runner.

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## FIELD LAYOUT



### A. COMMITMENT LINE

A three (3) foot Commitment Line shall be marked across and perpendicular to the foul line and placed twenty (20) feet from the third base corner of home plate.

### B. SCORING PLATE

The scoring plate shall be of the same composition and have the same dimensions as home plate, and shall be placed with its back tip 9 feet 5 inches from the third-base corner of home plate, and its front edge parallel to that of home plate as shown in the Official Dimensions Diagram. A line shall be drawn from the commitment line to the scoring plate.

### C. FIRST BASE

The double base shall be used at first base. This base is 15 by 30 inches and made of canvas or other suitable material. Half the base is white (over fair territory) and half is orange or green (over foul territory). It should not be more than five inches (12.70cm) in thickness. NOTE: With the double base at first, the following rules should be enforced: A batted ball hitting or bounding over the white portion is declared fair and a batted ball hitting or bounding over the colored portion is declared foul.

- When tagging up on a fly ball, the white portion must be used.
- Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the colored portion. If the ball is overthrown, the batter/runner may use the white portion of the bag to avoid contact or collision. On extra base hits or balls hit to the outfield when there is no play being made at the double base, the runner may touch the white or colored portion.
- Should the batter-runner round the base on a hit to the infield or the outfield, he must return to the white portion.

### D. STRIKE ZONE MAT

A Strike Zone Mat will be used. Legal pitches striking any portion of the Mat or Home Plate will be strikes. The rectangular mat will be nineteen (19) inches wide and thirty-four-and-a-half (34-1/2) inches. The mat shall be made of rubber or other suitable material. The mat will be placed over Home Plate and be aligned with the front edge of Home Plate. DEFENSE: A defensive player making a play at Home Plate will be allowed to complete the force-out play by touching any portion of the strike mat, not just home plate. If a defensive player kicks or moves the mat during the force play, the batter-runner scoring will be declared safe.

*From Official Senior Softball-USA 2008 Rulebook*