

Bylaws for Senior Draft League , as of Aug 13, 2024:

All games will be governed by current ASA rules, with the exception of the modified local league rules for Spokane City Parks.

These are the modifications specific to the Senior 65+ Men and 50+ Women Draft League:

1. Balls: Men will use 12" balls and women 11" balls.
Both COR .52 and 300 compression balls
2. Bats must have ASA or USA manufacturer's stamps



and not be on the USA or ASA non-approved list. For example: **Senior Softball USA stamps** are not USA stamps and are **not allowed!**



ASA and USA fastpitch bats are allowed in the draft league as there is no significant advantage to using a fastpitch bat in slowpitch.

3. Field Boundaries:
 - Outfielders will start behind a 150' line and infielders will start on the dirt portion of the infield.

- Only 4 infielders are allowed, shifting is allowed but a 5th or 6th infielder cannot be added.
 - After the ball is hit all fielders can cross these boundaries to make plays on a ball. (This rule was instituted to keep outfielders from creeping in and infielders from backing up to take advantage of weaker hitters and slower runners.)
 - 11 players can play in the field. The 11th player is the rover.
 - Rover may play anywhere on the grass including in front of the 150-foot line. The rover can cross over to the dirt only after the ball is hit.
 - Grass Rule: Fielders must be entirely on the dirt to make a force out on the batter at 1st base. If any ball hits the grass or is fielded on the grass the batter **CAN NOT** be forced out at 1st base. Runners on base can still be forced out.
4. Substitute runners:
- Batters do not have to run to 1st base for grass rule or walks. Sub runners may go directly to the appropriate base to replace batters who reach base.
 - There will be no substitute runners from home plate. (Except Bob Waddell and Mark Webb)
These runners are subject to the substitute

runner rule. If they strike out that runner does not count as a sub-runner for that at bat.

- A substitute runner may only sub once per inning and only twice per game. If a sub runner is stranded on base when it is their turn to bat, that runner CAN be replaced without penalty of recording an out.
 - This rule is NOT intended to be used as a strategy to replace slow runners. If a runner can run for themselves without putting themselves in harm's way, they should.
5. Strike Count: Batters will start with a count of 1 strike and 1 ball. One courtesy foul is allowed after strike 2.
6. Game Length:
- Any inning starting after 1 hour and 15 minutes will be the last/unlimited inning. The time rule is in place in place to keep games to a reasonable length for the safety of senior players.
 - The home team may invoke the flip-flop rule in any game when there is a 6-run differential in favor of the visiting team at the start of the "open inning." If the visiting team is ahead by six or more runs, the home team will remain at bat and start a new at-bats (beginning their seventh or last inning at-bats),

meaning all runners then on base will return to the dugout.

- The mercy rule will be invoked when there is a run differential of 15 after 4 innings or 12 after 5.

7. Player Substitutes:

- Substitutes will play catcher, 1st base or right field.
- They will be last in the batting order and cannot be used as substitute runners.
- Sub participation should be used to fill out an 11-player team not to enhance skill positions or game situations.
- Teams with less than 9 roster players forfeit the game. The game may be played with substitutes, but the outcome will be recorded as a forfeit. The opposing team may provide a catcher for teams short of players. The opposing team can play all 11 positions in the field. The intent of this rule is to allow games to be played when shortages occur. The intent is to minimize penalty to both teams. The short, teams should be able to play with minimum players and the team with enough players shouldn't have to bench players to accommodate the short team.

8. Batter's Boxes:

- The batter's boxes marked on the mats are not ASA dimensions. The mats are 12" short at the front of the mat. A line should be marked 1 foot from the front edge of the mat to extend the batter's box to the proper dimensions.
- A batter will be considered out of the batter's box and therefore called out when a foot is completely over any line of the batter's box when the ball is struck.

9. Pitcher's screen:

- Pitchers may use a screen.
- If a pitcher uses a screen they must stay behind the screen until the ball is hit. If a batted ball hits the screen, it is a dead ball with the pitch count not changing and runners not advancing or being put out. If the pitcher comes out from behind the screen before the ball is hit, the team at bat may take the results of the play or batter/runner receives 1st base with runners advancing only if forced. If a thrown ball hits the screen, it is live and in play. If the other team's pitcher is not using the screen, it must come off the field of play.

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