

Grants Pass Relics Senior Softball Association

Playing Rules – Revised – June 18, 2026

INTRODUCTION

1. The Relics will play under current USA Official Softball Rules except where modified herein.
2. All players are expected to conduct themselves in a sportsmanlike manner. The Relics Bylaws include a Code of Conduct and penalties for violations.
3. To encourage broad participation, Board of Directors (BOD) members may not serve as team managers. A Board member may temporarily manage for an absent Board-appointed manager.
4. Team rosters are created each season by the Competition Committee and the BOD. After rosters are finalized, new applicants will be placed on a waiting list and assigned as needed.
5. The BOD may adjust rosters during the season.

APPLYING THE RULES

6. Only the two managers may discuss rule disputes with the umpire. Players may not participate. Assigned Board members may advise managers regarding rules. If no agreement is reached, the umpire's decision is final.
7. When present, the umpire makes all field calls unless assistance is requested. Without an umpire:
 - Catcher calls balls, strikes, and foul balls.
 - First base coach calls plays at first and home.
 - Third base coach calls plays at second and third.All decisions are final.

THE GAME

8. Batting practice begins approximately one hour before the first game. Players are limited to 10 swings and are expected to help field balls.
9. Teams are limited to five runs per inning except during the 7th inning and extra innings, when runs are unlimited.
10. **Flip-Flop Rule** — Both managers must agree.
 - If the home team leads by 10+ runs after the visiting team bats in the 6th inning, the visiting team bats again before the home team bats.
 - If still behind, the game ends.
 - If tied or ahead, the home team bats.
 - If the home team trails by 10+ runs after six innings, the home team bats again. If tied or ahead, the visiting team bats.
11. Games have a 90-minute time limit.
 - If 10 minutes or less remain when a new inning starts, that inning becomes the final open inning.
 - If tied at the 90-minute limit before the 7th inning starts, the game ends in a tie.
 - A game may exceed 90 minutes only if the 7th inning began before time expired.
 - If tied after the allowable extra inning, the game is recorded as a tie.
12. **Tiebreaker Rule**
 - If tied after the 7th inning and time remains, each half inning begins with a runner on second base.
 - The runner is the last completed batter from the previous inning.
 - No substitute runner may replace that player until reaching third base.
 - If the designated runner cannot continue because of injury or illness, the runner is declared out and the previous batter becomes the tiebreaker runner.
 - If the 90-minute limit is reached during an extra inning, only that inning may be completed. If still tied, the game is recorded as a tie.

BATS AND BALLS

13. All players must use ASA-certified bats except men age 75+ and women, who may use approved senior bats. Approved certifications:
 - ASA NSA ISF USSSA SSUSA ISA

ASA bats must display an ASA certification sticker. Illegal bats include:

- Original Miken Ultra bats
- Titanium bats
- Any bat without an approved association stamp

Official game ball: ASA 44/375 Optic Yellow 12-inch softball.

TEAM LINEUPS

14. Managers must arrive at least 30 minutes before game time. Players must check in at least 15 minutes before game time.
15. A horn will sound 15 minutes before the first game. Batting practice ends at that time. Managers will meet with the assigned Board Player Coordinator (BPC), who manages the replacement player list.
16. If a team has fewer than 11 players, the BPC will assign replacement players.
17. If replacements are still insufficient, teams may play with equal numbers or share players as agreed upon by both managers.
18. A team must have at least six rostered players to start a game or the game is forfeited. The game still counts in the standings as played.
19. If a replacement player has been assigned and a rostered player arrives late:
 - The late player assumes the replacement player's batting position.
 - The manager may require the late player to sit out up to three innings.
 - The replacement player leaves the lineup.
20. If more than 11 players are available:
 - Players must rotate fairly.
 - No player may sit out more than one inning until all eligible players have sat out once.

Exceptions:

- A team's only pitcher
- Players physically limited to catching
- Players assigned to catcher for safety reasons

These exceptions require approval from both managers and may not be used solely to keep less-skilled players at catcher.

Injured players may voluntarily sit out multiple innings.

21. If a team loses a player during a game and cannot field 11 players:
 - Managers will attempt to find a substitute from players present.
 - The substitute bats in the missing player's position.
 - A player from the opposing team may play defense for the short-handed team but bats only for their own team.
 22. Except as otherwise provided, the batting order remains unchanged during the game. Managers may change defensive positions at any time.
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PITCHING

23. A count of four balls and three strikes will be used. After reaching two strikes, a batter is out after two additional foul balls.
24. A strike is a pitch with an arc between six and twelve feet that lands on any part of the plate or mat.
25. A pitcher may not intentionally walk a batter unless the batter already has two strikes.
 - After two strikes, the pitcher may send the batter to first base.
 - If a batter reaches four balls, the batter or manager may require the pitcher to complete two strikes before the walk is awarded.
26. Pitchers must wear a face mask. Shin guards are recommended.

A pitching screen may be used for safety purposes only and not as a defensive aid.

- The screen will be placed about four feet in front of the pitching rubber and parallel to it.
- After releasing the pitch, the pitcher must move behind the screen.
- If the pitcher fields a ball before moving behind the screen, the batter is awarded first base and all runners advance one base.
- If the ball hits the screen before the pitcher moves behind it, the ball is dead; the batter is awarded first base and runners advance one base.

- If the pitcher is properly behind the screen and the ball hits the screen, the ball is dead, no runners advance, and the count remains unchanged.
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FIELDING

27. A batter may not be thrown out at first base on a batted ball that reaches the outfield grass.
 28. A runner is out if a defensive player possesses the ball at the base before the runner reaches the white line beside the base or the ground beyond that line.
 29. Defensive positioning:
 - Infielders, except the pitcher, must begin behind the imaginary baselines and on the infield dirt.
 - The rover must begin on the outfield grass.
 - Outfielders must begin on the grass between the foul lines and outfield fence.
 - Once the ball is hit, players may move freely.
 30. To prevent injury, an infielder may begin on the grass against a strong hitter with umpire approval.
 31. A foul ball that strikes a tree and lands on the field is dead regardless of where it lands.
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BASE RUNNING

32. A batter hitting a home run over the fence must touch first base before entering the dugout or may be called out.
33. **Reverse Direction Rule**
 - Runners between bases may reverse direction only once during a play.
 - A fake throw counts as a play.
 - If the ball becomes loose while live, a new play begins.
 - A runner crossing the commitment line may not return to third base. Violation results in an out.
34. Fielders and runners must avoid collisions at all times.
35. **First Base**
 - On plays at first, the runner must use the orange safety base or run to the right side of the base.
 - The runner may not touch the white base.
 - The runner is safe when touching the orange base, the white line beside the base, or the ground beyond the line.
36. **Second and Third Base**
 - On plays at second or third, runners must avoid contact and may not touch the base itself.
 - The runner must run to the side opposite the throw unless the fielder occupies that side.
 - The runner is safe when touching the line beside the base or the ground beyond the line.
37. **Home Plate**
 - Runners may not touch home plate or any part of the batter's box.
 - Runners must run to the right side of home plate and the batter's box.
 - A runner scores when touching the line beside home plate or the ground beyond the line.
38. **Overruns**
 - Runners may overrun bases to reduce injuries.
 - A runner overrunning first base is not subject to a tag and may advance to second without retouching first.
 - A runner rounding first without overrunning must touch first base.
 - A runner overrunning second or third without touching the base must return and touch the base before advancing.
 - A runner legally touching second or third and overrunning remains subject to being tagged out.
 - Neither runners nor fielders may attempt to deceive one another during overruns.
39. Fielders must avoid collisions and may not block the base path unless fielding a ball. If there is no play at the base, fielders may not impede advancing runners.
40. Sliding or diving into a base is prohibited.
41. The commitment line is midway between third base and home plate. Once a runner steps on or beyond the line toward home plate, the runner may not return to third base.
42. Runners must remain on base until the bat contacts the pitched ball.
43. **Substitute Runners**
 - Substitute runners are allowed at the runner's request at any time and without limit.
 - Before the first out, the substitute runner is the last player in the lineup, including substitutes.
 - After the first out, the substitute runner is the most recent out able to run.

- A substitute runner may not run more than once per inning.
 - If the substitute runner's turn to bat occurs while on base, another substitute runner must replace them.
 - All players are expected to run to first base unless exceptions are approved by managers or required for medical reasons.
 - A substitute runner from home plate may not advance beyond first base on the initial hit.
 - A rostered player unable to bat or field may serve as a substitute runner from home plate for a designated player with manager approval before the game.
44. A runner violating any base-running rule above will be called out. Other runners may not advance beyond the base occupied at the time of the violation.

If a fielder violates one of these rules, the involved runner and all runners ahead of that runner advance one base.