

**City of Clarksville
Parks and Recreation
Adult Softball
2011 Fall League Rules**

Monday- OVER 45 League
Adopted August 9, 2011

1. Play Begins: August 29, 2011
2. Sanctioning Group: NSA
3. Softballs: 44 COR; 400 Compression (A.D. Starr "Tattoo" ball)---**City purchases balls/charge to teams**
4. Tournament: No
5. Matching shirts: No—will wear Pinnies -Must have 6" commercial number. NO tape, markers or duplicate numbers allowed. (NO ½ numbers decimals or 4 digit numbers allowed), (#7 and #07 ARE THE SAME NUMBER)
6. Open/closed roster: No player may be added to the roster after the fifth (5th) game. Military may be added to roster at any time with proof of ID (still must have a City issued ID card).
7. Starting hour: 7:00pm/8:00pm
8. Rules Specific To League:
 - A. There is no stealing of bases
 - B. There are 2 first bases---the hitter/runner runs to an orange rubber base while the first baseman uses the regular base
 - C. The runner coming home runs to an orange plate, which is approximately 10 feet from the regular home plate. The catcher must catch the ball while in contact with home plate *before* the runner touches his orange plate to make an out
 - D. Each inning consist of 3 outs or 7 runs scored (whichever comes first), except for the last inning, in which all 3 outs must be made
 - E. Each team member bats through the line-up. Must play at least 2 innings on defense
 - F. The pitcher may pitch from any safe distance within width of pitcher's mound and back
 - G. The strike zone is the entire plate (extended)
 - H. The arc on the ball must be between 6 and 10 feet high
 - I. Only 3 and Progressive homeruns over the fence are allowed per game. More than 3 will be counted as a single
 - J. Count starts at 1 and 1. An out after the 2nd foul after 2 strikes.
 - K. Courtesy pinch runners can run 1 time per inning for anyone. If courtesy runner is caught on base when time comes up to bat it is an out
 - L. The clock will start at 50 minutes. Once time is up the inning will be completed plus one more
 - M. A ball hit up the middle between the "hash marks" on the edge of the pitching rubber, that is head level or below is an out.
 - N. A team can pick-up a player from another team (temporarily) to prevent forfeits if that player or players are willing.
 - O. A team can start and play with 9 players without an out for the 10th man.
 - P. Players can be added to the line up after the game has started. They will be placed at the bottom of the order.