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RULES AND REGULATIONS OF
The KANSAS CITY METROPOLITAN 50+ SOFTBALL LEAGUE INC.

A. Board of directors:

Chuck Bua Publicity and promotions 913-642-6827
Member Ted Wright 913-483-6565

Tom Carter Co. Chair of the Comp. & Sch. Co.m 816-737-2888
Member Mike Hooper 816-220-1558 Bob Uphoff 816-305-8941
Ken Whisler 816-358-0251

John Dehan Co. Chair of the SComp. & Sch. Com. 913-634-3248
913-634-3248
Members. Bob Brown 913-381-2114 Charles Hiller 913-649-3816
Dave Shumway 913-894-645 Mark Spletstaszer 913-764-7911

John Gerstle Vice President, Chair Umpires Com. 913-888-4844
and By-laws committee.

Charles Hiller Membership Secretary 913-649-3816

Mike Hooper 816-220-1558

Bob Jones Chair Rules Committee 816-356-2575
Members: Jim Koch 816-858-3795 Jake Magee 913-341-5301
Ken Stock 816-356-6654 Dick Stine 913-583-3884

Bill Nees Treasurer 913-345-0308

Belle Neil Women'a conference 816-224-8092
Member Jim Cunningham 816-942-2201

Randy Rowe President 816-718-3221

Bob Uphoff League's web site 816-305-8941
Member Bill Nees 913-345-0308

Wes Weddle Secretary 816-941-3878

The President and or Vice president are ex officio members of all
League's committees.

B. Board of directors must be members of the league.

C. Freemon Jefferson 816-861-9333 is assisting with the 60+ teams and 60+ draft teams on Saturday, Will Rodgers 816-916-7891 is the tournament director.

D. Conference coordinators.

Sunday & Monday	Hartman Park	This list will be supplied to team managers as soon as the list is compiled after team enrollment.
Tuesday	Hartman & Community Park.	
Wednesday	Hartman Park	
Thursday	Community Park	
Saturday	Roe Park	

ARTICLE I. DEFINITIONS

COMMITMENT LINE A three (3) foot long line marked twenty (20) feet from home plate, perpendicular to the foul line between third base and home plate. Once a runner's foot touches the ground on or past this line, the runner may not re-cross the line in the direction of third base. The runner must continue toward the scoring plate. Violation will result in an out.

CONFERENCE A group of teams playing at a specific facility on the same day of the week and under the sponsorship of the Kansas City Metropolitan 50+Softball League, Inc.

DIVISON A group of teams forming a part of a conference, determined by the League to be of generally comparable playing abilities and that play a schedule of League games among themselves.

DOUBLE BAG FIRST BASE A double bag or mat of equal size to the base; the double portion of the bag or mat extending into foul territory abutting first base. If there is a play on a batter going to first base, the batter must touch the double bag or mat extending into foul territory rather than 1st base. The batter shall be called out for failure to do so. The defensive player must record the out by making contact with only first base that is in fair territory.

INELIGIBLE PLAYER An ineligible player is one who fails to meet the requirements as to age (Article II B) page 4, (Article III B) page 4, (Article VI, A & N) pages 6 & 8. Such ineligible player and/or the team manager / leader shall be subject to the progressive penalty rule at (Article VI, S) page 11.

LEAGUE REPRESENTATIVE League's Board of Directors and conference coordinator's names found on page two (2) and three (3) of this book.

PITCHER'S BOX The pitcher must take a position with both feet firmly on the ground with the pivot foot or both feet in contact with the **Pitchers Box**. The pitcher must come to a full and complete stop with the ball in front of the body.

The front of the body must face the batter. This position must be maintained at least one second before starting the pitch. (See diagram on page 14)

SESSION A series of games the League's teams play. Example Spring, Summer or Fall.

SCORING PLATE A plate set beside home plate, eight feet away along the first-base-home-plate foul line which a runner must touch in order to score. The defensive player in possession of the ball must touch the *strike mat* before the runner touches the scoring plate in order to record an out.

STRIKE ZONE MAT A mat seventeen [17] inches in width and twenty four [24] inches in length, with a v shaped notch that will conform to the back of home plate. Any legal pitch that strikes any portion of home plate or the mat will be a strike.

ARTICLE II.

A. The LEAGUE is affiliated with the Amateur Softball Association, the North American Senior Circuit Softball Organization, the Senior Olympic Organization, Senior Softball U. S. A. Inc., the Softball Players Association and the United States Specialty Sports Association.

B. *Men* players must be at least 50 years of age and *women players must be at least 40 years of age* during the current calendar year to be eligible to register with and play in the K.C. Metro. 50+ Softball League in that calendar year. The age a player attains on his birthday will be considered the age for that calendar year.

ARTICLE III. PLAYER MEMBERSHIP CARD

A. All players, managers, and coaches in the Metro 50+ Softball League will purchase and have available for inspection at all league events a membership card to be furnished by the League. The cost of the membership will be determined each year by the League. Any player unable to produce the card upon request of an opposing team manager shall have up to (24) hours to produce to a League official or the opposing manager the membership card or other proof of membership. Failure to do so will result in forfeiture of the game played.

B. All players, managers, and coaches in the league must complete the League Membership Form, provide a valid copy of their drivers license, or age verification, (unless these are on file with the league office) and pay the required fees prior to being eligible to compete in any league sponsored event.

C. The possession of this card will entitle members to participate on a team in a conference and in other league sponsored events.

D. Replacing a lost league membership card the first time will be at no cost. After the first replacement, there is a cost of \$5.00 per card.

ARTICLE IV **DRESS CODE**

A. Each team will provide team jerseys with numbers a minimum of six (6) inches tall on the back of the jersey with no identical numbers. Should two players end up with the same number for a game, their manager is obligated to notify the opposing manager and the scorekeeper. Borrowed players must wear their own team's jersey.

B. All caps worn on the field must be conventional softball caps.

ARTICLE V. **PLAYING RULES.**

A. League playing rules will be in accordance with **A.S.A.** or **U.S.S.A.** rules except when superseded by **Kansas City Metropolitan 50+ Softball League's** playing rules.

B. A sense of **camaraderie** and **sportsmanship** will prevail. Solicitation of players during the playing year from other conference teams will not be tolerated.

C. Use of **foul, abusive or vulgar language** will not be tolerated and could result in ejection.

D. A player who intentionally injures, or attempts to injure an opposing player will be ejected and subject to suspension from the League.

E. Any player, manager or other person connected with the K. C. Metro 50+ Softball League who is (1.) involved in a physical fight or shoving match with another player, manager, umpire, K. C. Metro 50+ Softball League officer or director, spectator or other person, or (2.) who exhibits any act that is intended to injure any such person or (3.) who displays a verbal or abusive attack toward any such, shall, after notice and an opportunity to be heard, be subject to a suspension of one game, multiple games, or of one or more years depending upon the severity of the violation. The specific penalty will be

determined by the Board of Directors. This rule applies wherever the infraction occurs; that is, in local League events or at any tournament.

F. **Draft and Women's Conference.** Rules for these conference are the same as those for the league with the following exceptions:

1. All team-roster players present will be listed in the batting order and will bat.
2. Teams not having 10 defensive players may borrow up to two players from the opposing team, if they have extra players, otherwise they may borrow up to two players from other teams in the conference.
3. Each present team member must play defense at least three innings in the game.
4. Before the game begins, teams may designate team members to run to first base for members who cannot run. Runners will start from a line extending from the third base foul line to a point past the batter's box.
5. *Women have chosen not to use the strike mat.*

ARTICLE VI **THE GAME**

A. **DIVISIONS.** League teams will be grouped for league and tournament play in the five (5) following divisions:

1. "Gold" for most competitive teams; 4. *60+ recreational and draft teams.*
2. "Silver" for less competitive Teams; 5. *Women's teams.*
3. "Bronze" for least competitive teams; and

Players listed on Gold teams shall play only on Gold teams unless there are mitigating circumstances and prior approval of the competition and scheduling committee is received for such exception.

Any player on Gold, Silver, or Bronze team's rosters must have prior approval of the Competition and Scheduling Committee to play on a 60+ Recreational team.

B. Teams may borrow players from only teams in their division or lower; they may not borrow players from teams in a higher competitive division. For example, a Bronze team may borrow players from other bronze teams in that division or from teams in the 60+ Recreational division. A Silver team may borrow players from any competitive level except Gold. A Gold team may borrow players from any competitive level.

Members may play on only one team in a conference, that is, one team per day.

C. An injured player on the bench at the start of the game must be declared to the opposing team manager.

D. Teams may not borrow players to compete in League division championship Games.

E. Regular conference games will have one umpire. Championship games will have two umpires if available.

F. A batter will have **ONE BALL AND ONE STRIKE** upon entering the batter box. When the count reaches two strikes, however that occurs, the batter will be allowed one courtesy foul ball and be declared out on the second.

G. All defensive players will be listed in the team's batting line up.

H. **GAME LENGTH.** Conference games will be scheduled for either seven (7) innings (60 minutes maximum) or (9) inning (90 minutes maximum). Teams are limited to five (5) runs per inning except for the final inning as declared by the umpire under the following guidelines: With ten (10) minutes playing time remaining, the umpire will state that the current inning will be completed and the next inning will be the last and only unlimited-run inning. In the event of extra innings, those, too will be unlimited run-innings.

If, when the "Last Inning" time limit is declared by the umpire, the home team trails by at least 10 runs, said home team will bat first in the last unlimited run inning. Should the home team take the lead in that last inning, the visiting team will then have their last at bat.

I. For all conferences, the over-the-fence **home run rule** is ONE UP. Either team is to remain only one home run ahead, or "UP," over the opposing team. Therefore, the team that is behind in hitting home runs may hit no more than two home runs to become "ONE UP". There is no limit to over-the-fence home runs using this rule. Balls hit over the fence fair when a team is "ONE UP" will be ruled walks, and base runners will advance only one base when forced as a walk. **THE TEAM HITTING A FOUL OR HOME RUN BALL OVER THE FENCE WILL RETRIEVE THE BALL IMMEDIATLY!**

J. After the regulation game time and the **GAME IS TIED**, each team will start a runner at second base starting with the extra inning. This runner shall be the player at bat when the last out was made in the previous inning. No substitute or courtesy runner may replace this runner until the runner reaches third base. If the last batter out can not play because of illness, injury, etc., the runner will be declared out and the next previous batter will be the tie breaker runner.

K. After regular conference play, if there are teams with identical records, the following tie-breaker criteria will be used to declare a winner: 1) fewer runs allowed in head-to-head play, and 2) more runs scored in head-to-head play. If this system does not produce a champion, a single play-off game will be played. There will be no time limits on championship games.

L. EQUIPMENT

1. Metal cleats will not be permitted. Players found wearing metal cleats will be ejected from the game and, if on base, a “dead ball out” will be called. If there are fewer than 3 outs, any player on base at the time the ejected player reached base, must return to the base occupied at the time.

2. Any bat exceeding the Bat Performance Factor (BPF) of 1.20 is illegal. The League will ban and declare illegal the use of any bat banned by any major Softball organization at the time the ban is made public. Approval of both managers regarding old bats that are not stamped BPF 1.20 shall be done prior to the start of the game. Any such bat not agreed upon before the game will be considered illegal. Any player found using an illegal bat will be ejected from the game and, if on base a “dead ball out” will be called. If there are fewer than 3 outs, any player on base at the time the ejected player reached base, must return to the base occupied at the time.

M. Re-ENTRY AND EXTRA PLAYERS

A.S.A. and U.S.S.S.A rules for re-entry and extra players will apply. Extra players may play defense at any time provided that the total number of defensive players on the field does not exceed the total allowed for that age group. Managers have the option of batting up to all players on their team roster.

N. NUMBER OF PLAYERS

1. Ten (10) defensive players constitutes a team in Gold, Silver, Bronze, and 60+ Recreational divisions. Eight (8) roster players must be present and ready to play at game time to prevent a forfeit (Exception: Article Vi, Q).

a. **BORROWED PLAYERS.** A team is allowed to borrow up to two (2) League members from the same or lower division to complete its roster. The first borrowed player must catch and bat last. A second player must play right field and become the last batter. At such time as roster players arrive, they will replace borrowed players in the lineup. Each borrowed player will cost the borrowing team two runs added to the opposing team’s score regardless whether roster players arrive to finish the game. The umpire will add the runs at the start of the game.

The opposing manager may waive the two run penalty per borrowed player before the game starts. Once the game has started that decision to waive the run is irrevocable.

2. Teams made up entirely of players age 65 or older may use eleven (11) defensive players. These 65+ teams may borrow up to three (3) players to complete their roster. Borrowed players for 65+ teams must be at least age 65 and be from the same division. A third borrowed player must play right center field and be the last batter in the lineup. Each borrowed player will cost the borrowing team two (2) runs to be added at the start of the game.

a. Team managers with players under 65 in this division who believe their team has a sufficient lack of competitive players and should, therefore, be allowed to field eleven defensive players can petition the Competition and Scheduling Committee. The petition should accompany the team's roster and fee when registering for the session. If permission is granted, it will be valid for that session only.

O. TEAM ROSTERS

Three weeks prior to the starting date, team managers will submit to the competition and scheduling committee chairperson a team roster with at least twelve [12] team players names, including their required League fees and credentials.

Players' names on this roster will be the only players allowed to compete for the team until approval for additional roster names, up to a total of eighteen (18), has been given by the competition and scheduling committee.

Such approval, when given, will be communicated to the League's membership secretary

LIST THE NAMES (legible) ON THE ROSTER IN ALPHABETICAL ORDER (last name first).

Following are the type of players who would need approval of the competition and scheduling committee (at least three members) prior to becoming a team roster player:

1. New league members provide two impartial qualified references of playing ability;
2. Former league members;
3. Players seeking transfer from one league team to another league team must complete the League Transfer Form and submit the form to the Competition and Scheduling Committee for consideration. No transfer will be allowed once seventy percent (70%) of the games for a session has been played.

4. Any member who is released by a team after seventy percent (70%) of the games for the session have been played and desires to play must contact the Competition & Scheduling Committee Chair. for reassignment consideration.

P. LINE UP SLIPS

If there is a scorekeeper, line up slips must be presented to that person ten [10] minutes prior to game time. If there is no official scorekeeper, either the home team or the person designated by both managers becomes the official scorekeeper. Line up slips may be exchanged at the meeting of the managers and umpire prior to the start of the game.

Q. GAME TIME

1. Game times are published on schedules. There is a five (5) minute grace period to allow a team to reach the eight-person minimum to start the game. This time will be subtracted from the scheduled length of the game. This grace period applies to only the first game of a double header, and to single-game conferences.

2. The second team listed on the schedule will be the HOME TEAM and occupy the first base dugout, unless otherwise notified. A team engaged in a doubleheader will not be required to switch dugout.

R BASE RUNNING

1. Unlimited **COURTESY RUNNERS** will be allowed each inning. The same player attempting to run twice in the same inning or be declared out.. A courtesy runner on base when his turn at bat arrives will be declared out. That player will then take his place in the lineup if there are not three outs. If that is the third out, that player will be the lead-off batter the next inning.

A courtesy runner may be any player on the team roster. A.S.A. and U.S.S.A. rules for seniors apply. If a second courtesy runner is inserted for an injured player on base, the injured player must leave the game and not return.

2. **SLIDING or diving** into first base or the scoring plate is not permitted, and such players will be called out; however, a player may slide or dive into second or third base, or when returning to any base. Runners shall be called out for contact with a defensive player if, in the judgment of the umpire, the

contact was deliberate, or the runner could reasonably have been expected to minimize or avoid contact under the circumstances and failed to do so.

3. A base runner must be **RETIRED AT HOME** without a tag. The defensive player with the possession of the ball must tag *the strike mat* after the runner has crossed the commitment line and has not touched the scoring plate. The runner

shall also be called out if the runner touches or crosses over any portion of home plate or the strike zone mat. Runners shall not be called out for any contact with a defensive player not in contact with home plate unless, in the umpire's judgment, the runner deliberately hit or could have expected to minimize or avoid contact under the circumstances and failed to do so.

“BASE RUNNERS AND DEFENSIVE PLAYER SHOULD EXERCISE EXTREME CAUTION AT A BASE TO PREVENT INJURY TO THEMSELVES AND/ OR OTHERS.”

4. If a ball leaves the playing field by going under the fence, the defensive player will not touch the ball but will raise both hands as a signal to the umpire. The umpire will then go to the location and make a decision. Failure of the defensive player to follow this procedure will result in a ball being ruled as in play.

S. INELIGIBLE PLAYERS and PROTESTS.

1a. A team using an INELIGIBLE PLAYER (as defined in Article I) will forfeit any game in which such INELIGIBLE PLAYER participated, and the manager or team leader and/or the INELIGIBLE Player will be suspended from League play for two (2) conference playing dates following the date of the infraction.

b. A second violation will result in suspension of the manager or team leader and/or the INELIGIBLE PLAYER from League play for the four [4]conference playing dates following the infraction..

c. A third violation will result in suspension of the manager or team leader and/or the INELIGIBLE PLAYER from LEAGUE play for one year following the infraction..

2. Protests will not be received or considered if they are based solely on the decision involving the accuracy or judgment of an umpire. A.S.A. and U.S.S.S.A. protest rules apply.

3. LEAGUE PROTEST FORMS are available from league team managers and conference coordinators. Follow the written instructions on the form to file a protest.

The purpose of this corporation is to provide on an annual basis softball recreational activities and fellowship for persons residing in this area who are fifty (50) years of age or older, (Forty (40) in the case of women) including those who attain that age during the calendar year.

COMMUNICATION, COMMUNICATION, COMMUNICATION, between league members and team managers and members is the goal for year

2007

LET THE GAMES BEGIN and have a FANTASTIC season.

In Memory:

Paul **Underhill**, 9-19-1991, played for team Issco Ledgins.

Stanley J. **Hudson**, 4-27-1992, played for team Price Chopper.

Norman **Hodges**, 5-1992, played for team Half Century.

Eugene **Morrison**, 1995, played for team Cass County.

Robert [Jack] **Jackson**, M.S.G., 12-15-1996 played for teams Half Century and organized, played for and managed team Super Seniors.

Gilbert **McKee**, 4-16-1998, played for team Cass County.

Charter Member Huffman **Walker**, 4-17-1998, played for teams Timeless Ball Players and Bank IV.

Phil **Kelso**, 8-20-1999, played for team AAA Linen.

Bobby J. **Orell**, 5-26-2000, played for teams Rum Dums, Super Seniors and played for and managed Awards & T-Shirts for one year.

George Lee **McKinstry**, 7-5-2000, played for team AAA Linen.

Leo A. **Riggs**, 7-12-2001, played for teams Inland Containers, H. P. S. I., and played for and managed Ansa-Ring for one year. Leo also purchased three sets of team jerseys for teams in our league.

Blaine Durmont **Garrett Jr.**, 8-21-2001, played for teams All Star AutoSales, K. C. Thunder and Hudco.

Derold **Boline**, 12-2-2001, played for Team K. C. Classics.

Charter Member Charles W. **Tucker** 2-1-2002, played for teams K. C. North, North Star Sales and Goodtimers.

David Joe **Berry**, 12-15-2002, played for teams H.P.S.I, P.O.P. Super Seniors and Ansa-Ring.

Richard W. **Wilson**, 3-12-2003, played for teams AAA Linen and Knapheide.

Carl **Gangel**, 2-15-2004, played for team AAA Linen.

Ned **Doughty**, 3-29-2004, played for teams Angels, Super Seniors and Kansas City 70's.

Thomas **Stoltz**, 7-3-2004, played for teams Angels, Avengers and K. C. Masters.

Frank **Evans**, 12-9-2004, played for teams Cass Co., Central States, Old Crows, Adams Auto Group, Central States and Fit for life.

Charter Member Wally **Miller**, 7-31-2005, played for and managed Team The Goodtimers for 15 years

Darwin **Landers**, 8-12-2005, played for M & R Motors, Awards & T Shirts and managed teams Boatsmen Banks and All Star Auto Sales

George **Muehlbach**, 11-7-2005, played for Team 60, AAA Linen and Antiques.

Dale Curtis **Robindson** 4-29-2006 Played for team Insurance Analysis.

Willie H. "Deabo" **Hicks** Jr. 11-21-2006, Manager Team Showtime.

Kelly W. **Mc Dougalle** ? date Played for team C. S. I.

Caude "Chico" **Carlock** 1-19-2007 Played for team M & V.

"Remember if you play the game, have a good time
and lose, YOU are still a "WINNER."

May the best team win.

Remember it is only a game!

Protest Form

Effective **Communication** and **Cooperation** between the managers of the teams involved in our league's games is very important. If a protest is to be filed, complete the following.

Date of protested game: _____. Name of opposing team: _____. Name of opposing team manager: _____.

Playing site: _____ Division of play: 60+ _____ Gold _____ Silver _____.

Conference (day of week): _____.

Rule violated. _____

_____.

Details, information and conditions pertinent to the decision to protest: _____

Expected outcome: _____

_____.

_____ Check if opposing team manager knows that this protest is being filed.

Umpires name: _____ Scorekeeper's name: _____.

Signature of person making protest: _____ Team name: _____.

League members are playing to have a good time and enjoy playing softball. With **COORPORATION** and effective **COMMUNICATION** among teams protests should be kept at a minimum.

For a protest to be considered by the Protest Committee, white and yellow (1st and 2nd) copies must be in league President's hands within 72 hours after the completion of the protested game, or postmarked within 72 hours after completion of the protested game. The pink (3rd) copy should be retained by the protesting person.

The president will send the white copy to the chair of the Protest Committee, and the yellow copy to the opposing manager.