

**Anaheim 75+ Tuesday League Rules**  
(Updated Jan. 13, 2026)

**Player Conduct**

The Umpire is in complete control of the game. Any unsportsmanlike conduct by players or Managers will result in ejection from the game and suspension from the team's next scheduled game. Both Managers and the Commissioner are responsible for the conduct of their players. They shall help the Umpire promote sportsmanlike behavior by everyone involved in the game. Managers and the Commissioner shall lead by example, know the rules and help their players know and understand the rules and be good sports while playing the game.

Unsportsmanlike conduct shall include but not be limited to the following actions:

- a. Initiation of violence in any form. Pushing, slapping or hitting another person shall result in the penalty as specified above. The exception: Violence against an Umpire will result in suspension from league play for 6 months.
- b. If a player uses any illegal equipment (i.e. a composite bat) he will be called out and issued a warning under the assumption it was an innocent mistake. If a player uses any equipment that has previously been deemed by the umpire as illegal, it shall be treated as unsportsmanlike conduct and the player shall be ejected from the game and suspended from the next scheduled game.
- c. If a Manager allows the repeated use of illegal equipment, the user and the Manager shall be ejected per the penalty. If the Umpire fails to enforce unsportsmanlike conduct the league shall reserve the right to do so after the fact.
- d. Any throwing of bats or foul language is considered unsportsmanlike conduct and may be penalized by ejection from the current game and suspension from the next scheduled game.
- e. The Umpire, Managers & the Commissioner may enforce unsportsmanlike conduct rules.

**Rules**

We are governed under the SCMAF Slow Pitch Rules with the following exceptions:

1. Games will be seven innings or one hour and thirty minutes as scheduled. After about one hour and fifteen minutes the umpire will declare the next inning as the "Open Inning". Any inning before the seventh may be declared open depending on time. If the open inning does not end in a tie, the game is over. If the open inning ends in a tie and before the 90 minutes scheduled for the game has expired, and if both managers agree, they will play 1 tie breaker inning with the last batter from the previous inning starting at second base. No CR until runner gets to third base. This inning will have the 5-run limit and be the final inning, win lose or draw.

2. An inning in progress will be completed regardless of time.
3. Any base runner who slides will be called "OUT".
4. Base runners may overrun any base and must re-tag at 2nd or 3rd base before attempting to advance to the next base.

At 1<sup>st</sup> base the runner may advance to 2<sup>nd</sup> base without re-tagging either the orange or white base.

A batter/runner approaching 1<sup>st</sup> base must touch the orange base if there is a defensive play at 1<sup>st</sup> base, otherwise the batter/runner may touch the white base. On a defensive play at first the white base belongs to the defensive player and the orange base is for the batter/runner. In this case the runner is out if touching white, runner is safe if defensive player touches orange base.

Runners returning to tag up on a fly ball must avoid colliding with a defensive player and may share the base or cross the base line on the side of the base furthest from the next base he may attempt to reach.

5. Base runners should make every effort to avoid contact with fielders by running wide when approaching a base while the defense is attempting to get the runner out. The runner is safe if his foot touches the ground on or after the chalk line before the ball is caught by the defensive player. If the defensive player receives the ball before the runner gets to the base he may tag the runner out or make the tagging motion to get the runner out. The defensive player does not have to make contact with the runner, just the tagging motion before the runner reaches the chalk line.
6. A defensive player may not intentionally or accidentally interfere with a base runner advancing to the next base. When this occurs, runner is awarded the next base.
7. A base runner will be declared out if, after being tagged with the ball, it is jarred loose by bumping or other physical contact.
8. Infield fly rule is not in affect in the 75+ league.
9. A base runner attempting to score must step on or beyond the “Scoring Line” before a defensive player touches home plate or the plate extension with the ball. No tag plays at home plate.
10. Once a runner passes the “commit line” between any two bases he may not return to the base he started from but must continue toward the next base. The runner may be tagged out or “thrown” out by throwing the ball to a defensive player in contact with the base being approached by the runner. This is a force out in lieu of a tag and facilitates minimizing tag plays. If this out is the third out, runners that have scored before the “force” out will be counted. At home plate runners must run to the right of, and not through the batter’s box. At all other bases he must run wide if there is a play at that base. No contact is allowed in senior softball.
11. After two strikes, the batter is out after hitting a foul ball..
12. Base runners must remain on their base while the pitcher delivers the ball to the batter. They may leave when the ball contacts the bat or the ground. They may be called out for leaving too soon. No stealing bases.
13. A foul ball or foul tip caught by the catcher is an out.
14. A player selected via the draft or assigned to a team later, becomes a member of that team immediately. If the player chooses not to play for that team, he will not be added to the Reserve List for 15 weeks.
15. Teams may have unlimited courtesy or designated (DR see rule 36) runners (CR) A CR or DR may run only once per inning. If a CR is on base when it is his turn to bat, he will not be out but will be allowed to bat and another CR may take his place on base. Any player on the batting team’s roster may be a courtesy runner. DRs run only.
16. Any fair ball first touched by an outfielder will be considered “on the grass” and therefore a hit and the batter awarded 1st base. Force plays are okay at 2<sup>nd</sup>, 3<sup>rd</sup> and home base. A ball tipped by an infielder and then fielded by an outfielder will be treated as “on the grass unless it is caught by the outfielder before touching the ground. In that case the batter is out and runners may be out if caught off base or for not tagging on a fly ball. If the infielder is on the grass when he first gets the ball, the batter is awarded first base.
17. A walk is just a walk, 4 balls or being waved to first base by the pitcher. The batter goes to first base only.
18. A pick-up player must bat last and may play any defensive position.
19. If a player must leave the game due to an injury or medical problem, the umpire will not call an out when it is his turn to bat. If a player must leave the game early for a previous commitment he will not be out when it is his

turn to bat provided he notified the Umpire and the opposing Manager before the game that he will be leaving mid-game.

20. A player may be allowed to bat only when a team has more than 11 roster players. Player is not required to play in the field. However, a player will not be allowed to play in the field without batting.

21. It is okay if a player shows up but does not want to play. He may enter the game only if the number of batters become less than 11. The umpire must be notified before starting the game.

22. The maximum number of players per team will be 15. D.R. players do not add to roster count.

23. The Top 5 players for each team will be the first 5 players drafted. Subsequent changes to the Top 5 players must be approved by the Commissioner.

24. If a team's current roster has no one capable of pitching the next scheduled game, the Manager is permitted to pick up an available pitcher from another team. The acquired pitcher must bat last.

25. Outfielders (LF, LC, RC, RF) must remain on the grass until the batter hits the ball.

26. Prior to the start of the game the Home team Manager shall pay the umpire \$25 and the Visitors team Manager shall pay the umpire \$20.

27. A team may pick up a player from another team or from the Reserve List only if the team has less than 11 players.

28. A team must have seven roster players at game time to avoid a forfeit. There is a 5-minute grace period. A team is allowed to pick up 4 players or less -- enough players to achieve a total of 11 players. Top 5 rule must be followed.

29. A player who was placed on the Disabled List (DL) will be added to the Reserve List (RL) when he returns to play.

30. Players on the Reserve List will be assigned to a team by the Commissioner. The Commissioner will consider league parity, personality conflicts, etc and all else being about equal will use the random method. Managers must accept a player unless doing so will exceed the roster limit.

31. Players are qualified to be in the Draft if they turn 75 in the year for which the Draft applies.

32. League rules and exceptions must be approved by a majority vote of the Managers. Commissioner breaks ties.

33. A Protest by either Manager must be presented to the Umpire when the problem occurs and before the next pitch. The Protest shall be evaluated and resolved by 3 people: the Commissioner, the Umpire and a player representative or Assistant Commissioner. Protests will not be accepted from spectators. The Protest shall then be jointly acted on by the Commissioner and the Umpire per SCMAF rules.

34. Beginning in the Draft for 2027, the order of the Draft shall be 6-1-2-3-4-5-5-4-3-2-1-6. The following year the order of the Draft shall be 5-6-1-2-3-4-4-3-2-1-6-5. Each year the last pick Manager shall be the first pick Manager the next year. A non-playing Manager does not get an extra pick in the 6<sup>th</sup> round of the Draft.

35. Special Exception Rule: All rules are in effect and may not be amended or ignored merely because the Umpire and the Managers agree to make an exception to the rules. Only the Commissioner may make an exception to a rule. If the Commissioner is not available, the standing rule may not be violated. Said rule exception shall be valid

only for that day and for that game unless a majority of the Managers have voted to incorporate the exception as a permanent rule.

36. Players who can't play in the field due to health issues, but are able to run only may be Designated Runners (DR) and may stay on their team's Roster and not be counted as one of the playing members for purposes of picking up subs. All other players who are placed on the DL by their Manager shall be removed from their team's Roster and when they return to play, the Manager shall have the option of redrafting him/her on his team providing the number of players on the team do not exceed 15. If the Manager does not return the DL player to his team, the DL player may be assigned to another team by the Commissioner.

37. All pitchers are required to wear a face mask, shin guards are recommended but not required.

Note:

**Disabled List** – consists of injured players who plan to return to play.

**Reserve List** – consists of players waiting to be picked up as a regular team roster player.

**Round** – The number of weeks required for a team to play all other teams one time plus the bye week. Currently 5 weeks.

**Season** – Currently 3 rounds (15 weeks)

**Top 5 Player** – A player selected 1 thru 5 in the Draft or declared later as in Rule 23.

All bats must have the manufacturers BPF 1.20 logo to be legal. Double wall 1.20 and composite 1.20 are not allowed. Two piece 1.20 are allowed. Female players only may use senior composite bats and must be identified by pink tape above the grip. If a bat does not have the BPF 1.20 logo it must be aluminum, single wall and approved by the umpire. No wood bats..No DeMarini steel bats (temporarily)