

70+ Sr. Softball League
November 2024
Revised Effective July 9, 2026

SECTION 1 – THE DRAFT AND THE RESERVE LIST

1. To be eligible for the 70+ a player must agree to play for the team that drafts him or her.
2. The Draft sequence will be as follows: 12345678910-10987654321. Each Manager shall draw a number that will determine the Draft order. The draft ends when drafting more players would result in unequal number of players on each team.
3. Managers must identify their 2 designated pitchers.
4. A sub may not be brought in to pitch if either of the 2 designated pitchers are present.
5. Only managers and board members shall be at the draft. (exceptions will be considered by the board. Board members are: the Commissioner; The Player Representative and Secretary/Treasurer.
6. First time managers may have a helper. The helper will become a member of the team he is helping. The Commissioner will determine which round the helper will be added to that team's roster.
7. The draft ends when adding more players would result in all teams not having the same number of players. All non-drafted players and new players who were not on the original draft list, shall be placed on a reserve list.
8. Once a team's roster is established, all changes come under the authority and the responsibility of the Commissioner and Player Representative.
9. A player who was placed on the disabled list (DL) will be added to the reserve list when he returns to play.
10. A manager wishing to drop a player for whatever reason will require approval from the Commissioner and Player Representative.
11. The first 5 players drafted will be considered Top 5 players. Teams shall only have 5 "Top 5" players and that includes a Top 5 playing Manager. A playing Manager (and his assistant) will be placed in a draft spot and that team will skip that draft round. ("Top 5" Managers shall be determined by the Board).
12. A player that quits a team or will not play when drafted may not play in the League until next year when the player may re-register for the Draft (see rule 1).
13. It will be the responsibility of the Commissioner to maintain the Reserve List. The Secretary will furnish each Manager a copy of all changes to the Reserve List and roster changes affected by those changes.
14. All teams are required to maintain a roster of at least 13 players, unless no one is available on the Reserve List.
15. Husbands and wives will be together on the same team unless requested otherwise by one of them. A Manager will draft the Husband and the Commissioner will place the wife in a roster

spot unless they have elected not to play on the same team in which case the wife will be drafted separately by a Manager.

16. Women are allowed to play at age 68.

SECTION 2 – THE GAME

Rules not covered herein shall be subject to the Southern Cal. Municipal Athletic Federation (SCMAF) rule book.

1. 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 if the barrel is aluminum alloy. Female players and 85 year old male players may use senior 1.21 BPF composite bats. Senior bats must be identified by 2-inch wide pink tape above the grip to be easily visible from the outfield. If a bat does not have the BPF 1.20 logo it must be aluminum, single wall one piece and approved by the umpire. No wood bats. Pink tape may not be placed on non-senior 1.21 BPF bats.
2. Outfielders (left, left center, right center, and right field) must remain on the grass until the batter hits the ball.
3. Prior to the start of the game each home team shall pay the umpire \$25 and visiting team \$20.
4. The Umpire shall be in complete charge of the game. Any un-sportsmanlike conduct by players or managers may result in ejection from current the game and the next scheduled game.
5. Managers are responsible for the conduct of their players to ensure good sportsmanship. Managers should lead by example.
6. Games shall start per the published schedule. When one hour and 15 minutes has expired the umpire will notify both Managers that the next inning will be the last (Open) inning. Game times may be changed in the summer.
7. Every rostered player who shows up must bat UNLESS the player notifies the Umpire before the start of the game (or as soon as player shows up) that he doesn't want to play and will be ineligible for that game.
8. The home team is the second team listed on the schedule and occupies the 3rd base dugout.
9. Sliding by base runners is not allowed. Any base runner who slides shall be called OUT.
10. Base runners may over-run any base, provided there is no motion to advance to the next base. If a runner overruns 2nd or 3rd base the runner must re-tag the base before advancing to the next base.
11. Once a base runner advances from a base and crosses the commit line, he may not retreat to his previous base and is out if he tries. He will be called out when a defensive player has the ball and touches the next base, or if the runner reverses course or is tagged out. After crossing the commit line the runner may stop and wait to be tagged or for the defensive player to have the ball and touch the next base.
12. Unlimited courtesy runners are allowed and may be inserted at any time. A courtesy runner may only run once per inning. When a courtesy runner is on base and it is his turn to bat, he is

out as a runner and will take his turn at bat. A courtesy runner cannot replace a courtesy runner. Substitute players may not be a courtesy runner. A batter that used a courtesy runner may not run for another batter that inning.

13. Definition of Force Out in lieu of a tag
14. A force out occurs when a runner is required to advance to the next base due to the batter becoming a runner or when the runner crosses the commit line between any two bases. The fielder does not need to tag the runner; he simply needs to touch the base while possessing the ball before the runner arrives. The timing of the "force out" is treated as if the runner were actually tagged out unless the runner was forced to advance because all trailing bases were occupied by runners. At home plate a fielder may not tag the runner. He must possess the ball and touch the strike mat before the runner crosses scoring line.
15. After a runner crosses a commit line it is the same as running to first base. He may stop and wait to be tagged out or continue to the base trying to arrive before the defensive player gets the ball and touches the base. If the runner backs up after crossing the commit line he is immediately out, the ball is dead and runners return to their bases of origin. There will be no pickle plays on either side of commit lines.
16. Collisions between runners and defensive players.
At 2nd and 3rd base, runners have plus or minus 3 feet to run through when there is an impending defensive play. If a defensive player occupies the base waiting for the ball to arrive, the approaching runner MUST run wide using the 6 foot lane.
17. If the runner goes directly to the base, collides with the fielder waiting for an impending play he will be out. If the fielder occupies a base with no impending play, he must yield the base to the approaching runner. If there is a runner fielder collision in this case, it is obstruction and the runner will be awarded the next base.
18. Home Plate: All plays at home are treated as force outs. Runners must touch the scoring line or the ground beyond the scoring line before the defender with the ball touches the strike mat.
19. At first base, if there is an impending play the runner must touch the colored safety base. If there is no play the runner may touch the white base.
20. General Rule Application
21. These rules are unique to Brookhurst Park Anaheim senior leagues and are exceptions to SCMAF rules as mentioned above.
22. A foul-tipped ball that is caught by the catcher is an OUT whether or not it was over the batter's head.
23. After 5 complete innings and a team is leading by 15 or more runs, the game shall be over.
24. A player is out if they miss their turn at bat (except if the player is injured, sick or has notified the Umpire prior to the start of the game that they must leave early).
25. If a batted ball reaches the grass before it is secured by a defensive player, the runner is safe at 1st base. A runner may be thrown out at 2nd base however.
26. If a player is injured or becomes ill during the game he can be removed from the line-up without penalty. If a team becomes short-handed due to an injured or sick player leaving, they can pick up a substitute. The substitute will bat in the injured or sick players spot in the lineup.

27. Any player on a team's roster may be used as a courtesy runner.
28. Pitchers are required to wear a protective face mask when pitching.

SECTION 3 – PICKUP PLAYERS

1. A team may pick up a player only if the team has less than 11 players unless they are missing both designated pitchers in which case they may pick up a pitcher subject to Top 5 rules.
2. Should a team have less than 7 roster players at game time, said team shall forfeit. Should a team have more than 7 or less than 11 roster players at game time, they may pick up players sufficient to have 11 players. Pick-Up players are subject to the Top 5 rule. Maximum number of pick-up players is 3.
3. Pick-up players must bat last and may play Catcher, 1B, 2B, RF, RC or P. Pick-up players must be rostered players on another league team or be on the Reserve List.
4. Top 5 players may be picked up as substitutes for the designated Top 5 players.
5. If a roster player shows up to play, he will replace the pick-up players after reporting to the Umpire.

SECTION 4 – PLACING PLAYERS FROM THE RESERVE LIST

1. A player who was placed on the Disabled List (DL) will be added to the Reserve List when he returns to play.
2. The Reserve List will consist of two lists – one for Top 5 players and one for Non-Top 5 players.
3. Players on the Reserve Lists will be randomly selected when assigned to a team.
4. Drawings from the Reserve Lists will be held on Thursdays.