

**2019 Golden Senior Softball Club
Summary of Rule Changes**

PLAYING RULES	2017 Governing Rules (as posted on Website)	2019 Rule Revision
Note: All references to 2017 or 2018 have been changed to 2019.		
Section 2 – The Playing Field Item 2.3.B	Overrunning a Base: Legally rounding a base with the intention of advancing OR running past and losing contact with a base when returning to it is considered overrunning. A defensive player must tag a runner not in contact with the base to record an out. NOTE: Runners are permitted to SLIDE, DIVE, ROLL or CRAWL back to an over-run base, but not when advancing to a base.	Overrunning a Base: Legally rounding a base with the intention of advancing OR running past and losing contact with a base when returning to it, is considered overrunning. A defensive player must tag a runner not in contact with the base to record an out. NOTE: Runners are permitted to SLIDE, DIVE, ROLL or CRAWL back to an over-run base, but not purposely when advancing to a base.
Item 2.3.G.	Tag at home plate: After a runner has passed the 20-foot commitment line, defenders may not tag the runner. PENALTY: The run scores and the ball remains live.	Tag at home plate: After runner has passed commitment line (as noted below), defenders may not tag runner. PENALTY: The run scores and the ball remains live. <ul style="list-style-type: none"> - Fields with 65-ft bases: Commitment line is 20ft from home plate. - Fields with 70-ft bases: Commitment line is 30ft from home plate.
Item 2.3.H	Infield Fly: Runners on base when the umpire calls “Infield Fly” may advance at their own risk.	Deleted (Basic softball rule)
(NEW) Item 2.3.I		Batter/Runner: Will be called out for failing to advance to first base and/or enters the dugout area after batted fair ball or awarded first base by the umpire. EFFECT: Ball is dead, batter/runner is out and base runners (if any) cannot advance.

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Item 4.6.A	<p>Pitching: Starting and relief pitchers are allowed a maximum of five (5) warm-ups in their first respective innings only. Pitchers are allowed (time permitting) a maximum of three (3) warm-up pitches in subsequent innings. Infielders are allowed a maximum of one (1) warm-up throw during permitted pitcher warm-ups. Umpires may suspend warm-ups after the 2nd inning if, in the umpire’s judgment, slow play will reduce the number of innings to be played.</p>	<p>Pitching: Starting and relief pitchers are allowed a maximum of five (5) warm-ups in their first respective innings only. Pitchers are allowed (time permitting) a maximum of three (3) warm-up pitches in subsequent innings. Infielders are allowed a maximum of one (1) warm-up throw during permitted pitcher warm-ups. Umpires may suspend warm-ups after the 2nd inning if, in the umpire’s judgment, slow play will reduce the number of innings to be played. No warm-ups after first inning.</p>
(NEW) Item 4.6.D		Pitcher has 10-seconds to release the next pitch after receiving the ball or umpire indicates “play ball”. PENALTY: Ball called on batter.
Item 5.2	Safety equipment, including AED and CPR gear, is required to be placed adjacent to and accessible to the field(s) during play. The game may not proceed without the equipment being present and in working order.	Safety equipment, including AED and CPR gear, is required to be placed adjacent to and accessible to the field(s) during play. The game may not proceed without the equipment being present and in working order. The first game, home team brings out the AED and after the last games home team will return AED to storage location.
Page 10	Section 7: Specific rules for Leagues 1, 8 and 9	Section 7: Specific rules for Leagues 1, 7 , 8 and 9
Item 7.1.B	When NRPs bat, the CR and all runners on-base, may advance one (1) base only.	When NRPs bat, the CR for the NRP may advance one base. All other runners on-base, may advance more than one base.
Item 7.6	Maximum Playing Time: Leagues 1, 8 and 9 will limit play to 1 hour and 30 minutes. No new inning may begin after 1 hour and 20 minutes. There is NO time limit in league championship games. X-REF: Time Limits, Rule 4.2.	Maximum Playing Time: Play will be limited to 1 hour and 30 minutes. No new inning may begin after 1 hour and 20 minutes. There is NO time limit in league championship games. X-REF: Time Limits, Rule 4.2.

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Item 7.8	<p>Walk Rule: Each team manager in L1 will designate three players on their team, who when walked a second or subsequent time, will be awarded 2nd base. This award of second base will be caused by either an “intentional walk” or a walk generated by four called “balls” by the umpire. Any runners on base will advance only if forced. EXCEPTION: This rule does not apply in L8 or L9.</p>	<p>Walk Rule:</p> <p>A. League 1: Each team manager in L1 will designate three players on their team, who when walked a second or subsequent time, will be awarded 2nd base. This award of second base will be caused by either an “intentional walk” or a walk generated by four called “balls” by the umpire. Any runners on base will advance only if forced.</p> <p>B. League 7: Each manager in League 7 will designate three players on their team, who when walked a second or subsequent time, will be awarded 2nd base. This award of 2nd base will be caused by either an "intentional walk" or a walk generated by four called "balls" by the umpire. Any runners on base will advance only if forced.</p>
Item 7.9	<p>Base Paths: Leagues 1, 8 and 9 will use 65-foot base paths.</p>	<p>Base Paths: 65-foot base paths will be used.</p>
Section 8		Deleted. Refer to Section 7
New		<p>(New)</p> <p>Article IX Item G</p> <p>Safety Coordinator – is in charge and responsible for all matters related to club safety.</p>