

VMP SENIOR SOFTBALL LEAGUE - 2026
SLOWPITCH RULES (MONDAY LEAGUE AT McCARTY PARK, MILWAUKEE, WISCONSIN)

(A) GENERAL

1. Senior Softball/U.S.A. rules to be used with exceptions shown below.
2. To be eligible, player must be 55 years old or older by December 31st. Using an ineligible player will result in a forfeit and the player will be suspended for at least the first round of the following year. If this infraction occurs in the first round, the manager too will be suspended for the balance of that round. If this infraction occurs in the second round, the manager will be suspended for the balance of that round.
3. You may have any number of players on the roster. If a player is on your roster, he cannot play for any other team, even if he is a sub. If the player has not played for any team, he can change teams before the beginning of the fourth round but must have verbal permission from previous manager and the President or Vice President must be notified.
4. Players must sign a liability waiver before he is allowed to play.
5. Teams may add any new players anytime during the season if they are not on a roster already. Only managers may discuss disputed calls by the umpire.
6. Team may field a maximum of 10 players. You must have a minimum of 9, from start to finish and anything less is a forfeit.
7. Extra batters are optional anywhere in the batting order. They may play defense anywhere at any time.
8. Starting players may be removed and reenter once. A sub may reenter only in an emergency.
9. It is a legal game if called because of weather after 4 1/2 or 5 innings.
10. Commitment line is 30 feet from home plate. If the runner has touched or crossed the commitment line, the fielder can get him out by force only. If the runner is tagged after he touches or crosses the commitment line, the tag is inconsequential, play continues (Live Ball) and the fielder can still get the runner out at home by force out.
11. Sixty-five-foot bases, pitching distance 50-56 feet.
12. The official ball is the DeBeer, 12-inch clincher-soft core.
13. If proven that a player has used an altered bat, his team loses that game on a forfeit and the player is barred for the season.
14. The maximum runs allowed per inning is 5 except for the last inning and any extra innings.
15. International rule: Will be used if the game is tied after 7 innings. Last batter from the previous inning starts out at 2nd base. No courtesy runner until he has reached 3rd base. Repeat for each extra inning until you have a winner. No time limit.
16. Metal spikes are not allowed.
17. Injured player: If a player is injured and cannot continue and there is no substitute available, an out will not be charged. Line up is then condensed.
18. Monday Morning Senior Softball is considered a Men's League.

(B) GROUND RULE

1. Diamond #1 SW-ball hitting tree in fair territory while in flight is a playable ball. If caught in flight it is an out. Not caught in flight is only a single, runners may try to advance but are limited to one base.
2. Diamond #3 E- fair ball entering bushes along third base foul line that becomes unplayable is a three-base hit.

(C) PITCHER

1. Notifies umpire for intentional walks.
2. Must pause 1 second while facing the batter. Quick pitch is a ball.
3. With 1 foot within the pitching box must deliver the ball on the first forward motion.
4. Must arc ball between 6 & 12 feet from ground. If there is a high wind, managers may agree to allow a flat pitch.
5. Pitches are a strike when a legal pitch touches the mat.

(over)

(D) BATTER

1. During his stance, must have both feet on or inside the box line.
2. Bunting, chopping down, hitting the ball twice are out.
3. Allowed 2 strikes, including 2 swinging; 3 balls is a walk.

(E) FIELDER

1. Has a right to base only if making a play. If not, you must avoid obstructing a runner.
2. When a runner is advancing to 2nd and/or 3rd base, they must be tagged if it is not a force out, to register an out.
3. Must tag a runner returning to any base to register an out.
4. Must use force out method by touching the mat for any runner between 3rd hash mark and scoring line. Defender cannot tag a runner trying to score once he has crossed the hash mark.
5. Is not required to catch the ball on an infield fly rule. Live ball. Runners can try to advance.
6. Is not allowed to drop a line drive to create a double play. Dead ball. Runner or runners return to their original base.

(F) RUNNER

If play is made at 1st base, must tag the extension base. The defender must use the white base.

Exception: If defender is in foul ball area, runner may use either base. Passing a runner is an automatic out.

1. When advancing to 2nd and/or 3rd base, runner is required to run to the base. No overrunning will be allowed. Sliding is permitted (but not encouraged).
2. Colliding or shoving is an automatic out. The onus is on the runner.
3. If obstructed by fielder, umpire determines base or bases awarded.
4. Sliding, reaching, diving, or crawling back to a base is allowed.
5. Leaving base before ball is hit or reaches home plate is an out. No pitch, dead ball, batter resumes.
6. On a caught fly ball that was bobbled or deflected may leave base as soon as fly ball is touched.
7. Interfering during a put out, preventing a double play is an out and so is the runner behind the offender. If the interference is after the put out the runner closest to home plate may also be called out.
8. Is out if hit off the base by a playable fair ball. Dead ball, batter awarded 1st base.
9. Is out if when he is trying to score, he touches or jumps over either the mat or home plate.

(G) COURTESY RUNNER – ANYONE ON THE ROSTER

1. May only run once per inning.
2. Can replace any runner at any base.
3. If on base and is scheduled to bat, his team is charged with an out and he is allowed to bat unless it resulted in the 3rd out, then he would lead off the next inning.
4. A runner that was replaced by a courtesy runner may not be a courtesy runner during the same inning. He is out when he touches a base.

(H) EJECTIONS

1. Any player ejected from the game for any reason will required to sit out one game.

