

RULES AND REGULATIONS FOR THE SAMSPA PLUS 40 & 50 DIVISION

SAMSPA follows Softball Canada Rules whenever possible.

The following notes summarize the exceptions to the standard rule book for the Plus 40 & 50 Division.

SAMSPA 2026 PLUS 40 & 50 DIVISIONS -- Rule Book Exceptions

1. Rule Exception – Starting Number of Players & Grace Period for Start of Play:

This SAMSPA rule book exception allows for a 10-minute “grace” period from the scheduled start time of a game to field a team before a forfeit is declared. The exception also states that teams are allowed to start a game with eight (8) players that are on the team’s roster. The team that is “short” players may choose to “pick-up” players from any other Division provided the player “picked-up” meets the age eligibility requirements for that Division of 10. 40/50 divisions age requirements are 40 or 50 or older before December 31, 2026 to create a team of 11. If the team that is “short” players’ elects to play the game with fewer than 10 but not less than 8, the team may bat the number of players they have and **NO** automatic out will apply to the missing batting order spot(s).

**In the event a team at any point reduces to 7 players due to injury or ejection with no available substitutes, the game is immediately forfeited.

**Should any team lose a player due to injury or ejection during the game and is unable to substitute that batting position, that batting position will be ruled an AUTOMATIC OUT for the remainder of the game.

If a team only has seven (7) players from their roster present at game time, the team has the option to “pick-up” three (3) players meeting the age requirement from any other division, but only with consent of the opposing team’s manager. When consent is given, the game becomes official, the umpire will have the game played out, and it will not be deemed a forfeit. When consent is not granted by the opposing team, the game will be “forfeited” by the team that is missing players and the umpires may leave the diamond.

If players on their roster arrive after the lineup has been submitted, the team that has picked up players may choose to replace the picked-up players with the late arriving players or may add the late arriving players to the bottom of the batting order. Players may not be added to the bottom of the batting order once that team has gone through the batting order one or more times unless consent is received from the opposing manager.

** ALL players in all divisions, whether they are full time, part time or a one-time player must sign the insurance waiver, which is on the SAMSPA website, located under the Teams tab – Player -Player Waiver.

** No substitute players are allowed during any of the playoff rounds for any team.

2. Rule Exception – Strike Zone VS Mat Zone:

The PLUS 40 & 50 DIVISIONS are ruled strictly by a “mat zone” as determined and enforced by the game umpire. The mat will be made of “wood” or other material that is audible when it is hit by the ball. The dimensions of the mat will be 22 inches wide, 40 inches long and will extend from the front of home plate.

3. Rule Exception – Maximum Number of Roster Players:

SAMSPA allows for a maximum of 25 roster players per team. No substitute players are allowed during the entire rounds of the playoffs. All players must have their date of birth included on the roster. Players not providing a date of birth or not meeting the age requirements of the division will be considered ineligible. No player is allowed to be registered on more than one team in the same division. Open, Plus 40, Plus 50, Plus 60 & Plus 70 are all considered separate divisions. Rosters must be in place by May 1st but may be changed until June 1st. After June 1st, NO roster changes are permitted without the approval of the SAMSPA President. Non-rostered players may be used after June 1st to assist teams in fielding a team for competition. No substitute players are allowed during any of the playoff rounds for any team.

4. Rule Exception – Courtesy Runners:

SAMSPA will allow unlimited courtesy runners per game; however, no runner may run more than once per inning. The Plus 40 & Plus 50 Divisions also allow a courtesy runner for the batter from behind the home plate at the designated starting spot. The runner used is considered a courtesy runner and the courtesy runner rule applies (i.e. no more than once per inning either from home or any other base). The courtesy runner may be any player in the lineup (i.e. does not have to be the last out). When using a runner from home and the batter crosses the commitment line, after contacting the ball, the batter will be declared "Out!" The ball is dead. Base runners may not advance nor be put out.

5. Rule Exception – Uniform Policy:

The uniform policy now adopted states that at a minimum of 7 players in the lineup must have matching jerseys. Otherwise, the opposing team, prior to the start of the third inning, may declare to the umpire that they are playing the game under protest. If the protest is upheld, the game will be considered a forfeit. All players on the field at the time of play are encouraged to have matching jerseys, pants and hats, but only the jersey rule will be enforced. All teams will have until June 1st to comply with this rule unless an extension is granted by the President.

All hats or caps will be worn with brims facing forward while play is happening on the diamonds. At the umpire's discretion, individuals may be asked to remove headwear or may eject the player from the game.

6. Rule Exception – Scoring of Runs:

The maximum number of runs allowed to be scored by a team in an inning is five (5). The exception is that the seventh (7th) or last inning will be considered an open inning with unlimited scoring until three-outs are recorded or the home team has scored the winning run.

All runs will be scored by players crossing (i.e. any part of the player's body touching the ground) a "scoring line" or a "home safe line". The home plate is not live. Runners will be called out if they touch any part of the home plate or mat.

Baserunners cannot be tagged between the "commitment line" and the "scoring line". Once the baserunner crosses the "commitment line", it becomes a "force play". For the baserunner to be called out, the catcher must be touching the mat with the ball before the baserunner crosses the "scoring line".

7. Rule Exception – Homerun Rule:

There is a maximum of seven (7) homeruns allowed per team per game. Any homerun batted after a team has exceeded their allotted number of seven will be considered an "OUT".

8. Rule Exception – Time Limit

All SAMSPA League games have scheduled start times of 3:30pm for the Plus 70 Division, 5:00 pm for the Plus 60 Division games and 6:30 pm, 8:00 pm and 9:30 pm for all other Divisions. Players are expected to be ready to play at their scheduled start time. All games are 7 innings long; however, no new inning should start more than 1 hour and 20 minutes after the scheduled start time. At the umpire's discretion (i.e., the game is proceeding at a slow pace), last inning may be called any time after 1 hour and 10 minutes have elapsed from the scheduled start time.

9. Rule Exception – Mercy Rule

A team may, but is not obligated to, concede a game if they are 15 or more runs behind after 4.5 (visiting team behind) or 5 (home team behind) innings have been played.

10. Rule Exception – Flip Flop

If the home team is behind by 7 or more runs at the start of the last inning and managers of both teams' consent, the home team will bat first in the final inning. If the visiting team is ahead by 10 or more runs at the start of the last inning, the flip flop is mandatory.

11. Rule Exception – Foul Tip

Any tip ball caught by the catcher will be out regardless of the number of strikes on the batter. The play will be treated like any other ball caught in foul territory.

Pitcher's Rule

- If a pitcher is hit, it is considered a live ball (status quo) or, play may be halted at the discretion of the umpire.
 - **Note:** If pitchers feel that playing a strong team could conceivably be dangerous to them, they should either be using the pitching screen or wearing protective equipment.

Use of a Pitching Screen or protective equipment

- Optional at all times - the screen is always available by asking for it at the concession.
- If a ball hits the screen, it is considered a live ball, but the pitcher cannot field the ball. If the pitcher fields the ball, the batter will be declared safe at first and all other runners will be entitled to advance one base (treated like a ball being thrown by the pitcher out of the playing area).

Team Rosters (IMPORTANT)

Team rosters must include:

- Year of birth, 01,01 can be used for day and month.
- Residence in general terms i.e. St. Albert, Redwater, Edmonton.

12. Rule Exception – Use of Helmets

Use of helmets for 2026 will not be mandatory however, SAMSPA very strongly recommends that all players wear an approved (Canadian Standards Association (CSA) or National Operating Committee on Standards for Athletic Equipment (NOCSAE)) batting helmet with two ear flaps while batting, base running and in the on-deck circle."

13. Rule Exception – Playoff Tie after 7 innings (extra innings):

Extra innings will begin with 1 out and last batter from the previous inning at 2nd base.

14. Rule Exception – Game Balls:

All teams will be required to mark their game balls with their team's name. While at bat, teams will hit their own marked balls. Teams will continue to be responsible for collecting their own homerun and foul balls.

15. Rule Book Exceptions - Pitching Distance

SAMSPA pitching distance remains status quo and a pitching distance of 50 – 60ft is acceptable.

