

AMARILLO SENIOR SOFTBALL CLUB

2017 PLAYING RULES

We will use the Official Senior Softball-USA Rulebook as the basis of our playing rules. The following will clarify, emphasize, append or supersede the Senior Softball USA rules.

Club playing rules will remain in effect during the season. These rules may be changed during the season if they are found to be ineffective or create a hazard to any player. Changes must be submitted in writing to the Board of Directors.

CODE OF ETHICS

Append

The drinking of alcoholic beverages and the use of tobacco will not be permitted prior to or during a player's game, on the playing field or in the dugout.

Penalty: Severe misconduct of the articles will result in automatic ejection and suspension from the next regularly scheduled game.

SECTION 1: DEFINITIONS

Emphasize

1.15 - COMMITMENT LINE

A three foot commitment line shall be marked across and perpendicular to the foul line and placed thirty feet from home plate. Once a runner has crossed the commitment line he: (a) cannot return to third base; (b) must continue home; and (c) can no longer be tagged out by the defensive player; the defensive player must touch the strike zone mat.

1.62 - STRIKE ZONE MAT

A strike zone mat will be used. The mat (combined with or covering home plate) will be 19" wide and 34 1/2" in length.

Append

SCORING LINE

The scoring line will be at an angle starting from the third-base corner and through the corner of the batter's box and start 9 feet 5 inches from the third-base corner of home plate and extend at least 3 feet and run parallel to the 1st base line.

SECTION 2: PLAYING FIELD DIMENSIONS

Supersede and clarify

We will play the general dimensions of the fields furnished by the City of Amarillo with the following changes as outlined in the Official Rulebook to promote safety:

2.3– EQUIPMENT AND MARKINGS

- C. A double base shall be used at first base. Half the base is white (over fair territory) and half is orange (over foul territory).
 - 2. Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the colored portion to avoid contact or collision.
- D. A commitment line, strike zone mat and scoring plate or scoring line will also be added the standard playing field.

SECTION 3: PLAYERS' EQUIPMENT

Emphasize

3.4(3) - APPROVED BATS

All bats marked "1.21 BPF" or less, SSUSA approved bats, or bats having an ASA 2000 or 2004 stamp are approved for use. Any new bats should be permanently mark "Approved for SSUSA Use", or similar, by permanent sticker, etching or imprint.

3.4(4) – ALTERED EQUIPMENT

A bat or ball is considered altered when the physical characteristics of a legal softball bat or ball have been changed (EXAMPLE: chilling softballs). Replacing the handle of a metal bat with a wooden or other type of handle, inserting material inside the bat, applying excessive tape (more than two layers) to the bat grip or painting a bat other than the top or bottom for identification purposes are considered altering the bat. **Applying a foreign substance to the barrel of the bat constitutes altering a bat.** Penalty for using an altered bat – batter will be called out and ejected from the game.

Clarify

3.8 - UNIFORM

All players and coaches must wear the uniform shirt issued by the ASSC and as the outermost garment. Under special circumstances this rule may be waived by a commissioner or in his absence, the umpire. **(1.30 C.)** Ball caps are optional. They must be alike and worn properly.

Penalty: If a player is found in violation, he must change before any further play. Refusal to comply will result in ejection.

SECTION 4: PLAYERS AND SUBSTITUTES

Append

4.2 – ROSTER RESTRICTIONS

A team roster is limited to 12 members. A non-playing manager or coach is not included in this player count of 12. **(A non-playing team member is one who has signed the ASSC agreement stating he is not eligible to play in a given season and agrees that if he becomes able to play that he**

must go to the bottom of the waiting list and may not be picked up by the team he was on as a non-player.) A team must have the required number of players (**including needed pickup players**) present in the dugout to start or continue a game. Players listed in the starting lineup and not available at game time may be substituted and re-entered later.

4.2(1) – QUALIFYING ROSTER FROZEN (N/A)

Supersede

4.2(2) – ADDING / RELEASING ROSTER PLAYERS

A. Adding Roster Players

1. Teams will be formed through the annual Draft.
2. Players may be assigned after the draft by the Player Representative from the waiting list of eligible players in the chronological order of when the player joined the league to fill vacancies as they occur.

B. Releasing Roster Players

1. Any player may resign at any time by sending a written letter of resignation or by providing verbal notice to any member of the Board of Directors.
2. A player that does not show up for three (3) consecutive games and does not contact the manager during this time may be removed from that team. To remove that player from the team, the manager must submit in writing to the Player Representative a request that the player be released.
3. The manager has the option of removing an injured player from the team or leaving him on the team in hopes that he can return to the team before the season is over. If the manager wishes to remove the player he must then submit in writing to the Player Agent the request to remove the player. Once the player is well he will be assigned to another team.

4.2(3) – 4.2(7) N/A

4.3 – NUMBER OF PLAYERS ON A TEAM (FOR GAME)

Supersede

4.3(1) - MEN'S DIVISIONS UNDER AGE 70+

Ten players constitute a team to play a game.

A. Under ten (10) at start of game

A team may start a game with no fewer than **eight** players. A ninth and tenth player on the roster may be added any time during the game, batting ninth and tenth position, respectively. Until the ninth and tenth positions are filled, an out will be declared only the first time each of those positions come to bat.

Each team must have at least 7 roster players to begin the game or it will be forfeited. If both teams fail to field 7 roster players, both will record a loss for the game.

To encourage each game is played, the club allows pickup players to be used to fill the game line-up card up to ten players to start the game or continue the game because of illness or injury. If a player leaves for the above reasons, an out shall be recorded on that player's first subsequent at bat whether a pickup player is used or not. **A team with only nine roster players present will play only nine unless they choose to use a pickup player, in which**

case they will give an additional run to the opposing team at the conclusion of each inning, up to five innings. A team with only seven or eight roster players present may pickup the eighth and /or ninth player(s) without having to award any runs to the opposing team. Eligible pickup players are ASSC players assigned to a team or a player on the list waiting to be assigned to a team. **An active ASSC Board Member will be notified by the manager as soon as it is decided a pickup player is needed and the Board Member will have the scorekeeper announce on the PA that a player is needed so that all who would like to be in the drawing may be included.**

Line-up cards are due 10 minutes before game time. If a team has at least 7 roster members, but less than 10, they may fill it with pickup players.

Eligible players wearing an ASSC uniform wishing to play that particular game should notify the acting player agent for that game. Each will draw a random number and place it in a hat. The opposing manager will draw a number out of the hat to assign a pickup player to the other team. This will be done in an alternating manner if both teams need players. The player(s) selected will be placed at the end of the batting order in the order they were selected. Example: Team A needs 2 players: 1st player chosen bats 9th and 2nd player chosen bats 10th. If a roster player shows up after the game has started, he will substitute for a pickup player in the reverse order in which they were selected after pickup player has completed the current inning. If the pickup player's regular game starts before his pickup game is over, he is to leave the pickup game and an out will be recorded on the first at bat he misses.

If a player is requested to stay away from a game the manager will be suspended for one game for each infraction.

NOTE: During the Club Tournament a team may have only **one (1)** pickup player. All teams must have at least **eight (8)** players to start the game.

If a player leaves the game for any reason other than injury, illness or emergency, he could be subject to discipline by the board of directors including suspension from a future game.

B. Ten (10) or over at start of game

If a team has ten or more at start of a game and a roster player arrives after the start the game, he may be added to the line-up immediately to the bottom of the line-up or he may be used as a substitute for one of starters.

C. Due to the above, non-present roster players' names and numbers should be listed in the substitute area of the line-up for quick addition during the game.

4.3(2) – MEN'S DIVISIONS AGE 70+ (N/A)

4.3(3) – EXTRA PLAYERS

Append A.

Each player in the batting order must play a minimum of two defensive innings. This will be recorded by the scorekeeper.

Failure to comply will result in the manager being suspended from playing in the next scheduled game.

4.4 – SHORT-HANDED RULE

Supersede part of A.

NOTE: Under no circumstances shall a team be permitted to bat less than **eight**. A forfeit will be recorded.

SECTION 5: THE GAME

Supersede

5.1 – GAME TIME

- A. The official game time is time listed on the season schedule or five (5) minutes after completion of the previous game, whichever is the latter.
- B. Teams must be present and ready to play fifteen minutes prior to the stated game starting time.

Forfeit Time: Game time is forfeit time, or five (5) minutes after completion of the previous game, whichever is the latter.

Prior to the game each team shall line up along their respective foul lines and the home team shall be responsible for giving the prayer. Participation in the prayer is optional.

Supersede

5.2 – HOME TEAM

Home team for each game will be pre-determined on the season schedule.

Append

5.3 – FITNESS OF THE GROUND (PLAYING CONDITIONS)

The City of Amarillo may cancel the games due to weather by 4:30 p.m. on the day of the games. If not canceled by the City, fitness of the ground (or playing conditions) for the game will be decided by the umpires.

Makeup games will be at the discretion of the Board of Directors.

Append

5.4 – REGULATION GAME

C. The regulation time limit for games shall be as follows:

- 1. Regular season games will consist of seven (7) innings but no new inning will start after 50 minutes unless tied. A new inning starts when the third out is made in the bottom half of the previous inning.
- 2. Championship game in the Club Tournament shall be a full seven innings with no time limit.

Append

5.4(1) – TIE GAMES

Batters will have a three-two count when they enter the batter's box.

Emphasis

5.4(2) – INTERNATIONAL TIE-BREAKER RULE

Teams start each half-inning with a runner on second base. The runner is the last batter of the previous inning whose turn at bat had been completed, assuming a position on second base. No substitute or courtesy runner may replace him until he has reached third base. EFFECT: If the last batter of the previous inning cannot continue to play because of injury, illness, etc., he will be declared out and the next previous batter will be the tie-breaker runner.

5.5 – GAME LIMITATIONS

5.5(2) – FLIP-FLOP RULE (N/A)

Append

5.5(3) – MERCY RULE (RUN RULE)

If a team is ahead by **ten (10)** or more runs at any time after five innings have been completed, or four and one-half innings with the home team ahead, the game shall be declared a complete regulation game.

Append

5.10(4) – DUGOUT CONDUCT

Only team members and pickup players are allowed in the dugout during the game.

Supersede

5.12(1) OFFICIAL GAME CARD

The scorekeeper shall keep the official score in the score book.

Supersede

5.12(2) PROTESTED GAME

Protests may be made, because of violations of any rules, by the managers who are involved in the game where violations occurred. All protests will be called to the attention of the umpire at the time of the infraction. If not satisfactorily resolved at the time the umpire will notify the opposing manager and the scorekeeper that the game is being played under protest from that point. The scorekeeper will annotate the score sheet with the information. All protests must be submitted (or post marked) in writing to the League Commissioner within forty-eight (48) hours of the end of the game. The Board of Directors will rule on the protest within fifteen (15) days.

SECTION 6 – PITCHING REGULATIONS

Append

6.2 – PITCH COUNT

Batters are allowed a total of 4 balls and/or 3 strikes. In an effort to speed up the game, all batters will start with a 1-1 ball/strike count when they enter the batter's box.

Supersede

6.17 PITCHER'S MANDATED MINIMUM SAFETY EQUIPMENT

Based on the general consensus of our league members, pitchers are NOT required to wear a protective face mask but are strongly recommended to do so.

As an alternative, before the start of a game and only then, a pitcher may elect to use a protective screen. It must be placed so that the bottom of the net or one of the feet at least touch the pitcher's plate and it must cover at least half of the pitcher's plate width. The pitcher must be at least partially behind the screen after each pitch but he may make a play on the ball if hit. If a batter strikes the screen with a batted ball, it will be called a foul ball. If he strikes it again in the same at bat, he is out. After the ball is in play, the screen becomes part of the field and the ball will remain in play if it strikes the screen unless it gets wrapped up in the net so that it is not retrievable. The screen will remain in place and upright during play. If the screen is knocked down intentionally or inadvertently for any reason while the ball is in play, it will be treated as a dead ball, play will be stopped and all runners advance to the next base.

Emphasize

6.17(1) – RELEASE (INJURY TO PLAYER)

By electing not to wear the head gear, the pitcher waives any and all claims, individually, and by his heirs and holds harmless ASSC, its sponsors, its Board of Directors, Senior Softball-USA, LLC, any municipal or park facility employees from and against any and all loss liability, charges and expenses (including attorney's fees) and causes of action of whatever character that may arise for injury that may have been reasonably prevented by the mandated safety equipment during participation in ASSC events;

6.17(2) – PLAYER RESPONSIBILITY FOR PROCURING INSURANCE

The pitcher is fully aware that ASSC and SSUSA do not carry, or provide, any medical insurance for any participants and that all players are solely responsible for procuring their own insurance;

6.17(3) – ASSUMPTION OF INHERENT RISK

The pitcher recognizes that he assumes all risks involved arising from participation as a pitcher electing not to wear the head gear, and knowingly undertakes the inherent risks of the sport, and

6.17(4) – SOFTBALL SKILLS

The pitcher is familiar with the skills required to participate as a pitcher in ASSC sponsored play (including batting, fielding, running and throwing) and has satisfied himself that he is proficient in these skills.

SECTION 7 – BATTING

Append

7.1 – BATTING ORDER

- A. The batting order of each team showing the players' first and last names, and uniform numbers must be listed on the game card and delivered to the **scorekeeper** before the game.
- B. The batting order delivered to **scorekeeper** must be followed throughout the game, unless a player is replaced by a substitute who must take the place of the removed player in the batting order **or a roster player arrives after the start of the game and is placed at the bottom of the line-up.**

Append

7.4 – STRIKE CALLED BY UMPIRE

- C. For each foul tip. EFFECT: The ball is dead and the batter is out if it is the **fourth** strike.
- D. For each foul ball, including the third and **fourth** strike.

Append

7.6 – BATTER IS OUT

- G. Upon hitting a foul ball on the **fourth** strike, the batter is out. If a fly ball is caught in playable territory, the ball remains live and runners may advance at risk of being put out.

SECTION 8 – ON BASE SITUATIONS

Supersede

8.4(2-5) – HOME RUN OVER FENCE

There is no limit of home runs.

Supersede

NOTE: the home run batter need only touch first base and then return to dugout; all other runners need only touch the next base then return to dugout. EFFECT: Batter or base runner shall be called out for failure to touch the next base.

Emphasize

8.5(1) – USING COURTESY RUNNERS

Any player on the roster and present may be a courtesy runner if listed on the official lineup. A courtesy runner may be used for a base runner at any time, but the same courtesy runner may not be used more than once per inning. Any courtesy runner found running more than once per inning will be called out. Any player on the team roster may be a courtesy runner; he does not have to be playing defense or in the batting order.

8.5(3) – COURTESY RUNNER REPLACEMENT

A courtesy runner may not be replaced by another courtesy runner except for injury causing removal of the original courtesy runner permanently from the game.

8.5(4) – COURTESY RUNNER COMING TO BAT WHILE ON BASE

A courtesy runner on base when it is his turn to bat will be declared out. The runner will be removed from the base and a second courtesy runner cannot be substituted. Substitution for the original player will not prevent this out. The courtesy runner called out does not lose his turn at bat. EFFECT: The out occurs at the base the courtesy runner abandons to take his required turn at bat, unless it is the third out.

8.5(5) – COURTESY RUNNER OFFICIALLY IN THE GAME

A courtesy runner is in the game when he touches the base. If a courtesy runner is determined illegal, he will be called out upon touching the base and no other courtesy runner is allowed. The original runner may not return as the runner. An illegal courtesy runner on base is committing a continuing violation and may be called out upon appeal at any time while on base or, if he scores, prior to the first pitch to the next batter.

SECTION 9 - MISCELLANEOUS

Append

9.4 FOUL FOURTH STRIKE

Upon hitting a foul ball on a **fourth** strike, the batter is out. If the ball is caught in playable territory in the air, the ball remains live. Runners may advance at their own risk. (See also **7.6**)

Append

9.6 CLUB TOURNAMENT SEEDINGS

Team seeding in the year end Club Tournament will be determined on the season records with the team with the best winning record percentage seeded first (highest). If teams finish with identical records, the team with the best record in head to head competition will be seeded highest. If the head to head record is tied, the team with the most runs in head to head competition will be seeded highest.