

# San Antonio Senior Softball League

www.sassl.org

## PLAYING RULES

2010

Revised February 18, 2010

**GENERAL STATEMENT:** The San Antonio Senior Softball League (SASSL) is a nonprofit organization established to provide opportunities to senior men and women to promote physical and mental fitness by participating in slow-pitch softball. SASSL has adopted the SSUSA Rulebook ([www.seniorsoftball.com](http://www.seniorsoftball.com)) as a guide. (Selected rules are listed below along with league exceptions)

### **APPROVED BATS (all age groups)**

All bats marked 1.20 bpf or SSUSA Approved or have an ASA stamp are approved for use. The rating must be clearly visible on the bat, or it must be obvious to the inspector that the bat is of an age or make that it is not High-Tech.

### **ROSTER RESTRICTIONS 50+,60+, 65+**

Rosters with 20 players will be frozen for the current season. New players entering the league will be placed on the team with the fewest players and will be determined by the League Commissioner.

*NOTE: A player removed from a frozen roster because of injuries cannot be reinstated until the beginning of the next season (spring,summer,fall). An injury must be certified by the manager and is defined as a debilitating injury that prevents a player from actively participating at least for the remainder of the season. Another player may be added to the roster to replace the injured player without penalty.*

### **ROSTER RESTRICTIONS 69+**

Official teams will initially be allowed a maximum of 16 players on their roster. When all official teams declare their rosters are full, rosters will be frozen. Once the rosters have been frozen and it has been determined that there are not enough players to make an additional official team, all unassigned players and/or new players entering the 69+ division will be placed on an existing official team on a rotating basis as determined by the commissioner.

*NOTE: A player removed from a frozen roster because of injuries cannot be reinstated until the beginning of the next season (spring,summer,fall). An injury must be certified by the manager and is defined as a debilitating injury that prevents a player from actively participating at least for the remainder of the season. Another player may be added to the roster to replace the injured player without penalty.*

### **FORFEIT RULE**

In order to avoid forfeits, if teams are shorthanded, they may pick up registered players in the same or higher age classification until they reach the maximum number of players for their age classification. (A forfeit is called for 50+, 60+, 65+ teams have less than 7 players, and for 69+ teams with less than 8 players). Picked up players will be selected from a list of eligible players that have registered with the scorekeeper. If the shorthanded team cannot pick up enough registered players to reach the minimum number in their age classification, that team will forfeit their game but can pick up players from a lower age classification in order to play the game.

### **COURTESY RUNNERS**

Courtesy runners can only be inserted into the game before the first pitch to the subsequent batter.

**69+** = Unlimited courtesy runners and the same runner can run multiple times in the same inning.

**50+,60+, 65+** = Unlimited courtesy runners but the same runner cannot be used twice in the same inning. *Note: A runner who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning.*

### **TEAM CLASSIFICATION**

The Chairman of SASSL has the authority to classify/reclassify teams based on their team strength.

### **TEAM EQUALIZER (All Divisions)**

Teams of unequal skill rating will receive 5 runs. If the teams are two or more skill ratings unequal, the lower rated team will receive 7 runs. In age divisions that already play 11 defensive players, the equalizer shall be 5 runs only for a single rating or age difference, and 7 runs in the case of two or more age or rating differences. **(NOTE: Teams receiving 5 runs will have two runs added in innings 1 & 2 and one run in inning 3. Teams receiving seven runs will receive two runs added in innings 1, 2 & 3 and one run in the fourth inning.)**

### **REGULATION GAME**

The length of a game will be seven (7) innings or 50 minutes. The time will start when the umpire says "PLAY BALL". After 50 minutes of playing time, the umpire shall notify both teams that the next inning will be unlimited runs.

NOTE: If the score is tied at the end of regulation, the Tie-Breaker Rule will be used.

### **REPLAYED GAME**

Games that are interrupted shall be replayed from the point of interruption of that game, unless the teams mutually agree to accept the existing score as the final score. Original lineups will be used but if a lineup player is unavailable, substitutes can be used from the team roster. In the event that a game cannot be completed, an official game may be called after five (5) innings of play or 4 1/2 innings of play (if the home team is ahead.)

### **TIE-BREAKER RULE**

Each team will start each additional inning with a runner on second base and the batter having a 3-2 count. The runner will be the last player that completed his turn at bat when the third out was made in the previous inning. No courtesy runner is allowed to replace the runner starting at second base until he has advanced to third base. If this runner is unable to continue play, for any reason, he will be declared out and the next previous batter will be the tie breaker runner. The runner that was unable to continue may not play for the remainder of the game.

### **FLIP-FLOP RULE**

After the umpire has declared the unlimited inning AND if the Visiting Team is ahead by 10 or more runs, the Home Team will remain at bat and start new at-bats. All runners on base will return to the dugout. The Home Team will start the open inning. If the Home Team fails to tie or pull ahead of the Visiting Team, the game ends and the Visiting Team wins. If the Home Team ties or pulls ahead, the Visiting Team comes up to bat. If the game ends in a tie, the game continues with a "one-pitch" format using the Tie-Breaker Rule.

### **HOME RUN RULE**

All teams will play under the 1-home run + 1-up single rule. The first ball hit over the fence will count as a home run. All subsequent balls hit over the fence by the same team will count as singles until the opposing team has hit a ball over the fence (home run). Base runners may only advance one base per single over the fence.

### **AGE QUALIFICATION**

The age a player attains on his birthday in any particular year will be considered to be his age for that entire calendar year.

### **MERCY RULE**

A 15 run mercy rule will be in effect after 5 innings (4 ½ if the home team is ahead) thus ending the game regardless of whether either team has had their unlimited inning.

### **RUNS PER INNING**

Five (5) run maximum (no runs over) per inning except for the unlimited run inning.

### **NUMER OF PLAYERS ON A TEAM**

1. **50+,60+, 65+** - Ten (10) players constitute a team; however, a team may start a game with no fewer than nine (9) players. A tenth (10<sup>th</sup>) player on the roster may be added any time during the game, batting in the last (10<sup>th</sup>) position.
2. **69+** - Eleven (11) players constitute a team; however, a team may start a game with no fewer than ten (10) players. An eleventh (11<sup>th</sup>) player on the roster may be added any time during the game, batting in the last (11<sup>th</sup>) position.

### **BATTER ELIGIBILITY**

A team may bat every player in the dugout and on the team roster; however, all batters must be listed on the Line-up card submitted to the scorekeeper prior to the start of the game. The number of batters listed cannot be reduced without recording an out when the vacant position comes to bat. In the case of an injury, an out will be recorded only the first time the vacant position comes to bat. (Exception: if a player is ejected, an out will be recorded every time that position comes to bat)

### **FIELDER ELIGIBILITY**

Only players that are on the official batting order will be allowed to play defense (if you play defense you must bat.)

### **PITCHER PROTECTION RULE**

There are three parts to this rule. 1) Some part of the pitcher's body must be touching the pitcher's box. 2) The pitcher must be struck by the ball. 3) The pitcher, in the judgment of the umpire, does not have time to make a defensive play before being struck. Effect: The ball is dead and the batter is out. (Pitchers are encouraged to wear protective head gear and shin guards at a minimum.)

### **BATTER/RUNNER REACHING FIRST BASE**

The Batter/Runner failing to touch the portion of the double bag extending into foul territory (orange portion) was previously at risk to be put out for failing to do so, but only by an appeal play. The rule is amended to make this the umpire's call without an appeal.

### **END OF SEASON TOURNAMENT**

Rosters at the end of the Fall Season are frozen and will be the official rosters used for the End of Season Tournament. Players may not be added after rosters are frozen. Exception: If teams are shorthanded (minimum of 7 roster players for 50+,60+,65+, and minimum of 8 roster players for 69+), they may pick up registered players from the same or higher age classification until they reach the maximum number of players for their age classification. Picked up players will be selected from a list of eligible players that have registered with the scorekeeper.

**Championship game and "IF" game will be 7 innings with no time limit, mercy rule in effect.**