

Sun and Fun Tri County Senior Softball League, Inc.

Playing Rules

Rules not covered in the Sun and Fun playing rules section will be covered by the 2017-18 (SSUSA) rule book for senior softball competition.

Section I: Players per Team:

- 1.1** Teams consist of no less than 9 players.
- 1.2.** No more than 11 players can play on defense.
- 1.3.** When a team has only 9 players they can borrow players from the opposing team.
- 1.4** The opposing manager will determine if that player only plays defense or be allowed to bat.
- 1.5** When a team has less than 9 players they will forfeit the game.

Section II: Substitution:

- 2.1** There are unlimited substitutions on defense, so long as that player is in the offensive lineup.
- 2.2** Player(s) leaving a game due to injury or illness with no substitution available, their spot in the lineup will be skipped and no out declared. The player may not return to the lineup or game.
- 2.3** Starting player(s) can be substituted for and reenter the game one time in the same batting position.

Section III: Courtesy Runners:

- 3.1** A courtesy runner can be used for a batter from home plate or base at any time.
- 3.2** The courtesy runner must be in the offensive lineup and can only run once per inning or be called out.
- 3.3** A courtesy runner may not replace a courtesy, except in case of injury to that runner.
- 3.4** A courtesy runner on base when it is his turn at bat, will be called out as the runner and must bat.
- 3.5** A player becomes a courtesy runner when the umpire puts the ball back in play and calls Play Ball.
- 3.6** Once the umpire calls play ball a team may not switch to another courtesy runner.
- 3.7** When a courtesy runner is used and the batter also runs and touches the base or interferes with the play after hitting the ball he will be called out.

Section IV: Base Running:

4.1 A courtesy runner may not get a running start to the home plate running line.

4.2 A runner(s) may not leave the base they are entitled to prior to the following:

- The ball reaches the plate
- Hits the ground in or around home plate
- The batter swings at or hits the ball

4.3 When a play is being made at 1st base the runner will be called out for the following:

1. Not observing the running line.
2. A play made at 1st base and no red bag obstruction touching a portion of the white base is an out. When no play is made at 1st base the runner may touch the white or red base and advance toward second.
3. A run by at 1st base the runner does not have to return to 1st base before advancing to 2nd base.
4. A runner may not dive or slide into 1st base or home while moving toward that base, but can dive or slide back to 1st base to avoid an out.

4.4 A runner may dive or slide into 2nd or 3rd base. The runner must tag the base since there is no run by rule in the Sun and Fun league. **To avoid a collision at 2nd or 3rd base the runner is allowed to run by or past the base within a reasonable distance of 2 to 3 feet either side of the base, and 5' beyond the base. These distances are subject to review by the closest umpire to the play.**

4.5 A runner is out by force or tag except the following: Home plate, between the commitment line and the alternate home plate or home plate line.

4.6 The league has a no contact or crash policy that will be strictly enforced. Interference by the runner(s) will be an automatic out.

4.7 Obstruction by a defensive player will result in extra base(s) for the runner when called by the umpire.

4.8 There is no limit to the number of bases a runner can advance when the ball is in play.

4.9 The outfield must be a minimum of 235' to have an automatic over the fence home run.

- 4.10** A runner advancing to the next base can reverse direction one time only when a play is being made on him/her unless he/she has passed the commitment line which is located 20' from the alternate home plate or alternate home plate run line.
- 4.11** Runners attempting to score must run to the alternate home plate/line or be called out if touching the regular home plate. If any part of the runner's anatomy breaks the plain of the home plate area (Batter's Box) that runner is declared out but the play in progress continues to conclusion.
- 4.12** A force out at home is accomplished by the defensive player touching any portion of the strike mat while in possession of the ball.
- 4.13** When a **Runner** intentionally collides with a defensive player attempting to field the ball, making a throw or tagging the runner, except at home plate, that runner will be called out. If both umpires conclude that the runner intentionally collided with the fielder in a manner that would cause injury to the fielder the runner will be ejected from the game. If determined that the **Defensive Player** intentionally collided with the runner the same standard applies. In both cases both managers are required to report the incident to the league president, vice president, and division representative within 24 hrs. Additional action may follow if league rules **13.0 through 13.7 apply.**

Section V: Bats – Balls:

- 5.1** A legal bat used in the Sun and Fun Senior League must be listed by the ASA on the approved bat list published on July 3, 2008 or has been approved subsequent to that date for use by the ASA. A bat having the new ASA certification mark introduced in 2013 is approved for play in the Sun and Fun Senior Softball League.
- 5.2** Bats listed by the ASA on their non-approved list published on July 3, 2008 or beyond that date are illegal and cannot be used in Sun and Fun league games.
- 5.3** A bat that does not appear on the ASA approved or non-approved list published on July 3, 2008 is considered illegal and cannot be used in Sun and Fun league play unless the bat(s) has been approved subsequently to the July 3, 2008 date for slow pitch use by the ASA. Managers in the Sun and Fun league are responsible for insuring that any bat conforms to the standards stated above.

5.4 The official ball used in the Sun and Fun Senior Softball League effective 11-3-2017 is the:
“Trump Stote 12-inch., 44 Core, 375 Compression, Optic Yellow, Red or Black stitching”.

5.5 The home team will provide (1) one new approved ball in the wrapper, and (1) one good used approved ball to the Umpire prior to game start.

5.6 A player caught using an illegal bat will be called out and ejected from the game. When the ownership of the bat in question cannot be determined the manager of the team in possession of the bat will be held responsible. Managers from each team must notify their division representative within (12) twelve hours after the game in question.

5.6.1 The division representative will contact the President of the league who is in charge of the operations committee within (12) hours after the complaint has been issued.

5.6.2 The player in possession of the illegal bat as stated in section 5.6 has the right to appeal to the operations committee who will convene a meeting to hear the complaint within 48 hours and make a determination on the complaint.

5.6.3 A player is found in violation of the rule on illegal bats the following penalties will be assessed:

- First offense: (Player-Owner) Suspension for 14 games. (Manager) 14 games if no Owner is identified. Game forfeiture.
- Second Offense: (Player, Owner, Manager) Suspension for 28 games. Game forfeiture.
- Third Offense: (Player, Owner, Manager) Lifetime Suspension.

5.7 Any bat used during the game must remain in the bat rack throughout the entire game. A bat cannot be used unless it comes from the bat rack used during the game.

5.8 All bats must have a label identifying the owner or team.

5.9 Bat warmers are legal but must be hung adjacent to the bat rack used during the game.

5.10 Bats must be free of dents, cracks, burrs. Bats with these defects must be removed from play.

5.11 The Miken Freak 98 is illegal unless it has a serial number visible on the barrel of the bat.

5.12 Warm up bats: The on deck batter is allowed two league approved bats in the on deck area that meet the following requirements:

- Stamped (WB) in one quarter inch letters, or marked (Warm up Bat) on the bat barrel

- A minimum weight of 48 oz.
- A minimum barrel diameter of 2 ½"
- Must have a safety grip 8" and no more than 15" extended from the knob.
- Must be one piece construction or a one-piece assembled bat approved by SSUSA/SSWC

5.13 No attachments (donuts, fans, etc.) are allowed on an approved league bat except the Pow'R Wrap warm-up attachment.

Section VI: Official Game:

6.1 An official game is **(8)** innings, unless extra innings are needed to break a tie game.

6.2 A game is considered official after the losing team has batted 5 times.

6.3 When extra innings are needed to break a tie game the following rules apply:

1. Each team starts the inning with a runner on 2nd base.
2. It will be the batter that made the last out in the previous inning that has completed his/her turn at bat. A courtesy runner cannot replace him/her until they reach 3rd base. If the batter had a courtesy runner from the plate then that runner goes to 2nd base and cannot be replaced.

Section VII: Pitching Screen:

7.1 The pitching screen approved for play starting with the 2017-18 season have the following dimensions: Width: 30"-38", Height "72-76"

7.2 Each community must make an approved pitching screen available for each game.

7.3 Pitchers have the discretion to use an approved pitching screen if they so choose.

7.4 At the beginning of each inning the pitcher must decide if the screen will be used. If the screen is used once the inning begins the following rules apply:

1. No changes to the position of the screen can be made unless a new pitcher is used
2. The screen must be positioned no more than 4' in front of the rubber and must cover a minimum of 50% of the rubber from side to side.

3. Once the pitch is delivered the pitcher must move behind the screen. If the pitcher does not move behind the screen he/she will be given (2) two warnings and removed from pitching on the 3rd third warning but can remain in the game at a different position.
4. When a pitcher does not move behind the screen and fields a batted ball, the umpire will declare a dead ball and issue a warning to the pitcher pursuant to 7.4.3, awarding the batter 1st base with all the other on base runner moving one base.

7.5 A batted ball striking the screen is declared a dead ball, no pitch count incurs.

7.6 When the pitcher is removed for violating the screen policy and the team does not have a replacement pitcher they will forfeit the game.

7.7 When only one team uses the pitching screen they are responsible for moving the screen on and off the field between innings.

7.8 The pitcher may pitch from anywhere in a box that extends 6' directly behind and no wider than the pitching rubber. A second pitching rubber may be used and placed at the 6' mark directly behind the regular pitching rubber. Rules for the pitching screen must be followed and enforced if in use.

Section VIII: Mercy Rule:

8.1 When a team is ahead by (15) fifteen or more runs after (5) five innings have been completed or four and one half innings with the home team ahead the game is declared a completed regulation game.

Section X: Scoring Runs:

10.1 A team is limited to 5 runs per inning or as many needed to tie the score.

10.2 A team may score one extra run (5+1) on a home run over the fence.

10.3 There is no limit on home runs over the fence.

10.4 In the last inning and extra innings, there is no limit to the number of runs that can be scored by either team.

10.5 A team is allowed to catchup but not surpass their opponents run total when they are behind by 6 or more runs, with the exception of the eighth inning as described in **(10.4)**.

Section XI: Game lineup Sheets:

11.1 Each manager must present a detailed lineup sheet to the other prior to game time which must include the player's full name, number and position being played. The list must also include all substitutions by name and number.

Revised and Approved

April 4, 2019

Jim Milligan, Secretary/Treasurer