

Sun and Fun Senior Softball Inc. (SFSSI)

League Rules

League Operation

Member communities in Sun and Fun Senior Softball Inc. (SFSSI) must share in the cost of league operations. When a community elects not to share those costs, they will be removed from the League pending a review by the Operations Committee (OPCOMM) and a majority vote of the Executive Board.

Member Communities must have a representative present at scheduled League, or special meetings called by the President.

Section I: Game Schedules and Times:

1.1 Regularly scheduled League games are played on Tuesdays and Fridays. **When a game is scheduled, the starting time is 10:00. (Multiple Games). Game 1 starts at 9:30, the second starts at 11:00, and Game 3 starts at 12:30.**

1.1a. The highest division team will play the first game, and each succeeding lower division team will play games accordingly based on the scheduled start times.

1.2 Makeup games due to inclement weather will automatically be rescheduled to the next available makeup date and become official once posted. If the schedule has no dates for makeup dates remaining, doubleheaders may be required to fill out schedules by the Webmaster. All doubleheaders will be 6 innings in length once scheduled.

1.3 A decision to postpone a game because of inclement weather should be made, if possible, on the morning of the scheduled game day unless approved by the divisional representative. Games postponed must be reported to the webmaster who will reschedule to the next available makeup date. Scheduled games will have priority over makeup game dates.

1.3(a) Regarding weather-related game delays, postponing, or cancellations, the League President or his designated authority is the only authority to make league-wide decisions about delays, postponements, and cancellations and at times may do so before the scheduled game day.

1.3(b) A decision to delay or postpone a game, **except 1.3(a)**, is a decision made by the home team and is a game-day decision. **Managers are not authorized to delay or postpone a scheduled game without the Division Reps' consent.**

1.4 When a team leaves the field before or during a scheduled game without cause, that community is subject to a \$50.00 fine and manager suspension for (2) two games. All fines and suspensions related to **(1.4)** are subject to appeal and review by the division representative and Operations Committee (OPCOMM) if needed.

1.5 Team(s) failing to show up for a scheduled game without prior notification to the divisional representative and opposing manager, will be fined \$25.00, subject to appeal to the divisional representative and Operations Committee (OPCOMM) if needed within 48 hours of the scheduled game.

1.6 Teams dropping from the league without justifiable cause during the scheduled playing season will be subject to a \$100.00 fine, which is reviewable by the Executive Board. That team must be placed back into the same division when applying for reinstatement.

1.6 (a) Communities who have dropped a team(s) during an SFSSI playing season will pay an additional \$100.00 fee per team if reinstated back into the alignment process.

1.7 Team(s) forfeiting a game must have the manager notify their divisional representative with reason and cause before the scheduled game. Team(s) forfeiting multiple games (**two or more**) during the season will be subject to review by the Operations Committee (OPCOMM) for reason and cause.

Section II: Rosters: See Section XV: Addendum to 2.3 (b), (c)

2.1 The Sun and Fun Senior Softball Inc. (SFSSI) are mandating that each community in the league conduct an **annual pre-season draft requiring** that every player in each community must be placed on an appropriate team within that community with the highest-rated skilled player(s) assigned to the highest competing team in each division in the Sun and Fun Tri County Senior Softball League, Inc. (SFSSI).

2.1 (a) Communities adding a player(s) **during a playing season** must place that player(s) on their highest-rated team playing within their community, in accordance and consistent with league rule.2.1. When a player's ability places him/her at a level above their highest-rated team, that player(s) ability must be reviewed by the opcomm before or during that playing season.

2.2 There is no limit to the number of players allowed on a team roster if the players meet the requirements listed herein. The penalty for violating **2.1** will be forfeiture of any game(s) won during that violation period.

2.3 Players must be residents of an (SFSSI) Member Community, Sister Community, grandfathered from an (SFSSI) Membered Community, or player(s) from outside a community whom the Executive Board has approved. If a player(s) moves from one (SFSSI) Membered Community to another, they can complete the season with the current Community. The same affects a player(s) moving to a Non-Membered Community. **Player(s) living in one (SFSSI) Membered Community may not play for another (SFSSI) Community team.**

a. **Grandfathered Player:** A resident who lived and played in an (SFSSI) Membered Community for at least three years before moving from that (SFSSI) Membered Community to a Non-Membered (SFSSI) Community.

b. **The Membered Community** : Must request grandfathered status in writing to the League Secretary for that player(s) no later than **90 days** after the player has moved. The player(s) have **three years** to resume playing for the requesting community from the requested date.

c. **Sister Community:** A Community, not a membered community that could provide a membered community with sufficient players to field a team in the SFSSI. The opcomm must approve these communities and their players annually.

- d. Member Communities currently using a sister community must have 50% plus 1 of all players from that community on the current rosters. The size of the combined membered community and its sister community may not exceed the largest membered community in the league.
- e. Players(s) must be 55 years old during the year that the season ends. An exemption to 2.3 (d) is as follows: Player(s) from a membered community only, not a sister community, or grandfathered player(s), who are age 50 when the playing season starts, not beyond the season start date and the remainder of the current season, a maximum of 4 players will be allowed to play but must be placed on teams according to their highest skill level.

2.4 New player(s) may be added to a roster until the March 1st cutoff date as follows:

- a. The divisional representative is notified before that player(s) begins to play.
- b. A signed Sun and Fun Senior Softball Inc. (SFSSI) Contract is sent to the divisional representative before that player(s) begins to play.
- c. A signed Sun and Fun Senior Softball Inc. (SFSSI) Release Liability Waiver is sent to the Vice President before that player(s) begins play.
- d. A signed Sun and Fun Senior Softball Inc. (SFSSI) Pitcher Liability Waiver for each pitcher must be kept by their manager or acting manager. Refer to: Section VII, Uniforms and Protective Equipment 7.2.

2.5 Each team must submit a roster for distribution at the October meeting listing each rostered player to their divisional representative and every manager in their division, including the league's Vice President.

- a. Once the rosters are submitted at the October meeting, they are frozen. Player(s) movement beyond that meeting will follow the league Player movement rules. **(3.1)**
- b. Team rosters are frozen on March 1st of each season, with no player(s) added after this date.

Section III: Player Movement

3.1 The movement of a player to a lower division will require the approval of both division representatives, and a majority of the opcomm members.

3.2 Movement of a player(s) to a higher division during the playing season will require the following:

- a. Player(s) moving upward must be approved by the division representative receiving the player(s) before that player(s) game participation.
- b. The movement to a higher division is per game (1) unless approved by the division representative receiving the player(s).
- c. The player(s) moving up must be the eleventh (11) player to fill out the lineup and must be in the offense lineup (bat).

- d. An exception to **3.2 (c)** is made for a community team requesting a pitcher when the requesting team needs one to play a scheduled game. This pitcher will be the twelfth (12) player and must be in the offense lineup (bat). ***Ref. (d.1)**

***d.1.** When a pitcher is coming from a higher division team to a lower division team. **(The downward movement of a pitcher from a higher division, i.e., D1 to a lower division.** A pitcher may move down from a higher division team but cannot bat. A DH will be allowed to hit for the substitute pitcher. When no DH is available, an out will be recorded after the last batter in the lineup.

Section IV: Team Movement Seasonal:

- 4.1 Repositioning a team(s) into another division (higher or lower) will require the approval of the majority of the opcomm members.

Section V: Team Alignment Process:

5.1 The Operations Committee (OPCOMM) has the responsibility of aligning divisions and teams within each division using the following criteria as a guideline in the movement of teams:

- a. Each divisional winner based on the seasonal record, including tiebreakers (5.2) “May” move up one division at the discretion of the opcomm committee.
- b. The team finishing last within a division “May” move down one division at the discretion of the opcomm committee.
- c. A community team finishing first in consecutive years playing in any division “May” need to split into two (2) separate teams in the same division, at the discretion of the operations committee (opcomm). This split would be based on players’ availability allowing for two teams.
- d. Alignment by divisions is the approved criteria approved by the Executive Board

5.2 Tie Breaker Process for Determining First Place:

- a. First tiebreaker: Head-to-Head competition
- b. Second tiebreaker: Fewest runs allowed in head-to-head competition.
- c. Third tiebreaker: Least number of runs scored against for the season.
- d. Fourth tiebreaker: Flip of the coin

Section VI: Equality:

All communities, teams, and players within Sun and Fun Senior Softball Inc (SFSSI) will be shown equality regardless of what division they are playing in. Divisions are rated in progression from D1 being the highest skilled to D6 being the lowest skilled based on safety and ability.

Section VII: Uniforms and Protective Equipment:

- 7.1** Teams are required to wear a matching shirt and hat. The shirt must have a number on the back 6" high with no duplicate numbers. The hat must be worn with the bill always worn forward, with an exemption given to all players deciding to wear protective head equipment.
- 7.2** **SFSSI encourages pitchers to use the recommended safety protective equipment comprising of the head, face, and legs or the use of a pitching screen. The Sun and Fun Senior Softball Inc Pitching Liability Waiver is required by all pitchers, pitching in a scheduled Sun and Fun Senior Softball Inc. (SFSSI) game. This waiver must be in the possession of their manager or acting manager and must be presented to the home plate umpire before the game starts.**
- 7.3** Failure to follow the required uniform rules outlined will result in a warning by the umpire and if not followed, could result in a violation of the Conduct and Sportsmanship Guideline.

Section VIII: Protests:

- 8.1** Misinterpretation of a Sun and Fun Senior Softball Inc. (SFSSI) rule:
- a. Must be made before the next pitch or on the last play of the game before the umpire(s) leave the playing field. The team manager or acting manager must make the protest.
- 8.2** Illegal Substitution(s)
- a. Must be made while the player is in the game and before the umpire(s) leave the field after the game ends.
- 8.3** Ineligible Player(s)
- a. Can be made anytime during or after the game has been completed to the umpire(s) opposing manager or acting manager and to the divisional representative within 48 hours.
 - b. When a divisional representative can't resolve the protest the manager of the protesting team must notify the league Vice President who chairs the protest committee in writing or by email detailing the reason for the protest.
 - c. A league fee of \$20.00 will be paid to the league for any protests which will be refunded if the committee upholds the protest.
 - d. When a protest committee member, also a member of the team filing the protest, will be replaced by the protest committee chairperson.

Section IX: Rules Violations:

- 9.1** Violation of league rules may result in forfeiture of games(s) and if not resolved promptly could result in removal from the Sun and Fun Senior Softball Inc. (SFSSI).
- 9.2** When an umpire removes a player(s) from a game, the manager of that team must notify his/her division representative within 48 hours. The division representative must contact the manager of

each team. When the divisional representative cannot resolve the violation in question, he/she will notify the President of the League within 24 hours.

Section X: Field Layout:

- 10.** Community fields and those communities using public facilities must be laid out by the Sun and Fun League Senior Softball Inc. field diagram found on the league's website.
 - a.** The runner's line will be 8' behind the line from the **3rd base** to the **home plate** when field configurations allow. Fields that do not have sufficient room to allow for the configuration must place the runner's line as far back as possible.

Section XI: Reporting Guidelines:

- 11.1** The home team is responsible for reporting game results by email to the Webmaster at **marybub@ssoftball.net** on game day no later than 6:00 p.m. Include in your report the sponsors, community, division, umpires, home plate, base(s), and game stats for the home and visiting teams. The reporting guideline is on the website under the document section.
 - a.** The visiting teams must provide the home team with their game stats afterward.

Sportsmanship (Fair Play): The ability of a player(s) to win or lose graciously.

Section XII: Conduct and Sportsmanship Guidelines:

- 12.1** Softball played under the rules of the Sun and Fun Senior Softball Inc. (SFSSI) must be played in an enjoyable manner for all players, umpires, and fans at all games scheduled by the Sun and Fun League. Unfortunately, sometimes there are lapses in good sportsmanship that detract from the game and fan experience this League was created to provide. Inappropriate behavior will not be tolerated, and the following sections of this guideline will be strictly enforced.
- 12.2** A player(s) shall not make insulting remarks or actions to or about the members of his team, another team, umpires, or spectators. This includes but is not limited to; taunting, inappropriate gestures, inappropriate language to or about another player(s) or team(s), vulgar language, temper flare-ups, combative displays, prolonged arguments with umpires, players, or spectators, and other acts not covered in this guideline but still considered poor sportsmanship that reflects negatively on the Sun and Fun Senior Softball Inc. (SFSSI).
- 12.3** Any disagreements with an umpire(s) decision will be handled through the team manager or acting manager who is also subject to these guidelines. A player(s) who does not adhere to this guideline can be removed from the game and suspended from playing **Three (3) Consecutive Games**. The player(s) may not appear in uniform on the field nor sit with the team in the dugout during the suspension.
- 12.4** When a player(s) is suspended a second time in a playing season for violating these guidelines the player(s) will be suspended from playing **Fourteen (14) Consecutive Games** and possibly the remainder of the season. Game suspensions carry over to the next playing season if not completed.
- 12.5** Community representatives, managers, or acting managers need to ensure these guidelines are reviewed and followed by each team member before each playing season.

12.6 When a team manager or acting manager fails to take immediate action to ensure the guidelines are followed, the community representative's responsibility is to ensure the guidelines are followed.

12.7 All suspensions are subject to review by the Operations Committee (OPCOMM) within 7 days.

Section XIII: Home Field Ground Rules:

13.1 The home team sets the ground rules for their field.

13.2 Public Fields used by communities may have special requirements or rules that need to be followed.

13.3 Pitching protection screens will be provided to the visiting team for batting practice.

13.4 The home team must provide scoreboards. When an electronic scoreboard is not available or inoperable the umpire and scorekeeper for the home team in conjunction will keep the score.

13.5 The home team must provide bat racks having a minimum of fourteen (14) slots.

13.6 The home plate (Batter's Box) dimensions: Width 3' each side of the strike plate and 7' in length

13.7 The strike plate dimensions: 19" W X 34-1/2" L

Section XIV: Addendum's

Outside Players on (SFSSI) Membered Community Teams:

Players currently listed on a Membered Community as an Outside Player(s) as defined in League Rules, Section II: Rosters, a subset (c) are frozen as of 2/3/22 and can continue playing until they choose not to. Membered Communities with current Outside Players are not allowed to replace any existing players with new Outside Players once a player(s) exits the community. An Outside Player who has exited a community may not return to that community or another membered community's roster.

Section XIV: Pre- or Post-Season Tournaments

Sun and Fun Senior Softball Inc. (SFSSI) does not sanction, or partner with any member or non-member community when it comes to pre-post-season tournaments and thus has no place in the affairs of these communities. Tournament hosting Communities are not sanctioned to reference the SFSSI rules for tournament play invitations.

Revised, August 4, 2025

Jim Milligan, Secretary-Treasurer

