

# ***CHICO SENIOR SOFTBALL RULES***

(revised as of 05/26/2017)

1. **PLAYING RULES:** Chico Senior Softball will use current **SSUSA** and **NCSSA** playing rules except as modified here.

**SSUSA** rules can be found at: <http://seniorsoftball.com/?page=7> .

**NCSSA** rules can be viewed at: <http://ncssa.club/ncssa-rules/> .

2. **PITCHERS RUBBER:** The pitching rubber will be extended back 6 feet. Pitcher must start his delivery from anywhere within this area.
3. **BANNED BATS:** Any bat that is more than 50% composite or is titanium may not be used. In addition, any bat that has a composite barrel may not be used. Result of doing so will be ejection of the player. Any questionable bat must be approved by the Board of Directors prior to use. This also means **no banned bats after 4:00pm at batting practice** each scheduled game day. There is **one exception** to this rule in the Masters Division: Players 79 years of age and older may use a composite bat and if that bat is inadvertently used by a non-authorized batter, the batter will automatically be called out after the 1<sup>st</sup> pitch.
4. **STRIKE MAT:** An extended home plate measuring 20" wide by 36" deep will be used. Only legal pitches (6' – 12') hitting the mat will be called a strike. The entire strike mat is considered home plate for force outs.
5. **TREES:** Any batted ball that hits a tree in **fair territory** will be considered in play unless the umpire rules "interference", which is then a dead ball-no pitch.
6. **LINE-UPS:** Managers must play all team players who are present. They must all bat and also must play at least 3 innings on defense. If not able, they may courtesy run.
7. **PLAYER LEAVING GAME:** If a player must leave the game for any reason other than by ejection, his place in the batting order will be bypassed without penalty. If a pool player is picked up, that team will be assessed a 1 run penalty. A pool player may be added at the end of the batting order to replace him. That spot in the line-up will not be penalized. In the case of an ejected player, the next time his spot comes up in the batting order he will be out but then all other times his spot will be skipped. Rule #28 still applies.
8. **RUN LIMIT:** Teams may score up to 5 runs per inning except for the last or open inning in which unlimited runs may be scored. If a team is behind, they may score enough runs to be within 2 of their opponent. (catch-up rule)

9. **TIME LIMIT:** A time limit will be enforced for all games except for tournament Championship games.

**STARTING TIMES:**

**5:30 & 6:30** (Open & Vets) – 1<sup>st</sup> game will start at exactly **5:30** whether teams are ready or not. Umpire will call for open inning at **6:15** (45 minutes). 2<sup>nd</sup> game will start as close to **6:30** as possible. If started on time, umpire will call for open inning at **7:15** (45 minutes). Batters will start each at-bat with a **1 and 1 count**. Any foul ball hit after batter has 2 strikes is an out.

**5:30 & 6:45** (Open & Vets) – 1<sup>st</sup> game will start at exactly **5:30** whether teams are ready or not. Umpire will call for open inning at **6:25 (55 minutes)**. 2<sup>nd</sup> game will start as close to **6:45** as possible. If started on time, umpire will call for open inning at **7:40** (55 minutes). Batters will start each at-bat with a **0 and 0 count**. Any foul ball hit after batter has 2 strikes is an out.

**5:10 & 6:20** (Masters) – Weeks (1 though 3) and (24 through 26).  
1st game will start at exactly **5:10** whether teams are ready or not. Umpire will call open inning at **6:05** (55 minutes). 2nd game will begin as close to **6:20** as possible. If started on time, umpire will call for open inning at **7:15** (55 minutes). Batters will start each at-bat with 0 and 0 count. Any foul ball hit after batter has 2 strikes is an out.

**5:15 & 6:30** (Masters) – Weeks (4 though 6) and (21 through 23).  
1st game will start at exactly **5:15** whether teams are ready or not. Umpire will call open inning at **6:10** (55 minutes). 2nd game will begin as close to **6:30** as possible. If started on time, umpire will call for open inning at **7:25** (55 minutes). Batters will start each at-bat with 0 and 0 count. Any foul ball hit after batter has 2 strikes is an out.

**5:15 & 6:30** (Masters) – Weeks (7 though 20).  
1st game will start at exactly **5:15** whether teams are ready or not. Umpire will call open inning at **6:20** (65 minutes). 2nd game will begin as close to **6:30** as possible. If started on time, umpire will call for open inning at **7:35** (65 minutes). Batters will start each at-bat with 0 and 0 count. Any foul ball hit after batter has 2 strikes is an out.

10. **TIE GAMES:** Tie games will **not** be played off, even if time permits.
11. **FLIP FLOP RULE:** If in the last inning of play the home team is behind by **more than 5 runs**, the home team will bat first during the last inning.
12. **ENCROACHMENT LINE:** A line will be drawn behind the infield in an arc 165' from home plate. Encroachment across this line before the ball is hit will result in the umpire awarding 1<sup>st</sup> base to the batter. Infielders must be on the infield dirt and outfielders must be behind the line when ball is hit.
13. **SCORING LINE:** A scoring line shall extend from the corner of home plate closest to 3<sup>rd</sup> base into foul territory at a 90 degree angle from the 3<sup>rd</sup> base line. Runners attempting to score must make contact with the ground **on or over** this line before force out is made at home plate mat.

Rule 14 through 17 apply to the Open and Veterans divisions.

14. **SLIDING:** Sliding will no longer be banned, however sliding into a base that endangers or interferes with the fielder will be an out. (Best bet - stop on the base without sliding.)
15. **OVER RUNNING:** Base runners, when advancing, will no longer be allowed to over-run the base safely. Any runner not on a base when tagged will be called out.
16. **VEERING:** When advancing, the runner must veer in or out to avoid the defensive player if a play has already been made at that base. The defensive player must stand clear of the base or the runner's base path when no play is imminent.
17. **FORCE OUTS:** The normal SSUSA, NCSSA rules apply.

Rule 18 through 21 apply to the Masters division.

18. **SLIDING:** A runner will be called out if he slides or dives into a base, however he may slide or dive returning to a base.
19. **OVER RUNNING:** Base runners, when advancing, are permitted to over run a base without liability of being retired. If the base runner makes an obvious move to advance, he is subject to being tagged out. If a base runner runs through without intent to advance, and then wants to advance, he must re-touch the base before advancing. Violations result in runner being called out.
20. **VEERING:** When advancing, the runner must veer in or out to avoid contact with the defensive player if a play is being made at that base. He must attempt to veer away from where throw is coming from. Failure to veer will result in the runner being called out. The defensive player must stand clear of the base and the runner's base path when no play is imminent.

21. **FORCE OUTS:** We will use force outs at **all** bases. Runner must have his foot down **on or over** the base or line before force is made to be considered safe. If a runner is returning to a base, the defensive player must tag him to be out.
22. **FIRST BASE DOUBLE BAG:** A double bag will be used at 1<sup>st</sup> base. On all initial plays at 1<sup>st</sup>, the runner must use the outside (orange) bag **ONLY** and the defensive player the inside (white) bag **ONLY**. The runner may use the inside (white) bag if rounding to advance or returning to the base or if the outside (orange) bag is blocked by the fielder.
23. **COMMITMENT LINE:** Base runners crossing a commitment line drawn 30' from home plate must continue to the plate and cannot return to 3<sup>rd</sup> base. Runner will be called out if he does so.
24. **COURTESY RUNNERS:** Courtesy runners may be used at any time during the game with the umpire's permission. Any team member may run, but only **once per inning**. If you are run for in any given inning, you may not be a courtesy runner during that inning. If you are a courtesy runner for a teammate and your spot in the batting order comes up, that spot will be considered an **out**. In the Open and Veteran Divisions you may only courtesy run 2 times per game. In the Masters division you may only courtesy run 3 times per game.

Also, in the Masters and Veterans, you may use a courtesy runner from home plate if necessary due to an injury. The courtesy runner must start from the center pole of the backstop and not start running until the batter hits the ball and is limited to first base only. Players in any division that are injured and can't play offense or defense can still be a courtesy runner.

Also, in the Veterans, the person or persons, with a maximum of 2 per team, that may be run for at home plate must be declared to the umpire and opposing manager before the game. Also, a player injured during the game may be run for at home plate without penalty with the umpire's permission.

25. **ILLEGAL COURTESY RUNNERS:** Illegal courtesy runners will be considered a correctable error and be taken care of when noticed at no penalty to the offending team. Error is only correctable before the first pitch is thrown to the next batter.
26. **WALKS:** Each batter may be walked only **once** per game. On any additional walks to the same player the player will be rewarded **2<sup>nd</sup> base** and any runners will be advanced if forced.
27. **FORFEITS:** Each team must have **6 team members** at the start of the game. If a team is short of this number, the umpire shall call the game a forfeit and the team with the required number will win. If both teams are short players, the umpire will call a **double forfeit** and a tie game.

28. **POOL PLAYERS:** All teams must field 10 players if possible. Masters Division will field 11 players. To insure all games are played with 10 or 11, a player pool will be established. All pool players will sign up onto a numbered sheet, the corresponding numbers will be on ping pong balls placed into a container, each coach (starting with the home team) will alternately pick a ball to select a player until each team is full. Pool players may not pitch in the Open or Veterans Division. Pool players may not courtesy run in the Veterans Division.

**PRIORITY LIST:**

- 1) non-scheduled division players
- 2) division players
- 3) players from older division
- 4) age appropriate players from younger division

For each pool player added, the team will be penalized **1 run**. Pool players must bat at the **end of the order**.

If both teams have only 9 players, 10 if Masters, and only 1 pool player is available, the pool player will catch for both teams and not bat. If, after the game begins, another pool player becomes available, drawing will continue. If, after the game begins a roster player arrives late, the roster player will replace that team's last pool player selected. You may play with 9 players if no pool players are available.

**SPECIAL NOTE:** **Two** pool players will be allowed in the play-offs. However, they will not bat and must play **C, 1B, or RF** on defense. They also may **not** courtesy run. The Masters Division modifies this rule to allow pool players to bat as well as play any defensive position.

29. **THROW TO FIRST FROM THE OUTFIELD:** An outfielder may not throw out a batter at first base.

30. **PLAYERS TRYING OUT:** Any new player who is not assigned to a team will be temporarily placed on a team each night **without penalty** as a pool player. He may bat anywhere in the batting order. Placement of new players will be done **by need after** his ability has been assessed. Placement will be done **ASAP**. Placement will be conditional. Player may be moved to another team to better balance that division.

**31. 11<sup>th</sup> DEFENSIVE PLAYER:**

Masters Division teams may use an 11<sup>th</sup> defender in those cases where the team has 11 of its rostered players present and ready to play. The 11<sup>th</sup> defender may play anywhere in the field except the zone between the infield dirt and the outfield encroachment line.

### **32. Safety Pitching Screen:**

A pitching screen may be used at the pitchers option. If the pitcher chooses to use the screen, it will be used by that pitcher for all batters.

The pitching screen shall be placed parallel to and within 10 feet of the pitchers rubber. The edge of the screen will be placed on the line or within the line to home base. A batted ball that hits the screen is ruled a foul ball. Except the first ball to hit the screen in an at bat is a dead ball, thereafter a ball hitting the screen is a foul ball. If the foul ball is on the third strike the at bat continues, but if the screen is hit again in the same at bat the batter is out. The pitcher must go behind the screen after releasing the ball. The pitcher may move from behind the screen to make a play after the ball is hit. If the pitcher makes no attempt to go behind the screen and fields the ball, the play is dead, the batter and all runners will advance one base. A thrown ball that hits the screen is a dead ball and runner(s) advance to next base.

### **33. On-Deck Batter:**

Masters Division only.

Players who are not present in the on-deck circle when the batter immediately ahead of them in the lineup completes his at-bat will be assessed strike one before stepping into the batter's box.