

# Humboldt Classics Senior Softball League

## Rules in Place for the 2017 Season

- ✓ **Senior Softball-USA (SSUSA) playing rules are in effect,**

The following modifications to the SSUSA Rules are in place for the 2019 season and remain in force until amended.

### I. 45+ Age Division

This Division adhere to all SSUSAS Rules NOTING that:

1. Bats shall conform to Sec. 3.4(3) APPROVED BATS: Wherein all bats manufactured prior to 2014, marked 1.21 BPF (Bat Performance Factor) or less, SSUSA approved bats, or bats having an ASA 2000 or 2004 stamp are approved for use.
2. Softball: Exception to SSUSA rules
  - a) shall be a spherical 12'' ball, 6.4 oz in weight with  $\pm$  0.2 oz allowance.
  - b) shall have a yellow optical cove
  - c) shall have a COR of 0.52 or greater rating under ASTM test
  - d) shall have a compression 300 pounds or less in weather between 40-100 deg.

With the exception of the ball, all other Rules of SSUSA shall govern equipment and play.

### II. 60+ Division:

- 1. Player Eligibility and Team Compliment:** For a player to be eligible to participate in the HCSSA over 60 league they must be at least 58 years of age during the year they participate. Also, a team can only have two players under the age of 60 on the roster.
- 2. Scoring Plate:** If a field already has a scoring plate installed, use it. Otherwise, set up per SS-USA rule 2.3 (p. 12).
- 3. Home Plate Mat:** A home plate mat of rubber or other suitable material 22 inches wide by 38 inches long shall be used. Center the mat between the batter's boxes (1½ inches per side) and overlap the front of home plate (2 inches) leaving excess (1½ inches) to the back of strike zone.
- 4. Bats:** Only wood bats are allowed. Bats shall not be more than 34 inches long and more than 38 ounces in weight, and shall have a safety grip of tape (no smooth, plastic tape) or compositional material. Refer to SS-USA rule 3.4 for additional requirements and penalties for using an illegal bat (p. 14).
- 5. Use of aluminum bats:** Female players, Players over the age of 75 (or becoming 75 years of age during the season year) and Players with limited ability with prior approval by the Board are allowed to use any aluminum bat.
- 6. Identification:** Refer to SS-USA rule 3.8 (p. 18), with one exception: If the player in violation of the rule would cause a team to forfeit, then a one-time exemption is allowed.

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### 7. New Players:

- Any manager at any time before the season starts or after it begins may recruit players and add them to his team up to the maximum of 20 players. The release form of a new player must be turned into the Commissioner 24 hours prior to that player playing in a game.
- An un-recruited player will enter the selection process according to the rule already in place. I.E. he will be offered to the team with the lowest record first, and so on until he is picked up by a team needing an additional player.
- A player who wants to move to another team during the season must be released by the manager of his current team. That manager is permitted to require a trade with the team which the player wants to join. If no trade can be arranged, and the player refuses to play on the team on which he is rostered, that player will sit out the rest of the season.
- Prior to the beginning of a season, any player may join any team he wishes, with approval from that manager. He will not be required to be released by his previous team's manager.

**8. Team Size:** A team consists of a minimum of eight players who signed releases for said team, else a forfeit shall be called. If a player on an eight-player team is lost to injury, the game continues, but the missing player's lineup position is an automatic out. **Ten** players constitute a full defensive team. Once the game begins, players arriving late shall bat following those who started the game.

**9. Home Team:** The home team shall be designated for each game on the season schedule. For tournament play, home teams shall be decided by the flip of a coin. The home team shall be responsible for keeping the official score for a game and will be the official resource for the umpire in tracking scores and resolving scoring disputes.

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- 10. Players in Game:** Every player will both bat and play three innings. If a player becomes injured (confirmed by player), he may sit out fielding and/or batting, subject to any applicable rules.
- 11. Gap:** The infield shall be defined as the infield dirt. The gap is that area of the field between the infield and within the 50-foot line behind the infield area. Outfielders must position themselves no less than 50 feet beyond the infield dirt and may move within the gap at the swing of the bat.
- 12. Reaching First Base:** Courtesy batters are not allowed. All batters must run to first base. A batter-runner is safe at first base on a ground ball hit to the grass. A defensive player must be on the infield dirt portion of the field when fielding the ball, and may then throw a batter-runner out at first base. If there is a play on a batter going to first base, the batter must touch the portion of the double bag or mat extending into foul territory. The batter shall be called out for failure to do so. If a defensive player has to move onto the bag or mat in foul territory to make the play, the runner may touch either portion, if, in the judgment of the umpire, the runner touched the inside portion to avoid a collision. The batter-runner may use the entire width of the foul line to runner's line through the foul portion of the double bag or mat.
- 13. Contact:** A runner shall be called out for contact with a defensive player making a play and, if, in the umpire's judgment, the contact was deliberate or the runner could have been expected to minimize or avoid contact under the circumstances, the runner may be ejected from the current and following game. If the umpire rules deliberate contact on the part of the defensive player, the runner shall be called safe. The same 'caveat' applies to the defensive player as applies to the runner.
- 14. Overrunning:** Players are not permitted to overrun second and third bases without being in jeopardy of being tagged out. This rule applies to all age divisions. Base runners must avoid collision as defined in SS-USA rule 8.7 (4) (p. 49) and defensive players must adhere to SS-USA rule 1.45 (p. 8) regarding interference. A runner failing to adequately avoid a possible collision will be called out. A runner, after attempting to advance and returning to a previous base, must be tagged out. Sliding is permitted but at the player own risk of injury, SS-USA rule 8.6 (p. 48).
- 15. Tournament rules in the SS-USA rulebook do not apply.**

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## FOR REFERENCE ONLY

SS-USA rules as reflected in HCSSA Rules

### 1.45 • INTERFERENCE

Interference is the act of an offensive player or team member that impedes or confuses a defensive player attempting to execute a play. A base runner must avoid a fielder making a play.

### 2.3 • EQUIPMENT AND MARKINGS

**A.** The pitcher's box consisting of the area from the front of the pitcher's plate, 50' (15.24 m) from home plate, and extending back **10'** (3.05 m) perpendicular to the pitcher's plate shall be used. The pitcher's plate shall be of rubber or wood, 24" (60.96 cm) long and 6" (15.24 cm) wide. The top of the pitching rubber shall be level with the ground. The front of the pitching rubber shall be the prescribed pitching distance from the back point of home plate (50' / 15.24 m). The pitcher's box will be marked with chalk or field paint.

**B.** Home plate shall be made of rubber or other suitable material. It shall be a five-sided figure, 17" (43.18 cm) wide across the edge facing the pitcher. The sides shall be parallel to the inside lines of the batter's box and shall be 8½" (21.59 cm) long. The sides of the point facing the catcher shall be 12" (30.48 cm) long.

**C.** The bases shall be 15" (38.10 cm) square, shall be made of canvas or other suitable material and not more than 5" (12.70 cm) in thickness. The bases should be properly fastened in position. Exception: The double base shall be used at first base. This base is 15" by 30" (76.20 cm) and made of canvas or other suitable material. Half the base is white (over fair territory) and half is orange or another color (over foul territory). It should not be more than 5" in thickness. NOTE: With the double base at first, the following rules should be enforced:

1. A batted ball hitting or bounding over the white portion is declared fair and a batted ball hitting or bounding over the colored portion is declared foul.
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. If the ball is overthrown, the batter/runner may use the white portion of the bag to avoid contact or collision. On extra base hits or balls hit to the outfield when there is no play being made at the double base, the runner may touch the white or colored portion.
3. Should the batter-runner round the base on a hit to the infield or the outfield, he **may** return to **either** portion.
4. **When the batter-runner becomes a base runner, the double base shall be treated as a single base and the runner and defender may use either portion at anytime.**

**D.** A commitment line, a strike zone mat (See pages 77-80), and runner's lines, as set forth in the Field Dimension Diagrams are the equipment and markings that shall be added to the standard playing field.

### 3.4 • OFFICIAL BATS

**A.** All bats used in SSUSA and SSWC sponsored events, including qualifiers, must be approved by SUSAS/SSWC.

**B.** Shall not be more than 34" (86.36 cm) long, nor exceed 38 ounces (1,077.3 g) in weight.

**C.** Shall not have exposed rivets, pins, rough or sharp edges or any form of exterior fastener that would present a hazard. A metal bat shall be free of burrs.

**D.** If metal, shall not have a wooden handle, but handle may be angular.

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**E.** Shall have a safety grip of cork, tape (no smooth, plastic tape) or composition material. The safety grip shall not be less than 8" (20.32 cm) long and shall not extend more than 15" (38.1 cm) from the small end of the bat. Any molded finger-formed grip made by the bat manufacturer, if used, must be permanently attached to the bat or attached to the bat with safety tape and must be approved by SSUSA/SSWC. Resin, pine tar or spray substances placed on the safety grip to enhance the grip are permissible on the grip only. Tape applied to any bat must spiral continuously. It does not have to be a solid layer of tape. Taping of a bat less than the required length is considered illegal. Bear Grip, Dome Style Power Grip, Finger Style and Sure Grip are all approved.

**F.** If metal, and not made of one-piece construction with the barrel end closed, shall have a rubber or vinyl plastic or other approved material insert firmly secured at the large end of the bat.

**G.** Shall have a safety knob of a minimum of ¼ inch protruding at a 90-degree angle from the handle. It may be molded, lathed, welded or permanently fastened. A "flare" or "cone" grip attached to the bat will be permissible as long as it is a commercially manufactured flare or cone. Taping into a cone will be considered altered. The knob may be taped as long as there is no violation of this section.

**H.** Shall be marked OFFICIAL SOFTBALL by the manufacturer. If the words OFFICIAL SOFTBALL cannot be read due to wear and tear on the bat, the bat should be declared legal if it is legal in all other aspects.

### 3.8 • UNIFORM

All players on a team shall properly wear uniforms that are alike in color, trim and style. If because of the blood rule a change is required and the uniform part does not match, the player will not be penalized. Coaches must be neatly attired and dressed alike or in team uniform and in accordance with the color code of the team. All protective equipment should be worn properly. NOTE: If a player is requested by the umpire to remove jewelry, illegal shoes or illegal parts of the uniform and they refuse, the player will not be allowed to play.

**A.** Tank tops and sleeveless jerseys – A male player may not wear a tank top or sleeveless jersey except a sleeveless jersey manufactured in that style.  
Women may wear sleeveless shirts.

**B.** Numbers – An Arabic number of contrasting colors at least 5" (15.24 cm) high must be worn on uniforms. No players on the same team may wear identical numbers. (Numbers 3 and 03 are examples of identical numbers.) Players without numbers will not be permitted to play. If duplicate numbers exist, only one of the players may play at a time. There is no penalty for a player wearing a wrong number. Correct the number in the score book and continue play. NOTE: There is no penalty for duplicate numbers. Request one player to change jerseys, or require a substitute to enter for one of the players.

**C.** Casts/Prostheses – All casts and splints must be padded. Prostheses may be worn. Any of this equipment judged by the umpire to be potentially dangerous is illegal. NOTE: Any decision by the umpire should be based on whether or not a device worn or used by an individual with a disability changes the fundamental nature of the game or poses a significant risk to the safety of other players.

**D.** Jewelry – Exposed jewelry that is judged by the umpire to be a safety issue to anyone participating in the game must be removed and may not be worn during the game. NOTE: A medical alert bracelet or necklace is not considered jewelry. If the alert bracelet/necklace is judged to be a safety issue, the wearing team member will be required to tape the medical alert to the body so that the medical alert information remains visible.

**E.** Shoes – Shoes must be worn by all players. A shoe shall be considered official if it is made with either canvas or leather uppers or similar material(s). The soles may be either smooth or have soft or hard rubber cleats. No shoes with detachable cleats that screw on are allowed; however, shoes with detachable cleats that screw into the shoe are allowed. No metal spikes nor hard plastic or polyurethane spikes similar to metal sole and heel plates are allowed.

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F. Disheveled appearance – If, in the umpire's judgment, a player is making a mockery of the game by a deliberate disheveled appearance (such as wearing a cap backwards), the player may be removed from the game.

## FOR REFERENCE ONLY

### **8.6 • SLIDING OPTIONAL - AVOIDING COLLISIONS**

Sliding or diving into first base or the scoring line **is permitted only to avoid a collision with a defensive player. This is an umpire's judgment call and is not subject to protest or appeal.** A player may slide or dive into second or third bases, or when returning to any base. A runner must make every effort to avoid colliding with opposing players while running the bases or sliding or diving. If in the umpire's judgment a runner misses a base to avoid a collision, the runner will not be called out. If in the umpire's judgment the runner fails to avoid a collision with a defensive player involved in the play, the ball will be declared dead and that runner called out. All base runners except the batter will be returned to their previous base unless forced to advance. If in the umpire's judgment the runner's collision with the defensive player involved in the play negates a double play, the umpire may award a second out.

### **8.7 • OVER-RUNNING BASES**

#### **8.7(1) • OVER-RUNNING SECOND AND THIRD BASES**

Players are not permitted to over-run second and third base without being in jeopardy of being tagged out. This rule applies to all age divisions. A player has the option of sliding. This option is included primarily so a player can avoid a collision.

#### **8.7(2) • OVER-RUNNING FIRST BASE**

A player may over-run first base without being in jeopardy of being tagged out. If the base runner, in the umpire's judgment, is tagged out before returning to first base after attempting to advance to second base, he will be declared out.

#### **8.7(3) • OVERRUNNING WHEN RETURNING TO BASE**

A runner who overruns any base when returning to it is liable to be put out.

#### **8.7(4) • AVOIDING COLLISIONS**

A runner must make every effort to avoid colliding with opposing players while running the bases. If, in the umpire's judgment, a runner misses a base to avoid a collision with a defensive player, the runner will not be called out. (See §8.6.)