

Senior Softball-USA
Senior Softball World Championships

Code of Ethics

As a participant in a Senior Softball-USA / Senior Softball World Championships tournament, including Qualifiers and International Tours, I agree to conduct myself as a gentleman or lady both on and off the field, and that when playing I will:

Article 1: Abide by the current “Official Senior Softball Guide and Playing Rules” to the best of my ability.

Article 2: Accept the decision of the umpires and my team manager in good sportsmanship.

Article 3: Neither taunt nor degrade my opponent.

Article 4: Avoid bodily contact that may cause injury to others or myself.

Article 5: Never direct abusive or profane language at officials or opponents.

Article 6: Exercise control over my family members and friends to the extent of Articles 3 and 5 above.

Article 7: Not commit any act that could be considered unsportsmanlike conduct.

OFFICIAL SENIOR SOFTBALL 2013-14 RULEBOOK

(Updates marked in BOLD type)

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In Memoriam

Bob Mitchell (1930-2010)

SSUSA Founder / Hall of Fame 2009

Jim Sherman (1938-2010)

National U.I.C. / Safety Officer / Hall of Fame 2009

Steve Simmons (1945-2012)

National Director / Clubs & Leagues / Hall of Fame 2013

Benny Villaverde (1926-2012)

SSUSA Ambassador / Hall of Fame 2013

First Aid Basics

- ✓ If it is obvious someone has a broken arm or leg, or if they tell you that they think it is broken, do not move the injured limb. Make the person as comfortable as possible, call 9-1-1 and have the medics treat it.
- ✓ If someone is unconscious after colliding with another player, or after being hit by a bat or ball, you should follow this procedure: Make sure the person has an open airway to breathe and call 9-1-1. If they become conscious, they should be removed from the game and be watched closely for four hours.
- ✓ If someone is bleeding and the blood gets into his or her mouth, put the person on their side and make sure you keep an airway open.
- ✓ If someone quits breathing and has no pulse, immediately start CPR and continue until 9-1-1 help arrives. Find out if an AED machine is available.
- ✓ When treating shock, remember: "Face is red, raise the head. Face is pale, raise the tail."
- ✓ The two most important rules of First Aid are: To protect yourself and cause no further harm.

**Jim Sherman, SSUSA National Safety Director
(1938 - 2010)**

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ACKNOWLEDGMENT

We would like to thank Donna McGuire for her expertise in editing the 2013-14 Official Senior Softball-USA Rulebook for technical accuracy, rule consistency and grammar corrections.

SENIOR SOFTBALL USA 2012-13 RULES COMMITTEE

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***Senior Softball-USA is
dedicated to promoting all
Senior Leagues to ensure
their independence and
help them grow***



Please visit our website at www.seniorsoftball.com
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PLAYING RULES

2013-14

*These rules replace and supersede any rules published by
Senior Softball World Championships, Inc., prior to the date of
this publication.*

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SECTION 1

DEFINITIONS

NOTE: Wherever "he" or "him" or "their" related pronouns appear in this rule book either as words or as parts of words, they have been used in their generic sense to include both male and female sexes.

1.1 • APPEAL PLAY

An appeal play is a play on which an umpire may not make a decision until requested by a manager, coach or player. The appeal must be made before the next legal or illegal pitch or before the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area. On the last play of the game, an appeal can be made until the umpires leave the field of play.

A. Types of appeal plays:

1. Missing a base.
2. Leaving a base early on a caught fly ball before the ball is first touched.
3. Batting out of order.
4. Attempting to advance to second base after making a turn at first base (umpire's judgment).
5. After the third out in order to nullify a run.
6. Illegal substitute – must be made while they are in the game and before the umpires leave the playing field.

1.2 • BASE ON BALLS

A base on balls permits a batter to gain first base without liability to be put out and is awarded to a batter by the umpire when four pitches are judged to be balls. If the pitcher desires to walk a batter intentionally, he may do so by notifying the plate umpire who shall award the batter first base. Only one batter at a time can be intentionally walked. (See §8.2 B NOTE)

1.3 • BASE PATH

A base path is an imaginary line that is three feet (0.91 m) on either side of a direct line between the bases.

1.4 • BATTED BALL

A batted ball is any ball that hits the bat or is hit by the bat and lands either in fair or foul territory. No intent to hit the ball is necessary.

1.5 • BATTER'S BOX

The batter's box is the 3-foot by 7-foot area to which the batter is restricted. The lines are considered as being within the batter's box. At least some portion of both feet of the batter must be on the line or within the batter's box.

1.6 • BATTER-RUNNER

A batter-runner is a player who has finished his turn at bat but has not yet been put out or touched first base.

1.7 • BATTING ORDER

The batting order is the official listing on the lineup card of offensive players by last name, first initial and uniform number. Players will be listed in the order in which they come to bat.

1.8 • BLOCKED BALL

A blocked ball is a batted or thrown ball that is touched, stopped or handled by a person not engaged in the game, or that touches any object that is not part of the official equipment or official playing area. Official tournament photographer(s), umpire equipment attached to and hanging on fences and boxed reserve softball supply behind home plate are considered part of the playing field and the ball will remain live.

1.9 • BLOOD RULE

Refers to a player, coach or umpire who is bleeding and treatment is required, or who has blood on his uniform. (See §4.9)

1.10 • CATCH

A catch is a legally caught ball that occurs when the fielder catches a batted or thrown ball with his hand(s) or glove and the resulting release of the ball must be voluntary. NOTE: It is not a catch if a fielder, after he contacts the ball, collides with another player, umpire or a fence, or falls to the ground and loses possession of the ball as a result of the collision or falling to the ground. A ball that strikes anything other than a defensive player while it is in flight, is ruled the same as if it struck the ground. An illegally caught ball occurs when a fielder catches a batted or thrown ball with anything other than his hand(s) or glove in its proper place.

1.11 • CATCHER'S BOX

The catcher's box is the 8½-foot (2.59 m) by 10-foot (3.05 m) area directly behind the batter's box, to which the catcher is restricted. The lines are considered as being within the catcher's box. At least some portion of both feet of the catcher must be within the catcher's box. The catcher must remain in the box until the pitched ball is batted or touches the ground or plate.

1.12 • CHARGED CONFERENCE

A charged conference takes place when:

- A. Defensive conference – A conference shall be charged when a defensive team representative, from the dugout, enters the field of play by crossing

the foul line. The conference ends when the representative crosses the foul line on the return to the dugout. Only one defensive conference per inning is permitted. If more than one occurs, the pitcher must be removed from the pitching position and cannot return to the pitching position for the remainder of the game.

- B. Offensive conference – A conference shall be charged when an offensive team representative or player requests suspension of play to confer with an offensive team member.
- C. There will be only one charged offensive conference per inning.
- D. The manager or team representative who insists on more than one offensive conference shall be ejected.

1.13 • CHOPPED BALL

A chopped ball occurs when the batter strikes downward with a chopping motion of the bat so that the ball bounces high into the air. EFFECT: The player will be called out.

1.14 • COACH (BASE)

A base coach is a member of the team at bat who takes his place within one of the two coaches boxes on the field to direct the players of his team in running the bases. Either base coach may have in his possession any item to be used for scorekeeping or recordkeeping purposes only. No communication equipment is allowed.

1.15 • COMMITMENT LINE

A three foot commitment line shall be marked across and perpendicular to the foul line and placed twenty feet from home plate. Once a runner has crossed the commitment line he: (a) cannot return to third base; (b) must continue home; (c) can no long be tagged out by the defensive player; the defensive player must touch the strike zone mat.

1.16 • DEAD BALL

This is the term that is used for a ball that has crossed over the dead-ball line, is blocked touched and/or the umpire has ruled dead. A dead ball line is considered in play. A player may reach over the dead ball line to make a catch.

1.17 • DEFENSIVE TEAM

The defensive team is the team in the field.

1.18 • DISLODGED BASE

A dislodged base is a base displaced from its proper position.

1.19 • DOUBLE PLAY

A double play is a play by the defense resulting in two offensive players being legally declared put out.

1.20 • EJECTION

This is the result of an incident that requires removal from the game by the umpire, whereby the ejected player or coach can no longer participate in the game and must leave the playing field and dugout. A flagrant act will require the player or coach to leave the grounds for the remainder of the game. Any ejected player discovered participating will constitute a forfeit. (See §5.6)

1.21 • EQUALIZER

When teams of a single unequal age or skill rating play, the older or lower-rated team receives an equalizer, at its election, of five runs (allocated at one run per inning played for innings two through six) OR an 11th defensive player. If the teams are two or more age or ratings levels unequal, the older or lower rated team will receive both the five-run equalizer and the 11th defensive player. In age divisions that already play 11 defensive players, the equalizer shall be five runs only for a single rating or age difference, and seven runs (allocated at one run for each of the first seven, only, innings played) in the case of two or more age or rating differences. **EXCEPTION: Men's 40-Masters division shall have a runs-only equalizer, and not an 11th defensive player option.**

1.22 • FAIR BALL

A batted ball shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time he touches the ball. It does not matter whether the ball first touches fair or foul territory, as long as it does not touch anything foreign to the natural ground in foul territory and complies with all other aspects of a fair ball.

A fair ball is a legally batted ball that:

- A. Settles or is touched on or over fair territory between home and first base or between home and third base.
- B. Bounds over or past first or third base, which is in fair territory, regardless of where the ball hits after going over the base.
- C. While on or over fair territory, touches the person, attached equipment or clothing of a player or an umpire.
- D. Touches first, second or third base.
- E. First falls or is touched on or over fair territory beyond first, second or third base.

- F. While over fair territory passes out of the playing field beyond the outfield fence.
- G. Hits the fair/foul pole.

1.23 • FAIR TERRITORY

Fair territory is that part of the playing field within, and including, the first and third base foul lines from home plate to the bottom of the playing field fence and perpendicularly upwards. (NOTE: Any batted ball first hitting any portion of the strike mat then settling in fair territory is a fair ball.)

1.24 • FAKE TAG

A fake tag is a form of obstruction by a fielder who neither has the ball nor is about to receive the ball. This obstruction impedes the progress of a runner either advancing or returning to a base. The runner does not have to stop or slide. Merely slowing down when a fake tag is attempted would constitute obstruction. **(For penalty, see §8.4(10) A.)**

1.25 • FIELDER

A fielder is any player of the team in the field.

1.26 • FLY BALL

A fly ball is any ball batted into the air over fair or foul territory.

1.27 • FORCE OUT - FORCE PLAY

A. A force out is force play that results from a batter becoming a batter-runner and before the batter-runner or a preceding runner have been put out. NOTE: (a) If a batted ball is caught prior to the ball touching the ground, there cannot be a force out. (b) If the forced runner, after touching the next base, retreats for any reason towards the base he last occupied, the force play is reinstated and he may again be put out if the defense tags the runner or the base to which the runner is forced.

1.28 • FOUL BALL

A foul ball is a legally batted ball that:

- A. Settles or is touched on or over foul territory between home and first base or between home and third base.
- B. Bounds or rolls past first or third base on or over foul territory.
- C. While over foul territory, touches the person, attached equipment or clothing of a player or an umpire, or is blocked.
- D. First hits the ground or is first touched over foul territory beyond first or third base. A caught fly ball is not a foul ball.

- E. Touches the batter or the bat in the batter's hand(s) a second time while the batter is within the batter's box.

1.29 • FOUL TIP

A foul tip is batted ball that goes directly from the bat, not higher than the batter's head, to the catcher's hand(s) or glove and is legally caught by the catcher. NOTE: Any batted ball that goes directly from the bat, not higher than the batter's head to any part of the catcher's body or equipment other than the hand(s) or glove is a foul ball and a dead ball.

1.30 • HEADWEAR

- A. Offensive – All helmets and face masks must be approved by the National Operating Committee on Standards for Athletic Equipment (NOCSAE) and game officials. Any player may wear a NOCSAE-approved helmet, with or without ear flaps. It must have a bill.
- B. Defensive – Any player may wear a NOCSAE-approved helmet with or without earflaps. It must have a bill.
- C. (Male) Ball caps are optional. They must be alike and worn properly.
- D. (Female) Ball caps, visors, other than plastic, and headbands are optional for players and, if worn, can be mixed. Handkerchiefs do not qualify as headbands and cannot be worn around the head or neck.

1.31 • HOME TEAM

The home team shall be designated by mutual agreement or by a flip of a coin.

1.32 • ILLEGAL BAT

An illegal bat is one that does not meet the requirements of §3.4.

1.33 • ILLEGALLY BATTED BALL

An illegally batted ball occurs when the batter hits the ball fair or foul and:

- A. The entire foot is completely outside the lines of the batter's box and on the ground.
- B. Any part of the foot is touching the strike zone mat.
- C. An illegal or altered bat is used.

1.34 • ILLEGAL CATCH

An illegally caught ball occurs when a fielder catches a batted or thrown ball with anything other than his hand(s) or legal glove in its proper place or an illegal player makes a catch.

1.35 • ILLEGAL PLAYER

An illegal player is a player who takes a position in the lineup, either on defense or offense, that does not have a legal right to the position. A player will not violate the illegal player rule until after one pitch, legal or illegal, has been thrown. An illegal player is handled as an appeal by the offended team while the player is still in the game. Once the umpire is notified, in all cases the illegal player is disqualified and can be legally replaced either by a substitute or a starter who re-enters the game.

1.36 • ILLEGAL PITCHER

A player legally in the game, but one who may not pitch as a result of being removed from the pitching position by the umpire because of:

- A. Two charged defensive conferences in one inning.
- B. Pitching with excessive speed after a warning. EFFECT: If an illegal pitcher returns to the pitching position and has thrown one pitch he is ejected from the game.

1.37 • INTENTIONALLY DROPPED FLY BALL

If a fielder intentionally drops, or lets drop, a fair fly ball, including a line drive, that can be caught by an infielder with ordinary effort with first base only, or first base and any other base(s), with less than two outs, only one recorded out may be made on the play. This is an umpire's judgment call.

1.38 • ILLEGAL SUBSTITUTE

An illegal substitute is a player who has entered the game illegally, EXAMPLE: unreported, illegal re-entry, a player will not violate the substitution rule until one legal or illegal pitch is thrown. EFFECT: See §4.7

1.39 • INELIGIBLE PLAYER

An ineligible player is a player who does not meet the requirements of SSUSA. The determination of eligibility is the responsibility of the Protest Committee. The use of an ineligible player will constitute a forfeit if properly protested.

1.40 • INFIELD

The infield is that portion of the field in fair territory that includes areas normally covered by infielders.

1.41 • INFIELD FLY

A fair fly ball (not including a line drive) that can be caught by any fielder with ordinary effort when first and second bases or first, second and third bases are occupied with less than two outs. Any fielder can catch an infield fly.

NOTE: When it becomes apparent that a batted ball will be an infield fly, the umpire shall immediately declare, "infield fly - batter is out", to aid the runners. If the ball is near the foul lines, the umpire shall declare, "infield fly - if fair". The ball is live and runners may advance at the risk of the ball being caught, or re-touch and advance after a fielder touches the ball. If the hit ball becomes a foul ball, it is treated the same as any other foul ball. Failure of the umpire to call "infield fly," does not negate the infield fly. If the error is discovered prior to the next pitch, the infield fly rule may still be called.

1.42 • IN FLIGHT

In flight is that term used for any batted, thrown or pitched ball that has not yet touched the ground or some object or person other than a fielder.

1.43 • IN JEOPARDY

In jeopardy is a term indicating that the ball is in play and an offensive player may be put out.

1.44 • INNING

An inning is that portion of a game within which the teams alternate on offense and defense and in which there are three outs for each team. A new inning begins immediately after the final out of the previous inning.

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.

1.46 • LEGAL TOUCH

A legal touch occurs when a runner or batter-runner that is not touching a base is touched by the ball while it is securely held in a fielder's hand(s) or glove. The ball is not considered as having been securely held if it is juggled or dropped by the fielder after having touched the runner, unless the runner deliberately knocks the ball from the hand(s) of the fielder. It is sufficient for the runner to be touched with the glove or hand(s) holding the ball.

1.47 • LINE DRIVE

A fly ball batted sharply and directly into the playing field.

1.48 • OBSTRUCTION

Obstruction is the act of:

- A. A defensive player or team member who hinders or prevents a batter from striking at or hitting a pitched ball.

- B. A fielder who is not in possession of the ball, in the act of fielding a batted ball, nor about to receive a thrown ball, who impedes the progress of a runner or batter-runner who is legally running bases.

1.49 • OFFENSIVE TEAM

The offensive team is the team at bat.

1.50 • ON-DECK BATTER

The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.

1.51 • OUTFIELD

The outfield is that portion of the field in fair territory that is not normally covered by an infielder.

1.52 • OVERSLIDE / RUN

An over slide/run is the act of an offensive player when, as a runner, he overslides or overruns a base (except 1st base) he is attempting to reach. It usually occurs when his momentum causes him to lose contact with the base, which then causes him to be in jeopardy.

1.53 • OVERTHROW

An overthrow is a thrown ball from a fielder that goes beyond the boundaries of the playing field (dead ball territory).

1.54 • PLAY BALL

Play ball is the term used by the plate umpire to indicate that play shall start and shall not be declared until all defensive players are in fair territory except the catcher, who must be in the catcher's box.

1.55 • PROTESTS

Only managers or acting managers may notify the umpire of their intent to protest. There are two types of protests:

- A. Misinterpretation of a playing rule – must be made before the next pitch or, if on the last play of the game, before the umpires leave the playing field. If the manager or acting manager does not accept the umpires ruling, he may protest to a tournament director. If the tournament director cannot resolve the protest, he will refer the protest to the Tournament Protest Committee. (For tournament protest committee, see §16.2)
- B. Ineligible player – can be made any time during or after the game. Eligibility is the decision of the tournament protest committee.

1.56 • QUICK PITCH

A pitch made by the pitcher with the obvious attempt to catch the batter unprepared. This would be before the batter takes his desired position in the batter's box or while he is still off balance as a result of the previous pitch.

1.57 • RUNNER

A runner is an offensive player who has reached first base and has not yet been put out.

1.58 • RUNNING LANE

A runner's line running lane may be marked according to the official dimensions, diagram on page 78.

A 30' (9.14 m) runner's line running lane shall be marked parallel to the first base foul line ending at the rear of the double base. The line will run three feet outside the foul line and will be joined to the foul line closest to home plate by a perpendicular line.

1.59 • SACRIFICE FLY

A sacrifice fly is scored when, with fewer than two outs, the batter scores a runner with a fly ball or line drive that is:

- A. Caught.
- B. Dropped by an outfielder (or an infielder running into the outfield), and, in the scorer's judgment, the runner could have scored after the catch had the fly ball or line drive been caught.

1.60 • STARTING PITCHER

The player listed as a pitcher on the lineup card or official scorebook.

1.61 • STARTING PLAYER

The names of starting players shall be entered on the official game card in advance of this pre-game meeting; however, changes can be made until the lineup is official with no charged substitutions. The lineup is official when it is inspected and approved by the plate umpire and team managers at the pre-game meeting. Once the game clock starts, all further changes shall be considered a substitution.

1.62 • STRIKE ZONE MAT

A strike zone mat will be used. The rectangular mat will be 19" (48.26 cm) wide and 34½" (87.63 cm) in length. The mat shall be made of rubber or other suitable material. The mat is placed over home plate and be aligned with the front edge of home plate. DEFENSE: A defensive player making a play at Home plate will be allowed to complete the play by touching any portion of the

strike mat. If, during the play, the mat is dislodged, the defensive player shall touch home plate, rather than the strike zone mat.

1.63 • TRAPPED BALL

A trapped ball is:

- A. A batted fly ball or line drive that hits the ground or a fence prior to being caught.
- B. A thrown ball to any base for a force out that is caught with the glove over the ball on the ground rather than under the ball.
- C. A trapped ball is not a catch.

1.64 • TIME

Time is the term used by the umpire to order the suspension of play.

1.65 • TURN AT BAT

A turn at bat begins when a player first enters the batter's box and continues until he is put out, becomes a batter-runner or is substituted for while at bat.

SECTION 2

PLAYING FIELD DIMENSIONS

The playing field is the area within which the ball may be legally played and fielded. There shall be a clear and unobstructed area between the foul lines and within the radius of the prescribed fence distances from home plate. (See official dimensions on pages 77-80).

NOTE: If the base distances or the pitching distance is found to be the wrong dimensions during the course of the game, correct the error at the end of a full inning with no penalty, and continue playing the game. Every effort should be made by the umpire to determine and implement the correct dimensions.

2.1 • GROUND RULES

Ground or special rules establishing the limits of the playing field may be agreed upon by leagues or opposing teams. Any obstruction on fair ground less than the prescribed fence distances from home plate should be clearly marked for the umpire's information.

If using a baseball field, the mound should be removed and the backstop distance must meet the prescribed minimum of 25' (7.62 m) or maximum of 30' (9.14 m) from home plate.

2.2 • DIAMOND LAYOUT

For the layout of the diamond, refer to diagrams showing official dimensions for a senior softball diamond, pages 77-80.

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 any time.**

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.

2.4 • BASE DISTANCE

Bases shall be set 70' (21.34 m) apart for all age groups and divisions. **NOTE: For men's 75+, 80+ and women's senior divisions (50+ and older), bases may be set at 65' (19.81 m) if, in the tournament director's sole discretion, such an adjustment is feasible.**

2.5 • OUTFIELD FENCE DISTANCE

Men's – All men's games are recommended to be played on 300' (91.44 m) minimum fence distance fields. Women's – All women's games are recommended to be played on 275' (83.82 m) minimum fence distance fields. Exceptions for some age groups may be made with approval of SSWC.

SECTION 3

PLAYERS' EQUIPMENT

3.1 • METAL CLEATS ARE PROHIBITED

Anytime after the umpire's pre-game coin toss, a team member found wearing metal cleats will be ejected from the game. If on base, he will be called out. Any team member on base at the time the ejected player came to bat must return to the base occupied at that time if there are fewer than three outs.

3.2 • NUMBERS ON UNIFORMS

Team members participating in the game must wear visible numbers, a minimum of 5" (15.24 cm) tall on their uniforms with no two identical numbers on a team. (See §3.8 B)

3.3 • RESTRICTED EQUIPMENT

Any softball equipment deemed unsafe by SSUSA/SSWC will not be permitted to be used in SSUSA/SSWC-sponsored events.

3.4 • OFFICIAL BATS

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

3.4(1) • WARM-UP BATS

No more than two official softball bats, including SSUSA/SSWC approved warm-up bats, may be used by the on-deck batter in the on-deck circle. The warm-up bat should meet the following requirements to be approved:

- A. Stamped with one-quarter inch letters WB on either end of the bat or marked in one-inch letters the words WARM-UP BAT only on the barrel end of the bat.
- B. A minimum weight of 48 oz. (1,360.78 g).
- C. A minimum barrel diameter of 2½" (6.35 cm).
- D. Shall have a safety grip of at least 8" (20.32 cm) and no more than 15" (38.1 cm) extended from the knob.
- E. Be of one-piece construction or a one-piece permanently assembled bat approved by SSUSA/SSWC.

F. No attachments (i.e., donuts, fans, etc.) are allowed on an official bat except the Pow'R Wrap warm-up attachment. (See §3.4)

3.4(2) • DISAPPROVED BATS

High-tech bats such as titanium or any new substance or configuration not approved for use in SSUSA and SSWC competition are therefore termed illegal and prohibited for use in any SSWC qualifying tournament, the World Masters Championships, and all Senior Softball-USA softball activities.

3.4(3) • APPROVED BATS

All bats 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. Any bat displaying the label "Exceeds 1.21 BPF" is not approved. The rating must be clearly visible on the bat, or it must be obvious to the inspector that the bat is of an age to make it not high-tech.

3.4(4) • ALTERED EQUIPMENT

A bat or ball is considered altered when the physical characteristics of a legal softball bat or ball have been changed (EXAMPLE: chilling softballs). Replacing the handle of a metal bat with a wooden or other type handle, inserting material inside the bat, applying excessive tape (more than two layers) to the bat grip or painting a bat other than at the top or bottom for identification purposes are considered altering the bat. Replacing the grip with another legal grip is not considered altering the bat. For penalty, see §3.4(6).

3.4(5) • BAT INSPECTION

- A. Umpires and SSUSA/SSWC staff have been instructed to inspect all bats prior to use to identify any unsafe or illegal bat. If one is found prior to the game, the player will be warned and the bat will be removed from the game and held by the tournament director until the player has finished playing in the tournament. If there is a reasonable doubt by the tournament director that a bat has been altered, he may quarantine it until the player is out of the tournament. The director should also photograph the bat and send the photo to SSWC with the player's name and team, for use at SSWC.
- B. If a player is seriously injured (requiring emergency hospitalization) by a batted ball, the tournament director shall immediately quarantine both the bat and ball and send them to SSUSA Headquarters for inspection.

NOTE ON FOLLOWING BAT SECTIONS: *SSUSA does not have the legal right to confiscate property from a player. However, it DOES have the right to make rules and related penalties to be imposed upon anyone who declines to voluntarily "surrender" a suspected altered or illegal bat. The language of the two following sections reflects that legal reality.*

3.4(6) • PENALTY FOR USING AN ALTERED BAT

SSUSA agreed to follow the 2007 Summit Altered Bat Recommendation:

Penalty for using an altered bat – If a bat is suspected of being altered to enhance performance, a tournament official will determine if the bat will be allowed to be used in play or will request that it be voluntarily surrendered by the owner for inspection. If the player refuses to immediately surrender the bat to tournament officials, the player will be suspended for 10 years, the manager for one year, and the team will forfeit all games played in the current tournament. If the player voluntarily surrenders the bat and it is found to be altered to enhance performance, the player will be suspended for five years and the manager for one year. The bat, if surrendered by the owner, will be held and forwarded for testing through the National SSUSA office at the conclusion of the tournament. A second offense may result in the lifetime ban of the player. Immediate actions for use of an altered bat will also result in the following:

1. Batter will be called out and ejected from the tournament.
2. Base runners will be instructed to return to the base(s) occupied at the time the suspected altered bat was used, providing there are fewer than three outs.
3. The bat (if surrendered by the owner) will be held and forwarded for testing through the National SSUSA Office at the conclusion of the tournament

B. Procedure for handling and safeguarding a suspected altered bat:

1. The tournament director/site director will immediately take possession of the surrendered bat. Under no circumstances will the bat be allowed out of the tournament director's/site director's possession.
2. The tournament director/site director will write a receipt for the bat and give it to the person who surrendered the bat.
3. The tournament director/site director will attach a piece of tape to the bat showing the player's name address and telephone number and the team name, address, and telephone number.
4. The tournament director/site director will forward the bat to the SSUSA headquarters with a note explaining why the bat(s) are suspected of being altered.

3.4(7) • PENALTY FOR USING AN ILLEGAL BAT

- A. Any attempt to use an illegal bat in SSWC or SSUSA play will result in the batter being ejected from the tournament.
- B. The batter will also be called out.
- C. The base runners will be instructed to return to the base(s) occupied at the time the illegal bat was used, providing there are fewer than three outs.

- D. The tournament officials will request the owner of the bat to surrender it for forwarding it to SSWC headquarters. A player's failure to voluntarily surrender the bat to tournament officials will result in an immediate minimum of one year suspension from play. There will be a subsequent hearing to determine if additional sanctions against the player shall be imposed, and if the bat will be returned to the player or destroyed.

3.5 • OFFICIAL SOFTBALL

- A. Shall be a regular, smooth-seamed, flat-surfaced, pebble-textured or dimple-textured ball with concealed stitches.
- B. A yellow optic ball is preferred for both men's and women's play.
- C. A 12-inch ball with a COR of .44 and a compression rating of no more than 375 psi shall be used in men's play.
- D. An 11-inch ball with a COR of .47 and a compression rating of no more than 525 psi shall be used in women's play.
- E. In all SSUSA-sponsored qualifiers and tournaments, official game balls must have the official SSUSA stamp or be pre-approved by SSUSA headquarters, located in Sacramento, CA.

3.6 • GLOVES

Gloves may be worn by any player, but mitts may be used only by the catcher and first baseman. No top lacing, webbing or other device between the thumb and body of the glove or mitt worn by a first baseman or catcher, or a glove worn by any fielder; shall be more than 5" (12.70 cm) in length. Here are the maximum length specifications: palm width (top) 8" (20.3 cm), palm width (bottom) 8½" (21.6 cm), top opening of web 5" (12.7 cm), bottom opening of web 4½" (11.5 cm), 1st finger crotch seam 7½" (19.05 cm), thumb crotch seam 7½" (19.05 cm), crotch seam 16½" (41.91 cm), thumb top to bottom edge 9¼" (23.5 cm), 1st finger top to bottom edge 14" (35.56 cm), 2nd finger top to bottom edge 13¼" (33.66 cm), 3rd finger top to bottom edge 12¼" (31.12 cm), 4th finger top to bottom edge 11" (27.94 cm).

3.7 • MASKS, HELMETS, SHIN-GUARDS

- A. Masks –
1. Any offensive or defensive team member may wear a NOCSAE-approved helmet of similar color as the team caps.
 2. Medically protective – Specially designed masks, such as those worn to protect a broken jaw, may be allowed for offensive and defensive play if, in the umpire's judgment, the mask would not present a safety hazard to the wearer or opposing team members.

- B. Helmets – Any offensive or defensive team member may wear a NOCSAE-approved helmet of similar color as the team caps.
- C. Shin Guards – Only NOCSAE-approved shin guards may be worn unless they are determined by the umpire or a tournament official to be potentially dangerous.

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.

- 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.

3.9 • ALL EQUIPMENT

Notwithstanding the foregoing, a SSUSA/SSWC tournament director or tournament official reserves the right to withhold or withdraw approval of any equipment that, in SSUSA/SSWC’s sole determination, significantly changes the character of the game, affects the safety of participants or spectators, or renders a player’s performance more a product of his equipment rather than his individual skill.

SECTION 4

PLAYERS AND SUBSTITUTES

4.1 • AMATEUR STATUS

An amateur player is not compensated for more than ordinary expenses of the tournament. Under no circumstances will a player be paid for his performance. Expenses considered ordinary are left to the judgment of the SSWC Board of Directors. Compensation over and above ordinary expenses will result in disqualification of the player and manager under §16.1(4) of the "Official Guide."

4.2 • ROSTER RESTRICTIONS

A team roster is limited to 20 members. A non-playing manager and coach(es) are not included in this player count of 20. A team must have the required number of players present in the dugout or team area to start or continue a game. Players listed in the starting lineup and not available at game time may be substituted for and re-entered later.

- A. Official lineup cards are to be completed and submitted to the official scorer or umpire at the start of each game. The lineup shall contain the first and last name, position and uniform number of each player. NOTE: If a wrong number is on the lineup sheet, correct it and continue playing with no penalty.
- B. All available substitutes shall be listed in the designated place by their last name, first name and uniform number.
- C. Men are not permitted to play on women's teams.

4.2(1) • QUALIFYING ROSTER FROZEN

When a team qualifies for advancement to the Senior Softball World Masters Championships, that team's roster is frozen, and additions or substitutions for players already on the roster may only be made in accordance with §4.2(2).

4.2(2) • ADDING / RELEASING ROSTER PLAYERS

Players may be added to qualified rosters for the Eastern or Western Nationals, the World Masters Championships or the Tournament of Champions under the following conditions:

1. The team has qualified.
 2. Players to be added must be otherwise eligible as to age, residency and rating experience history for the team they seek to join.
 3. Players added must not exceed the 20-member roster limit. All players listed on the official roster (excluding “roster exemption players”) must have been present and played at the qualifier.
 4. Players to be added may be required to secure a player release if they are on another qualified team roster. (See §4.2(2) E.)
 5. The number of players that may be added is limited by the number of players already on a roster. If a qualified team has at least 15 (or 16, depending on the number of defensive players normally used) from the original qualifying roster, that team is prohibited from adding “roster exemption players,” except as allowed by §4.2(2) B.
- A. Teams adding “roster exemption players,” and that normally play with 10 defensive players, will have a roster limit of 15 players. Teams that normally play with 11 defensive players (age 70+ and older men’s teams and senior women’s teams) will have a roster limit of 16 players.
 - B. Teams may request to add players who are regular members of the team, but were not able to attend the qualifying tournament. The roster restrictions do not apply to regular team members.
 - C. If a qualified team's roster falls below 12/13 players, the team may apply to add players until it reaches the 12/13 player level. Those players may be from the same age group in the same or lesser skill level, or equivalent.
 - D. If an invited team's roster falls below the 15/16 limit, the team may apply to add players until it reaches the 15/16 player level. Those players must be from the next older age group in the same or lesser skill level, or equivalent.
- NOTE: For §4.2(2) B-D, managers must apply to SSUSA in writing for approval of those players. Player additions will be approved or denied on an individual basis.

Procedures:

1. The originals of all teams' rosters will have been mailed to SSUSA Headquarters in Sacramento by the tournament director at the end of each qualifying tournament, so managers wishing to add a player must: (a) type or print the player's information on the front of a copy of their roster form or on a blank roster form; and (b) underneath the player's name on the next line, record the name of the team with which he has been playing.

Mail the forms to:

Senior Softball World Championships
2701 K Street, Suite 101A
Sacramento, CA 95816-5131

2. The documents must be received by SSUSA no later than 15 days prior to the published registration date of the Senior Softball World Masters Championships. The registration date is the day before play begins in the Senior Softball World Masters Championships.

E. Player release – Managers may not add a player from another qualified team unless the player has been legally released. Both the manager of the previous team and the player must sign the release and the written release shall be forwarded to SSWC headquarters. Once added, a player becomes frozen on the roster of the team that added him. Exception: Player playing on teams in two different age groups is frozen on both rosters. **NOTE: Player release is at the sole discretion of the team manager. SSUSA does not arbitrate, nor compel, a player's release in the event of a dispute.**

4.2(3) • PAYMENT OF FEES

- A. Team entry fee – Upon submission of completed forms outlined in §14.2(3), managers will include a check or money order payable to SSWC in the amount indicated on the invoice included with the teams' invitation for the SSUSA tournament. The entry fee must be received by the published fee deadline date for the tournament.
- B. Team registration – It is a requirement by all softball facilities that all organizations provide a \$2 million insurance policy covering their facilities before a complex can be rented. It's an annual fee and the manager will be issued a Senior Softball-USA Team Registration Card. Teams must register with Senior Softball-USA each year prior to the first qualifying tournament. Unregistered teams will be unable to play unless they can show proof of this registration. **NOTE:** The annual "team registration" is different from the SSUSA National Player ID Card registration.

- C. All forms must be submitted prior to the entry deadline date for the tournament.

4.2(4) • DISBANDMENT

If a qualified team finds it can not attend the SSWC, it may disband by submitting a letter with the official team roster to SSWC Headquarters releasing its players. The released players may then be acquired by another team that has not yet qualified, or they may be added to a team according to §4.2(2). Or, the remaining players may add non-qualified players to the roster and re-qualify.

NOTE: Team disbandment must be submitted in writing to:

Senior Softball World Championships
2701 K Street, Suite 101A
Sacramento, CA 95816-5131

The original or a copy of the "official team roster" must accompany the letter. This correspondence must be received by SSWC prior to any action on the part of team members to change teams or reorganize. Allow for two weeks' processing time as each player requesting a change in status must be researched, and will be considered in the order received with other SSWC business.

4.2(5) • PLAY IN ONLY ONE AGE RATING DIVISION

A player may not play in more than one rating division in the same age group in World Masters Championships competition (See 4.2(6) for playing in two age divisions). A non-qualified player may attempt to qualify with a team in one division after failing to qualify with a team in the other. But once qualified for either division, he must play in that divisional World Masters Championships unless the team with which he qualifies disbands under §4.2(4). Penalty for attempting to play in two rating divisions in same age group: see §16.1(5).

4.2(6) • PLAYING IN TWO AGE DIVISIONS

A player may play in two age divisions under the following conditions:

- A. Player is playing in two separate age divisions. **EXAMPLE:** One team is in the 55+ division and the other is in the 60+ division; **AND**
- B. A player can only play on a team in the same skill level, or one skill level higher or lower. **EXAMPLE:** A player on a 55-Major division team cannot play on a 50-AA division team.

4.2(7) • MAJOR-PLUS PLAYER RESTRICTION

Major-Plus players may only play on Major-Plus or Major teams. Players who have no Major or Major-Plus team in their region OR players who are determined not to be Major-Plus caliber by SSUSA may request an exemption in writing.

4.3 • NUMBER OF PLAYERS ON A TEAM**4.3(1) • MEN'S DIVISIONS UNDER AGE 70+ AND MEN'S AND WOMEN'S 40-MASTERS**

Ten players constitute a team. However, a team may start a game with no fewer than nine players. A tenth player on the roster may be added any time during the game, batting in the last (10th) position. Until the tenth position is filled, an out will be declared only the first time that position comes to bat.

4.3(2) • MEN'S DIVISIONS AGE 70+ AND ABOVE AND WOMEN'S DIVISIONS AGE 50+ AND ABOVE

Eleven players constitute a team. However, a team may start a game with no fewer than 10 players. An eleventh player on the roster may be added any time during the game, batting in the last (11th) position. Until the 11th position is filled, an out will be declared only the first time that position comes to bat.

4.3(3) • EXTRA PLAYERS AND EPS

- A. Teams have unlimited batters, but cannot drop below the number on the starting batting order. All players must be listed on the lineup sheet before the game begins.
- B. Should an offensive player become injured, causing the team to drop below the original batting lineup, the team will not be forced to forfeit the game, and an out will be declared only the first time that position comes to bat.
- C. If a player is ejected, an out will be recorded each time his position comes up to bat.

4.4 • SHORT-HANDED RULE

This rule may be used with the following requirements:

- A. If a team begins play with the required number of players as listed in §4.3(1) or §4.3(2) above, that team may continue a game with one less player than it started with provided no eligible substitute is available, whenever a player leaves the game for any reason other than ejection. NOTE: Under no circumstances shall a team be permitted to bat less than nine (or 10 in men's 70+, 75+ and 80+ or women's senior divisions). A forfeit will be recorded.
- B. If the player leaving the game is a runner, provided no eligible substitute is available, he shall be declared out.
- C. When the player who has left the game because of an ejection is scheduled to bat, and no eligible substitute is available, an out shall be declared for each turn at bat.

- D. Any **substitute** player who has left the game cannot return to the lineup. EXCEPTION: A player who has left the game under the blood rule (See §4.9) may return, even after missing a turn at bat.

4.5 • AMERICANS WITH DISABILITY ACT RULE

- A. This rule may be used for a physically challenged player as determined by the Americans with Disabilities Act of July 25, 1990. As a result of the player's disability, he can play either offense or defense only, or he can play both.
- B. Teams using a physically challenged player only on either offense or defense must have 11 players. If the physically challenged player can play both, only 10 players are needed.
- C. When a physically challenged person plays offense only, the team will follow the EP rule as written. There would be 11 or more hitters including the ADA player, and only 10 who play defense.
- D. When a physically challenged person plays defense only, he will be listed as the DEFO and placed last in the lineup.
- E. If a team starts the game with the DEFO option, the DEFO can never play offense. If this person for any reason cannot continue to play and the team has no other physically challenged player for a substitute, the EP can now play in his defensive position.
- F. The DEFO position has the same re-entry status as any other starting position as long as the person substituted is also determined to be physically challenged under the ADA program. The original DEFO may re-enter only in the same spot on the lineup sheet.

NOTE: This special rule has been adopted to accommodate the athlete who is physically challenged. The intent is not to change the game and/or not to deprive any player from playing who would normally play, therefore, when using the EP, the normal EP rules will be followed including substitutions and re-entry. If the EP is used in addition to the DEFO, the DEFO must play defense and any of the other EP players will be eligible to play defense. The person asserting coverage under the Americans with Disability Act is required to provide government or medical professional issued documentation of coverage.

4.6 • RE-ENTRY

- A. Any of the starting players, including an EP, may be substituted and re-entered once, provided players occupy the original batting positions in the lineup. The starting player and the substitute(s) may not be in the lineup at the same time. If a manager removes a substitute from the game and re-enters the same substitute later in the game, this is considered an illegal re-entry.

- B. Violation of re-entry rule is handled as an appeal when brought to the attention of the umpire by the offended team and may be made anytime while the player is in the game. The protest need not be made prior to the next pitch. EFFECT - §4.6 A and B: The illegal player shall be ejected. All play that occurred while the illegal re-entry was in the game will stand. NOTE: If the re-entry violation also violates the unreported substitute ruling, those penalties would also be in effect.
- C. A starting player removed from the pitching position by the umpire and substituted for can re-enter the game at another position, but cannot return to the pitching position. EFFECT: If an illegal pitcher returns to the pitching position and has thrown one pitch he is ejected from the game.

4.7 • SUBSTITUTES

A substitute may take the place of a player whose name is in his team's batting order. The following regulations govern player substitutions:

- A. The manager or team representative of the team making the substitution shall immediately notify the plate umpire at the time a substitute enters. The plate umpire shall then report the change to the scorer prior to the next pitch. If the violation is discovered prior to a pitch being made (legal or illegal), there is no penalty and the illegal substitute shall be declared legal.
- B. Substitute players will be considered in the game when reported to the plate umpire. A player will not violate the substitution rule until one legal or illegal pitch has been thrown. The use of an illegal substitute is handled as an appeal by the offended team while the player is in the game. If the team manager or player in violation informs the umpire prior to the offended team's protest, there is no violation regardless of how long the player or players were illegally in the game.
1. Offense – If the illegal player is discovered by the defense before the offensive manager, coach or player in violation informs the umpire and:
 - a. After one legal or illegal pitch has been thrown while he is at bat, he is ejected and a legal substitute assumes the ball and strike count.
 - b. He has completed his turn at bat and prior to the next legal or illegal pitch, or before the defensive team has left the field, the illegal player is called out, ejected and any advance of runners as a result of the illegal batter becoming a batter-runner is nullified.
 - c. He has completed his turn at bat and after the next legal or illegal pitch, or after the defensive team has left the field, the illegal player is ejected (and if on base replaced by a legal substitute) and any advance by runners while the illegal batter was at bat or due to his becoming a batter-runner is legal.
 2. Defense – If the illegal player is discovered by the offense before the defensive manager, coach or player in violation informs the umpire and:

- a. After he makes a play and prior to the next legal or illegal pitch, before the defensive team has left the field, or on the last play of the game before the umpires have left the field, the offensive team has the option of taking the result of the play or having the last batter return and assume the ball and strike count he had prior to the discovery of the illegal player with each runner returning to the base where he was prior to the play. The illegal player is ejected.
 - b. After a legal or illegal pitch to the next batter, all play stands but the illegal player is ejected.
- C. Any player may be removed from the game during any dead ball. NOTE: The pitcher does not have to pitch until the first batter facing him has completed his turn at bat or the side has been retired. NOTE: If a courtesy runner is scheduled to bat next, a substitution for the original player being courtesy run for will not prevent an out from being recorded.
- D. If an accident to a batter-runner or runner prevents him from proceeding to an awarded base, the ball is dead, and substitution may be made. The substitute will be allowed to proceed to any awarded base(s). The substitute must legally touch all awarded or missed base(s) not previously touched. NOTE: This is not a courtesy runner, but rather a legal substitute.

4.8 • EJECTED PLAYER

A player or coach who has been ejected from the game must leave the bench area, unless the act is determined to be flagrant, then the player or coach must leave the grounds. If no player is available to substitute for the ejected player in the batting lineup, an out will be recorded every time the ejected player's position comes to bat. Any ejected player discovered participating will constitute a forfeit. Any player re-entering the grounds after being told to leave will constitute a forfeit.

4.9 • BLOOD RULE

A player, coach or umpire who is bleeding or who has blood on his uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgment. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall:

- A. Stop the game and immediately call a coach, trainer or other authorized person to the injured player and allow treatment.
- B. Apply the rules of the game regarding substitution, short-handed player and re-entry if necessary.
- C. Returning to game (See §4.4 D).

SECTION 5

THE GAME

5.1 • GAME TIME

- A. The official game time starts two minutes after the umpire's coin toss at the pre-game managers' meeting. If, in the umpire's judgment, a team is unable to play at the scheduled game starting time, that team will be assessed a forfeit.
- B. Teams must be present and ready to play thirty minutes prior to the stated game starting time. **A forfeit may be recorded against the offending team at the Tournament Director's discretion.**

5.2 • HOME TEAM

Home team will be decided by the flip of a coin before every game. The team designated as home team shall bat last in the inning.

5.3 • FITNESS OF THE GROUND

The fitness of the ground for a game shall be decided solely by the plate umpire and the tournament director.

5.4 • REGULATION GAME

- A. A regulation game shall consist of seven innings. A full seven innings need not be played if the home team scores more runs in six and one-half innings and/or goes ahead in scoring before the third out is made in the bottom of the seventh inning. The last inning of a game shall be an open inning. (See §5.5(1))
- B. A game that is tied at the end of seven innings shall be continued by playing additional innings until one side has scored more runs than the other at the end of a complete inning, or until the team second at bat has scored more runs in their half of the inning. International tie-breaker rule is in effect. (See §5.4.(2))
- C. The regulation time limit for games shall be as follows:
1. Round robin/seeding games shall be 65 minutes, plus the open inning.
 2. Bracket games shall be 70 minutes, plus the open inning.
 3. Championship game(s) shall be a full seven innings.
- D. A game called by the umpire shall be regulation if five or more complete innings have been played, or if the home team has scored more runs after the completion of at least four and one half innings. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic or other causes that place the patrons or players in peril.

- E. Games that are not considered regulation shall be resumed at the exact point where they were stopped.
- F. A regulation tie game shall be declared if the score is equal when the game is called at the end of five or more complete innings, or if the team second at bat has equaled the score of the first team at bat in the incomplete inning.
- G. Games that are regulation tie games shall be resumed at the exact point where they were suspended, if it is decided that they should be played out.

5.4(1) • TIE GAMES

Games tied after seven innings or time limit will continue, with the international tie-breaker rule, until one team is ahead after the completion of any subsequent inning.

5.4(2) • INTERNATIONAL TIE-BREAKER RULE

Teams start each half-inning with a runner on second base. The runner is the last batter of the previous inning whose turn at bat had been completed, assuming a position on second base. No substitute or courtesy runner may replace him until he has reached third base. EFFECT: If the last batter of the previous inning cannot continue to play because of injury, illness, etc., he will be declared out and the next previous batter will be the tie-breaker runner.

5.4(3) • CHAMPIONSHIP GAMES

- A. No time limit – There will be no time limit on championship games.
- B. Definitions -
1. A championship game is a game after which the winner may be declared champion.
 2. A play-off game is defined as a game where the winning team advances toward a championship game.

5.5 • GAME LIMITATIONS

5.5(1) • FIVE-RUN LIMIT PER INNING

Teams are limited to five runs per inning, except for the final inning of the game in which each team may score an unlimited number of runs. The umpire must announce the last inning unless it is the seventh inning. EXCEPTION: Major-Plus for ages 50+ through **70+** (ONLY) are limited to **seven** runs per inning, except for the final inning.

5.5(2) • FLIP-FLOP RULE

- A. During seeding/pool play this rule may be invoked voluntarily by the managers of both teams in a game with a 10-run differential in favor of the visiting team at the start of the "open inning." The visiting team must be ahead by 10 or more runs at the beginning of the open inning. If the visiting

team is ahead by 10 or more runs, the home team will remain at bat and start a new at-bats (beginning their seventh or last inning at-bats), meaning all runners then on base will return to the dugout. It will be an open inning. If the home team fails to tie or go ahead of the visiting team, the game ends and the visiting team wins. If the home team ties or goes ahead, the visiting team takes its turn at bat.

- B. For bracket play, including championship game(s), the "flip-flop" rule is mandatory in the circumstance of a **10**-run differential in favor of the visiting team at the start of the "open inning", or at the start of the 7th inning of a championship game.

5.5(3) • MERCY RULE FOR 50+ THRU 70+ MAJOR-PLUS (ONLY)

If a team is ahead by 15 or more runs at any time after five innings have been completed, or four and one-half innings with the home team ahead, the game shall be declared a complete regulation game.

5.6 • FORFEITED GAMES

A forfeited game shall be declared by the umpire in favor of the team not at fault in the following cases:

- A. If an umpire is physically attacked by any team member and/or spectator.
- B. If a team fails to appear on the field, or, being on the field, refuses to begin a game for which it is scheduled or assigned within a time set for forfeitures.
- C. If one side refuses to continue to play after the game has begun, unless the game has been suspended or terminated by the umpire.
- D. If, after play has been suspended by the umpire, one side fails to resume playing within two minutes after "play ball" has been declared by the umpire.
- E. If a team employs tactics noticeably designed to delay or to hasten the game.
- F. If, after warning by the umpire, any one of the rules of the game is willfully violated.
- G. If the order for the ejection of a player is not obeyed within one minute.
- H. If the ejection of a player or players from the game results in fewer than the required number of players to continue the game.
- I. If an ejected player is discovered participating again.

NOTE: See §5.8.C for the score of a forfeited game.

5.7 SCORING OF RUNS

- A. One run shall be scored each time a runner crosses the scoring line, after legally touching all bases in proper order.

- B. No run shall be scored if the third out of the inning is the result of:
1. A batter-runner being called out prior to reaching first base or any other runner forced out due to the batter becoming a batter-runner.
 2. A runner being put out by a tag or live ball appeal play prior to the lead runner crossing the scoring line.
 3. A preceding runner is declared out on appeal involving a force play.

NOTE: An appeal may be made after the third out in order to nullify a run.

- C. A limit of five runs per inning, except in the "open inning," may be scored until the final inning. (See §5.5(1) for Major-Plus exception).

5.8 GAME SCORES

The winner of the game shall be the team that scores more runs in a regulation game.

- A. The score of a called regulation game shall be the score at the end of the last complete inning, unless the team second at bat has scored an equal number or more runs than the first team at bat in the incomplete inning. In this case, the score shall be that of the incomplete inning.
- B. The score of a regulation tie game shall be the tie score when the game was terminated. Games that are regulation tie games shall be resumed at the exact point where they were stopped, if it is decided that they should be played out.
- C. The score of a forfeited game shall be seven to zero (7-0) in favor of the team not at fault.

5.9 CONFERENCES

- A. Offensive conference – There shall be only one charged conference between the manager and/or other team representative(s) and the batter and/or runner(s) in an inning. The umpire shall not permit any such conferences in excess of one in an inning. EFFECT: Ejection of the manager or team representative who insists on another charged conference.
- B. Defensive conference – There shall be only one charged conference between the manager or other team representative from the dugout with each pitcher in an inning. EFFECT: The second charged conference shall result in the removal of the pitcher from the pitching position for the remainder of the game. PENALTY: If the pitcher returns to the pitcher's position at any time during the game after two defensive conferences in the same inning, he is ejected from the game. The removed pitcher can play another position on defense but cannot pitch again.

5.10 • DELAYS**5.10(1) • INJURY**

A time out for an injured player will be called and the game clock stopped at the discretion of the umpire.

5.10(2) • PROTESTED CALL OR PLAY

Protest time outs will be called at the discretion of the umpire. He also may stop the game clock if he feels the protest is a delaying tactic.

5.10(3) • DELIBERATELY DELAYING GAME

In all time limit games, if in the umpire's judgment a leading team is taking or leaving the field slowly to delay the game, he will warn the manager one time to get his players to hustle on and off. If they continue to delay, the umpire may call for a batter and start calling strikes when the offending team is delaying offensively. In cases where the offending team is delaying defensively, time may be added to the game.

5.10(4) • DUGOUT CONDUCT

Coaches, players, substitutes or other bench personnel shall not be outside the designated bench/dugout area except when the rule allows or when justified by an umpire. EFFECT: The first offense is a team warning. Any repeat offense shall result in the ejection of that team member.

5.11 • UMPIRE ANNOUNCES TIME REMAINING

Prior to the ball being pitched to begin the fourth and subsequent innings, the umpire will announce game time remaining to both managers. Because teams are limited to five runs per inning, the umpire must also announce the last inning to give both teams an opportunity to score as many runs as possible. (See §5.5(1)) EXAMPLE: As soon as time has expired the umpire will announce clearly to both teams that they will complete the inning in progress and play one more, open inning. This announcement must be made before the last out of the inning).

5.12 • SCOREKEEPING**5.12(1) • OFFICIAL GAME CARD**

The game umpire shall keep the official score on the game card. An official SSUSA game card will be issued to the plate umpire for each game. The umpire will record the official score on the card by innings, after verifying the correct score with both team scorekeepers. At the end of the game, the official scorekeeper and both managers will meet with the plate umpire, acknowledge that the final recorded score on the card is correct, and sign the card. This will be the official score of the game. Managers are advised to double-check the

final score as recorded on the official game card before signing to avoid the possibility of an inverted score or an error in run count. NOTE: If an erroneous game card with all of the signatures affixed is turned in by the umpire to the tournament director, the error will stand **unless corrected prior to seeding.**

5.12(2) • PROTESTED GAME

Once notified of a protest the umpire shall stop the game clock and notify the tournament director. The tournament director shall assemble the Tournament Protest Committee and meet with the principals of the game in question. After considering, and discussing if necessary, all elements of the protest, the committee will render its decision, which will be final.

SECTION 6**PITCHING REGULATIONS****6.1 • STRIKE ZONE MAT**

A strike zone mat will be used. Legal pitches striking any portion of the mat will be strikes.

6.2 • PITCH COUNT

Batters are allowed 4 balls and/or 3 strikes. All batters start with a 0-0 ball/strike count.

6.3 • THE ARC

The height of a legal pitch must be from six to 12 feet above the playing surface.

6.4 • BEFORE STARTING THE PITCH

- A. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
- B. The pitcher must take a position with at least one foot in contact with the pitcher's box.
- C. The pitcher must come to a full and complete stop with the ball in front of the body. The front of the body must face the batter. This position must be maintained at least one second before starting the pitch.

6.5 • STARTING THE PITCH

The pitch starts when the pitcher makes any motion that is part of his delivery after the required stop.

6.6 • LEGAL DELIVERY

- A. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- B. The delivery is a continuous motion.
- C. The pitcher must not use a delivery in which there is a stop or reversal of the pitching motion.
- D. The pitcher must deliver the ball toward home plate on the first forward pass of the pitching arm past the hip with an underhanded motion.
- E. The pivot foot must remain in contact with the pitcher's box until the pitched ball leaves the hand. If a step is taken, it can be forward, backward, or to the side, provided the pivot foot is in contact with the pitcher's box and the step is simultaneous with the release of the ball.
- F. The pitcher may not pitch the ball behind his back or through his legs.
- G. The pitch shall be released at a moderate speed. The speed is left entirely up to the umpire's judgment. The umpire shall warn the pitcher who delivers a pitch with excessive speed. If the pitcher repeats such an act after being warned, he shall be removed from the pitcher's position for the remainder of the game.
- H. The pitching motion does not continue after release of the ball.
- I. The pitcher has 10 seconds to release the next pitch after receiving the ball, or after the umpire indicates "play ball."
- J. The pitcher shall not deliver a pitch from the glove.

6.7 • USE OF A WINDUP

The windup may be used as a legal part of the pitch as long as all of the requirements of this rule are followed:

- A. The pitcher must come to a full and complete stop with the ball in front of his body.
- B. The pitch starts when the pitcher makes any motion that is part of his windup after the required stop.
- C. The windup is a continuous motion.
- D. The pitcher must not use a windup in which there is a stop or reversal of the pitching motion.
- F. The pitcher must deliver the ball toward the strike mat on the first forward pass of the pitching arm past the hip.
- G. The pitcher cannot continue to wind up after he releases the ball.

6.8 • DEFENSIVE POSITIONING**6.8(1) • PITCHER DELIVERING THE BALL**

The pitcher shall not deliver a pitch unless all defensive players are positioned in fair territory, except the catcher who must be in the catcher's box.

6.8(2) • DISTRACTING THE BATTER

A fielder shall not take a position in the batter's line of vision or, with deliberate unsportsmanlike intent, act in a manner to distract the batter. A pitch does not have to be released. NOTE: The offending player shall also be ejected from the game.

6.9 • PITCHING RESTRICTIONS

Neither the pitcher nor any other player shall, at any time during the game, be allowed to use any foreign substance upon the ball, the pitching hand or the fingers. Under the supervision and control of the umpire, powdered resin may be used to dry the hands. The pitcher may wear a sweatband on the pitching arm or tape on the fingers. Batting gloves may not be worn on the pitching hand. EFFECT: An illegal pitch shall be called on the first offense. If the pitcher continues to place a foreign substance on the ball, he should be ejected from the ball game.

6.10 • CATCHER

- A. The catcher must remain within the perimeters of the catcher's box until the pitched ball is batted, touches the ground or plate, or reaches the catcher's box.
- B. The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout. EFFECT: An additional ball is awarded to the batter.

6.11 • QUICK PITCH

The pitcher shall not attempt a quick return of the ball before the batter has taken his position or when the batter is off balance as a result of a pitch. EFFECT: The umpire will call time and allow the batter to get set.

6.11(1) • PENALTY FOR ILLEGAL PITCHES

Any infraction of §6.3 through §6.11 is an illegal pitch. A ball shall be called on the batter. Runners may not advance. EXCEPTION: If a batter swings at any illegal pitch, it is nullified and the result of the play stands.

6.12 • WARM-UP PITCHES

At the beginning of each half-inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than three warm-up pitches. Play shall be suspended during this time. For excessive warm-up

pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch. This does not apply if the umpire delays the start of play due to substitution, conference, injuries, etc. NOTE: A pitcher returning to pitch in the same half inning will not receive warm-up pitches.

6.13 • NO PITCH

No pitch shall be declared when:

- A. The pitcher pitches during the suspension of play.
- B. The pitcher attempts to "quick pitch" the batter.
- C. A runner is called out for leaving his base before the pitched ball reaches home plate, is batted, or touches the ground before reaching home plate.
- D. The pitcher pitches before a runner has retouched his base after a foul ball has been declared and the ball is dead.
- E. The ball slips from the pitcher's hand during his windup or during the back swing.
- F. No player, manager or coach shall call time, employ any other word or phrase, or commit any act while the ball is live and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch. NOTE: A warning shall be issued to the offending team, and a repeat of this type act by any member of the team warned shall result in the offender being removed from the game.

EFFECT: §6.13 A-F: The ball is dead, and all subsequent action on that pitch is nullified.

6.14 • ILLEGAL PITCH

The umpire shall call an illegal pitch when the ball is at its highest point less than six feet or over twelve feet above the playing service.

6.15 • SHORT PITCH

A pitched ball hitting the ground in front of home plate is a dead ball. A ball shall be called on the batter.

6.16 • WIND OR SUN AFFECTING BOTH PITCHERS

In significantly windy conditions, if, in the judgment of the umpire, the wind is having a discernible adverse effect on the accuracy of both pitchers, the umpire may declare that only strikes count. In the case of sun interference potentially affecting the pitcher's safety, the umpire may invoke a short suspension of play.

EFFECT: Softball is an outdoor game played in the elements. Sun position affecting the batter is not a potential safety issue and shall not be the basis for a suspension of play.

6.17 • PITCHER'S MANDATED MINIMUM SAFETY EQUIPMENT

Pitchers shall wear protective safety equipment while pitching, comprised of NOCSAE-approved head gear and shin guards. Pitchers may elect to not wear the mandated safety equipment by signing the back of the official game card over their position in the lineup, for each game they pitch under such an election. By that signature, the pitcher acknowledges and affirms:

6.17(1) • RELEASE (INJURY TO PLAYER)

By electing not to wear the mandated safety equipment, the pitcher waives any and all claims, individually, and by his or her heirs, and holds harmless Senior Softball World Championships, Inc., its Board of Directors, Senior Softball-USA, LLC, any municipal or park facility employees, their agents or employees and tournament directors and sponsors from and against any and all loss liability, charges and expenses (including attorney's fees) and causes of action of whatever character that may arise for injury that may have been reasonably prevented by the mandated safety equipment during participation in SSWC events;

6.17(2) • PLAYER RESPONSIBILITY FOR PROCURING INSURANCE

The pitcher is fully aware that SSWC and SSUSA do not carry, or provide, any medical insurance for any participants and that all players are solely responsible for procuring their own insurance.

6.17(3) • ASSUMPTION OF INHERENT RISK

The pitcher recognizes that he assumes all risks involved arising from participation in this Tournament as a pitcher electing not to wear the mandated safety equipment, and knowingly undertakes the inherent risks of the sport; and

6.17(4) • SOFTBALL SKILLS

The pitcher is familiar with the skills required to participate as a pitcher in an event sponsored by SSWC and SSUSA (including batting, fielding, running and throwing) and has satisfied himself that he is proficient in these skills.

6.18 • INTENTIONALLY HITTING UP THE MIDDLE AT THE PITCHER

Any batted ball intentionally hit up the middle at the pitcher, regardless of whether or not it strikes the pitcher, shall result in a dead ball out. The batter will be ejected from the game and may be subject to an additional penalty in the form of a suspension. The determination of "intentional" is a judgment call by the umpire, is not subject to appeal and shall not be presumptive merely in the case of a batted ball striking the pitcher. EFFECT: The determination of intent shall be based upon the totality of the facts and circumstances present during the game, including previous statements and actions by players, managers and others prior to the incident that results in the umpire's judgment of intent or lack thereof.

SECTION 7

BATTING

7.1 • BATTING ORDER

- A. The batting order of each team showing the players' first and last names, uniform numbers and positions must be on the listed on the game card and must be completed and delivered to the plate umpire before the game. The plate umpire shall submit it to the inspection of the manager or captain of the opposing team.
- B. The batting order delivered to the umpire must be followed throughout the game, unless a player is replaced by a substitute who must take the place of the removed player in the batting order.
- C. When the third out in an inning is made before the batter has completed his turn at bat, he shall be the first batter in the next inning and the ball and strike count on him shall be canceled.
- D. The first batter in each inning shall be the batter whose name follows that of the last player who completed his turn at bat in the preceding inning.

EFFECT - §7.1 B-D: Except for a wrong batter at bat, batting out of order is an appeal play that may be made only by the defensive team. The defensive team forfeits its right to appeal batting out of order when one legal or illegal pitch has been made to the following batter, or when the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout.

1. If the error is discovered while the incorrect batter is at bat, the correct batter may take his place and legally assume any balls and strikes. **NOTE:** The offensive team may correct a wrong batter at the plate with no penalty.
2. If the error is discovered after the incorrect batter has completed his turn at bat and before a legal or illegal pitch has been made to the following batter or before the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area: (a) the player who should have batted is out. (b) Any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base as a result of obstruction, an error, walk, or a base hit shall be nullified. (c) the next batter is the player whose name follows that of the player called out for failing to bat. (d) If the batter declared out under these circumstances is the third out, the correct batter in the next inning shall be the player who would have come to bat had the player been put out by ordinary play.

3. If the error is discovered after the first legal or illegal pitch to the next batter, or after the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area, the turn at bat of the incorrect batter is legal, all runs scored and bases run are legal and the next batter in order shall be the one whose name follows that of the incorrect batter. No one is called out for failure to bat. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.
4. No runner shall be removed from the base he is occupying except the batter-runner who has been taken off the base by the umpire as in Number 2 above to bat in his proper place. He merely misses his turn at bat with no penalty. The batter following him in the batting order becomes the legal batter.

7.1(1) • BATTER ELIGIBILITY

A team may bat every player in the dugout and on the team roster. All batters must be listed on the lineup listed on the game card provided to the umpire 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 and a substitute is not available an out will be recorded every time that position comes to bat).

7.2 • ON-DECK BATTER

- A. The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.
- B. The on-deck batter shall take a position within the lines of the on-deck circle nearest his bench.
- C. The on-deck batter may loosen up with no more than two official softball bats, an approved warm-up bat, or a combination not to exceed two. Any detachable piece placed on the bat must be approved by the equipment standards committee following a one-year period observed by members of this committee.
- D. The on-deck batter may leave the on-deck circle:
 1. When he becomes the batter.
 2. To direct runners advancing from third to home plate.
 3. To pick up bat discarded by a batter-runner.
- E. The on-deck batter may not interfere with the defensive player's opportunity to make an out:

1. If it involves a runner, the runner closest to home plate at the time of the interference shall be declared out.
2. If it is with the defensive fielder fielding a fly ball, the batter is out.

7.3 • BATTING POSITION

- A. The batter must have at least some portion of both feet on or inside the lines of the batter's box at the start of the pitch.
- B. The batter must take his position within 10 seconds after being directed by the umpire. EFFECT: The umpire will call a strike. No pitch has to be thrown and the ball is dead.
- C. The batter shall not step directly in front of the catcher to the other batter's box while the pitcher is in position to pitch. EFFECT: The ball is dead, the batter is out and the runners may not advance.

7.3(1) • OBLITERATING THE BATTER'S BOX

A batter, in the umpire's judgment, deliberately erasing any portion of the batters box will be called out. **A second offense by the same player will result in the player's ejection from the game.**

7.4 • STRIKE CALLED BY UMPIRE

- A. For each legally pitched ball hitting the strike mat before touching the ground and the batter does not swing. Any pitched ball that hits the ground or strike mat cannot be legally swung at by the batter. NOTE: If the batter swings and misses the pitch prior to the ball hitting the plate or mat it is a strike. EFFECT: The ball is dead.
- B. For each legally pitched ball swung at and missed by the batter. EFFECT: The ball is dead. If the batter swings at an illegal pitch, the illegal pitch is nullified.
- C. For each foul tip. EFFECT: The ball is dead and the batter is out if it is the third strike.
- D. For each foul ball, including the third strike.
- E. When any part of the batter's person or clothing is hit with his own batted ball when he is in the batter's box and has fewer than two strikes.
EFFECT - §7.4 D-E: The ball is dead and each runner must return to his base.
- F. If the batter does not take his position within 10 seconds after being directed by the umpire.
- G. When, after being warned by the umpire, a leading team coming to bat is delaying the game. (See §5.10(3))

7.5 • BALL CALLED BY UMPIRE

- A. For each legally pitched ball that does not hit the strike mat, or touches the ground before reaching the strike mat, and the batter does not swing. Any pitched ball that hits the ground or strike mat cannot be legally swung at by the batter. NOTE: If the batter swings at a pitch after the ball hits the ground, the ball is dead and all runners return to the base occupied at the time of the pitch. A ball is called.
- B. For each illegally pitched ball not swung at.
- C. When a pitched ball hits the batter while he is inside the batter's box.
- D. When the catcher fails to return the ball directly to the pitcher as required.
- E. For each excessive warm-up pitch.
EFFECT: §7.5 A-E: The ball is dead and runners may not advance.

7.6 • BATTER IS OUT

- A. When a batter enters the batter's box with, or is discovered using, an altered bat. The batter is also ejected from the game.
- B. When the batter enters the batter's box with, or is discovered using, an illegal bat. The batter is also ejected from the game.
- C. When an entire foot is touching the ground completely outside the lines of the batter's box when he hits a ball fair or foul.
- D. When any part of a foot is touching the strike mat when he hits a ball fair or foul.
- E. When the batter bunts or chops the ball, or does not take a full swing when deliberately hitting a pitched ball.
- F. When members of the team at bat interfere with a player attempting to field a fly ball.
EFFECT: §7.6 A-F: The ball is dead and each runner must return to the base legally occupied at the time of the pitch.
- G. Upon hitting a foul ball on third strike, the batter is out. If a fly ball is caught in playable territory, the ball remains live and runners may advance at risk of being put out.
- H. Whenever the exception under §4.4 (short-handed rule) applies.
- I. The batter shall not hinder the catcher from catching or throwing the ball by stepping out of the batter's box, or intentionally hinder the catcher while standing within the batter's box. EFFECT: The ball is dead, the batter is out and each runner must return to the last base that, in the umpire's judgment, was touched at the time of the interference.
- J. When spectator interference is ruled. (See §8.2(2))

SECTION 8

ON BASE SITUATIONS

8.1 • TOUCHING BASES IN ORDER

The base runner must touch bases 1st, 2nd, 3rd and cross the scoring line in that order.

- A. When a base runner must return to bases while the ball is in play, he must touch the bases in reverse order. **EFFECT:** The ball is in play and base runners must return with liability to be put out.
- B. When a base runner acquires the right to a base by touching it before being put out, he may hold the base until he has legally touched the next base in order or is forced to vacate it for a succeeding runner. **EFFECT: Base runner is liable to be put out, whether or not he remains in contact with the base, if he fails to vacate the base for the succeeding runner.**
- C. When a runner dislodges a base from its proper position neither he nor the succeeding runners in the same series of plays are compelled to follow a base unreasonably out of position. The ball is in play and runners may advance with liability of being put out. **NOTE:** A runner in a double play situation who stops or retreats towards the base left is not to be considered as running the bases in reverse order or making a travesty of the game.
- D. Two base runners may not occupy the same base simultaneously. **EFFECT:** The runner who first legally occupied the base is entitled to it. The other runner can be put out by being touched with the ball. (See §8.1 B.)
- E. Failure of a preceding runner to touch a base or to leave a base legally on a caught fly ball and who is declared out does not affect the status of a succeeding runner who touches the bases in proper order. However, if the preceding runner were to be called out for the third out of the inning, no succeeding runner may score a run.
- F. No runner may return to touch a missed base, or one left illegally, after a succeeding runner has scored.
- G. When the ball is dead, no runner may return to touch a missed base. However, when a dead ball occurs, a runner may return to a missed base or a base he left illegally, if he is required to by the umpire in the awarding or determination of bases. The runner is not liable to be put out for missing a base beyond the base he is required to by the umpire in the awarding or determination of the bases. The runner is not liable to be put out for missing a base beyond the base he is required to return to.
- H. No runner may return to touch a missed base or one left illegally once he enters his dugout or bench area.

- I. When the umpire has called four balls or when a walk is issued, all runners must touch all bases in legal order. Base runners do not advance unless forced.
- J. Bases left too soon on a caught fly ball must be retouched before advancing to subsequent bases. Awarded bases must also be touched in proper order.

8.2 • BATTER BECOMES A BATTER-RUNNER

- A. A batter becomes a batter-runner when he hits a pitched ball and has liability to be put out.
- B. When four pitched balls have been called by the umpire. The batter-runner is awarded one base without liability to be put out. **EFFECT:** The ball is dead and runners may not advance unless forced. If the pitcher desires to intentionally walk a batter, he may do so by notifying the plate umpire who shall award the batter first base. If two batters are to be walked intentionally, the second intentional walk may not be administered until the first batter reaches first base. **NOTE:** If the umpire mistakenly allows two walks at one time and the first batter fails to touch first base, no appeal will be honored on the first batter, because an intentional walk constitutes a pitch to the succeeding batter that nullifies any appeal.
- C. When he bats a fair ball even though it strikes another player, umpire or their attached clothing or equipment.
 1. If the runner is hit with a fair batted ball while touching a base, he is not out. **EFFECT:** The ball is live or dead depending on the position of the fielder closest to the ball. If the closest defensive player is in front of the base runner hit by the ball, the ball remains live. However, after the runner in contact with the base is hit by the batted ball, it shall be the same as hitting the ground. Since the ball remains live, the defense is free to make whatever plays are available. If the defensive player is behind the base runner, the ball is ruled dead, the hitter is awarded a base hit and runners are advanced **ONLY** if forced to advance.
 2. If the runner is hit by the ball while off base and before it passes an infielder (excluding the pitcher), the ball is dead and the hit runner is declared out. The batter-runner is awarded first base without liability to be put out.

8.2(1) • CATCHER OBSTRUCTING BATTER

When the catcher obstructs, hinders or prevents the batter from striking or hitting a pitched ball. **EFFECT:**

- A. The umpire shall give a delayed dead ball signal.
- B. If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, catcher

obstruction is canceled and all action resulting from the batted ball stands. No option is given. NOTE: Once a runner has passed a base, he is considered to have reached that base (whether missing the base or not) and no option is given.

- C. If the batter-runner and all runners have not advanced at least one base, the manager does not have the option to take the result of the play or accept the obstruction. The batter-runner will be awarded first base and advancing all other runners only if forced.

8.2(2) • SPECTATOR INTERFERENCE

If a spectator reaches into the field of play and interferes with the fielder's opportunity to catch a fly ball, the ball is dead, the batter is out and the runner(s) must return to the last base occupied at the time of the pitch.

8.3 • BATTER-RUNNER IS OUT

- A. When after hitting a fair ball he is legally put out prior to reaching first base.
- B. When, after a fly ball is hit, the ball is caught by a fielder before it touches the ground, any object or person other than a defensive player.
EFFECT: §8.3 A and B: The ball remains live.
- C. When he fails to advance to first base and enters his team area after a batted fair ball, a base on balls, or catcher obstruction. EFFECT: The ball is dead, the batter-runner is out and runners cannot advance.
- D. When he runs outside the running lane and, in the umpire's judgment, interferes with the fielder taking the throw at first base; however, he may run outside the three-foot lane to avoid a fielder attempting to field a batted ball.
- E. When he interferes with a fielder attempting to field a batted ball or intentionally interferes with a fielder attempting to throw the ball.
- F. When he makes contact with a fair batted ball before reaching first base, the ball is dead and all other runners shall return to the base occupied at the time of the pitch.
- G. When the batter-runner intentionally interferes with a play at home in an obvious attempt to prevent an out, both the batter-runner and the base runner are out.
- H. When he moves back toward any base to avoid or delay a tag by a fielder. The ball is dead, the batter-runner is out and all runners return to the base occupied at the time of the pitch.
- I. When he hits an infield fly, when first and second or first, second and third bases are occupied with less than two outs. The ball remains live and runners may advance at their own risk. The infield fly is ruled when the ball reaches the highest point based on the position of the closest fielder

regardless who makes the play. When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare "infield fly, the batter is out" for the benefit of the runners. If the ball is near a foul line, the umpire shall declare "infield fly, if fair." The runner(s) may tag up and advance once the batted ball is touched (prior to catching), the same as on any fly ball. If a declared infield fly becomes foul, the umpire shall declare the ball foul.

- J. When an infielder intentionally drops, or lets drop, a fair fly ball, including a line drive, that can be caught with ordinary effort with first base only, or first base and any other base(s) occupied, with less than two outs. A trapped ball shall not be considered as having been intentionally dropped. EFFECT: The ball is dead, the batter-runner is out and each runner shall return to the base occupied at the time of the pitch.

8.4 • AFTER GETTING A HIT

8.4(1) • BATTER-RUNNER REACHING FIRST BASE

Each batter must reach first base without the aid of a courtesy runner. A double bag shall be used at first base, the double portion of the bag being in foul territory abutting first base. If there is a play on a batter-runner going to first base, the batter-runner must touch the portion of the double bag extending into foul territory. He will be called out if he fails to do so, except, in the umpire's judgment, the batter-runner is avoiding a collision. This is NOT an appeal play. Important: The defending player has only the white base, in fair territory, to make the putout; his touch of only the bag in foul territory will not result in an out. **After the batter-runner becomes a base runner, the defensive player may use either portion of the double base to record a put out.**

8.4(2) • HOME RUN OVER FENCE – MAJOR-PLUS (50+ TO 70+)

In the Major-Plus division for ages 50+ through 70+, a limit of **nine** home runs. Each home run over the limit is a walk and base runners advance only if forced by the batter awarded the walk.

8.4(3) • HOME RUN OVER FENCE – MAJOR DIVISION

In the Major division, a limit of **six** home runs. Each home run over the limit is a walk and base runners advance only if forced by the batter awarded the walk.

8.4(4) • HOME RUN OVER FENCE – AAA DIVISION

In the AAA division, a limit of three home runs. **Each home run over the limit is a dead ball out and base runners cannot advance.**

8.4(5) • HOME RUN OVER FENCE – AA DIVISION

In the AA division, a limit of one home run. Each home run over the limit is a dead ball out and base runners cannot advance.

NOTE: For §8.4(2) through §8.4(5), the home run batter need only touch first base and then return to dugout; all other runners need only touch the next base then return to dugout. **EFFECT: Batter or base runner shall be called out for failure to touch the next base.**

8.4(6) • GAME-WINNING HOME RUN

A team may hit up to its limit of home runs at any time during the game, including a game-winning home run.

8.4(7) • FOUR-BASE AWARD

Any fair ball touched by a player on either side of the fence that clears or has cleared the fence in fair territory before touching the ground will be a "four-base award," and will not be included in the total over-the-fence home run count.

8.4(8) • WHEN RUNNERS CAN ADVANCE AT THEIR RISK

Runners are entitled to advance with liability to be put out:

- A. When a pitched ball is batted.
- B. On a thrown ball or a fair batted ball that is not blocked.
- C. On a thrown ball that hits an umpire.
- D. When a legally caught ball is first touched.

8.4(9) • WHEN A RUNNER CAN BE PUT OUT

A runner can be put out:

- A. If, while the ball is in play, a runner is not touching the base.
- B. If, after overrunning first base, in the umpire's judgment, the runner attempts to continue to second base.
- C. If, after dislodging a base, the runner attempts to continue to the next base.

8.4(10) • WHEN RUNNERS ARE ENTITLED TO ADVANCE

Runners are entitled to advance without liability to be put out:

- A. When a fielder obstructs the progress of a runner or batter-runner, who is legally running the bases. NOTE: Obstructed runners are still required to touch all bases in proper order, or they could be called out on a proper appeal by the defensive team. Should an act of interference occur after any obstruction, enforcement of the interference penalty would have precedence. EFFECT: When obstruction occurs, the umpire shall call "obstruction" and give a delayed dead ball signal for obstruction. NOTE: Failure of the umpire to call obstruction DOES NOT negate the obstruction.
 1. If play is being made on the obstructed runner or if the batter-runner is obstructed before reaching 1st base, the ball is dead, and all runners

advance without liability to be put out to the bases they would have reached. EXCEPTION: A base runner obstructed in a run down shall be awarded the lead base at the time of the obstruction. Any proceeding runners forced to advance by the award of bases for obstruction shall advance without liability to be put out.

2. If no play is being made on the obstructed runner at the time of obstruction, the play shall proceed until the play is completed. The umpire shall call "time" and impose such penalties, if any, that will nullify the act of obstruction.
3. If the obstructed runner is put out after passing the base that would have been reached had there not been an obstruction, the obstructed runner will be called out and the ball remains live.
4. When a runner, while advancing or returning to a base, is obstructed by a fielder who neither has the ball nor is attempting to field a batted or thrown ball, or a fielder who fakes a tag without the ball, the obstructed runner and each other runner affected by the obstruction will always be awarded the base or bases that would have been reached, in the umpire's judgment, had there been no obstruction. If the umpire feels there is justification, a defensive player making a fake tag could be ejected from the game.
5. When any obstruction occurs (including a run-down), the umpire will signal a delayed dead ball.
 - B. When forced to vacate a base because the batter was awarded first base.
 - C. When a fielder intentionally contacts or catches a fair batted or thrown ball with his helmet, cap, mask, protector, pocket, detached glove or any part of his uniform that is detached from its proper place on their person. EFFECT: The runners would be entitled to three bases from the time of the pitch if a batted ball, or two bases from the time of the throw if a thrown ball, and in either case, they can advance farther at their own risk. If the illegal catch or touch is made on a fair hit ball that, in the umpire's judgment, would have cleared the outfield fence in flight, the batter-runner should be awarded a four-base award.
 - D. When the ball is in play and is overthrown (beyond the boundary lines) or is blocked. EFFECT: All runners will be awarded two bases, and the award will be governed by the positions of the runners when the ball left the fielder's hands. If two runners are between the same bases, the award is based on the lead runner.

EXCEPTION:

1. If the ball becomes blocked because of offensive equipment not involved in the game, the ball is ruled dead and runners are returned to the last base touched at the time of the blocked ball. If the blocked ball

- prevented the defense from making an out, the runner being played on is called out.
2. If an awarded base is in error, after one pitch is thrown (legal or illegal), the error cannot be corrected.
- E. When a fair ball bounces over or rolls under or through a fence or any designated boundary of the playing field. Also when it deflects off a runner or umpire and goes out of play. EFFECT: The ball is dead, and all runners are awarded two bases.
1. When the first throw is made by an infielder, two bases shall be awarded. The award shall be governed by the position of each runner at the time the pitch was made; however, if all runners, including the batter-runner, have advanced at least one base when the infielder makes the wild throw, on the first play after a pitch, the award shall be governed by the position of the runners when the wild throw was made.
 2. When a throw is made by an outfielder or is the result of any succeeding play or attempted play, the two base award shall be governed by the position of each runner and the last base he has touched at the time the throw was made. If two runners are between the same bases, the award is based on the position of the lead runner.
 3. When a fielder loses possession of the ball such as on an attempted tag and the ball enters a dead ball area or becomes blocked, all runners are awarded one base from the last base touched at the time the ball entered the dead ball area or became blocked. If a runner touches the next base and returns to his original base, the original base he left is considered the "last base touched" for the purposes of an over throw award.
- F. When a live ball is unintentionally carried by a fielder from playable territory into dead ball territory. EFFECT: The ball is dead and each base runner is awarded one base from the last base touched at the time the fielder entered the dead-ball territory.
- G. If, in the umpire's judgment, a fielder intentionally carries, kicks, pushes or throws a live ball from playable territory into dead ball territory. (NOTE: A fielder carrying a live ball into a dugout or team area to tag a player is considered to have unintentionally carried it there.) EFFECT: The ball is dead. Each runner is awarded two bases from the last base touched at the time the fielder entered or the ball was kicked, pushed or shoved into dead ball territory.
- H. When there is spectator interference with any thrown or fair-batted ball, the ball is dead at the moment of the interference and the umpire shall award the base or bases that in his judgment the runner(s) would have reached had there not been any interference.

8.5 • COURTESY RUNNERS

8.5(1) • USING COURTESY RUNNERS

Any player on the roster and present may be a courtesy runner if listed on the official lineup. A courtesy runner may be used for a base runner at any time, but the same courtesy runner may not be used more than once per inning. Any courtesy runner found running more than once per inning will be called out. Any player on the team roster may be a courtesy runner; he does not have to be playing defense or in the batting order.

8.5(2) • USING A RUNNER ON BASE

A runner who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning.

8.5(3) • COURTESY RUNNER REPLACEMENT

A courtesy runner may not be replaced by another courtesy runner except for injury causing removal of the original courtesy runner permanently from the game.

8.5(4) • COURTESY RUNNER COMING TO BAT WHILE ON BASE

A courtesy runner on base when it is his turn to bat will be declared out. The runner will be removed from the base and a second courtesy runner cannot be substituted. Substitution for the original player will not prevent this out. The courtesy runner called out does not lose his turn at bat. EFFECT: The out occurs at the base the courtesy runner abandons to take his required turn at bat, unless it is the third out.

8.5(5) • COURTESY RUNNER OFFICIALLY IN THE GAME

A courtesy runner is in the game when he touches the base. If a courtesy runner is determined illegal, he will be called out upon touching the base and no other courtesy runner is allowed. The original runner may not return as the runner.

An illegal courtesy runner on base is committing a continuing violation and may be called out upon appeal at any time while on base or, if he scores, prior to the first pitch to the next batter.

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.)

8.8 • COMMITMENT LINE

A commitment line twenty feet from the scoring line will be used. Once a runner's foot touches the ground on or past this line, the runner is committed to advancing to the scoring line and may no longer be tagged out. EFFECT: Tag of the runner by a defensive player will not be allowed. The runner will be called safe and the ball remains live. NOTE: If a runner re-crosses the commitment line in an attempt to return to third base, he will be declared out and the ball remains live.

8.9 • RETIRING RUNNER AT HOME

8.9(1) • NON-FORCE SITUATION

A base runner may be retired at the strike mat in a non-force situation. The defensive player must have possession of the ball while touching any portion of the strike mat after the runner has passed the commitment line, but does not yet have a foot down on or past the scoring line.

8.9(2) • CROSSING OR TOUCHING STRIKE MAT

The runner shall also be called out if he touches or crosses over any portion of the strike mat. The ball remains live.

8.10 • SCORING LINE

A base runner's foot down on or past the scoring line prior to the ball being received by a defensive player touching the strike mat results in the scoring of a run.

SECTION 9

MISCELLANEOUS

9.1 • DEAD BALL

The ball is dead and not in play:

- A. When the ball is batted illegally.
- B. When a batter steps from one box to another when the pitcher is ready to pitch.
- C. When a ball is pitched illegally.
EXCEPTION: If the batter swings at an illegal pitch, the play stands.
- D. When the umpire declares "No pitch."
- E. When a pitched ball touches any part of the batter's person or clothing, whether or not the ball is struck at.
- F. When a foul ball is not caught.
- G. When a base runner is called out for leaving a base early on a pitched ball.
- H. When the offensive team causes interference.
- I. When the ball is outside the playing limits of the playing field. A ball is considered "out of play" when it touches the ground, person on the ground or object outside the playing area.
- J. In case of interference with the batter or fielder.
- K. When the batter bunts or chops a pitched ball.
- L. When the umpire calls time.
- M. When the umpire calls time and an appeal play follows, the ball remains dead throughout the appeal.
- N. When any part of the batter's person is hit by his own batted ball while he is in the batter's box.
- O. When a runner runs the bases in reverse order.
- P. When a coach near third base runs in the direction of home plate on or near the baseline while the fielder is attempting to make a play, and thereby draws a throw to home plate.

- Q. When a base runner fails to keep contact with his base until the pitched ball has reached home plate.
- R. When a play is being made on an obstructed runner, or if the batter-runner is obstructed before he reaches first base.
- S. When a blocked ball is declared.
- T. When the batter enters the batter's box with or uses an illegal or altered bat.
- U. When a fair batted fly ball, including a line drive, that can be handled by any infielder with ordinary effort, is intentionally dropped, with less than two outs, and with a runner or runners on base at the time. **EXCEPTION: An "infield fly" is a live ball.**
- V. When a fielder carries a live ball into dead ball territory.
- W. When a batter is hit with his own-batted ball in fair territory outside the batter's box.
- X. When a fair ball strikes an umpire or base runner on fair ground before passing or touching an infielder.

9.2 • THE BALL IS IN PLAY

- A. At the start of each half inning, when the pitcher has the ball in the pitching position and the umpire has called "play ball".
- B. When the infield fly rule is enforced.
- C. When a thrown ball goes past a fielder and remains in playable territory.
- D. When a fair ball strikes an umpire or base runner on fair ground after passing or touching an infielder.
- E. When a fair ball strikes an umpire on foul ground.
- F. When the base runners have reached the bases that they are entitled, when the fielder illegally fields a batted or thrown ball.
- G. When a base runner is called out for passing a preceding runner.
- H. When no play is being made on an obstructed runner, the ball shall remain live until the play is over.
- I. When the batter legally hits a fair ball.
- J. When a base runner must return, in reverse order, while the ball is already in play.
- K. When a base runner acquires the right to a base by touching it before being put out.
- L. When a base is dislodged while runners are running the bases.
- M. When a runner runs out of the base line in regular or reverse order to avoid a tag by a fielder.
- N. When a runner is forced or tagged out.
- O. When the umpire calls the base runner out for failure to return and touch the base when play is resumed, after a suspension of play.

- P. When a live ball strikes a groundskeeper, policeman etc. assigned to the game.
- Q. When a thrown ball strikes an offensive player.
- R. If the batter drops the bat and the ball rolls against the bat in fair territory, and in the umpire's judgment, there was no intention to interfere with the course of the ball. The batter is not out and the ball is live and in play.
- S. When a thrown ball strikes an umpire.
- T. When a thrown ball strikes a coach.
- U. As long as there is a play as a result of the hit by the batter. This would include an immediate live ball appeal before the umpire has called "time." Once the umpire has called "time" however, the ball remains dead during a subsequent appeal play.
- V. When, in the umpire's judgment, a coach touches **and** physically assists a runner.
- W. When the ball strikes a photographer assigned to the game by the tournament director
EFFECT: A delayed dead ball signal will be given and play shall continue. The touched **and** assisted runner shall be ruled out and all other subsequent play will be ruled upon accordingly.

9.3 • THE BALL REMAINS LIVE

The ball remains live until the umpire calls "time," which should be done when the ball is held by a player in the infield area, and in the umpire's judgment, all play has ceased.

9.4 • FOUL THIRD STRIKE

Upon hitting a foul ball on a third strike, the batter is out. If the ball is caught in playable territory in the air, the ball remains live. Runners may advance at their own risk.

9.5 • RETRIEVING HOME RUN SOFTBALLS

Each team shall be required to retrieve its home run softballs. The softball shall be retrieved in a prompt manner and returned to the umpire. **Teams may, in lieu of retrieving home run softballs, purchase SSUSA official softballs from the tournament director.**

SECTION 10

UMPIRES

NOTE: Failure of umpires to adhere to SECTION 10 shall not be grounds for protest. These are guidelines for the umpires.

10.1 • POWERS AND DUTIES

The umpires are the representatives of the league or organization for the particular game that they have been assigned. They are authorized and required to enforce the rules contained in this book. The umpires have the power to order a player, coach, captain, or manager to do or refrain from doing any act that is necessary to enforce any of these rules, and to inflict any penalties prescribed. The plate umpire shall have the authority to rule on any situation not specifically covered in these rules.

NOTE: An umpire shall not be a member of either team (i.e. player, coach, official scorekeeper, or sponsor.)

- A. The umpire should inspect the playing field, equipment, and clarify all ground rules to both teams and managers/coaches prior to the start of the game.
- B. Each umpire shall have the power to make decisions on violations committed anytime during playing time or during suspension of play until the game is over.
- C. No umpire has the authority to set aside or question decisions made by another umpire within the limits of his respective duties.
- D. An umpire may consult with his partner at any time; however, the final decision shall rest with the umpire whose authority it is to make the decision and who requested the opinion of the other umpire.
- E. The plate and base umpires shall have equal authority to:
 1. Call a runner out for leaving a base too soon.
 2. Call "time" for suspension of play.
 3. Remove a player, manager, coach, or other team member from the game for violation of the rules.

10.2 • THE PLATE UMPIRE

- A. Shall take a position behind the catcher and have full responsibility for the proper conduct of the game.
- B. Shall call all balls and strikes.
- C. Shall be in agreement and in cooperation with the base umpire(s) call on plays, fair or foul balls, legally or illegally caught balls. On plays that require

the base umpire to leave the infield, the plate umpire shall assume the duties that the base umpire is normally required to cover.

- D. Shall determine and declare whether a batter chops or bunts a ball, whether a batted ball touches the person or clothing of the batter, and also whether a fly ball is an infield fly.
- E. Shall render decisions on the bases when required by the instruction in the umpire's manual.
- F. Shall determine when a game is forfeited.

10.3 • THE BASE UMPIRE

- A. Shall take a position on the playing field as outlined in the "Umpire's Manual."
- B. Shall assist the plate umpire in every way to enforce the rules of the game.
- C. Can call an infield fly.

10.4 • CHANGING OF UMPIRE

Umpires cannot be changed during a game unless injury or illness incapacitates an umpire.

10.5 • UMPIRE'S JUDGMENT

There shall be no appeal of any decision of any umpire on the grounds that he was not correct in his decision that a batted ball was fair or foul, a base runner was out or safe, a pitched ball was a ball or a strike, or any other play involving accuracy of judgment. Any argument is grounds for a player or coach to be ejected from the game. No decision of an umpire shall be reversed, except when he is convinced it is in violation of a rule. If the manager, captain, or either team does not seek reversal of a decision based solely on a point of rules, the umpire whose decision is in question, shall, if in doubt, confer with his associate before taking any action. But under no circumstances shall any player or person, other than the manager or captain of either team, have any legal right to protest any decision and seek its reversal on a claim that it is in conflict with these rules. Under no circumstances should any umpire seek to reverse a decision made by his associate, nor shall any umpire criticize or interfere with the duties of his associate, unless asked to do so.

10.6 • SUSPENSION OF PLAY

- A. An umpire may suspend play when, in his judgment, conditions justify such action.
- B. Play shall be suspended when the plate umpire leaves his position to brush the plate or to perform other duties not directly related with the calling of a play.

- C. The umpire shall suspend play whenever the batter or pitcher steps out of position for a legitimate reason.
- D. The umpire shall not call "time" after the pitcher has started his pitching motion, or while play is in progress. "Time" shall not be called until all action, in progress by either team, has been completed.
- E. When in the umpire's judgment all immediate play is apparently completed, he should call "time."

10.7 • VIOLATIONS AND PENALTIES

- A. Players, managers, coaches or other team members shall not make disparaging or insulting remarks to or about any opposing players, officials, or spectators; or commit other acts that could be considered unsportsmanlike conduct.
- B. There shall be no more than two coaches for each team to give words of assistance and direction to the members of the team while at bat. One coach shall be stationed near first base and the other near third base. Each coach must remain in the coach's box.
- C. The penalty for violations by a player is prompt removal of the offender from the game and grounds. For the first violation the manager or coach may be warned. For second offense the player is removed from the game. The offender must immediately leave the playing field area for the remainder of the game, or leave the grounds. Failure to do so will warrant a forfeiture of the game.
- D. Any player or coach who leaves his position on the field, including the dugout, to argue balls and strikes, or to argue whether a batter stepped on or over home plate, will be ejected. Only the three players involved with the pitch (pitcher, catcher, and batter) will be allowed to question balls and strikes.

10.8 • UNIFORMS

All SSUSA Umpires must wear an Official SSUSA umpiring uniform consisting of the following:

- A. Official SSUSA umpire shirt with embroidered logo.
NOTE: Any clothing worn under the official umpire shirt must be either black or plain white with no writing or graphics of any kind.
- B. Black trousers with belt loops.
NOTE: Trousers do not include jeans, sweat pants, jogging pants, or other pants or slacks that would not be considered dress trousers.
- C. Black shorts with belt loops with official SSUSA Logo.

NOTE: Black shorts, with belt loops, may be worn at all levels of SSUSA sanctioned play

- D. Black Belt.
- E. Black socks with trousers and white over the ankle socks with shorts.
- F. Black jacket with official SSUSA logo.
- G. Black half sleeve jacket with official SSUSA logo.
- H. Black shoes. Black official (umpire) shoes bearing the white logo, trademark or manufacturers name are allowable.
- I. Black rain gear (top and bottom).
- J. Grey/Black cap with official SSUSA logo.
- K. Black ball bag with official SSUSA logo.

SECTION 11

ADVERSE WEATHER

11.1 • TOURNAMENT COMMITTEE DECISION

11.1(1) • TOURNAMENT PLAYED OR MODIFIED

SSWC qualifiers and World Masters Championships may be played in adverse weather conditions, much like a football game. Teams accept these conditions when entering. If it becomes necessary in the judgment of the tournament committee, playing procedures may be modified. If game times must be reduced because of time limitations due to inclement weather, or other acts of God, **the following methods may be implemented, in priority order:**

- A. Games may be reduced to five innings, with the 5th inning being the open inning.**
- B. Batters may have a one-one count when they enter the batter's box.**
- C. In severe time restrictions, the batter may be allowed only one strike.**

11.1(2) • TOURNAMENT TERMINATED

If, in the opinion of the director(s), a senior softball tournament must be terminated prior to its conclusion because of adverse weather or other Acts of God, the tournament will not be postponed beyond its ending date. Should this unlikely event occur, refunds will be made at the discretion of the SSWC executive board. In no event will refunds be made after two games have been played. There is no guarantee of any refund. Participants must realize that nobody can control weather or other Acts of God.

11.1(3) • STANDINGS IF TOURNAMENT IS TERMINATED

If for any reason, such as inclement weather, a tournament must be terminated, game standings at the time of termination will determine the champions.

OFFICIAL GUIDE

2013-14

*These are the official rules for competition in Senior Softball
World Masters Championships and qualifiers.*

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SECTION 12

HALL OF FAME

12.1 • SENIOR SOFTBALL-USA HALL OF FAME

One player and one special category selection are inducted each year into the Senior Softball-USA Hall of Fame. Players must be 70 years or older and represent the best of the sport over an extended period including playing, sportsmanship and character.

Special categories include managers, directors, and sponsors.

Nominations are made during the year and the nominees are voted upon at the SSUSA national convention. Inductions are made the following year at the SSUSA national convention.

Nominations should be sent to:

SSUSA Hall of Fame Nomination
2701 K Street, Suite 101A
Sacramento, CA, 95816-5131

12.2 • NATIONAL HALL OF FAME SELECTION PROCEDURE

Organizations or individuals can nominate players or others for the National Senior Softball Hall of Fame. Send nominations, which should include the application page (available at www.sshof.org or write to the address below) and other supporting documents or clippings, to:

National Senior Softball Hall of Fame
925 W. State Highway 152
Mustang, OK 73064-2302
Telephone: (405) 376.7034 – Fax: (405) 376.7035
Email: office@sshof.org

The nominations are forwarded to an Eastern or Western Hall of Fame Representative who does the initial candidate screening. Copies of applications are sent to all national senior softball organizations for review and balloting.

Each year a maximum of 10 players and five other categories are selected by secret ballot by the National Senior Softball Summit organizations. Selected Hall of Fame recipients are then notified and are formally inducted into the Hall of Fame at one of the National or World Masters Championships tournaments.

12.3 • SSWC ALL-WORLD PLAYERS

The top three teams in the Senior Softball World Masters Championships each pick All-World players. The All-World players names are recorded and used in consideration of National Hall of Fame nominations:

First place team:	Five players
Second place team:	Three players
Third place team:	Two players

The All-World players are selected by secret vote of their team, or by other team-determined alternative method. The manager shall inform SSUSA of the All-World players, preferably prior to leaving the tournament site, or by later written communication method (fax or email) within seven days. The information should include:

Team name, age group, division (Major+, Major, AAA, AA)
player name, age, city, state, playing position, comments

SECTION 13

REGISTRATION

13.1 • REQUIREMENTS

Upon proper application and qualification, SSUSA National registration shall be available to individuals of the required age, on a voluntary basis, who agree to be governed by the rules and regulations of SSWC, and as set forth herein.

13.2 • AGE QUALIFICATIONS

A player must become at least 50 years of age during the calendar year to be eligible to register with SSUSA and play in senior divisions that calendar year. A player must turn 40 years of age during their first year of play to be able to register and play in the 40-Masters division. The age a player attains on his birthday in any particular year will be considered to be his or her age for that entire season. The official SSUSA tournament season is from the conclusion of the World Masters Championships in the current year until the conclusion of the World Masters Championships in the succeeding year.

13.3 • REGISTRATION FEES

Players are required to have a valid Senior Softball-USA national ID card to participate in any SSUSA event. Players have five options when applying for a new, or renewing, their ID Card (2013 rates below are subject to change):

One season =	\$20
Two seasons =	\$35
Three seasons =	\$45
Four seasons =	\$55
Five seasons =	\$60

Lifetime membership (those players turning 75) = \$20.

SSUSA national ID cards all refer to the appropriate 5-year age group in which a person is eligible to play (40+, 50+, 55+, 60+, 65+, 70+ and Lifetime), no matter which membership fee option is selected. However, if a person chooses the one-season membership, the player will be required to renew his ID Card again in the following season to be eligible to play in that season.

There is a \$10 late registration fee if a player is not properly registered prior to 20 days before the start of a tournament.

Players who do not complete registration within 30 days of the end of the first SSWC tournament they play face possible suspension and additional penalty of up to \$50 per year.

13.4 • REGISTRATION APPLICATION

13.4(1) • FORMS

Application forms are available from SSWC tournament directors, from Senior Softball-USA (See address in §13.4(4)) and on the Senior Softball-USA website at: www.seniorsoftball.com.

13.4(2) • WHAT TO SEND CHECKLIST

Required documents and items:

1. Completed registration application.
2. Player registration fee to Senior Softball-USA.
3. Copy of birth certificate or passport.
4. Copy of driver's license or armed forces discharge, and
5. A clear photo of yourself.

13.4(3) • WHEN TO SEND IT

A completed registration application with all required documents and the required fee must be postmarked to Senior Softball-USA a minimum of 20 days before the starting date of any SSWC qualifying tournament the player desires to play in.

13.4(4) • WHERE TO SEND IT

Senior Softball-USA
2701 K Street, Suite 101A
Sacramento, CA 95816-5131
Telephone: (916) 326.5303 – Fax: (916) 326.5304

13.5 • OFFICIAL TEAM ROSTER AND PLAYERS CONTRACT

13.5(1) • TOURNAMENT DIRECTOR'S RESPONSIBILITY

Tournament directors shall inform teams they must complete their rosters online. Call SSUSA at (916) 326.5303 for more information or assistance.

13.5(2) • TEAM MANAGER'S RESPONSIBILITY

All official team rosters (names, addresses, etc.) must be completed online by team managers. Managers should also enter a qualifier as soon after receipt of notification and forms as possible. Entries and all fees must be received by the tournament director fourteen days before the tournament begins. No entries or fees will be accepted after the closing date. This enables tournament directors and SSWC to do their jobs and notify a manager quickly of any ineligible player. NOTE: The manager must sign the manager agreement form before his team competes in any SSUSA event. It is the manager's responsibility to make sure his players understand and agree with the entire manager agreement form, including the injury release, the player's responsibility to procure insurance, the assumption of risk, and the bat policy. The team roster and manager's agreement must be turned in to the tournament director no later than the deadline date, fully completed. Managers are responsible for giving the tournament director an updated official roster at the managers' meeting with the names of players not attending either crossed out or deleted. Players not attending the qualifiers are not eligible to play in the National or World Masters Championships.

13.5(3) • MANAGER SIGNATURE

The manager's signature must be affixed to the manager's agreement form, and turned into the tournament director or SSWC official before the start of the team's first game. No team will be allowed to take the field unless his signature is on the manager's agreement and the agreement is in the hands of the tournament director. A team may be disqualified if the manager has not signed the manager's agreement form.

13.5(4) • PLAYER'S RESPONSIBILITY

It is the player's responsibility to prove place of residence for purposes of determining the region in which he is eligible to play.

13.5(5) • VERBAL STATEMENTS

Rule, policy, or team rating changes will only be recognized if they are written, dated and signed by the appropriate SSWC or SSUSA official.

13.5(6) • DETERMINING HOME STATE FOR TEAM

The home state of a team is determined by the residence of the majority (or plurality, if no majority) of players on the team's roster for **each tournament being entered**.

SECTION 14**COMPETITION PROCEDURES****14.1 • COMPETITION****14.1(1) • DIVISIONS OF THE SSWC**

- A. Major-Plus division – Comprised of teams that compete to determine the World Champion, Major-Plus division. A Major-Plus team rating is determined by the Senior Softball-USA Ratings Committee. Major-Plus division teams:
 1. Need not qualify.
 2. Have a **seven-run** limit per inning, except for the final inning of the game in which each team may score unlimited runs.
 3. Major-Plus players may not compete on AAA or AA teams without written permission from SSUSA.
 4. May be invited to the World Masters Championships based upon their SSWC rating. (See §14.3(1))
- B. Major division – Comprised of teams that compete to determine the World Champion, Major division. A Major team is one with the potential of becoming World Champions in the Major division and is too strong to compete in the AAA division. Major division teams:
 1. Have a five-run limit per inning, except for the final inning of the game in which each team may score unlimited runs.
 2. May be invited to the World Masters Championships based upon their qualifying standing.
 3. A Major team roster shall not have more than three players with a team affiliation rating history during the two previous tournament seasons greater than Major.
- C. AAA division – Comprised of teams that compete to determine the World Champion, AAA division. A AAA team is one that does not have the potential to become World Champions in the Major division, and that is too strong to compete in the AA division. AAA division teams:
 1. Have a five-run limit per inning, except for the final inning of the game in which each team may score unlimited runs.
 2. May be invited to the World Masters Championships based upon their qualifying standing.
 3. A AAA team roster shall not have more than three players with a team affiliation rating history during the two previous tournament seasons greater than AAA.

D. AA division – Comprised of teams that play in Senior Softball World Championships qualifiers and do not place high enough to be invited to the AAA division, do not have the potential to become World Champions in the AAA division, and are not too strong to compete in the AA division. AA division teams:

1. Have a five-run limit per inning, except for the final inning of the game in which each team may score unlimited runs.
2. May be invited to the World Masters Championships based upon their qualifying standing.
3. A AA team roster shall not have more than three players with a team affiliation rating history during the two previous tournament seasons greater than AA.

E. The SSUSA Home Office may grant an exception to the maximum number of “out of rating” players in the case of a team that will not, in the sole judgment of SSUSA, have an unfair competitive advantage solely by exceeding the maximum. Such teams may not have an average run differential in the SSUSA Ratings Scores database that exceeds +2.50 runs per game

14.1(2) • PLAYERS MUST PLAY IN REGIONS

A. Players must play within the region that they live (See §14.1(3)). It is the responsibility of the player to provide satisfactory evidence that he lives in the region that he is submitting to play. The men’s 75+ are restricted to East/West regions. Teams based east of the Mississippi River may draw players from east of the Mississippi River. Teams based west of the Mississippi River may draw players from west of the Mississippi River.

EXCEPTION: Any player considered a snowbird and lives in more than one region of the country for three consecutive months may play in both regions, but must declare which team he will play with in the National and/or World Masters Championships. He must apply for, and be granted, a “snowbird ID card” and inform both managers which team he will be playing with for the National and/or World Masters Championships.

- B. Snowbirds may only play in the state for which they receive the Snowbird exemption. EXAMPLE. A player whose primary residence is in Minnesota and receives a Snowbird exemption for New Mexico may play for a team domiciled in Minnesota (or its bordering states) and New Mexico. However, he is not permitted to play for teams domiciled in Arizona, Colorado, Utah, Oklahoma or Texas, the bordering states to New Mexico.
- C. Players who have been issued a “snowbird ID card” are not eligible to appear on the roster of Major-Plus division teams aged 50+ through 70+. However, Major-Plus teams (ONLY) in the 50+ through 70+ divisions may

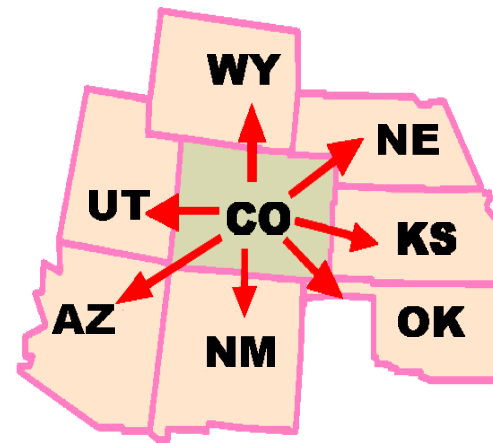
select two players from east or west of the Mississippi River, depending on the home state of the team

14.1(3) • TEAM REGIONS OF SSWC

A. Bordering States Rule (See Adjoining States/Province List on pages 75-76):

All men’s 50+ to 70+ teams may be comprised of players from their home state or neighboring states (See illustration).

- B. The 75+ division may draw players from east or west of the Mississippi River depending on the manager’s state of residence. (EXAMPLE: If a manager lives in California, he must draw players from west of the Mississippi River. If a manager lives in Florida, he must draw players from east of the Mississippi River.)



Bordering States Rule Illustration

C. All women’s senior divisions and men’s 80+ divisions have no geographic restrictions. Divisions are open, invitational divisions.

14.1(4) • RATING AND INVITING TEAMS

A. SSUSA rates teams in conjunction with the Senior Softball-USA Ratings Committee. Teams will be classified in a division where they will be competitive. Teams are not allowed to rate themselves. The ratings board of Senior Softball World Championships, Inc., reserves the right to investigate and research, through all means available, the factors upon which it bases the final decision to invite a team as AA, AAA, Major, or Major-Plus to official SSUSA and SSWC events for the current year. Based upon its decision, qualified teams will be invited to the appropriate World Masters Championships in sufficient time to make travel and housing arrangements. Managers should not attempt to make any arrangements to attend a specific SSWC until their team is invited and their status has been confirmed as AA, AAA, Major, or Major-Plus. The executive board is well aware of the urgency of making required/desired arrangements and will expedite its decision-making and invitation process. SSWC and SSUSA reserve the right to rate or change the rating of a team at any time and to

invite teams to their sporting events based upon those ratings. This rating also includes the seeding and scheduling of games.

B. Managers may request a review of their rating. The procedure is as follows:

1. Only the manager of the team can make the request for re-evaluation.
2. The request must be made in writing or via email using the official team rating appeal forms available at: www.seniorsoftball.com. The forms can also be sent by fax from SSUSA headquarters to managers. Phone calls concerning rating changes are prohibited.
3. The request must contain supporting information as to why the team rating classification should be changed and the results of the team's play in at least three national qualifying tournaments.
4. The decision of the Senior Softball-USA Ratings Committee and the SSWC board is final.

14.1(5) • RESPONSIBILITY FOR EXPENSE

SSWC is not responsible for any expense incurred by a player or players as a result of the player making arrangements (air flights, hotels, etc.) to attend a sporting event. All airline arrangements should be made for cancellation without cost. All participants are solely responsible for any and all expenses incurred as a result of attending or making arrangements to attend an SSWC/SSUSA event.

14.1(6) • RULES OF COMPETITION

All competition shall be conducted in accordance with rules set forth in this "Official Guide" and "Playing Rules."

14.2 ELIGIBILITY

14.2(1) • PLAYER CREDENTIALS

Upon submission of a completed, accurate and timely registration application and the required documents, as stated under §13 REGISTRATION APPLICATION, each player will be furnished a SSUSA national identification card, which may be required as proof of identity before a player is allowed to participate in a SSWC sanctioned tournament. (See §15.1(4))

14.2(2) • REGISTRATION VERIFICATION

A manager may request verification of a player's eligibility through the tournament director. Any player unable to provide proper credentials is subject to disqualification under §16.1(1) of the "Official Guide."

14.2(3) • FORMS

A. Invoice – Managers will complete and submit the invoice form with their check or money order for the appropriate amount and the completed official team roster and manager agreement to the tournament director not less

than 14 days prior to a qualifier. Once invited to a SSWC, the manager will send the necessary items to SSWC not more than 30 days after receipt of the invitation. The manager agreement (liability release) must be turned into tournament officials, and players must be made aware of the terms of the agreement, before the start of the first game. It is the responsibility of the manager to make ensure the form is turned in to the appropriate tournament official or the umpire on the field. Failure to do so releases SSUSA, SSWC, and all sponsoring entities from liability.

B. Late Submissions – Late submissions could result in the loss of a berth for the team and/or the ability of each player on the roster to compete.

14.2(4) • AGE ELIGIBILITY AND GROUPING

The age a player attains on his birthday in any particular year is considered to be his age for that entire calendar year. A player must meet the minimum age of the group in which he competes, but may play in any younger age group(s). See exceptions under B, C and E in this section.

It is the dual responsibility of the player and team manager to ensure that a player's name does not appear on more than one qualifying tournament team roster per age group (See §4.2(6)). Penalty is covered under Acts of Disqualification, §16 of the "Official Guide."

- A. Men's age groups are 40+ Masters, 50+, 55+, 60+, 65+, 70+, 75+ and 80+.
- B. Men's 80+ age division teams may draw seven players aged 78 or 79; including not more than three 78 year olds. (EXAMPLE: 80+ teams may have four players aged 79 and three aged 78).
- C. Men's 75+ age division teams may draw five players one year younger than the minimum age. (EXAMPLE: 75+ teams may have five players aged 74)
- D. Women's age groups are 40+ Masters, 50+, 55+, 60+, 65+ and 70+
 - Notes: 1. In any tournament with fewer than four 55+ teams, the 55+ teams may be combined with the 50+ age division.
 2. In any tournament with fewer than four 60+ teams, the 60+ teams may be combined with the 55+ age division.
- E. Women's 70+ age division teams may draw three players aged 68 or 69; including not more than one 68 year old. Women's 65+ age division teams may add one player age 64.

14.2(5) • INTERNATIONAL TEAMS

Teams from outside the United States of America must comply with the rules and regulations set forth in this "Official Senior Softball Rulebook."

14.3 • SSWC QUALIFIERS**14.3(1) • TEAMS THAT NEED NOT QUALIFY**

Men's 75+ and 80+ and women's senior teams (50+ and older) do not have to qualify and may be invited to the World Masters Championships Major or AAA division (men), or specific open age division (women). Teams not needing to qualify are exempt from the frozen roster and adding player restrictions.

14.3(2) • MINIMUM NUMBER OF TEAMS

A minimum of three teams must participate in each age group. If any age group has fewer than three teams, they may play in a younger age category and could then qualify for their own age group at the option of the tournament director. Teams may participate in any of the SSWC qualifying tournaments as long as each player is properly registered with SSWC and is in good standing.

14.3(3) • SSWC INTERNATIONAL COMPETITION

If insufficient international teams have qualified for advancement to the World Masters Championships, second place finishers from each participating country will be offered the available slots, with priority to those countries with the greatest number of teams participating. Any additional slots will be offered to the third place finishers from each country in the same manner outlined for second place finishers.

United States teams may travel to foreign tournaments to play; however, U.S. teams can qualify only one team in each age group in foreign tournament play for the World Masters Championships.

14.3(4) • REFUND POLICY

Team entry fees are due in the SSWC Office on the deadline date published online at seniorsoftball.com. Entry fees are deemed non-refundable after the deadline. Full refunds are given to teams withdrawing before the deadline. No refunds are given after the deadline. In case of extreme hardship, which will be determined by SSWC, credits to another SSWC tournament of not more than \$100 may be given to the withdrawing teams. Requests for future event credits must be made in writing.

14.3(5) • CLASSIFICATIONS OF COMPETING TEAMS

There is no longer a category of "non-qualifying" team. All teams competing in a SSWC qualifying tournament are there either to (a) qualify; (b) re-qualify with a modified roster; or (c) play as an exhibition team.

14.3(6) • EXHIBITION TEAMS

A team may be categorized as an exhibition team for several reasons. For example, they may have a player (or players) outside their region, or they may

not have enough players for a team without picking up players locally. The tournament director must clear any exhibition team with the national office in Sacramento before allowing the team to compete. In addition, exhibition teams cannot win awards and their record will not count in the official standings. They will play solely for exhibition.

14.3(7) • FORMAT MODIFICATION

- A. SSWC qualifying tournaments and championship events will use the same format when possible. However, qualifying tournaments may have valid reasons for modifying their format. In such a case, the tournament director may not change the format without the prior written consent of SSWC.
- B. SSWC reserves the right to change the World Masters Championships format at anytime from its present format of a round-robin into a modified double-elimination.

14.3(8) • SCHEDULING MODIFICATIONS

If three or fewer teams enter a division, the SSWC Board reserves the right to (a) return the entry fee, (b) place the team in an "exhibition" status, or (c) move the team to a lower age bracket. A team cannot add younger players just because a tournament director moved the team to a lower age bracket. EXAMPLE: A 55-Major team is put in a 50-AAA bracket of a tournament. The 55-Major team cannot add 50+ players to their team.

- A. The team(s) do not participate in the tournament and the entry fee is returned. The team must compete in at least one SSWC qualifier in order to be invited to the Eastern or Western Nationals or World Masters Championships.
- B. The team(s) may play in their age bracket of the AAA division but the team(s) will not receive any awards. The awards will only go to AAA division teams. The team(s) will qualify to be invited to the World Masters Championships.
- C. The teams (other than 50+) may play in the next lower age bracket and they may win tournament awards. The team(s) may qualify to be invited to the World Masters Championships in their division age group. A manager will be contacted if a tournament director has to move a team two age brackets. A tournament director may move a team one age bracket without a contact.
- D. SSWC reserves the right to place any team in any division for the purpose of competitive equality.
- E. Recommended equalizers for teams in mixed skill and/or age groups: The weaker, or older, team gets a choice of adding five runs to its score OR using an extra defensive player. If there is a difference in rules governing teams in a mixed division, the rules governing the weaker, or older, teams are used. If the weaker team elects to add five runs, then one run will be

added to its score in innings two through six. If the game only goes five innings, the weaker team will receive a maximum of four runs.

14.3(9) • TOURNAMENT DIRECTOR'S REPORTING

Within 24 hours after the end of a qualifying tournament, the tournament director shall fax the results on the required forms to SSWC headquarters.

Within three days after the end of the qualifier, he will mail to SSWC headquarters the originals of these forms and the original official team roster/players contract of all teams participating in the qualifier.

14.3(10) • SUFFICIENT NUMBER OF PLAYERS

Team managers are advised to plan their team size to allow for the loss of one or two players to injury or personal situations beyond their control. A qualified team is expected to advance to the Senior Softball World Masters Championships with a sufficient number of players to complete the tournament under normal circumstances.

14.3(11) • MODIFIED DOUBLE ELIMINATION DEFINED

A team competing in a round-robin competition that does not lose a game in the round-robin portion of the competition must be defeated twice in the playoffs. A team that is defeated once or more and reaches the playoffs must only be defeated once to be eliminated.

14.3(12) • VERIFYING SCORE, STANDINGS

Managers are responsible for ensuring that the final game scores are correct on the scorecards before signing their names. Managers should check the posted standings to ensure their game scores have been properly posted. Any discrepancy must be brought to the attention of the field supervisor immediately.

14.4 • TRIPLE GRAND SLAM

14.4(1) • EAST & WEST NATIONAL CHAMPIONSHIPS

Teams qualifying in Official SSWC qualifiers may be invited to compete in the Eastern National Championships or the Western National Championships, depending on which side of the Mississippi River the team's region falls.

- A. East /West Nationals eligibility – All women's divisions and the Major-Plus, Major, AAA and AA men's divisions in these age groups: 40+ Masters, 50+, 55+, 60+, 65+, 70+, 75+ and 80+.
- B. East/West Nationals format – Teams qualifying from official SSUSA regions east of the Mississippi River may be invited to the Eastern National Championships. Teams qualifying from official SSUSA regions west of the Mississippi River may be invited to the Western National Championships. The format is a 5-game modified double elimination tournament.

14.4(2) • U.S. NATIONAL CHAMPIONSHIPS

Teams winning their divisions in the Eastern Nationals will be the "Eastern National Champions" and teams winning the Western Nationals will be the "Western National Champions." Winners will be invited to compete for the U.S. National Championships. If a team winning an Eastern or Western National Championships declines to participate, the second-place team will be invited.

- A. U.S. National Championships divisions include: All women's divisions and the Major-Plus, Major, AAA and AA men's divisions in these age groups: 40+ Masters, 50+, 55+, 60+, 65+,70+, 75+ and 80+.
- B. Format for each division – The Eastern National Champions will play the Western National Champions in one game scheduled during play of the Senior Softball World Masters Championships at the site of the Senior Softball World Masters Championships for that year. The winner of that single game will be the U.S. National Champion.

14.4(3) • TRIPLE GRAND SLAM WINNERS

Teams winning the Eastern or Western National Championships, the U.S. National Championships, and the Senior Softball World Masters Championships will be Triple Grand Slam Winners and will be awarded an additional team and individual awards. Teams may only win one of the three levels of competition by forfeit to be eligible to win the Triple Grand Slam.

14.5 • TOURNAMENT OF CHAMPIONS

Teams winning SSUSA Regional Championships, Winter or Spring Championships, the Eastern or Western National Championships, the U.S. National Championships, and the Senior Softball World Masters Championships will be invited to the Tournament of Champions. In addition, winners of the SPN Canadian Nationals, the All-Japan Champion Cup International Tourney and the ISA Senior Worlds will be invited. All 80+ teams will also be invited. Teams must use the roster with which they won the Championships at which they qualified. Teams may add players according to §4.2(2).

14.6 • TIE-BREAKERS IN ROUND ROBIN PLAY

If there are ties in round robin play, the ties will be resolved in the following manner:

1. WON/LOSS record.
2. HEAD TO HEAD competition, **in full round robin only.**
3. AGGREGATE LEAST RUNS SCORED AGAINST. (See NOTE)
4. AGGREGATE RUN DIFFERENTIAL
5. FLIP OF COIN

Only the scores of the teams involved in the tie will be considered in calculating procedures 3. and 4. above. NOTE: If a team has a forfeit win, then the game with the least runs scored against will be removed from the equation of all affected teams.

SECTION 15

AWARDS

15.1 • INDIVIDUAL AWARDS

- A. General SSWC award policy –
 5 teams: 1st and 2nd place trophies and individual player awards.
 4 teams: 1st place trophy and individual player awards.
 3 or fewer teams: Reserve right to return entry fee or move teams to another division.
- B. Ring policy – Rings will be made available for purchase to all SSWC champions. The World Masters Champions and the Tournament of Champions winners receive base rings at no charge.

15.1(1) • ELIGIBILITY FOR AWARDS

Individual awards shall be given only to rostered team members who attend and participate in the final game of their age group in any state, regional, national or World Masters Championships. Each participant must be present at the conclusion of the final game. A participant is defined as a player, coach or manager who is on the official team roster/players contract, in uniform and in the dugout or on the playing field during the final game.

15.1(2) • EXCEPTION

An exception to §15.1(1) is a team member who is rostered and in attendance at the World Masters Championships who, because of injury, illness, or an emergency, cannot participate in the final game. This member must have participated in games during the World Masters Championships, and must join his team members after the final game to order or receive his award.

15.1(3) • NOTIFICATION OF EXCEPTION

The team manager must notify a SSWC tournament director of the exception in advance of the final game so arrangements can be made to include the member in the team's awards.

15.1(4) • PROOF OF IDENTITY

An award recipient may be asked to present his SSUSA National ID Card **or other approved picture-ID** as proof of identity.

SECTION 16

DISQUALIFICATIONS

16.1 • ACTS OF DISQUALIFICATION

16.1(1) • REQUIRED CREDENTIALS

Any player unable to produce the required credentials on the playing field shall be declared ineligible to play until he can produce them. (Credentials are defined in Registration §14.2(2) of the "Official Guide".)

16.1(2) • PLAYER PENALTY

Should a player play and fail to furnish satisfactory proof prior to the end of the tournament, his team will forfeit all games in which the player participated. Further, he shall be suspended from SSWC until a satisfactory review of his credentials is made within thirty days by SSWC.

16.1(3) • MANAGER PENALTY

Failure to comply with this credentials requirement may result also in the disqualification of the player's manager from SSWC as provided herewith: Any manager using an ineligible player shall be disqualified for one year for the first offense, five years for the second offense, and shall be permanently barred for the third occurrence.

16.1(4) • AMATEUR STATUS

It is the intent of the SSWC Board of Directors to maintain the amateur integrity of SSWC qualifying tournaments and World Masters Championships. Any breach of the rules concerning a player's amateur status as defined in "Playing Rules" §4.1 will result in disqualification of the player and his manager from any and all standings and awards from the tournament and subsequent SSWC tournaments for the remainder of that tournament year.

16.1(5) • DOUBLE TEAM REGISTRATION

A player may be registered and play on two teams in different age brackets, as long as he is old enough for both brackets and they are within one skill division of each other. (EXAMPLE: A 62-year-old player may play on a 60+ Major team and a 55+ AAA team during the same season. A 60+ Major player may not play on a 55+ AA team). It is up to the player to inform managers of both teams that he is participating on more than one team. The player may play on both teams during the same tournament, but must work out conflicting game time schedules with the two managers. SSWC officials will make no allowances in scheduling or re-scheduling games to avoid such conflicts. A player may be registered or play only on one team in each age division for each tournament he enters. When a team qualifies for the World Masters Championships its players are

frozen and may not participate on another team in the same age division intending to qualify in subsequent tournaments. It is the dual responsibility of the qualified player and his team manager to ensure that a player's name does not appear on more than one qualifying tournament team roster in the same age division. A player who qualifies for the SSWC, authorizes his name to appear on another team's roster in the same age division will be disqualified for the balance of the season, plus the following year, and the team will forfeit all games in the event in which the player participated. For exception see §4.2(6), Playing in Two Age Divisions.

16.1(6) • FALSIFYING CREDENTIALS

Any player found falsifying credentials will be permanently disqualified from the SSWC and its qualifying tournaments. If the manager knowingly accepted the falsified credentials, he, too, will be suspended from the SSWC and its qualifying tournaments for the balance of the season plus the following year, and his team will forfeit all games in the events in which the player participated.

16.1(7) • FORGED SIGNATURES

Player registration forms and official team roster and manager agreement forms are legal and "official" Senior Softball-USA documents. Once they are signed they carry the same weight in a court of law as an IRS tax return, an endorsed check, or a U.S. passport. Forgery of a player's signature to these or any other Senior Softball World Championships, Inc., document will not be condoned, and the forger shall be suspended from all SSWC activities for the current year plus one year. This suspension will not be in lieu of any criminal or civil penalty that may be imposed by a court of law as a result of this action. Managers should note that players must be present to be listed on the final roster submitted to the tournament director. It is the responsibility of the manager to tell the tournament director if a player is not present - and to cross that player's name off the official roster. If a player participates in any softball event wherein his name appears on an official roster this action will be prima facie evidence that he agrees to and accepts the terms and conditions of the agreement.

16.2 • TOURNAMENT PROTEST COMMITTEE

Each tournament will have a three member protest committee. The umpire-in-chief and tournament director or his assignee should be two of the committee members. However, the tournament director shall not participate in a decision if his team is involved, or if the decision will have a direct effect on his team's standing. Protests will not be received or considered if they are based solely on a decision involving the application of judgment on the part of an umpire. (For types of protests see §1.55)

16.3 • COMPLAINT PROCEDURE (SSWC TOURNAMENT ONLY)

Complaints may be verbally expressed to the tournament director or to SSWC board members. However, all complaints to be considered by the tournament protest committee shall be in writing with careful attention to all pertinent facts and details. The tournament protest committee may request independent reports from others involved in the complaint in the interest of a complete and fair review of matters at issue. NOTE: A complaint is not to be confused with a protest. (See §1.55)

16.4 • EARLY WITHDRAWAL FROM QUALIFIER

Teams withdrawing without approval before playing all of their games during a SSWC qualifier or championship tournament may be disqualified from the tournament. At the discretion of the SSWC board, the team may be barred from National and World Masters Championships competition and from the following year's qualifier.

16.5 • TEAMS MUST PLAY SEEDING GAMES

Teams must play in the round robin, or preliminary rounds, of the tournament to be eligible to play in the finals. At the discretion of the tournament director, teams not playing one or more round-robin, or seeding game, will be seeded last in the elimination bracket finals and will receive an automatic loss in that game, forcing them to the loser's bracket of the elimination rounds.

16.5(1) • FORFEIT DURING BRACKET PLAY

Any team that purposely forfeits an elimination bracket game to either play one less game than other teams and/or to select or avoid a particular opponent in a succeeding round will be charged with a double forfeit, effectively ending their tournament participation.

16.6 • UNSPORTSMANLIKE CONDUCT

After any game in which a player has been ejected for unsportsmanlike conduct, as defined in the Code of Ethics, the umpire will discuss the ejection with the field director, who will determine whether the player is to only be ejected from the game, or ejected from the remainder of the tournament. If the player is ejected for the remainder of the tournament, the field director will make a report and recommendation to the SSUSA board. The board will determine if further action of up to a lifetime suspension is justified. For gross unsportsmanlike conduct, including, but not limited to, assault and/or battery of tournament officials or umpires, intentional destruction of public or private property or other inappropriate behavior, before, during or after any tournament game, by players, managers or other team affiliated persons, including fans, the board may impose up to a lifetime suspension of the offender.

PLAYER ELIGIBILITY ADJOINING STATES / PROVINCES LIST

STATE / PROVINCE: Players Eligible From

ALABAMA: Florida, Georgia, Mississippi, Tennessee
 ALASKA: British Columbia, Washington
 ALBERTA: British Columbia, Montana, Saskatchewan
 ARIZONA: California, Colorado, Nevada, New Mexico, Utah
 ARKANSAS: Louisiana, Mississippi, Missouri, Oklahoma, Tennessee, Texas
 BRITISH COLUMBIA: Alaska, Alberta, Idaho, Montana, Washington
 CALIFORNIA: Arizona, Hawaii, Nevada, Oregon
 COLORADO: Arizona, Kansas, Nebraska, New Mexico, Oklahoma, Wyoming
 CONNECTICUT: Massachusetts, New York, Rhode Island
 DELAWARE: Maryland, New Jersey, Pennsylvania
 DISTRICT OF COLUMBIA: Maryland, Virginia
 FLORIDA: Alabama, Georgia
 GEORGIA: Alabama, Florida, North Carolina, South Carolina, Tennessee
 HAWAII: California, Oregon, Washington
 IDAHO: British Columbia, Montana, Nevada, Oregon, Utah, Washington, Wyoming
 ILLINOIS: Indiana, Iowa, Kentucky, Missouri, Wisconsin
 INDIANA: Illinois, Kentucky, Michigan, Ohio
 IOWA: Illinois, Minnesota, Missouri, Nebraska, South Dakota, Wisconsin
 KANSAS: Colorado, Missouri, Nebraska, Oklahoma
 KENTUCKY: Illinois, Indiana, Missouri, Ohio, Tennessee, Virginia, West Virginia
 LOUISIANA: Arkansas, Mississippi, Texas
 MAINE: New Hampshire
 MANITOBA: Minnesota, North Dakota, Ontario, Saskatchewan
 MARYLAND: Delaware, District of Columbia, Pennsylvania, Virginia, West Virginia
 MASSACHUSETTS: Connecticut, New Hampshire, New York, Rhode Island, Vermont
 MICHIGAN: Indiana, Ohio, Wisconsin
 MINNESOTA: Iowa, Manitoba, North Dakota, Ontario, South Dakota, Wisconsin
 MISSISSIPPI: Alabama, Arkansas, Louisiana, Tennessee
 MISSOURI: Arkansas, Illinois, Iowa, Kansas, Kentucky, Nebraska, Oklahoma, Tennessee
 MONTANA: Alberta, British Columbia, Idaho, North Dakota, Saskatchewan, South Dakota, Wyoming
 NEBRASKA: Colorado, Iowa, Kansas, Missouri, South Dakota, Wyoming

PLAYER ELIGIBILITY ADJOINING STATES / PROVINCES LIST

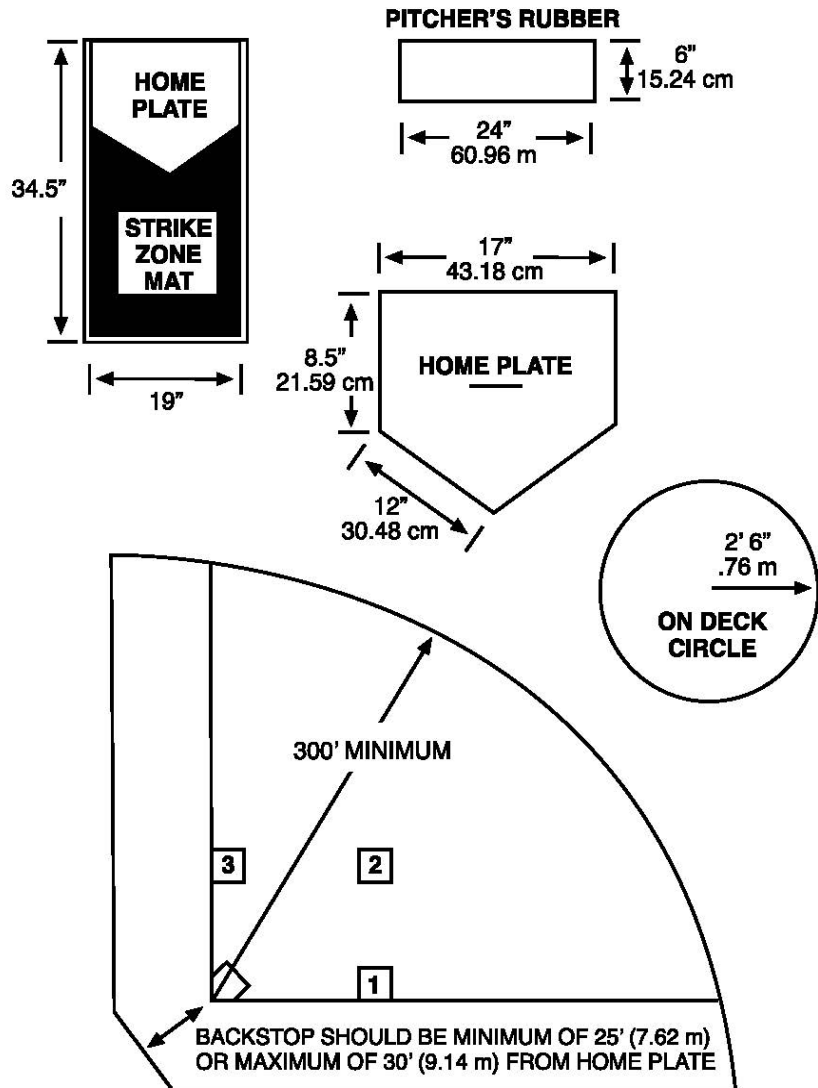
STATE / PROVINCE: Players Eligible From

NEVADA: Arizona, California, Idaho, Oregon, Utah
 NEW BRUNSWICK: Maine, Newfoundland, Nova Scotia, Quebec, Prince Edward Island
 NEW HAMPSHIRE: Maine, Massachusetts, Quebec, Vermont
 NEW JERSEY: Delaware, New York, Pennsylvania
 NEW MEXICO: Arizona, Colorado, Oklahoma, Texas, Utah
 NEW YORK: Connecticut, Massachusetts, New Jersey, Ontario, Pennsylvania, Quebec, Vermont
 NEWFOUNDLAND: New Brunswick, Nova Scotia, Prince Edward Island
 NORTH CAROLINA: Georgia, South Carolina, Tennessee, Virginia
 NORTH DAKOTA: Manitoba, Minnesota, Montana, Saskatchewan, South Dakota
 NOVA SCOTIA: New Brunswick, Newfoundland, Prince Edward Island
 OHIO: Indiana, Kentucky, Michigan, Pennsylvania, West Virginia
 ONTARIO: Manitoba, Michigan, Minnesota, New York, Quebec
 OKLAHOMA: Arkansas, Colorado, Kansas, Missouri, New Mexico, Texas
 OREGON: California, Hawaii, Idaho, Nevada, Washington
 PENNSYLVANIA: Delaware, Maryland, New Jersey, New York, Ohio
 PRINCE EDWARD ISLAND: New Brunswick, Newfoundland, Nova Scotia
 QUEBEC: Maine, New Brunswick, New Hampshire, New York, Ontario, Vermont
 RHODE ISLAND: Connecticut, Massachusetts
 SASKATCHEWAN: Alberta, Manitoba, Montana, North Dakota
 SOUTH CAROLINA: Georgia, North Carolina
 SOUTH DAKOTA: Iowa, Minnesota, Montana, Nebraska, North Dakota, Wyoming
 TENNESSEE: Alabama, Arkansas, Georgia, Kentucky, Mississippi, Missouri, North Carolina, Virginia
 TEXAS: Arkansas, Louisiana, New Mexico, Oklahoma
 UTAH: Arizona, Colorado, Idaho, Nevada, New Mexico, Wyoming
 VERMONT: Massachusetts, New Hampshire, New York, Quebec
 VIRGINIA: District of Columbia, Kentucky, Maryland, North Carolina, Tennessee, West Virginia
 WASHINGTON: Alaska, British Columbia, Hawaii, Idaho, Oregon
 WEST VIRGINIA: Kentucky, Ohio, Maryland, Pennsylvania, Virginia
 WISCONSIN: Illinois, Iowa, Michigan, Minnesota
 WYOMING: Colorado, Idaho, Montana, Nebraska, South Dakota, Utah

OFFICIAL DIMENSIONS

SENIOR SOFTBALL DIAMOND

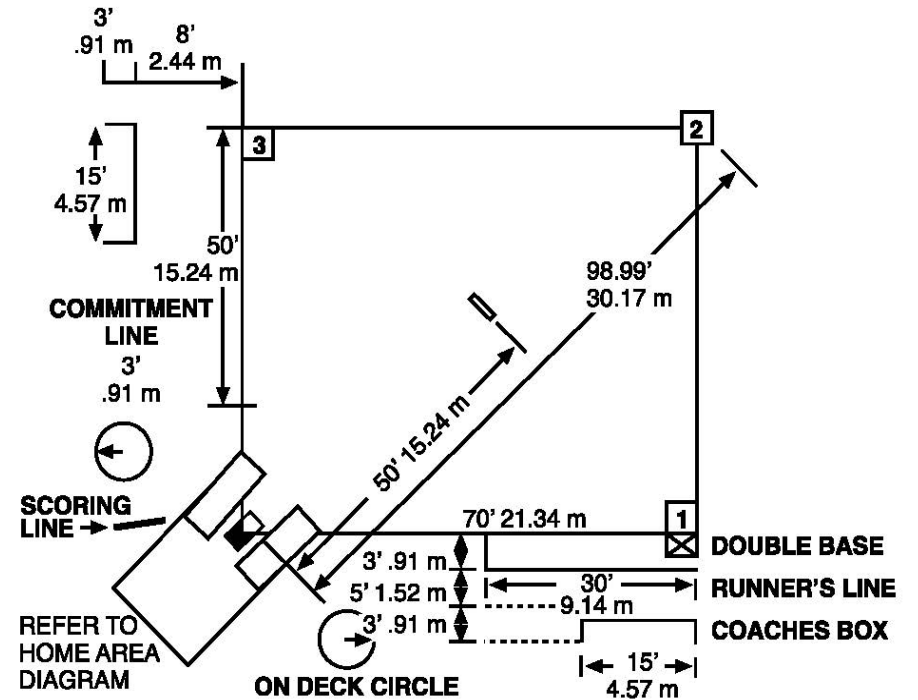
Field Dimensions, Home Plate, Strike Zone Mat, Pitcher's Rubber, On-Deck Circle



OFFICIAL DIMENSIONS

SENIOR SOFTBALL DIAMOND

Infield Layout, Base Dimensions, Pitching Distance, Running Lines, Commitment Line, Coaches Boxes

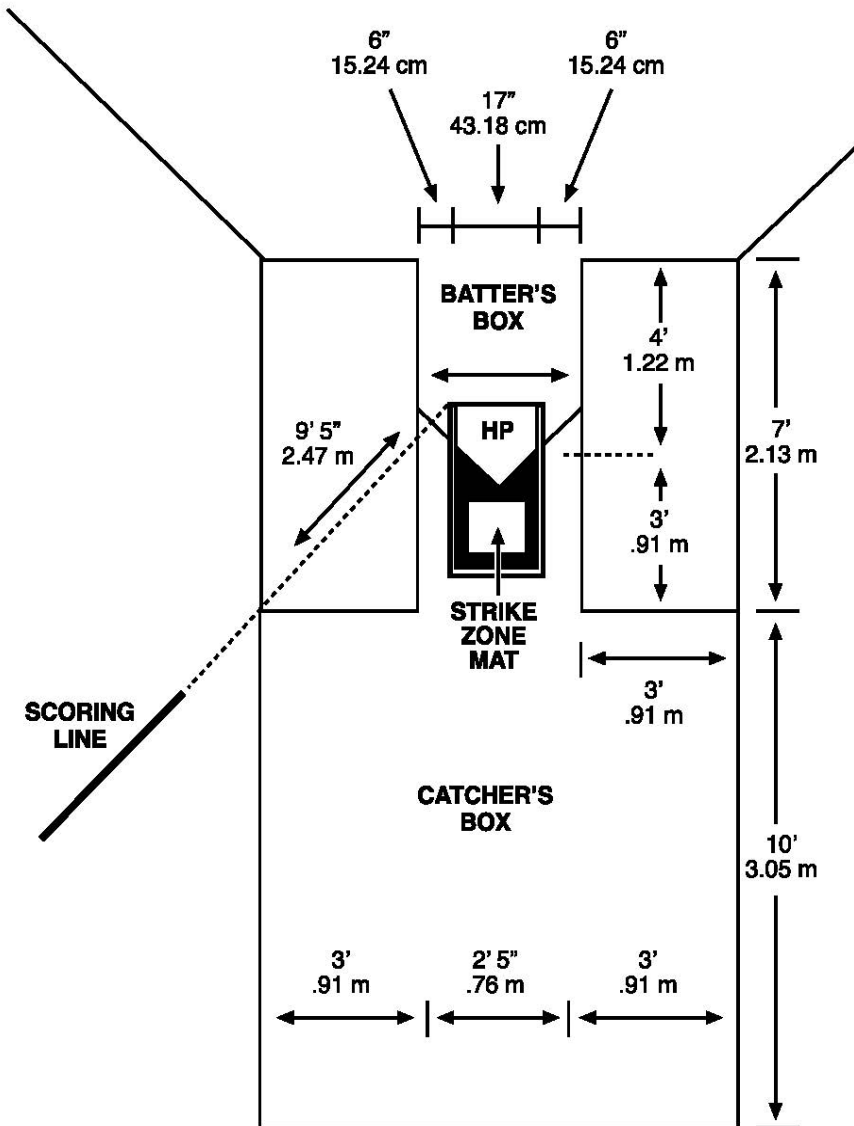
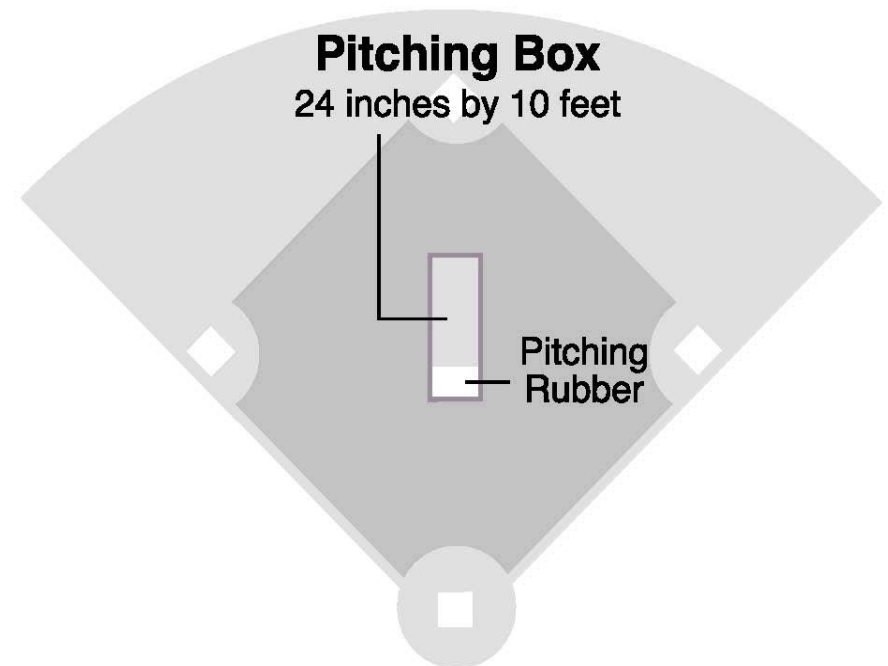


REQUIRED

- Batters Boxes
- Coaches Boxes
- Commitment Line
- Foul Lines
- Pitcher's Box
- Scoring Line

OPTIONAL

- Catcher's Box
- On Deck Circles
- Runner's Lane/Line

OFFICIAL DIMENSIONS**SENIOR SOFTBALL DIAMOND****Batter's Boxes, Catcher's Box, Scoring Line**OFFICIAL DIMENSIONS**SENIOR SOFTBALL DIAMOND****Pitcher's Box**

The Pitcher's Box comprises a rectangular area from the front of the Pitcher's Plate, 50 feet (15.24 m) from Home Plate, and extending back **10** feet and perpendicular from the Pitcher's Plate. The Pitcher's Plate shall be of rubber or wood, 24" (60.96 cm) wide and 5" (15.24 cm) deep. The top of the Pitcher's Plate shall be level with the playing surface. The front of the Pitcher's Plate shall be the prescribed pitching distance from the back point of Home Plate (50' / 15.24 m). The Pitcher's Box shall be marked with chalk or field paint. If possible, a permanent marker should be added **10** feet behind the 50' Pitcher's Plate.

RESERVED FOR FUTURE RULE CHANGES