

2022

CHICO SENIOR SOFTBALL RULES

(Revised Sept 28, 2021)

1. **PLAYING RULES:** Chico Senior Softball will use current SSUSA and NCSSA playing rules except as modified here.
SSUSA rules can be found at: <https://seniorsoftball.com/?page=7>
NCSSA rules can be viewed at: <http://ncssa.club/ncssa-rules/>
2. **PITCHERS RUBBER:** The pitching rubber will be extended back 6 feet. Pitcher must start his delivery from anywhere within this area.
3. **BANNED BATS:** Any bat that is more than 50% composite or is titanium may not be used. In addition, any bat that has a composite barrel may not be used. Result of doing so will be ejection of the player. Any questionable bat must be approved by the Board of Directors prior to use. There is one exception to this rule in the Masters' Division: Players 78 years of age and older may use a composite bat and if that bat is used by a non-authorized batter, the batter will automatically be called out after the 1st pitch.
4. **STRIKE MAT:** An extended home plate measuring 19" wide by 34.5" deep will be used. Only legal pitches (6' – 12' high) hitting the mat will be called a strike. The entire strike mat is considered home plate for force outs.
5. **TREES:** Any batted ball that hits a tree in **fair territory** will be considered a dead ball-no pitch.
6. **LINE-UPS:** Managers must play all team players who are present and not injured. All players that are on the line up for the day must bat and must play at least 3 innings on defense, regardless of whether the game goes all 7 innings. If a player does not play at least 3 innings on defense, then the opposing team will receive 2 runs for every inning not played (max 6 runs per player). If a player is not able to bat or play defense, the player may courtesy run once per inning, max of three times in the Masters.
7. **PLAYER LEAVING GAME:** If a player must leave the game for any reason other than by ejection, his place in the batting order will be bypassed without penalty. If a pool player is picked up, that team will be assessed a 1 run penalty. A pool player may be added at the end of the batting order to replace him. That spot in the line-up will not be penalized. In the case of an ejected player, the next time his spot comes up in the batting order he will be out but then all other times his spot will be skipped. Rule #28 still applies.
8. **RUN LIMIT:** Teams may score up to 5 runs per inning except for the last or open inning in which unlimited runs may be scored. If a team is behind by 9 or more, they may score enough runs to be within 3 of their opponents. (catch-up rule)

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

STARTING TIMES:

5:30 & 6:30 (Open & Vets) – 1st game will start at exactly **5:30** whether teams are ready or not. Umpire will call for open inning at **6:20 (50 minutes)**. 2nd game will start as close to **6:30** as possible. If started on time, umpire will call for open inning at **7:20 (50 minutes)**. Batters will start each at-bat with a **1 and 1 count**. Any foul ball hit after batter has 2 strikes is an out in the Open Division. In the Veterans Division 1 addition foul ball is allowed after 2 strikes.

5:30 & 6:45 (Open & Vets) – 1st game will start at exactly **5:30** whether teams are ready or not. Umpire will call for open inning at **6:30 (60 minutes)**. 2nd game will start as close to **6:45** as possible. If started on time, umpire will call for open inning at **7:45 (60 minutes)**. Batters will start each at-bat with a **1 and 1 count**. Any foul ball hit after batter has 2 strikes is an out in the Open Division. In the Veterans Division 1 addition foul ball is allowed after 2 strikes.

10:00 & 11:00 (Masters) – Weeks (1 through 3) and (24 through 26). game will start at exactly **5:10** whether teams are ready or not. Umpire will call open inning at **6:05 (55 minutes)**. 2nd game will begin as close to **6:20** as possible. If started on time, umpire will call for open inning at **7:15 (55 minutes)**. Batters will start each at bat with 0 and 0 count. Any foul ball hit after batter has 2 strikes is an out.

9:30 & 10:45 (Masters) – Weeks (4 through 23). 1st game will start at exactly **9:30** whether teams are ready or not. Umpire will call open inning at **10:30 (60 minutes)**. 2nd game will begin as close to **10:45** as possible. If started on time, umpire will call for open inning at **11:45 (60 minutes)**. Batters will start each at-bat with 0 and 0 count. Any foul ball hit after batter has 2 strikes is an out.

10. **TIE GAMES:** Tie games will **not** be played off, even if time permits.
11. **FLIP FLOP RULE:** If in the last inning of play the home team is behind by **6 or more runs**, then the home team will bat first during the last inning.
12. **ENCROACHMENT LINE:** A line will be drawn behind the infield in an arc 175' from home plate. Encroachment across this line before the ball is hit will result in the umpire awarding 1st base to the batter. Infielders must be on the infield dirt and outfielders must be behind the line when the ball is hit.
13. **THROW TO FIRST FROM THE OUTFIELD:** If a ball hit to the outfield is first touched by an Outfielder, the batter cannot be thrown out at first base or if a ball lands in the grass, the batter cannot be thrown out at first base by anyone.

14. **SCORING LINE:** A scoring line shall extend from the corner of home plate closest to 3rd base into foul territory at a 90-degree angle from the 3rd base line. Runners attempting to score must make contact with the ground **on or over** this line before a force out is made at home plate mat.

Rule 15 through 17 apply to the Open and Veteran Divisions

15. **SLIDING:** Sliding is permitted, however sliding into a base that endangers or interferes with the fielder will be an out. (Best bet - stop on the base without sliding.)
16. **OVER RUNNING:** Is not allowed. Any runner not on a base when tagged will be called out.
17. **VEERING:** When advancing, the runner must veer in or out to avoid contact with the defensive player if a play is being made at that base. He must attempt to veer away from where throw is coming from. Failure to veer will result in the runner being called out. The defensive player must stand clear of the base and the runner's base path when no play is imminent.

Rule 18 through 21 apply to the Masters Division

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

Rule 22 and beyond apply to the ALL Divisions

22. **FIRST BASE DOUBLE BAG:** A double bag will be used at 1st base. On all initial plays at 1st, the runner must use the outside (orange) bag **ONLY** and the defensive player the inside (white) bag **ONLY**. The runner may use the inside (white) bag if rounding to advance or returning to the base or if the outside (orange) bag is blocked by the fielder.

23. **COMMITMENT LINE:** Base runners crossing a commitment line drawn 30' from home plate must continue to the plate and cannot return to 3rd base. Runner will be called out if he does so.

24. **COURTESY RUNNERS:** A courtesy runner may only enter prior to the first pitch to any batter. Any team member may run, but only **once per inning**. If you are run for in any given inning, you may not be a courtesy runner during that inning. If you are a courtesy runner for a teammate and your spot in the batting order comes up, that spot will be considered an **out**. There is no limitation on the number of times per game you may Courtesy Run except as stated above.

Courtesy Runners from the Backstop: The courtesy runner must start from the center pole of the backstop and not start running until the batter hits the ball. Players in any division that are injured and cannot play offense or defense can still be a courtesy runner.

- In the **Masters'** Division, you may use a courtesy runner from home plate if necessary due to an injury for any player during any game.
- In the **Veterans** Division, you may use a maximum of 2 courtesy runners per game from home plate if necessary due to an injury. The players that a courtesy runner will be used for must be declared before the game begins with the umpire.
- In the **Open** Division, no courtesy runner from home plate will be used.

25. **ILLEGAL COURTESY RUNNERS:** Illegal Courtesy Runners will be considered a correctable error with no penalty to the offending team if corrected prior to the 1st pitch of the next batter. After the first pitch to the next batter an Illegal Courtesy Runner will be called out when identified.

26. **WALKS:** In the Masters Division each batter may be walked only **once** per game. On any additional walks to the same player, the player will be awarded **2nd base** and any runners will be advanced if forced. In the Open and Veteran Divisions all walks will be single base walks only.

27. **FORFEITS:** Each team must have **6 team members** at the start of the game. If a team is short of this number, the umpire shall call the game a forfeit and the team with the required number will win. If both teams are short players, the umpire will call a **double forfeit** and a tie game.

28. **GAME CANCELLATION:** CARD (via the rain line) will determine if fields are playable and cancel when appropriate. A Board Member may override CARD's determination; however, the Board Member must contact CARD and any Team that is affected by the change. Only a Board Member of each division can cancel a game(s) because of **HEAT HEALTH CONCERNS**. Each player is still responsible for making their own decision to play or not to play. If a team cannot field enough players (minimum 6) then the team will forfeit the game.

29. **POOL PLAYERS:** All teams must field 10 players if possible. Master's Division will field 11 players. To ensure all games are played with 10 or 11, a player pool will be established. All pool players will sign up onto a numbered sheet, the corresponding numbers will be on ping pong balls placed into a container, each coach (starting with the home team) will alternately pick a ball to select a player until each team is full. Pool players may not pitch in the Open. In the Veteran's Division the pool player can only pitch if the team needing a player does not have a primary pitcher available to play. For each pool player added, the team will be penalized **1 run**. Pool players must bat at the **end of the order**.

PRIORITY LIST:

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

If both teams have only 9 players, 10 if Masters, and only 1 pool player is available, the pool player will catch for both teams and not bat. If, after the game begins, another pool player becomes available, drawing will continue. If, after the game begins a roster player arrives late, the roster player will be replaced that the end of the batting roster and pool player(s) will have the option to continue to play. You may play with 9 players if no pool players are available.

SPECIAL NOTE: During the Year End Tournament pool players may **not** courtesy run.

30. **NEW PLAYERS TRYING OUT:** Any new player who is not assigned to a team will be temporarily placed on a team each night **without penalty** as a pool player. He may bat anywhere in the batting order. Any players signing up for the league after the draft will be placed in the following order:

- 1) In draft order until each team has 14 players.
- 2) If all teams have 14 players, then a player can play as a pool player with 1st priority until a team has a roster opening. The team with roster opening must declare a current player out for the year and then the new player will be placed on that team. If the injured player returns before the end of the year, they will be placed on waiting list.
- 3) Teams will not be forced to take more than 14 players.

Placement will be done **ASAP**. Placement will be conditional. Player may be moved to another team to better balance that division but only by vote of the Board of Directors.

31. **11th DEFENSIVE PLAYER:** Masters' Division teams may use an 11th defender in those cases where the team has 11 of its rostered players present and ready to play. The 11th defender may play anywhere in the field except the zone between the infield dirt and the outfield encroachment line.

32. **PITCHING MASK OR PITCHING SCREEN:**

A pitching mask is mandatory in all divisions, however in the Masters' Division the pitcher may choose to use the screen instead of a mask. If a screen is used it will be used by that

pitcher for all batters and must be actively used by the stepping behind the screen after releasing the ball.

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

33. **ON-DECK BATTTER:** In the Masters' Division a player who is not present in the on-deck circle when the batter immediately ahead of them in the lineup completes his at-bat will be assessed strike one before stepping into the batter's box.