

Sun and Fun Senior Softball League

Playing Rules

(Revised October 22, 2012)

The official rules to be used by this league are the ones laid out specifically for "Senior Slow Pitch" in the [2012](#). Senior Softball (SSUSA) Rule Book combined with the following "Playing Rules". When a conflict exists between the two, the Sun and Fun rules take precedence and can only be amended per Article V Paragraph A item #7 or Article VIII paragraph F of the Sun and Fun Constitution and By-Laws.

1. Numbers of players on a Team

- 1.1. Teams consist of no less than 9 players
- 1.2. No more than 11 players can play on defense but an unlimited number can be in the offense lineup.
- 1.3. If a team has less than 11 players in on defense they can borrow players from the opposing Team, and the opposing manager will determine if the loaned player should play defense only or also be allowed to bat.
- 1.4. If a Team has less than 9 players then they will forfeit the game (see League Rule 1.3).

2. Substitution

- 2.1 There can be unlimited substitutions on defense as long as the players are in the offense lineup.
- 2.2. In the case of injury, illness or any other reason for leaving the game, and no substitute is available, the player's spot shall be skipped and no out declared. However, the Player may not return to the game.

Starting players may be substituted for and re-enter the game one time, providing they occupy the same batting position.

3. Courtesy Runners

- 3.1 A courtesy runner may be used for a player from home plate or any base at any time.
- 3.2. The runner must be a player in the offensive lineup.
- 3.3 A player may be a courtesy only once per inning and will be called out after that.
- 3.4 A courtesy runner may not replace a courtesy runner, except in case of an injury.
- 3.5 A courtesy runner caught on base when it is their turn at bat will be called out as a runner and must come to bat.
- 3.6 A player becomes a courtesy runner when the umpire calls "Play Ball" or puts the ball back in play. The team cannot change to another courtesy runner after that.
- 3.7 When a courtesy runner is used from home plate and the batter runs and touches 1st base or interferes with the play after the ball is hit the batter will be called out.

4. Base Running

- 4.1 A running start to the runner's line at home plate is not allowed.
- 4.2 Relaxed Step Rule. The intent of ASA Rule 8 Section R will be followed and called the Relaxed Step Rule, which states that a runner will not be called out for leaving the base he is legally entitled to nor a courtesy runner for crossing the home plate runner's line once the ball reaches home plate, hits the ground, swung at or hit by the batter.
- 4.3 When there is a play made at 1st base, the runner can be called out for not observing the runner's line. When a play is being made at 1st base and the red bag is not obstructed, if the runner touches any portion of the white bag it is an automatic out. If no play is being made at first base, the runner may touch the white or red base and advance toward 2nd base. After a run-by the runner does not have to return to 1st base before advancing to 2nd.
- 4.4 A runner may not dive or slide into 1st base or home plate. Runners may dive or slide into 2nd and 3rd base.
- 4.5 A runner may pull up, slide or dive back into, 2nd and 3rd base. There is no run-by rule for 2nd or 3rd base in this league.
- 4.6 All plays are force-outs but a runner can be tagged out everywhere except at home plate, between the commitment line and the alternate home plate.
- 4.7 A "no contact" or "no crash" rules will be strictly enforced. Interference by a runner will be an automatic out and obstruction by a defense player will result in extra bases awarded by the umpire.
- 4.8 There is no limit to the number of bases a runner can advance, as long as the ball is in play.
- 4.9 The outfield fence must be at least 235 feet in order to attain an over the fence home run.
- 4.10 A runner attempting to advance to the next base can reverse direction one time when a play is being made on the runner, unless they have passed the commitment line, located 20 feet from the alternate home plate.
- 4.11 A runner attempting to score must run to the alternate home plate and will be called out for touching the regular home plate.
- 4.12 A force – out at home plate is accomplished by the defensive player stepping on any portion of the strike mat while in possession of the ball.

5. Bats and Balls

- 5.1 The official bat used in this league will be those specified on the ASA Approved bat List at the beginning of each season, which will not be modified during the season.
- 5.1.1 Legal bats for the 2012- 2013 season must be listed by the ASA on its approved bat list as published on July 3, 2008 or have been approved subsequent to that date for slow-pitch use by ASA.
- 5.1.2 Any bat listed on the ASA non-approved bat list published on July 3, 2008 is illegal and cannot be used in league games.
- 5.1.3 If a bat does not appear on either the ASA approved bat list or the ASA non-approved bat list as published on July 3, 2008 it is illegal and cannot be used in league games unless it has been approved subsequent to that date for slow-pitch use by ASA.

- 5.2** Each manager is responsible for policing the bats on his own team.
- 5.3** The official ball used in this league will be the 12-inch, 44 core, 375 compression, and optic yellow Diamond Zulu softball. A lesser compression ball may be used with Executive Committee approval.
- 5.4** The home team will present one new ball, still in the wrapper, and one very good used ball to the home plate umpire prior to each game.
- 5.5** If a player is using an illegal bat, both managers will be notified immediately and the player in violation will be called out and removed from the game. If no **player** admits ownership, the opposing manager will confiscate the bat and the manager of the team responsible for the infraction will be held responsible. Both managers must notify the Division Representative within 12 hours. In the case of appeal, the Division Representative will notify the Operations Committee, who will convene and decide the appeal within 24 hour. The penalties that will be assessed are:
- 5.5.1** First offense - Player is suspended for 14 games. If no one claims ownership, the manager shall be suspended for 14 games.
- 5.1.2** Second offense by the Player, Owner or manager- The Player, the Owner (if other than the player) and the Manager will each be suspended for 28 games. The team shall forfeit the game in which the bat was used.
- 5.5.3** The third Offense – Lifetime suspension for the Player, the Owner and the Manager.
- 5.6** All bats to be used in a game must remain in the bat rack which is to be located outside the dugout throughout the game. No bat is to be used unless it comes from the bat rack located on the field.
- 5.7** All bats must bear a label that identifies the bats owner (player/team). The label is to be affixed to the lower end of the barrel just above the grip for inspection by the umpire before each game.
- 5.8** Bat warmers are legal if hung in an area adjacent to the bat rack but accessible to the umpire for inspection.
- 5.9** All bats shall be free of burrs, dents, visible cracks, and lose or broken end caps.
- 5.10** Unless there is a readable serial number visible on the barrel of the bat, the following bat is illegal: The Miken Freak 98.

6. Official Game

- 6.1** A normal game will be 8 innings unless extra innings are required to break a tie.
- 6.2** A double header between the same two teams will be 7 innings each.
- 6.3** A game will be considered official after the losing team has batted 5 times.
- 6.4** When extra innings are required to break a tie game after 8 innings, 7 innings for a double header, each team will start the next inning with a runner on second base. It will always be the player who made the last out in their previous time at bat. A courtesy runner cannot replace the runner starting at second until he attains 3rd base safely. If the player originally had a courtesy runner from home plate, that same courtesy runner must start at 2nd base and like any other courtesy runner cannot be replaced. (See examples)

7.0 Scoring Runs

- 7.1 A team is limited to 5 runs per inning or as many as is required to tie the score.
- 7.2 In the last inning and any extra inning, there is no limit to the number of runs that can be scored by either team.
- 7.3 A team may score one extra run (5+1) on a home run over the fence.
- 7.4 There is currently no limit on home runs hit over the fence in the Sun and Fun league

8.0 Game Line-up Sheets

8.1 All teams must present a detailed line-up sheet to the opposing manager and their scorekeeper 15 minutes prior to the game starting time which includes full names of players and their numbers. This list must include all substitutes available on the bench.

JM—VP

10-22-12

Examples: 6.4

Example 1:

There are 2 outs with a courtesy runner on second, tie game bottom of 8th. Batter walks (runners now on 1st & second). Next batter singles to center, but runner is out at plate. Score remains tied going to extra innings. Who comes to bat? The last batter did not make an out. Would it be the guy before him who walked . . . or would it be the guy before that?

Example 2:

There are 2 outs, bases loaded (courtesy runner on 2nd base), bottom of the 8th; home team trails by 1 run. Batter walks forcing in the tying run with the courtesy runner on second base moving to 3rd. Unfortunately, the courtesy runner is now due to hit, and by rule is called out as the runner. The score is tied and the game goes to the 9th inning. Who goes to second base when the home team bats. The player who made the last out was a runner. Does he go to 2nd and lose his time at bat? If he bats, who goes to 2nd?