



# RULES OF PLAY



## Code of Ethics

All SaddleBrooke Senior Softball Association (SSSA) players, guests, volunteers, and umpires are expected to adhere to the following articles on and off the field. This *Code of Ethics* applies to games played at the SaddleBrooke softball field and to games and tournaments played at other locations.

**Article 1.** Abide by the *Official Senior Softball-USA Rulebook* (hereafter, *SS-USA Rulebook*), and the *SaddleBrooke Senior Softball Association Rulebook* (hereafter, *SSSA Rulebook*).

**Article 2.** Accept the decisions of the umpires and team managers with 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.** Do not commit any act that could be considered unsportsmanlike conduct. This includes distracting players or umpires with noise (i.e. music on the field, noise makers, air horns, fireworks, cowbells etc.) and visual distractions (i.e. flag waving, flashing lights/lasers, beach balls, etc.).

**Article 8.** Abstain from using tobacco products and alcoholic beverages at the SaddleBrooke Softball Complex, which includes the parking lot.

**Article 9.** Accept team assignments and reassignments with good sportsmanship. Honor your team assignment by not leaving the field during a game or quitting a team assignment for other than injury/illness or legitimate personal matter (e.g., family illness).

The SSSA Board will send out the Code of Ethics Articles to the entire membership at the beginning of EVERY season. The Board will include detailed information on formal warnings, ejections, suspensions, and consequences in the same email every season.

### Player Appeal Process:

If a player is dissatisfied with a decision affecting their playing status – league assignment, eligibility, team assignments etc.-they may appeal to the league commissioner.

If the player is unhappy with the first level appeal outcome, they may appeal the decision to the Head CTS commissioner. If they are still unhappy with the outcome - a final appeal may be made directly to the Board. The appeal should be put in writing and sent to any Board member with details and examples first. After the appeal is reviewed the player would be invited to a Board meeting to present their grievance.

The player will accept the Board's decision as final.

Violations of the Code of Ethics will be evaluated by the League Commissioners who comprise the Committee on Team Selection and may be referred to the SSSA Board of Directors for disciplinary action.

## **First Aid Basics**

All players are strongly encouraged to familiarize themselves with the *First Aid Basics* at the beginning of the *SS-USA Rulebook*.

## **Playing Rules**

With exceptions stated herein, the SSSA plays under the *SS-USA Rulebook*: In general, the SSSA rules stated herein are exceptions or modifications to the SS-USA rules. Where applicable SSSA rules are cross-referenced to SS-USA rules. When the SS-USA announces changes to its *Rulebook*, the Rules Committee will review the changes and make recommendations to the Board of Directors. If necessary, the *SSSA Rulebook* will be modified to address the changes.

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# INTRODUCTION

As in the *SS-USA Rulebook*, the pronouns “he” or “him” or “their” in this rule book are used in their generic sense to include both male and female sexes.

The following are important documents available on the SSSA website: *SSSA Bylaws*, *SS-USA Rulebook*, and *CTS Procedures*.

## 1. DEFINITIONS

### 1.1 • BYLAWS

The SSSA operates under Bylaws that govern SSSA operations. All players are strongly encouraged to familiarize themselves with the *Bylaws* and stay current of updates.

### 1.2 • DESIGNATED HITTER (DH)

A player designated by the manager whose only role is to bat when there are 11 or more roster players in the lineup. A DH cannot play a defensive position during the game unless needed to replace an injured player who leaves a defensive vacancy. A DH cannot replace an ejected player. The DH will be labeled in the lineup.

### 1.3 • LEAGUES

The SSSA has five leagues designed for players of different skill levels. Players should assess their own skills to determine the league(s) that best fit their current skills. Players returning from long absences and injuries should carefully select the appropriate league to ensure their safety and the safety of the other players.

Players should familiarize themselves with the *CTS Procedures* document, which explains new-player evaluation, team-selection, and player skills development.

The leagues are listed below by skill level. The CTS may restrict players from playing in certain leagues, assign/reassign players to appropriate leagues, and make final adjudications based on player circumstances.

**Recreation League.** Designed primarily for beginner players and players with rudimentary skills. May include select Sidewinder League players. Not designed for Coyote, Community and Competitive players. Exception: Players from these three leagues may pitch in the Recreation League but will not bat.

**Sidewinder League.** Designed primarily for players with skills beyond the rudimentary level, such as higher-level Recreation players, and players with average skills not yet ready for the higher-skilled Coyote level. May include some select Coyote and Community League players. Not designed for above average Coyote and Community League players nor any Competitive League players. Exception: Players in these categories may pitch in the Sidewinder League but will not take a turn at bat.

**Coyote League.** Designed primarily for players with average to above average skills. May include higher-level Sidewinder players and select Community and Competitive League players. Limited to players who have reached the age of 65; however, the League Commissioner may add younger players to complete rosters.

**Community League.** Designed primarily for players with above average skills who wish to play in a competitive environment. May include some higher-level Sidewinder, Coyote, and select Competitive League players.

**Competitive League.** Designed primarily for players with very good-to-excellent skills. May include some higher-level Community League players.

#### **1.4 • LESS THAN FULL SWING [SS-USA 7.6E]**

A swing the umpire deems that the batter deliberately hits a ball softly in the infield, making it difficult for the infielders to record an out. EFFECT: The batter is called out and the ball is dead.

#### **1.5 • MANAGERS**

Managers are volunteers selected and assigned to teams by the League Commissioners and approved by the CTS before the start of a season. A manager may designate an assistant or acting manager. Only managers can authorize intentional walks and engage umpires for clarification or appeals. It is the manager's responsibility to communicate with his players before game day to determine the need for substitute players.

#### **1.6 • PLAYER REQUIREMENTS AND RESPONSIBILITIES**

- A. Active players must be in good standing, as described in the Bylaws. To join the SSSA new members must complete the *Membership Data* and *Release of Liability* form, pay a one-time Registration and Uniform fee, and pay Annual Dues. Dues are half-price when a new member joins after June 30<sup>th</sup>. Members are responsible for keeping their membership data current. Once completed, the *Release of Liability* form does not need to be renewed even after periods of inactivity.
- B. All players are presumed to be familiar with and abide by the *SS-USA and SSSA Rulebooks*.

#### **1.7 • PRACTICES**

During the playing seasons, Saddlebrooke Senior Softball has two scheduled practices a week, on Thursday afternoon and on Saturday morning. During breaks between seasons, there are daily practices unless field maintenance is planned. Members will be notified of the rotating practice times and field closures. Members in good standing as defined in the By-Laws may also practice at the field at other times between 7:00 AM and 6:00 PM Monday through Sunday.

Prospective new members who meet age and geographic requirements to join SSSA may participate in a maximum of three (3) scheduled practice sessions until a commitment to join SSSA is declared. A signed Release of Liability form is required for all prospective members prior to their first practice. Non-members who do not meet the age or geographic restrictions or exceed the practice limit are not allowed to practice.

Members on suspension may not practice at any time during the suspension period.

### **1.8 • PROTESTS [SS-USA 1.55]**

There are two types of protests:

- A. Misinterpretation or misapplication 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. A manager who does not accept the umpires' ruling, may lodge a protest with the plate umpire, and the game will then be declared as "Played Under Protest."
- B. Ineligible player – can be made anytime during the game. Eligibility is the decision of the plate umpire in consultation with the field umpire and managers.
- C. Following a protested game, the plate umpire and the Head Umpire will notify the SSSA President of the issue in writing. The SSSA President will submit the action to the SSSA Board for a decision within 14 days. The SSSA Board shall render a decision as follows:
  - 1. Invalid Protest. The Head Umpire and both team managers will be notified. No further action.
  - 2. Valid Protest. The game will be resumed from the point where the protest was lodged at an agreed to date and time.

### **1.9 • REPLACEMENT PLAYER**

A replacement player is a player the League Commissioner, in consultation with the manager, assigns to a team to replace a roster player who will miss three or more consecutive weeks. A replacement player may become a permanent roster player, depending on the return status of the original roster player. Procedures are discussed in the *CTS Procedures* document.

### **1.10 • RESTRAINING LINE**

The restraining line is a 150-foot arc from foul line-to-foul line with its center at the apex of the SSUSA-defined home plate (approximately the center of the strike mat). Its purpose is to restrict the initial positioning of the defense.

### **1.11 • ROVER**

An 11<sup>th</sup> player who may play anywhere. When a rover is used, the four outfielders must be behind the 150-foot restraining line.

### **1.12 • SUBSTITUTE**

A substitute is a player League Commissioners assigns to a team to replace a roster player on game day.

### **1.13 • SAFETY AND LIABILITY**

In conjunction with the SSSA *Release of Liability* form language, players are expected and presumed to be fully familiarized with SS-USA Rule 6.17 and its subparagraphs.

### **1.14 • TEAM SELECTION**

The Committee on Team Selection (CTS), which is comprised of the CTS Chair and the League Commissioners, evaluates and assigns all players to teams. Refer to the *Bylaws* and the *CTS Procedures* document for further details.

## **2. PLAYING FIELD DIMENSIONS**

### **2.1 • EQUIPMENT AND MARKINGS [SS-USA 2.3]**

#### **2.1.1 • PITCHER'S BOX.**

The pitcher's box consists of the area from the front of the pitching rubber, 50' from the apex of the SSUSA-defined plate (approximately the center of the strike mat) and extending back 6' toward second base.

#### **2.1.2 • PITCHER PROTECTION SCREEN.**

- A. Pitcher masks and the pitcher protection screen will be used in all games and practice/training sessions at the Saddlebrooke Softball field. Additional pitcher protection such as shin guards and chest protectors are strongly recommended.

All pitchers must utilize the protective screen during a game. The pitchers screen will be placed 15 feet centered directly in front of the front edge of the pitcher's mound. Pitchers will stand behind the screen and must pitch over the screen. Pitchers must remain behind the screen in the protected area until the ball is hit. At this time the pitcher can come from behind the screen and become a fielder.

If a pitcher hits the screen with a pitched ball, the pitch will be called a ball. If the batter hits the screen with a batted ball, it will be called a dead ball.

- B. In leagues where batters start with a 0-0 count, a batted ball that hits the screen before being touched by a defensive player is:

1. A dead-ball strike with less than two strikes on the batter.
  2. A dead ball with two strikes on the batter.
- C. In leagues where batters start with a 1-1 count, any struck ball that hits the pitcher's screen before being touched by a defensive player is a dead ball

**2.1.3 • RESTRAINING LINE.** The number of players permitted inside the restraining line before the pitch crosses the plate varies according to league:

**Competitive League.** No restrictions.

**Community, Coyote, and Sidewinder Leagues.** A maximum of seven defensive players are permitted inside the restraining line.

**Recreation League.** A maximum of six defensive players are permitted inside the restraining line.

If an outfielder is illegally inside the 150' restraining line when the batter hits a:

1. Fair ball. The batter and all base runners will be awarded one base beyond the base reached before the end of the play and time being called.
2. Foul ball. The batter will be awarded first base and all runners will advance one base.

## **2.2 • BASE DISTANCE [SS-USA 2.4]**

The distance between bases is 65' for all leagues except the Competitive league, where the distance between bases is 70'. See official dimensions on page 14.

## **3. PLAYERS' EQUIPMENT**

### **3.1 • OFFICIAL BATS [SS-USA 3.4]**

A. Subject to B, C and D below, League-approved bats are:

**Recreation League.** ASA/USA-approved or SSSA-supplied single-wall metal bats.

**Community, Sidewinder and Coyote Leagues.** ASA/USA-approved bats.

**Competitive League.** SSUSA-approved bats.

- B. **Age Exemption.** Men may use SSUSA-approved bats in all leagues, except the Recreation League, in the year that player becomes 75 years of age. In the Rec league, players in the year reaching 85 years of age or older may use SSUSA-approved bats.
- C. **Gender Exemption.** Women may use SSUSA-approved bats in all leagues.
- D. For safety reasons a League Commissioner, in consultation with the CTS, may restrict certain players in all leagues except the Competitive League, from using League-approved bats.

### **3.2 • PENALTY FOR USING AN ILLEGAL BAT [SS-USA 3.4(7)]**

A player who steps into the batter's box with an illegal bat shall be called out if no hit has been recorded. If a hit has been recorded, the batter shall be called out, the hit nullified, and all base runners shall return to their original bases.

### **3.3 • OFFICIAL SOFTBALL [SS-USA 3.5C]**

SSSA-supplied 12-inch balls with a COR of .44 and a compression rating of 375 or 400 psi shall be used in all leagues.

### **3.4 • UNIFORM [SS-USA 3.8]**

- A. All players and non-playing coaches must wear currently approved SSSA uniform (including jerseys, pants/shorts, hat or visor (see below)). Players and coaches not wearing the approved uniform will not be allowed to play in, or be on the field, during a game. Exceptions are: 1) new members using temporary jerseys while awaiting their first uniform order, 2) players who own an approved jersey but are using a day-use jersey from the equipment room because they are a last minute substitution or they brought the wrong color.

Players can choose not to wear a hat. Hats and visors may be worn backwards only when wearing a facemask. Neck protection options are acceptable as long as they are used with the authorized SaddleBrooke Softball hat. Wide-brimmed/Sun hats are not acceptable.

Players may wear softball/baseball pants or shorts of their own choice but they must be a solid light grey color (no pinstripes). (See *picture/sample on the website*). Any side-stripes or piping must be in the SSSA colors of Royal Blue, Red or White. Logos other than the clothing manufacturer are not allowed.

Belts are not required but if worn must also be in SSSA colors of Royal Blue, Red or White

- B. In inclement or cold weather, players may wear jackets or other outerwear that are different from the opposing team colors.

- C. Umpires must wear the approved shirt, hat and pants/shorts during the game. In the event of a last minute substitution an orange vest should be worn.

## **4. PLAYERS AND SUBSTITUTES**

### **4.1 • NUMBER OF PLAYERS ON A TEAM [SS-USA 4.3]**

- A. Ten players constitute a team. However, a team may start a game with no fewer than nine players. When 10 defensive roster players are not available, it is the manager's responsibility to request up to five substitutes to field 10 defensive players or forfeit the game. If sufficient substitutions are not available, a game may start with a minimum of nine defensive players plus a courtesy catcher. EXCEPTION: For the Recreation League, If a team cannot field 9 players (including subs), the Commissioner can recruit from Sidewinder, Coyote, Community and Competitive leagues to reach 9 players. If there are no available players from these leagues, the Commissioner may recruit a volunteer player from an opposing Recreation League team with that team's manager and player approval. A player from other than Sidewinder (or Recreation) may NOT play an infield position and WILL NOT bat. The same would apply if a player gets injured during the game and the team has less than 9 players.
- B. When both teams can field 11 players, managers may agree to field a Rover. If both teams can field 12 or more players, both teams must field a Rover. A game that begins as a Rover Game shall remain a Rover Game for its duration until one team cannot field 11 players. At that point both teams shall field 10 players.
- C. Players who arrive late, but before their place in the batting order bats, shall maintain their original place in the order. If they arrive after their original place has batted, they will bat last in the order. A late player may be inserted into the lineup at any time before the game is a regulation game. See SSSA 5.1A.
- D. When a player leaves the game for any reason, except for ejection, the lineup collapses and no out is assessed when that player's position in the lineup comes to bat. A player who has left the game cannot return to the lineup. [SS-USA 4.3(3)B] EXCEPTION: A player who has left the game under the blood rule or non-incapacitating injury may return to their original position in the lineup, even after missing any number of turns at bat. [SS-USA 4.9]
- E. If a player is ejected an out will be assessed each time his position comes up to bat. [SS-USA 4.3(3)C]
- F. If a team with nine players and a courtesy catcher loses a player (other than by ejection), the team may play with eight players plus a courtesy catcher. If that team loses another player, it will forfeit the game.

- G. If a team with nine players and a courtesy catcher loses a player by ejection, that team will forfeit the game.

#### **4.2 • SUBSTITUTES [SS-USA 4.4]**

- A. When requesting substitutes, managers must identify missing players to their League Commissioner by 5:00 PM the day before the game. The League Commissioner will assign substitutes with similar skill ratings. Managers will identify missing players and substitutes on all three copies of their lineup.
- B. In the event the missing player informs their manager that they are able to play, the manager should notify the League Commissioner by 5:00 PM the day before the game. The Commissioner will inform the substitute that they are released from their obligation to play.
- C. If a roster player and his substitute show up to the game, the substitute player will play unless both are needed to field the minimum number of defensive positions.
- D. When the primary pitcher and backup pitcher are not available for a game, the manager may request a pitcher even if there are 10 or more roster players available. If the League Commissioner cannot find a substitute pitcher with the appropriate skill level for that league, a substitute pitcher with a higher skill rating may be used with the understanding they will field their position, but not bat.
- E. If at any time at the start or during a game, a team has fewer than 10 players, up to two players may be recruited from active SSSA-member spectators with the opposing manager's concurrence. Recruited players must wear the uniform color of the team they are joining. Roster players who arrive after the game has started may immediately enter the lineup if needed to bring the team up to 10 players. A roster player who arrives before the game becomes regulation shall replace the recruited player who substituted for him. The roster player shall enter the lineup immediately if his team is batting but cannot be inserted during his team's defensive half-inning.

#### **4.3 • COURTESY CATCHER**

A courtesy catcher is a player from the opposing team who plays catcher for a team with less than 10 players. Typically, the player who batted last in the previous half-inning should be the courtesy catcher. A player may be recruited from the active SSSA-member spectators with the opposing manager's concurrence to be a courtesy catcher. Recruited players must wear the currently approved SSSA uniform. They do not have to wear the colors of the team they are courtesy catching for. Courtesy catchers do not bat.

- A. A courtesy catcher who aids his team (e.g., advises batters and runners that advantage his team) shall be warned for the first infraction and removed from the courtesy catcher position for the rest of the game for the second infraction. If a courtesy catcher assists the batter, the umpire will give the delayed dead ball signal

and assess a strike if the batter doesn't swing. If the batter puts the ball in play, the opposing manager can take the resulting play or request the umpire rule "dead ball" and declare the batter out. If the catcher assists a runner and, in the umpire's judgement, contributes to the runner scoring, the runner will be declared out.

B. A courtesy catcher is not allowed to replace an ejected player in the defensive lineup.

## **5. THE GAME**

### **5.1 • REGULATION GAME [SS-USA 5.4]**

- A. Games will generally consist of seven or nine innings. A game called by the umpire shall be regulation if four or more innings (3½ if the home team is ahead) have been completed in a seven-inning game. For nine inning games, a game shall be regulation if at least five innings (4½ if the home team is ahead) have been completed.
- B. The regulation time limit for a seven-inning game shall be the time required to finish the inning where the 70-minute mark is reached (90-minute mark for nine-inning games), plus the open inning. The umpire will inform the managers at 70 minutes (90 minutes for nine-inning games) that the current inning will be completed, plus the open inning will be played. Time limits will not be imposed when fewer than three games are scheduled that day.
- C. There will be a maximum 90-second interval between half innings. Umpires will call balls for defensive delays and strikes for offensive delays. Deviations to this rule shall be at the home-plate umpire's discretion.

#### **5.1.1 • FIVE-RUN LIMIT PER INNING [SS-USA 5.5(1)]**

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 7<sup>th</sup> inning.

#### **5.1.2 • FLIP-FLOP RULE [SS-USA 5.5(2)]**

The flip-flop rule will be invoked in any game when there is a 10-run differential in favor of the visiting team at the start of the "open inning." If the visiting team is ahead by ten 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.

#### **5.1.3 • TIE GAMES [SS-USA 5.4B, 5.4(1), AND 5.4(2)]**

Follow SS-USA Rules with the following exception: If the game is still tied following one extra inning the game ends in a tie.

#### **5.1.4 • Mercy Rule [SS-USA 5.5(3)]**

There is no mercy Rule. However, when a team is behind by a significant number of runs, the manager, after consultation with their players, may opt to stop play after sufficient innings have been played to constitute a regulation game.

#### **5.2 • SCOREKEEPING [SS-USA 5.13]**

The official scorebook will be maintained by a member of the SSSA Scorekeeping Team assigned to the game. If a scorekeeper is not available, the home plate umpire will notify the home team that it will maintain the official scorebook for that game. If the home team has only the minimum number of players, the visiting team will be responsible for maintaining the scorebook when it is batting.

#### **5.3 • DEFENSIVE INNINGS REQUIREMENT**

All roster or substitute players must be placed in defensive positions for a minimum of four innings in a seven-inning game (five innings in a nine-inning game). Exception: No minimum for the Recreation League.

#### **5.4 • DELAYED, SUSPENDED, OR CANCELLED GAMES**

- A. In case of inclement weather or unsafe field conditions, the decision to delay or cancel the start of games will be made by the President in consultation with the Head of Field Maintenance, or their designees. Upon delay or cancellation, the membership will be notified by e-mail a minimum of one hour before the start of the first game.
- B. If inclement weather or unsafe field conditions occur at or after the start of a game, the decision to delay, suspend, or call off the game will be made by the plate umpire in consultation with the field umpire and both team managers.
- C. Before a game has begun at the first sound of thunder or flash of lightening, however faint or distant, an automatic 20-minute delay will be called and the field will be cleared. If during that 20-minute delay another sound of thunder or flash of lightening occurs then the game will be cancelled. If there is still lightening or thunder in the area or it returns during the game in progress, however faint or distant, the game in progress will be called off.

When this occurs before the game has begun the team managers will affect the delay. If this occurs during a game, the umpires will initiate the delay. If during the 20-minute delay there is no thunder or lightning play may resume. If not, the game is called off. Subsequent games will NOT be affected.

NOTE: Same safety guidelines apply to ALL practices (scheduled or non-scheduled)

## **5.5 NOISEMAKERS/MUSIC [SS-USA 3.10]**

Artificial noisemakers (including music, air horns, fireworks, cowbells etc.) are not allowed on the field. This prohibition may extend to the dugout, the stands, the parking lot, and the common areas around the field if they: 1) interfere with any games being played, 2) distract players and/or umpires, or 3) contain inappropriate language.

Depending on the source of the distraction/noise: after a warning and a player or team refuses to eliminate the noise or music, a violation will involve either a player or manager's ejection, or the team's game forfeiture. Continued violations will be subject to further disciplinary actions (see section 9).

## **6. PITCHING REGULATIONS**

### **6.1 • PITCH COUNT [SS-USA 6.2]**

All leagues will play with a 1-1 pitch count, with none to waste. Any struck ball hitting the pitcher's screen will be a dead ball.

## **7. BATTING**

### **7.1 • LINEUP SHEETS**

Managers will prepare three lineup sheets for the opposing team, the scorekeepers, and his team's use.

### **7.2 • HOME RUN RULE**

No limit. After hitting a home run over the fence, the batter and any other base runners may return directly to the dugout without touching the next base.

### **7.3 • CAUGHT FOUL TIP**

Any foul tipped ball caught by the catcher before it hits the ground is an out.

### **7.4 • GROUND RULE DOUBLE**

Umpires will signal a ground rule double when a fair ball goes through or under the fence, or bounces over the fence.

## **8. ON BASE SITUATIONS**

### **8.1 • INFIELD FLY [SS-USA 8.3]**

The Infield Fly Rule applies only to the Competitive league.

## **8.2 • COURTESY RUNNERS [SS-USA 8.5]**

- A. Courtesy runners must be players in the lineup.
- B. Managers are strongly encouraged to spread courtesy-runner duties among as many players as practicable.

### **8.2.1 • COURTESY RUNNER COMING TO BAT WHILE ON BASE [SS-USA 8.5(4)]**

Recreation League only: A courtesy runner on base when it is his turn to bat will not be called out. The manager may designate an alternate courtesy runner, and the original courtesy runner may take his or her turn at bat.

## **9. Player Behavior and Discipline**

Disciplinary actions may be imposed on players for Code of Ethics violations.

- A. Umpires may warn or eject players, depending on the severity of the violation. Ejections carry an automatic two-week suspension. At the first opportunity, the plate umpire will report ejections to the Head Umpire, who will engage the Board for final adjudication of the incident. If, after review, the Board finds the violation excessive, it may impose a more severe penalty, including removal from the SSSA.
- B. An Ejected Player:
  - 1. Must immediately leave the playing field and dugout or the game will be forfeited.
  - 2. Games a suspended player participates in will be forfeited.
  - 3. Has the right to appeal via e-mail within 24 hours of the ejection..
- C. A player or manager who quits/resigns in the middle of a game or during a season without good cause shall be immediately suspended from playing in any league for the remainder of the season. The League Commissioner will meet with the player to assess good cause and present a recommendation to the Head Commissioner. If, the manager or player reconsiders his decision to quit/resign within three days, he shall be suspended for two weeks from the date of his original decision.
- D. No player may possess or consume alcohol or use tobacco products on the bench or the playing field at any time. In the case of a violation during a game, offenders will be removed from the game and suspended for the next game. Repeat violators will be referred to the Board for additional disciplinary action. [SS-USA 5.11]
- E. Formal Warnings and Suspensions

### Formal Warning:

1. If, in the judgment of the umpire(s), a player deserves a formal warning due to inappropriate behavior toward an umpire, teammate, an opposing player, or other unsportsmanlike actions deemed inappropriate by the umpire, that umpire will tell the offending player that they are receiving a "Formal Warning" which will be recorded on the disciplinary log. The umpire will then briefly stop play to go to the scoring booth to have the scorer record the action on the log. An ejection can still occur if the player continues with inappropriate behavior during that same game and the umpire should let the player know of that possibility when giving the formal warning.
2. Formal warnings will be tracked on a six (6) month basis. Any player who receives a SECOND formal warning during that six (6) months will receive an automatic two (2) week suspension by the Board.
3. Since the formal warnings are recorded on a six (6) month basis, once the player has demonstrated a clean slate for the next six (6) months from the time of the LAST formal warning, that record on the log will have a line drawn through it. The bottom line is a player can receive no more than one (1) formal warning in a six (6) month period. The SECOND formal warning in the same six (6) month period will result in the player being automatically suspended for two (2) weeks, or longer, as determined by the Board.

### Suspensions:

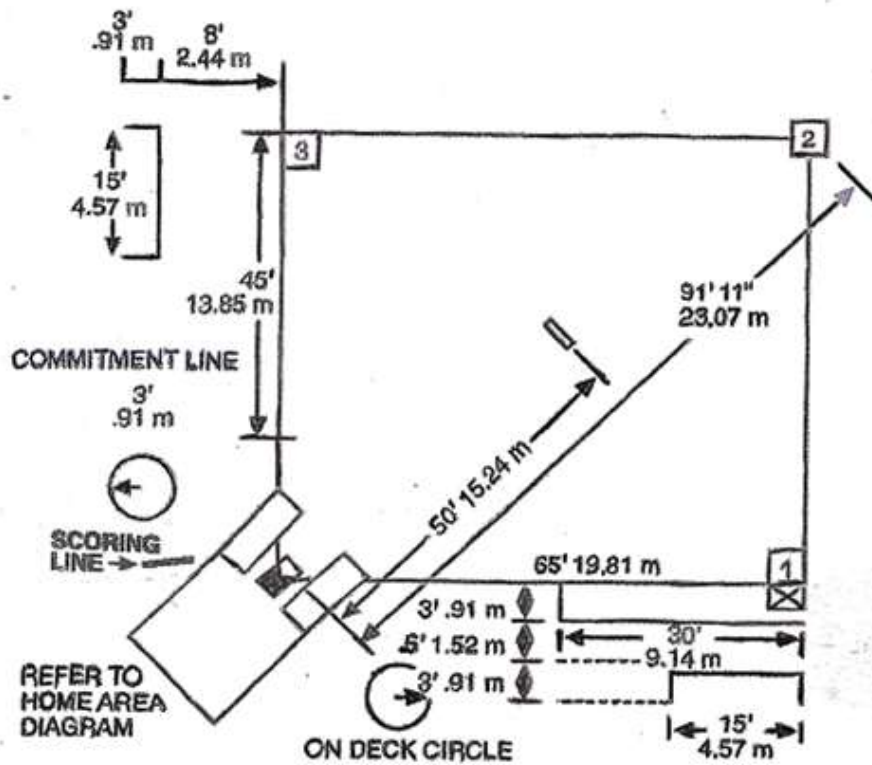
1. If a player is ejected by an umpire, or action by a Commissioner causes disciplinary intervention, that player will receive a suspension of not fewer than two (2) weeks and which could be more depending on the severity of the inappropriate behavior. The Board has the discretion to make that determination. This is the action taken for the FIRST SUSPENSION. Every formal warning after a FIRST SUSPENSION puts the player in the next suspension category where again the Board could extend the length of time.
2. A SECOND SUSPENSION will result in the player losing playing privileges for a minimum of the remainder of the current season and the full next season that the player would elect to play.
3. A THIRD SUSPENSION will result in the player losing playing privileges for a minimum of an entire rolling calendar year or as determined by the Board.
4. A FOURTH SUSPENSION will result in the player not being able to play softball again in Saddlebrooke.
5. Keep in mind that ALL suspensions mean that the offending player cannot play in any league or participate in any other SSSA role or activity during the period of time the suspension is in force. All suspensions will carry over from season to season and

year to year for a player. The ultimate goal is to eliminate ALL unsportsmanlike conduct in the SSSA.

# OFFICIAL DIMENSIONS

100'

## SENIOR SOFTBALL DIAMOND



## **REVISION HISTORY**

04/13/21

New baseline established

07/24/21

Revised Rules 5.1.1 and 5.1.3

Eliminated Rules 2.1.4 and 8.3

10/4/21

Revised Rule 6.1

5/1/22

Revised Rules 2.1.2, 4.1.A and 5.5.1

7/12/22

Revised Rule 2.1.2A

9/20/22

Revised Rules 1.8 and 3.3

12/14/22

Revised Rule 2.1.2

Added Rule 5.4 C.

3/17/23

Added to Article 9 of Code of Ethics

Revised and added to Rule 9

9/1/23

Minor wording changes to Rule 5.4

11/2/23

Eliminated Rule 8.2.C

Added Rule 5.5

Modified Rules 3.4.A and C

Added to Code of Ethics, 7

8/3/24

Modified Rule 2.1.2

1/11/25

Added Definition 1.7-Practices

4/2025

Rule 3.4- Deleted "Medical necessary exceptions are permitted"