

PEBBLECREEK SENIOR SOFTBALL ASSOCIATION

OFFICIAL RULES OF PLAY: 2016–2017

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PebbleCreek Senior Softball Association

Official Rules of Play 2016-2017

MISSION STATEMENT:

TO PROMOTE SENIOR SLOW PITCH SOFTBALL IN PEBBLECREEK FOR EXERCISE AND RECREATION IN AN ATHLETIC ENVIRONMENT DESIGNED TO SUSTAIN A HIGH LEVEL OF FELLOWSHIP, SPORTSMANSHIP AND FRIENDLY COMPETITION. THIS MISSION STATEMENT IS INVIOABLE.

The PebbleCreek Senior Softball Association plays under the rules of the Amateur Softball Association with changes and additions contained herein.

1. DEFINITIONS:

- A. **Assigned Player:** a player who has met all League requirements and has been assigned to a team.
- B. **Eligible Player:** a player who meets all the requirements of the League, which are as follows:
 - (1). All residents, including individuals who have signed a contract to build a home and temporary renters, who rent for a minimum of three (3) months, in PebbleCreek during the League season.
 - (2). A player must be at least fifty (50) years of age before playing in any League scheduled game.
 - (3). Any resident between the ages of 40-49 may petition the Board for full Association membership.
 - (4). All players MUST pay the League annual dues in-full before being assigned to a team.
- C. **Illegal Player:** a player who does not meet the age and residency requirements of the League.
- D. **Ineligible Player:** a player who does not meet all League requirements, a suspended player or one whom the Board has declared ineligible. If a player is eligible at the beginning, or anytime during the season, and subsequently moves from PebbleCreek, that player will be allowed to continue to play for the entire current season. At the end of that season the player becomes ineligible.
- E. **League Balancing/Evaluating Committee (LBC):** a committee established by the Board responsible for establishing a systematic process in which to conduct the League's player evaluations, team assignments, and the realignment of the League.
- F. **League Rules Committee (LRC):** a committee established by the Board to develop, write and maintain the **Official Rules of Play** for the League.
- G. **Manager:** a team's official manager, or in their absence, the assistant manager or acting manager.
- H. **PCSSA Board of Directors:** hereafter referred to as the "Board".
- I. **PebbleCreek Senior Softball Association (PCSSA):** hereafter referred to as the "League".
- J. **Player Rating:** a numerical rating assigned to each player by the LBC which denotes a total rated skill level.
- K. **Primary Pitcher:** one (1) player on each team's roster that is designated by the Manager as that team's "Primary Pitcher". It is the intent and understanding that this player is capable, willing and normally expected to pitch for that team.

L. **Roster:**

- (1). Team: all players permanently assigned to the team by the LBC.
- (2). Daily: the batting lineup for an individual game.
- (3). Initial: the number of players initially, or subsequently, assigned to a team by the LBC.

M. **Substitute player:** an assigned or unassigned player who has met all League requirements.

N. **Unassigned player:** a player who has met all League requirements, but has not been assigned to a team.

O. **Waiting List:** a list that will include new players who have not been assigned to a team and those returning players who have failed to register by the last day of registration.

2. **LENGTH OF GAME:**

- A. Games will consist of seven (7) complete innings.
- B. In the event the game is tied after seven (7) innings, regardless of the time remaining on the clock, an extra inning will be played. Each team will have one turn at bat and will start with a runner on second base. That runner will be the last batter in the previous inning. If that batter requires a sub-runner then the previous batter will become the sub-runner at second (2nd) base. If, after the completion of the extra inning and the score remains unchanged, it will result in a TIE game.
- C. In the event the umpire calls a game, it will be considered a completed game if at least four (4) full innings have been played. The score of the last completed full inning will stand.
- D. A maximum of five (5) runs per team per inning are allowed. Unlimited runs for both teams will be allowed in the seventh (7th) and all subsequent innings.
- E. A team will be warmed up and ready to play fifteen (15) minutes prior to its scheduled playing time.

3. **LEAGUE COMPOSITION:**

- A. Each year, the Board will determine the following:
 - (1). Number of teams.
 - (2). Number of players per team.
 - (3). Days of the week to play.
 - (4). Number of games per day and the total number of games for the season.
 - (5). Time of play, duration of all games and amount of infield warm-up allowed, both before the game and between innings.

4. **TEAM ROSTERS:**

- A. A player will remain on a team roster until one of the following occurs:
 - (1). The player is expelled from the League.
 - (2). A returning player who has neither registered nor paid dues by the last day of registration unless approved by the Board.
 - (3). Players wanting to transfer to another team must submit a written request to the LBC for approval.
 - (4). There is a complete realignment of the League by the Board.
 - (5). All extended player absences and removals from a roster will be in accordance with League Policy Statement # 2.
- B. The maximum number of players IN the field will be eleven (11).
- C. A team will BEGIN, and MAINTAIN during each game, a roster equal to the number of players assigned by the BOARD. That minimum "League number" will be equal to the team that has the LEAST number of players assigned. All managers will be informed of that minimum number by the Board. After the beginning of play, should a player become injured and unable to play, or have to leave the game for a necessary reason, EVERY ATTEMPT will

be made to obtain a legal substitute for that player. If NO substitute is obtained, play may continue with an “absent” entered into the lineup and an “automatic out” will be recorded for every scheduled subsequent at-bat for the missing player. The Manager will immediately notify the opposing Manager, the umpire and, following the game, a member of the BOARD with the name of any absent player for which NO substitute was obtained.

5. UNIFORMS / CLOTHING:

- A. All players, and on-field coaches, will wear League approved uniforms during a game, which will be comprised of the following:
 - (1). Team shirt or jersey.
 - (2). Team cap.
 - (3). Silver gray baseball pants or silver gray baseball shorts (above the knee). Teams may vote to change the color of their baseball pants or shorts to match, or tastefully coordinate with, the color of their jersey. All members of a team will dress alike.
 - (4). Official softball shoes with rubber cleats. Metal cleats of any type are prohibited.
- B. No street clothing may be worn during the play of any game. Jackets may be worn on the bench. All additional clothing must be worn inside or underneath the uniform.
- C. During cold weather, and prior to the game, both Managers and the umpire may agree to any clothing additions/deletions to be worn inside or outside of the uniform such as sweatshirts, pants, jackets, gloves, etc. for player comfort.
- D. Pads, braces or guards to protect the shin, knee, elbow or face may be worn at the player’s discretion.
- E. Any player, or on-field coach, wearing improper clothing will not be allowed to participate until legally dressed. All substitutes will wear their respective team’s complete uniform. Managers will be responsible for compliance and enforcement of this rule.
- F. It is MANDATORY that any player, while pitching, will wear a League approved protective face mask for safety reasons. Players may utilize a personal mask or chose to wear one that is provided by the League.

6. EQUIPMENT:

- A. Only regulation optic yellow softballs will be used. Should this ball become unavailable or should another ball be needed for any reason, the League may use any available ball that is approved by the Board.
- B. Only single-wall bats will be allowed during League play and all bats will be provided by the League. NO personal bats will be approved.

7. TEAM LEAGUE STANDINGS:

- A. The following points will be awarded per game:
 - (1). Two (2) points for a win.
 - (2). One (1) point for a tie.
 - (3). Zero (0) points for a loss.
- B. A forfeit will result in zero (0) points awarded to the forfeiting team and two (2) points to the opposing team.
- C. Team standings will be determined using the following data both during and at the end of a season. Should the Board desire, other criteria may be used as necessary:
 - (1). Total points.
 - (2). In the event of a tie (head-to-head in the following order):
 - (a). Most wins/least losses.
 - (b). Most runs scored.
 - (c). Least runs against.

8. BATTING ORDER:

- A. All team players, including substitutes, who are present and ready to play, must be in the initial batting order (daily roster) and each player must play at least three (3) innings in the field.
- B. If a player, who is listed in the initial batting order, is not present for the start of play, a legal substitute may be obtained. If the absent player subsequently becomes available and ready to play PRIOR to the completion of the 3rd inning (defined as when the 3rd out is made in the bottom half of the inning) that player may enter the game. If not available and ready for play, that player will be prohibited from entering the game.
- C. If a player elects not to play at the beginning of a game, for ANY reason, that player will NOT enter the game. A legal substitute may be obtained.
- D. Should a roster or substitute player leave a game due to an injury, illness, or personal emergency, causing the team to have LESS players than the initial roster number, a substitute of equal or lesser numerical rating may be obtained and will bat in the same position as the replaced player. If no substitute is utilized, an out will be recorded for each "at bat" for the missing player.
- E. A roster or substitute player who is NOT injured, ill, or have a personal emergency, leave the game prior to its completion causing the team to have less players than the initial roster number, will be considered a "Self-Ejection." The same restrictions in Rule 16 (an "Ejection") will apply to that player. If the team has less than the required number of players, an out will be recorded for each occurrence of that player's "at bat" in the batting order.
- F. Any violation of subparagraph A, B, C, D or E. above will result in a FORFEIT for that team.

9. BALLS AND STRIKES:

- A. Home plate is extended back by the use of a mat extension. Any legal pitch (6 feet to 12 feet in height) that lands on or touches any portion of home plate or mat before touching the ground is a strike.
- B. The count will start with 0-0 (no balls and no strikes). After a batter has two strikes, a foul ball shall count as the third strike. The third strike foul ball is considered a dead ball and no runners may advance.
- C. The pitcher may elect to pitch from the rubber or from the area of a rectangle extending six (6) feet behind and the same width as the rubber.
- D. On windy days that may greatly affect a pitcher's accuracy, the umpire, in agreement with the team Managers, may suspend the calling of balls. No walks, OTHER than "intentional walks" will be permitted. Any change must be agreed upon and will start at the beginning of an inning. Once the "no walk" decision has been made, it will remain in effect throughout the remainder of the game.
- E. Bunting is NOT permitted. If the batter bunts the ball it will result in an automatic out.

10. BASE RUNNING:

- A. Base stealing is NOT allowed.
- B. Runners on a base must remain in contact with that base until the ball is hit or touches the ground.

- C. Runners at first base may be in contact with BOTH the “white” and “orange” base. If the umpire sees the player touching ONLY the orange base, the runner will immediately be ruled out and play is dead whether or not the ball is hit by the batter.
- D. Sliding or diving is NOT allowed from a running or standing position toward OR into any base or across the home plate line from any direction. A player that slides will be ruled out. A runner who unintentionally falls may crawl to the attempted base without penalty.
- E. Base runners will avoid unnecessary contact with a defensive player. In the judgment of the umpire, if the runner did not avoid unnecessary contact, the runner/s will be ruled out. This will include any attempt by the runner to “break up” a double play when the defensive player has already touched the base in possession of the ball. A runner MUST alter his path so as to allow the defensive play to continue. If the runner does not alter his path, the umpire may rule interference and both runners will be ruled out. A defensive player may not block a base or impede the runner in any way unless a defensive play is imminent.
- F. In senior slow pitch there are two first bases (white and orange):
 - (1). On a batted ball that does not leave the infield, the batter-runner must ALWAYS touch the orange base and the defensive player must ONLY touch the white base. On a ball batted past the infield the runner may touch the white base and proceed toward second (2nd) base or return to first (1st) base. The defensive player will NOT interfere with the runner’s ability to “round” first base unless a play is imminent.
 - (2). If the defensive player touches the orange base the runner is SAFE. If the runner touches the white base, the umpire will call an “AUTOMATIC OUT”.
 - (3). Any player may touch the “prohibited” base in order to avoid contact. A judgment call will be made by the umpire.
 - (4). A fielder will NOT block second (2nd) or third (3rd) base unless a play with the ball is imminent. Upon appeal, the umpire may award the runner the subsequent base.
- G. There will be a force play at home plate once a runner has committed to go home by touching the ground running on or beyond the white commitment line, which is located thirty (30) feet in front of home plate on the third (3rd) base side. The runner may NOT return to third (3rd) base once on or past this line. Once the runner has crossed the white commitment line the defensive player must touch the actual home plate OR the extended mat while possessing the ball for the force out; NOT the runner’s plate, nor the runner. The runner’s foot must touch the “runner’s plate” OR the ground on or past the home plate line for the run to score. If the runner touches home plate or the extended mat, an “automatic out” will be called.
- H. In order for a “time out” to be called by an umpire following play, the ball MUST be “controlled” by an infielder, pitcher or the catcher within the infield.

11. SUBSTITUTE PLAYERS:

- A. All assigned League players may participate in a game as a substitute player.
- B. All substitutes (with the EXCEPTION of paragraph “E”. below) will be the SAME or LESSER numerical ranking of the player for whom they are substituting.
- C. At least seven (7) days prior to the first scheduled game of the new season, each manager will designate a “Primary Pitcher” for their team. That name will be given to all managers and the LBC. If a team loses their “Primary Pitcher” after the start of League play, another team player may be designated as the “Primary Pitcher” for that team.
- D. A substitute for an absent “Primary Pitcher” WILL be one of the following:
 - (1). Another “Primary Pitcher”; this substitute MUST pitch while in the game. If removed from the game, OTHER than for an injury or an emergency, NO other “Primary Pitcher” will be allowed to substitute and an out will be recorded for each scheduled at bat. A roster player or another substitute, other than a “Primary Pitcher”, may participate.
 - (2). Any roster player, or any League player who is ranked equal to or less than the absent

“Primary Pitcher”, may also pitch. A substitute “Primary Pitcher”, if ranked equal to or less than the absent “Primary Pitcher”, may continue to play in any position.

- E. The BOARD, at the beginning and during any playing season, WILL make the following determinations as needed:
 - (1). The number of games that a player may substitute per day, week, month or year. EMERGENCY substitutions, such as replacing an injured, sick, etc. player of a game in progress will NOT count in the total number of games a player is allowed to substitute.
 - (2). The rankings to be allowed for substitute “Primary Pitchers” and substitute players if the “SAME OR LESSER” method is not used.
- F. Substitutes may play any defensive position and be placed in any order in the batting lineup.
- G. A player, who is injured during a game and unable to immediately resume play, may be replaced by an available substitute and then return to the game only ONCE. The substitute will then CEASE to play. If that same player is again injured, preventing further play, NO substitute will be allowed. In all cases, that substitute player will bat in the replaced player’s position in the batting order.

12. SUBSTITUTE RUNNERS:

- A. A runner may request a substitute runner anytime after reaching first (1st) base. That sub runner will be the first eligible player prior to the runner requesting a sub runner. If the designated substitute runner, for any reason is unable to run, that player will be limited by Rule 12F for the remainder of the game.
- B. In the first inning, should the first batter-runner listed in the line-up require a sub runner, the player that is listed last in the batting order will become the sub runner, etc.
- C. A player may be a substitute runner only ONCE per inning.
- D. In the event of a tie after seven (7) innings of play, Rule 2B will apply.
- E. The umpire may rule a delay-of-game penalty if the runner is not replaced in a timely manner.
- F. A runner who requests a sub-runner, and who may or may not remain in the game, will be allowed to have a sub-runner the first time requested with no penalty. On all subsequent at bats, that same batter-runner will be limited to first (1st) base ONLY, whether that player remains in the game or leaves due to injury, illness or emergency. This limitation shall NOT apply, if further advancement of the batter-runner is allowed by rule, such as over-the-fence-home run, ground-rule double, awarded overthrow at first base, etc.

13. CANCELLED OR POSTPONED GAMES:

- A. In the case of potentially hazardous weather or unsafe field conditions, the home plate umpire will make the decision to temporarily postpone or cancel all field activities. In the absence of an umpire, a Board member will make the decision. In the absence of a Board member, the two Managers will make the decision.
- B. All cancelled and permanently postponed games will be played on the following Monday, or if unplayable conditions exist, the first Monday possible. The games will be played at the normally scheduled times and in the order of cancellation or postponement.
- C. An umpire will be provided.

14. PROTESTS:

- A. Types of Protest:
 - (1). Illegal player. The protest must be made while the player is in the game and before the umpire leaves the playing field.
 - (2). Ineligible player. The protest may be made at any time. The Board will determine a players eligibility.

(3). Protests will NOT be considered valid if they are based solely on a judgment call by an umpire, such as balls and strikes or calls on the bases.

(4). Any violation of a League rule where no penalty is prescribed.

B. Procedure:

(1). The manager of the protesting team will immediately notify the home plate umpire that the game is being protested. Every effort will be made to resolve the protest on the field by the two managers and the umpire before the next pitch to a batter. If the protest is determined to be valid due to misinterpretation/misapplication of a playing rule, the correct rule will be applied and the game will continue from the point of protest. If the protest is still determined to be valid by the offended team, the umpire will declare the game to be played "under protest" and will notify the opposing manager and both scorekeepers. If the protest is still not resolved, a Manager will have until the end of the game to again register the protest with the umpire and the opposing Manager.

(2). A letter of "Official Written Protest" will be given to the league President or, if absent, the Vice-president within six (6) days of the protested game.

(3). The written protest will contain the following information:

(a). Date, time and location of the game.

(b). Name of umpire(s) and scorers.

(c). Section of the official or league rules under which the protest is being made.

(d). All details and conditions pertinent to the decision to protest.

(e). All essential facts concerning the matter protested.

(4). After receiving the written protest, the Board will render its decision to the two managers within fourteen (14) days.

C. Decision by the Board:

The decision rendered on a protested game will result in one of the following:

(1). The protest is determined to be INVALID, the final score stands. The Board may impose a loss of two (2) points in the protesting team's League standing for an invalid protest.

(2). If the protesting team wins the game, the protest will be disregarded.

(3). It is determined that an illegal player participated in the play of the game. The offending team will have a total of ten (10) points deducted from the team's League standing for each violation.

(4). It is determined that an ineligible player or substitute player participated in the play of the game. The offending team will have a total of four (4) points deducted from the team League standing for each violation.

(5). It is determined that a league rule was broken where no penalty is prescribed. The Board will determine the penalty to be assessed up to and including a loss of four (4) points in the team League standings.

15. FORFEITS:

A. The Board will have the entire season, from opening day through the evening of the Banquet, to apply the penalty of a valid forfeit.

16. EJECTIONS:

A. Any player who threatens or uses abusive/offensive language in any form directed toward an umpire, another player or spectator will be immediately ejected from the game by the umpire. An ejected player will leave the playing field within one (1) minute AND the ballpark area, which will include the spectator stands and the parking lot, as soon as possible

or the game will be FORFEITED. No substitute will be allowed and an out will be recorded for each "at bat" of the ejected player unless a team member is the replacement.

- B. Ejection is a very serious action taken by the umpire and will NOT be questioned. The player will AUTOMATICALLY receive a MANDATORY one (1) game suspension for the next scheduled game for that player's team. The ejected player will also NOT be allowed to substitute until after the one (1) game suspension is completed. Any team that allows a suspended player to participate during a game in any position will result in a FORFEIT of that game.
- C. An ejected player may petition the Board IN WRITING explaining all facts of the ejection and requesting a review. The Board, after conferring with the umpire and considering ONLY the "act" as it happened, will render one of the following decisions:
 - (1). Upholding the mandatory one (1) game suspension.
 - (2). Deleting the mandatory one (1) game suspension.
 - (3). Adding any additional penalty up to and including expulsion from the League.
- D. Any player who is ejected a SECOND time within a season, or a player who physically attacks an umpire, another player or spectator WILL BE AUTOMATICALLY expelled from the League for the remainder of the season. In order to be considered for re-instatement into the League the following year, the expelled player MUST appeal to the Board in writing.
- E. The use of abusive or offensive language not directed at any one person will be handled at the discretion of the umpire, who may issue a warning or may eject the offending player.

17. ALCOHOL / TOBACCO / FOREIGN OBJECTS:

- A. No player may possess or consume alcohol or use tobacco products on the bench or playing field during an official League 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, up to and including a one (1) year suspension.
- B. Players may not wear wristwatches, bracelets or excessive jewelry. Medical alert bracelets are acceptable. No foreign objects such as cigars, cigarettes, toothpicks, etc. may protrude from the mouth of player on the bench or playing field. Offenders will be prohibited from playing until the foreign object or prohibited item is removed.
- C. Failure of the team manager to have his players comply with these rules will result in a two (2) point loss in the team's League standing.

18. ADDITIONAL RESPONSIBILITIES:

- A. All players are subject to assignment as scorekeepers during the game and field preparation prior to game days. Team assignments will be given to each team manager who will assign these tasks to team members.
- B. Should a team fail to prepare the field as specified in the published field preparation guidelines, the matter will be referred to the Board who may impose any penalty up to, and including, a two (2) point loss in the team's League standing for each occurrence.

19. ADDENDUMS:

- A. All proposed Rule Change Requests (RCR), in order to be considered for the next League season, will be completed by filling out the RCR form attached to the Rules of Play, or an e-mail, utilizing the same format, and given or sent, to the Rules Committee Chairman or any Committee member before 1 July. All RCR's received after 30 June, will be considered for the following season.

APPROVED BY THE BOARD:

21 September 2016

