

# MENIFEE VALLEY UPPER DIVISION SENIOR SOFTBALL

FALL SEASON 2018

## BIG LEAGUE DREAMS, PERRIS, CA



### LEAGUE RULES

1. Senior Softball USA (SSUSA) tournament rules unless otherwise noted.
2. All SSUSA-approved bats are allowed; e.g. Miken Ultra II
3. Age Qualification: A player must become 55+ years of age during the current calendar year to be eligible to play. A player attaining age 55 in any particular calendar year is ~~considered to be 55 as of September 1~~ **eligible to play during the Fall Season** of the previous calendar year.
4. Rosters:
  - a. Local Teams: Local team rosters are limited to 12 players.  
An eligible player not on a roster may become a “full-time” player replacing another full-time player if the latter resigns from the league. Refer to the Player Resignation Policy under the Rules and Policies page on the league website. The new full-time player’s rating must be within one of the resigned full-time player’s rating.  
Exception: A 4 may replace a 6.
  - b. Out-of-Area Teams: Out-of-area team rosters are limited to 14 players.  
An eligible player not on a roster may become a “full-time” player replacing another full-time player if the latter resigns from the league. The new full-time player’s rating must be at, or below, the resigned full-time player’s rating  
  
Teams are required to submit a roster of no more than 14 players to the Board for review/approval. The submittal of the roster is to include a 1-6 “provisional rating” (1 is the highest) of each roster player, as follows: two 1s, two 2s, three 3s, three 4s, two 5s, two 6s, with the final approval of such ratings to be made by the Board. If a player leaves the roster, any future replacement player(s) with his provisional rating must be submitted to the Board for review/approval.  
(A player with such a rating may play in up to two games during which time the Board will confirm or reject the rating. If the rating is rejected, the player is not allowed to play in the league as relates to the resigned player he was designated to replace unless the Board’s rating is lower than the manager’s provisional rating.  
The manager can then decide if he wants the player to replace the resigned player at the lower rating.)
- c. A violation of Rule 4.a or 4.b which causes the use of an ineligible player may result in disciplinary action as solely determined by the Board.
- d. An eligible player not on a roster may become a “pickup” player in a game replacing a missing player after meeting all Pool Player Policy requirements. The “pickup” player must have a rating at, or below, the missing player’s rating.
- e. The league fee for each full-time player will be determined prior to the start of each season. A player must pay his league fee prior to his game(s) in the 3rd week of the season and will not be allowed to play until the fee is paid.
- f. Teams will be charged for awards over the number of roster players on the team. Awards will be presented to all winning team(s) roster players.

5. Defense: 10 defensive players, though a team may play with a minimum of 9.

There will be a 10-minute grace period for the first game for teams unable to field 9 players.

After the first inning there will be no infield practice unless the defense brings in a new infielder, who then may field two warm-up ground balls and make two throws to first base.

At the beginning of each half-inning, including the first inning, a pitcher may take no more than three (3) warm-up pitches, and must do so within a one (1) minute time frame.

A pitcher who relieves another pitcher, during or between innings, may take no more than five (5) warm-up pitches, and must do so within a one minute and 30 second time frame.

A pitcher relieved in an inning that comes back in to pitch in that same inning will receive no warm-up pitches.

A pitcher may take one (1) warm-up pitch to the first batter requesting he move due to the effects of the sun. This will be for one batter only, irrespective of the number of innings that the sun rule stays in effect, and irrespective of whether it's a right or left-handed batter.

Offense: A team must bat all active players on their roster identified on their lineup card.

Note: A roster player not in the batting lineup may be inserted as a substitute using the re-entry rule as long as he is identified on the lineup card as a "substitute."

**Managers must include on the lineup card:**

- a) all roster players attending the game, unless injured or have other valid excuse, must be included in the batting order,
- b) all non-roster substitute players who may have to replace other players later in the game. See Rule #6 below.

6. Substitute ("Sub") Players

The sub's name must appear on the lineup card.

2 types of subs:

Rostered Subs may not participate in the game except as a base coach, courtesy runner, or late arrival (see 7. below).

Non-Rostered Subs may not participate in the game except as a base coach, unless he is replacing a player (with the appropriate rating) who is injured during the game or must leave early.

Subs may play in a suspended version of the game if necessary.

7. Late Roster Arrival:

a. If a team is playing with all roster players, a late arrival roster player must be added to the bottom of the batting order.

b. If a team is playing with pickup players, a late arrival roster player must replace the pickup player substituting for him or added to the bottom of the batting order if no pickup player is substituting for him.

Reminder: All teams may "pick up" players until they reach 12.

c. Pickup players must be identified on the lineup card prior to the start of the game and cannot be added after the game starts.

8. Pickup Players:

All teams may "pick up" players until they reach 12.

A pickup player must be a waiting list, pool, or full-time player; and must have the same or lower rating than the player he is replacing. Players are rated 1 (highest), 2, 3, 4, 5, or 6. Exception: A 5 may also replace a 6.

When a local team is playing against an out-of-area team, it may replace one and only one of its lowest-rated (e.g. rated 2-6) missing players with any full-time or pool player. However, if a local team is already playing with three (or more) rostered 1s by virtue of having replaced a 2-rated player(s) from its roster with a 1-rated player(s) from the waiting list, it may not pick up another 1.

When a local team is playing against another local team, if its roster already has three (or more) rostered 1s by virtue of having replaced a 2-rated player(s) from its roster with a 1-rated player(s) from the waiting list, it may not replace a missing 1 unless it falls below two 1s. (This rule only applies to 1-rated players.)

In the case of doubleheaders, and ONLY in the case of doubleheaders, any team can pick up one player one (1) rating level higher than the rating level of only one of the missing players, but ONLY to get that team to ten (10) players. The expectation is that a manager will make every reasonable effort to pick up players in the usual manner when missing players during a doubleheader before utilizing this rule. Managers will be on the honor system in this regard.

Pickup Players for Tournament/Playoff Format: See Schedule.

9. Games will be seven (7) innings; however, after 1 hr 15 min the umpire will inform the players that they will complete the current inning plus one more unless they're already in the 7th. International Tiebreaker while time is remaining. If the score is tied after the open inning and time has expired, one extra inning will be played.
10. Managers must submit lineup cards to the umpire and opposing manager.
11. A foul ball after 2 strikes is an out.
12. Run Limit Rule: 5 runs/inning in all but the open and extra innings.
13. Flip-Flop Rule: At the start of the open inning if the visiting team is leading by 10 or more runs and both managers agree, the flip-flop rule may be invoked. Manager agreement is not required during playoff/tournament-format play.
14. Courtesy Runners: Unlimited, but no player may be used as a courtesy runner more than once per inning.
15. Base-running: No run-throughs. Sliding OK at all bases except 1B and scoring line unless it is to avoid a collision. Judgment call.
16. Base Runner Safety Rule - 1st and 3rd Base: A runner occupying 1st or 3rd base has the option, for safety reasons only, to vacate his base by moving into foul territory when the pitcher releases the pitch while facing a left-handed or right-handed batter, respectively. A runner on 1st base does not have this option with a right-handed batter and a runner on 3rd base does not have this option with a left-handed batter.

The runner in so doing must not intentionally distract any fielder. The umpire may rule interference.

The runner must reacquire the vacated base before he can advance to the next base.

The runner is subject to being put out by a defensive player, either by tagging him or by touching the previously occupied base (whether a true force out technically exists or not) while in possession of the ball, prior to the runner reacquiring the base.

This rule is offered as an option to a base runner solely for safety reasons. If the runner vacates a base, he does so at his own risk in terms of the potential of being put out during a subsequent play.

Injury Rule - If, in the umpire's sole judgement, a player appears to be seriously injured during a play, whether or not timeout had been called on the play, timeout will be assumed to have been called in order to permit attendance to the injured player. When play is resumed the umpire may, at his own discretion, award bases which, in his judgment, would have occurred had a timeout not been called.

Sun Affecting Batters Rule - If, in the sole judgment of the umpire, the sun is adversely affecting the ability of batters to see the ball, the umpire may allow the pitcher to pitch from up to six feet on either side of the pitching rubber, on the side chosen by the batter. A batter may have a pitcher move according to the prior sentence only one time during a given at bat.

The decision of the umpire to apply this rule is final and not subject to protest or appeal. If the rule is applied, it shall be imposed only at the top of a new inning and applied on a full-inning basis only. The umpire, at his sole discretion will determine how long this rule will apply during a game. Managers do not have input as to whether this rule will be applied; and if applied, when its application will cease during a game.

17. Over-the-Fence Home Run Rule: 4 5 HRs/team. After both teams hit 4 5 HRs, the 1-up rule will be invoked. **The home team may go 1 up in the open inning(s). Each HR over the limit is an out a single with runners advancing only if forced.**

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. The batter-runner and base runners will be allowed to "hit and sit".

18. Pitching Screen: The sole purpose of the pitching screen is to provide a level of safety to the pitcher against batted balls. It is not intended that the screen be used by the defense as an extra fielder or to unnecessarily restrict a batter's hitting options.  
If a batter hits the front of the screen, it's a strike. If he hits it again on the same at bat, he is out.
- If, during a play, a defensive player hits the screen with the ball or causes it to land in the well, the ball is considered live and in play.
  - Extra game balls are not to be retained at/on the pitching screen during play.
  - Location (Placement) of pitching screen:
    - The pitching screen must be utilized during a game. Players may not intentionally move the pitching screen during play.
    - Placement of pitching screen – viewed from pitching rubber toward home plate:
      - Horizontal plane – The right rear leg of the pitching screen must be placed within a space of  $\frac{1}{4}$  to  $\frac{1}{2}$  the distance, (approximately 6 to 12 inches) from the right side of the pitching rubber for a right-handed pitcher, and similarly for a left-handed pitcher.
      - Vertical plane – The end of the legs of the pitching screen may be moved forward approx. 12 inches maximum from the front of the pitching rubber.
    - Once the pitching screen is set per c.(2) above, it must be set as close to parallel to the pitching rubber as possible.
    - Pitchers are allowed to pitch over the pitching screen. All pitching rules apply and must be observed.
    - When the pitcher is requested to move due to the effects of the sun, the pitching screen must be moved in a corresponding distance in the direction the batter moves the pitcher, such that the integrity of the pitcher's safety and not having a “second” defensive player (i.e. the screen) is maintained.
19. Tournament:  
Tournament will be held during seasons with less than 15 regular season games per team.  
Tournament format TBD based on the number of teams. See Schedule.
- Tied teams will be seeded using the following SSUSA tiebreaker criteria:
- Head-to-head, only when each team plays every other team an equal number of times
  - Least runs allowed in games played between the tied teams
  - Run differential in games played between the tied teams  
If necessary, the tournament schedule will be modified to allow all teams still tied for the “final” tournament spot after the third tiebreaker (18c.) to participate in the tournament.
  - Coin flip  
The higher seed will have its choice of home or visitor.
20. Scorekeeping: Both managers are required to verify the umpire's score just prior to the open inning.  
Unless a discrepancy can be resolved at that time, the umpire's score will stand.
21. Protests: A rule misinterpretation will be resolved immediately at the field by the umpire assisted by at least two league board members not involved in the protested game.
22. Rainouts/Cancellations: Some of the games will be made up by adding them to the remaining schedule.  
Preference will be given to those games that may impact 1st place.
23. New players (full-time or pool players) desiring to enter the league must be approved in advance by at least a quorum of the league board.
24. Waiting List: When all teams reach their maximum 12-man roster, new eligible players desiring to play full time will be placed on a waiting list.
- In order to encourage new players to join our league and to enlist positive “public relations” for our league, managers will make every effort possible to first pick up a waiting list player prior to picking up a pool player or player from another team. Managers will be on the honor system in this regard.
25. Ejections: A player ejected from a game for violating the SSUSA Players' Code of Ethics will, at a minimum, not be eligible to play for the remainder of the game in question and his team's next regularly scheduled game.
26. Any questions regarding rules not explicitly covered here should be directed to the league board:  
Steve Baranick, Joe Hansell, Rod Schemp, Tom Jadwin, or Glenn Stevenson.