

MENIFEE VALLEY UPPER DIVISION SENIOR SOFTBALL

“THE BOB KAPPELLER MEMORIAL TOURNAMENT” 2019

BIG LEAGUE DREAMS, PERRIS, CA



®

RULES FOR TOURNAMENT/RECREATIONAL TEAMS

The following rules will be introduced in the 60+ Division only:

- (1) All batters will start with a 1-1 ball/strike count. There will be a “waste foul” available to a batter after there are two strikes in the count.
- (2) All teams are limited to 5 over-the-fence HRs. After both teams hit 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 a single with runners advancing only if forced.

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 turn 55+/60+/65+/70+/75+ years of age during the current calendar year.
Age Qualification: A player must turn 55+ years of age during the current calendar year. (REC RULE)
4. Defense: 10 defensive players (11 for 70+/75+ teams), though a team may play with a minimum of 9.
Defense: 11 defensive players, though a team may play with a minimum of 9. (REC RULE)

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 roster player not in the batting lineup may be inserted as a substitute using the re-entry rule.

5. Games will be seven (7) innings; however, after 1 hr 5 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, the game will end in a tie.
6. A foul ball after 2 strikes is an out.
7. Run Limit Rule: 5 runs/inning in all but the open and extra innings. No catch-up rule.
8. 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.
9. Courtesy Runners: Unlimited, but no player may be used as a courtesy runner more than once per inning.
10. Base-running: No run-throughs. Sliding OK at all bases except 1B and scoring line unless to avoid a collision. Judgment call.
Base-running: Run-throughs. No sliding. (REC RULE)

11. 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 judgement, 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.

12. Over-the-Fence Home Run Rule: SSUSA rules.

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."

Over-the-Fence Home Run Rule: Unlimited. (REC RULE)

13. Pitching Screen: No pitching screen.

Pitching Screen: If a batter hits the front of the screen, it's a strike.

a. 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.

b. Extra game balls are not to be retained at/on the pitching screen during play.

c. Location (Placement) of pitching screen:

(1) The pitching screen must be utilized during a game. Players may not intentionally move the pitching screen during play.

(2) Placement of pitching screen – viewed from pitching rubber toward home plate:

(a) Horizontal plane – The right rear leg of the pitching screen must be placed within a space of ¼ to ½ 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.

(b) 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.

(3) Once the pitching screen is set per c.(2) above, it must be set as close to parallel to the pitching rubber as possible.

(4) Pitchers are allowed to pitch over the pitching screen. All pitching rules apply and must be observed.

(5) 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.

(REC RULE)

14. 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.

15. Protests: Will be resolved immediately at the field by the umpire.

RECREATIONAL LEAGUE RULES WILL BE USED IN ALL GAMES INVOLVING RECREATIONAL TEAMS.