

MENIFEE VALLEY UPPER DIVISION SENIOR SOFTBALL

“THE BOB KAPPELLER MEMORIAL TOURNAMENT” 2025

BIG LEAGUE DREAMS, PERRIS, CA



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 turn 60+/65+/70+/75+/80+ years of age during the current calendar year.
Exceptions: The 70+ age division may draw up to three players turning 69 in this calendar year.
The 75+ age division may draw up to five players turning 74 in this calendar year.
Only one age 55 player will be permitted on a 60-rated team, but that team would be reclassified as a 55-rated team and would give runs per SSUSA rules.
4. Defense: 11 defensive players (10 for 60+ teams), though a team may play with a minimum of 9.

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 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.

For seeding games, if the score is tied after the open inning and time has expired, the game will end in a tie.

6. All batters start with a 1-1 ball/strike count with a “waste foul” after two strikes.
7. Run Limit Rule: 5 runs/inning in all but the open and extra innings.
8. Flip-Flop Rule: At the start of the open inning if the visiting team is leading by 10+ runs, the flip-flop rule will 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.

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 batter may require 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."

13. Pitching Screen: No pitching screen.

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 tournament director(s).

16. Obliterating the Batter's Box: A batter, or any player, who in the umpire's judgment, deliberately erases any portion of the batter's box will be called out. A second offense by the same batter/player, in the same game, will result in an inning-ending out. If the person who erases the box (such as a manager or a catcher) is not due to bat next, the next batter for that team will be declared out.

17. Any questions regarding rules not explicitly covered here should be directed to the league board: Steve Baranick, Joe Hansell, Ron Barnhart, Glenn Stevenson, or David Bates.