

Fallbrook Senior Softball

Local Rules of Play

Fallbrook Senior Softball Recreation League uses the official SSUSA (Senior Softball-USA) rulebook except for these adopted rules. The Commissioner, Rules Committee, and the Current Season Committee (Managers) shall periodically review these rules to ensure fair play and the safety of our players. Changes/additions may be presented to the Commissioner for review.

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Adopted Rule 1- The Board

The Board shall consist of all current season managers and commissioner, each having one vote with the majority rule as governing force.

Adopted Rule 2- League Eligibility

Players must be in (at least) their 50th birthday year.

Adopted Rule 3- Borrowing/Loaning Players

A team is limited to playing with the maximum number of rostered players. A defensive player may be borrowed to play Catcher, First Base or Right Field without penalty. If two players are borrowed, one out at the end of each rotation is suffered. If the other team supplying the borrowed player(s) refuses to follow this rule they will forfeit the game. The team supplying the borrowed player(s) will select the defensive position(s) to field and the player(s) to play the position(s).

Adopted Rule 4- First Base-Orange Bag

A runner may opt not to touch the orange bag extension in order to avoid a collision. The umpire will use his best judgment in making the call.

Adopted Rule 5- The Protest

A protest can only be filed (in writing) by a participating manager within 24 hours to the Commissioner.

Adopted Rule 6- Sanctions

Requests for sanctions can be submitted by any FSS member. They must be in writing. All members of the Board shall discuss the merits of the sanction after a full investigation of facts and levy a ruling by majority.

Adopted Rule 7- Courtesy Runners

Runners may opt not to run for any reason and request a courtesy runner. However, if a courtesy runner is on base at the time they are due to bat, they will be called out and will take their turn at bat unless it's the third out.

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Adopted Rule 8- Bats

Players over 65 may use any bat of their choice. All other bats must be approved.

Adopted Rule 9- Flip-Flop

Mandatory if the visiting team is ahead by 10 or more runs in the last inning.

Adopted Rule 10- Coed Line

Will be set at 180 feet from home plate. May not be crossed until ball is hit.

Adopted Rule 11- Clean Hits/ Awarded Bases

A ball hit cleanly past infielders will award the batter first base. With a runner at first base, a clean hit by the next batter will automatically award the base runner second base.

Adopted Rule 12- Extra Innings

Managers will agree whether to play an extra inning or not. If so, it will be a regular inning with unlimited runs. If the managers do not agree playing an extra inning, the game will end in a tie.

Adopted Rule 13- Kill Time

At the end of 4 innings, if the time is 4:55 PM or after, the game shall be reduced to 7 innings. Kill time is 6 PM sharp. At that time, the game will end with the score reverting to the last completed inning. If a team has the lead at the top half of the last inning, they may call 3 outs and take the field to defend their lead.

Adopted Rule 14- Re-Tag 1st and 3rd Base

A runner at 1st or 3rd may stay off the bag in foul territory until the ball is hit. The runner must re-tag the base before advancing. Failure to re-tag is an automatic out.

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Adopted Rule 15- Umpires

Home plate umpires make ALL calls. If they are uncertain of a call they may ask for input from the base coach(es) and then make a final disposition. An umpire who does NOT call a "time out" at the end of a play, but turns his back on the play signals the play's end.

Adopted Rule 16- Pitcher's Screen

Will be placed 10 feet in front of the pitcher's rubber and no more than half the distance of the rubber to any side. Pitcher's must start delivery with one foot touching the rubber.

Adopted Rule 17- Slide and/or Avoid (Run-Through) at 2nd and 3rd Base:

Base runners will have the option of running through the lines to avoid making contact with the fielding player or sliding directly to the base. If runners are continuing to the next base, they will be allowed to touch the base.

A base runner going from first to second base or from second base to third base may run through the Run Through Lines on either side of the base and shall be declared safe as long as the runner either touches the Run Through Line or lands beyond it before either being forced or tagged out. If the runner touched or landed over the Run-Through Line, the runner must return to the base and touch it prior to advancing to the next base. If a runner, runs through the space between the base and the beginning of the run through line, the runner is considered off the base and can be called out if the fielder tags the runner or the base prior to the runner returning to the base.

The runner has the sole responsibility to avoid contact and may deviate from the base path running past the white line on either side of the base to avoid any such contact. Any contact may cause the runner to be called out due to interference. Depending upon the severity of the contact, the batter/runner may also be called out. Judgment of the umpire in terms of the severity of contact, the degree that a defensive player contributed to the contact, and the likeliness that a double play would have been successful at first base, will be the determining factors in these calls.

Adopted Rule 18- Run-Through Lines:

Each run-through line shall be 3 feet in length, beginning 3 feet from second and third base, on both sides of these bases. The lines at second base should be parallel to the first base line and aligned with the approaching edge of second base. The foul line at third base determines the limit where a runner may run through when avoiding at third base. The two lines on either side of the base designate a lane in which the runner may run through maintaining speed while avoiding contact with any fielder.

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Adopted Rule 19- Straddle/Blocking 3rd Base (Defensive Player):

The defensive player shall NOT straddle third base blocking access to the runner unless the defensive player is making a play at the base or has possession of the ball. The offensive player MUST avoid contact if not sliding and may deviate from the base path enough to avoid contact. Judgment of interference or obstruction is the umpire's call. Sliding runners must slide directly to the base.

Adopted Rule 20- Home Run Limit

In a given game, each team is limited to three home runs over the fence. Any additional hits over the fence will be called a dead ball out.

Adopted Rule 21- Ball/ Strike Count

Batters will start with 1 ball and 1 strike. Once a batter has two strikes, they are allowed one foul ball without being called out. If the batter hits a second foul ball after reaching two strikes, they are automatically out.