

# *Fallbrook Senior Softball Condensed Rules of Play*

*Revised June 2023*

Fallbrook Senior Softball uses the official SSUSA Senior Softball Rulebook except for these adopted rules.

**The Board**: Shall consist of all current managers and commissioners, each having one vote with the majority rule as governing force.

**League Eligibility**: Players must be in (at least) their 50<sup>th</sup> birthday year.

**Eligible # of Players**: A team is limited to playing with the maximum number of drafted or rostered players. A defensive player may be borrowed to play first or catch without penalty. If two players are borrowed, one out at the end of each rotation is suffered.

**1<sup>st</sup> Base Line**: 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.

**Protests**: A protest can only be filed (in writing) by a participating manager.

**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.

**Runners**: Precedent is set during a runner's first time on the base paths in terms of his ability to run during the course of the game with the exception of any injury sustained during that game. A courtesy runner may be used once per team rotation and will not be called out if they are on base when due up to bat. A runner who first requires a substitute in the last inning regardless of the reason for the sub, may not be replaced with a more able runner.

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

**Flip-Flop**: Mandatory if the visiting team is ahead by 10 or more runs in the last inning.

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

**Awarded First Base**: Balls hit cleanly past infielders will award the batter first base.

**Extra Innings**: If agreed upon by the managers, will be a regular inning with unlimited runs. Managers may agree that the game is a tie.

**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.

**Re-Tag 1<sup>st</sup> and 3<sup>rd</sup> Base**: A runner at 1<sup>st</sup> or 3<sup>rd</sup> may stay off the bag in foul territory until the ball is hit. He then must re-tag the base before advancing. Failure to re-tag is an automatic out.

**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.

**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.

**Slide or Avoid Constants; 2<sup>nd</sup> & 3<sup>rd</sup> Base**: Runners and fielders must make every effort to avoid contact. The runner has the greater responsibility to avoid contact and may deviate from the base path 3 feet parallel to the base on either side. As a result of a runner’s effort to avoid, the runner will NOT be called out, provided that, in the umpire’s judgment, the runner stopped even with the base before the ball was caught and the base touched by the defense. Conversely, the runner WILL be called out if the defense has possession of the ball and touches the bag before the runner is even with the bag.

Runners should not run past the base and are subject to a tag out if they overrun.

Sliding runners must slide directly to the base.

**Slide or Avoid 2<sup>nd</sup> Base (no run through)**: A runner from first base will AUTOMATICALLY cause the “batter-runner” to be called out if he fails to avoid contact with the defensive player OR prevents the defensive player from making a further play at first base regardless of the location of the “batter-runner.”

**Slide or Avoid 3<sup>rd</sup> Base (no run through)**: The defensive player shall NOT straddle third base. The offensive player MUST avoid if not sliding. The foul line determines the limit where a runner may stop when avoiding.