

Fallbrook Senior Softball Condensed Rules of Play

Revised May 20, 2025

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 50th birthday year.

Eligible # of Players: A team is limited to playing with the maximum number of 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.

1st 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 an 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: A ball hit cleanly past infielders will award the batter first base.

Extra Innings: Managers will agree whether to play an extra inning or not. If so, it will be a regular inning with unlimited runs.

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 1st and 3rd Base: A runner at 1st or 3rd 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 2nd Base: The runner has the sole responsibility to avoid contact and may deviate from the base path enough to avoid any such contact. Any contact will cause the runner and the batter runner to be called out UNLESS in the umpire’s judgment, the defensive player contributed to making contact.

Slide or Avoid 3rd Base (no run through): The defensive player shall NOT straddle third base blocking access to the runner unless he 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. The foul line determines the limit where a runner may stop when avoiding.

Runners who run past a base are always subject to a tag out.

Sliding runners must slide directly to the base.

Home Run Limit: In a given game, each player is limited to one home run over the fence. Any additional hits over the fence will be a single with runners on base advancing only one base.

Safe At Second: A runner from first base shall not be called out on a force out at second if the batter hits a clean hit through the infield.