

Union County Senior Softball League

League Rules - Revised 03/2009

“Let’s play ball and have some fun”

1 RULES

1 ASA rules will be used unless superseded by UCSSL rules.

2 NEW TEAMS: A team interested in joining the League must submit a non-refundable check equal to the sponsor’s fee to the UCSSL. The check will be applied toward sponsor or player fees should the team enter the League. A 50's team will enter the League as an 'A' team unless the League grants a waiver.

2 THE PLAYING FIELD

1 COMMITMENT LINE: A three (3) foot line shall be marked perpendicular to the foul line and placed halfway (32' 6") between third base and home plate.

2 SCORING PLATE: A 2nd home plate will be used as a scoring plate. It will be placed in foul territory, 8' from the back tip of home plate (on the 3rd base side) on an extended line from first base. A runner attempting to score MUST touch the 2nd home plate.

3 STRIKE ZONE MAT: The mat will be 17" wide and 24" long measured from the tip of the mat. The mat will have a V shape that will allow it to abut home plate.

4 BASES: Bases will be sixty five (65') feet apart.

5 DOUBLE FIRST BASE: A double bag shall be used at first base. The base is 15" by 30". Half the base is white (over fair territory) and half is orange or green (over foul territory). If two individual bases are used, the 2nd base will be in foul territory 1' from the regular base. The 1' separation is a safety issue.

3 EQUIPMENT

1 BALL: The official game ball is a 'RESTRICTED FLIGHT' as provided by the League, Before each season, the managers will approve the ball to be used. Each manager will supply a game ball.

2 CLEATS / SPIKES: Metal cleats are NOT permitted. A player found wearing metal cleats will be ejected from the game. If on base, a dead ball out will be called and all runners must be returned to their base occupied before the play began.

3 SHIRTS: ALL players must wear the team game shirt. A previous year's game shirt may be worn if it is identical to this year's shirt, including color and sponsor. A player may NOT alter his shirt, cutting sleeves, etc. No two players may have the same shirt number.

4 BATS: We will abide by the ASA NON APPROVED BAT LIST. Wooden bats may be used. A player using an illegal bat shall be removed from the game and an out recorded. The bat is also removed from the game. If the illegal bat is discovered 'after' a play, in addition to the above, ALL runner(s) must return to the base(s) they occupied before the play. A substitute player, if available, can replace the ejected player. If not replaced, a slot out will occur each time the ejected player is due at bat.

4 PLAYERS, COACHES & SUBSTITUTES

1 MEMBERSHIP:

A- All members must complete and return the registration form along with the yearly fee for the upcoming season.

B- Members must submit a proof of age document with photo I.D.

C- All players will be members of the New Jersey Senior Softball Association (NJSSA).

2 TEAMS: Each team roster will consist of a minimum of 13 players and a maximum of 20 players. Emergency roster changes can only be made by the League if a roster is reduced to fewer than thirteen players. A Union County resident age 80 or above, while paying his yearly fee, does not count against the roster size.

A- OVER 50: A team may have a maximum of 6 out of county players (OOC).

B- OVER 60: A team may have a maximum of 10 OOC players.

C- GRANDFATHERED PLAYERS: A grandfathered player does NOT count against the OOC players on a roster.

D- The League entry fee and team roster (preliminary) must be submitted before the scheduling meeting that is held in mid-April. Final rosters are due by May 20th of each year. No changes can be made after that date, unless deemed necessary by league officials.

3 ELIGIBILITY:

A- All players must be 50 or 60 (depending on the division) or older during the current year.

B- Players must have played in a minimum of 6 games in order to be eligible for the playoffs.

C- If due to medical reasons a player does NOT play 6 games, the League can allow him an exemption to play. The League MUST be notified of the player's medical condition.

D- If a player is challenged on his games played, his manager must show proof of 'games played'.

4 LIABILITY: All players and managers must sign a statement of discharge of liability before entering into any league activity.

5 PLAYING TIME:

A- 50 DIVISION: Except for the manager, each player present at the start of the game must be in the batting order for a minimum of three (3) innings. He does NOT have to play a defensive position. Any player entering the game after the 4th inning must replace another player and be announced to the opposing manager during the 5th inning.

B- 60 DIVISION: All players must play three innings. If not in the starting lineup, he will substitute for a starting player. An unlimited number of batters can be in the lineup.

6 EXTRA PLAYERS: Any number of players can be in the batting order. Only ten men can play in the field in the 50's Division and eleven players in the 60's. Any player in the batting order can play in the field at any time.

7 INJURED PLAYER: A substitute can replace an injured player. If there are NO substitute players available for an OBVIOUSLY injured player, NO slot out will occur when the player is due to bat. His spot will be skipped. A player leaving for any other reason, and NOT replaced, a slot out will be recorded when the removed player is due to hit.

8 LATE PLAYERS: If a team starts the game with fewer than the standard number of players, (10 in the 50's, 11 in the 60's), late arriving players are added to the bottom of the lineup until the full lineup is reached. Additional late arriving players can be added to the bottom of the lineup until the leadoff batter has come to bat for the 2nd time.

9 PLAYER TRANSFER FROM TEAM TO TEAM:

A- OFF-SEASON: A player wishing to transfer to another team must have the approval of both managers. If the manager disapproves, the player must sit out one season before being able to transfer. If asked by either the player or manager, the league will mediate the impasse. REMEMBER, the object of the UCSSL is to have players play softball, NOT sit out a year.

B- DURING THE SEASON: A player will notify both the League and both managers of his desire to transfer NEXT season. He will continue to play for his current team for the remainder of the season and will become a free agent after the current season. Notification must be made to both the League and the player's manager prior to June 30 of the current year.

C- A player wishing to transfer from a "B" Division team to an "A" team should be able to do so without his current managers approval. He does NOT have to sit out a year. This shall be done during the off-season.

10 GRANDFATHERED PLAYER:

A- A player, living in UC, starts playing in the UCSSL. He moves out of the County while continuing to play in the League. This player is 'GRANDFATHERED'.

B- If for any reason he misses a season (not on a team roster), he will no longer be grandfathered, and will be treated as an OOC player if he reapplies to play in the League.

C- The League commissioner will maintain the list of 'grandfathered' players'.

5 THE GAME

1 FORFEITS: Game time 6:15, Forfeit time 6:30. Game will start at 6:15 if 'both' teams have the minimum number of players to start the game.

2 MINIMUM PLAYERS:

A- 50'S: 8 Players to start the game. 9th spot in the batting order is a slot out.

B- 60's: 9 players to start the game. 10th spot in the batting order is a slot out.

C- In both of the above, the opposing team will supply a person to stand behind the plate and return the ball to the pitcher. He will NOT make any plays.

3 LENGTH OF GAME:

A- Length of the game is 7 innings or until a winner is determined.

B- An Official game is 4 1/2 innings or 5 innings if the Home Team is losing.

C- An incomplete game will be replayed from the start.

4 MERCY RULE:

A- A 15 run mercy rule will be in effect after 4 1/2 innings, 5 if the home team is losing.

B- The mercy rule will not be in effect during playoff games.

5 TIES:

A- Tie games after 7 innings will continue using the International Tie Breaker Rule until one team is ahead after a completed inning. All extra innings are open innings.

B- END OF SEASON TIE BREAKERS:

1- Head to head record.

2- Division Record (50's).

3- Run differential, head to head.

4- Least runs allowed, head to head.

5- Run differential, all games.

6- Run differential, within the Division (50's only).

7- A playoff game. Coin flip to determine the home team.

6 RAINOUTS: Rainouts will be scheduled as soon as possible. Friday nights and games at 8PM may be required.

7 SCORING & PUBLICITY:

A- The Home Team's score book is the official book.

B- Both managers must report the game scores to the Publicity Chairman within 24 hours, advising him of game highlights and their team's won / lost record.

8 PLAYOFFS:

A- Highest seeded team will have the home field advantage.

B- The highest seeded team will always play the lowest seeded team in a playoff round.

C- In a three (3) game series, the highest seeded team is the home team for game 1 and the 'if' game.

9 HOME TEAM:

A- Occupies the 1st base dugout/bench

B- Brings

1- Bases.

2- 2nd home plate.

3- Strike mat.

C- Pays the Umpire.

D- Keeps the Official Score Book.

10 INTERNATIONAL TIE BREAKER:

A- It is used to start each half inning in extra inning games.

B- The last batter in the previous inning is placed on 2nd base. He cannot get a courtesy runner until he reaches 3rd base.

C- The game proceeds as normal.

6 PITCHING

1 ARC PITCH: The height of a legal pitch is between 6' and 12' from the playing surface.

2 CALLED STRIKE: A legal pitch striking ANY (including the black part of home plate) portion of the mat or home plate.

3 PITCHER'S BOX: The pitcher's box is a 2' by 6' rectangle starting from the pitching rubber (50') and extending back 6'. The pitcher can pitch from anywhere within this box as long as his pivot foot is within or touching the boundary line of the box. The pitcher CANNOT walk up and pitch, he MUST come to a COMPLETE stop presenting the ball before pitching. ALL other ASA pitching rules must be observed.

7 BATTING

1 THIRD STRIKE FOUL:

A- Dead ball out, whether caught or not.

B- Runners CANNOT advance.

2 FOUL TIP: A batter is OUT when a foul tip (not higher than the batter's head) goes directly to the catcher and is caught.

3 MAXIMUM RUNS PER INNING: A team may score 6 runs per half inning. However, a trailing team can 'catch up' and score an additional 6 runs. This is called 'catch up + 6'. The last inning is an open inning, with teams allowed to score an unlimited number of runs.

8 BASE RUNNING

1 BASE RUNNING:

A- 50's: each runner must reach 1st base on his own.

B- 60's: A disabled player (disability card) may have a 'rabbit' running to 1st base.

1- Rabbit is the last batted out.

2- A courtesy runner CANNOT replace a rabbit.

C- Base runners may leave the base when a pitched ball is hit, touches the ground, or reaches home plate.

2 COURTESY RUNNERS:

A- Any player may be a courtesy runner.

B- Unlimited courtesy runners, but a runner can only run once per inning.

C- A runner who is replaced by a courtesy runner cannot be a courtesy runner in the SAME inning.

D- A courtesy runner must be inserted before the 1st pitch to the next batter.

E- A courtesy runner can be replaced by another courtesy runner before the 1st pitch is thrown.

F- If a pitch is thrown with an illegal courtesy runner on base, an appeal can be made and the illegal runner is out.

G- If a courtesy runner is on base when he is due at bat:

1- The courtesy runner is out.

2- The courtesy runner comes to bat.

3- If the out is the 3rd out, he leads off in the next inning.

3 SLIDING, OVER-RUNNING:

A- Sliding is permitted into any base including 1st base and the 2nd home plate.

B- Over running 2nd and 3rd base without liability to be tagged out is NOT allowed.

4 INTERFERENCE: Runner must slide and avoid contact with an infielder attempting a double play. If, in the Umpire's judgment, the player did NOT attempt to avoid contact, he WILL rule a double play. IMPORTANT: THIS IS A JUDGEMENT CALL. You cannot protest the umpire's call.

5 COMMITMENT LINE: A line halfway between 3rd and home plate. A runner touching or crossing this line (with his foot), MUST continue toward home plate. Returning toward 3rd base is an automatic out.

6 HOME PLATE OUT: A play at home plate is a force out. The defensive player must have possession of the ball, tagging home plate (not the strike mat) before the runner touches the 2nd home plate. The defensive player may NOT tag the runner after the runner steps on or crosses the commitment line. A runner crossing or touching either home plate or the strike zone mat shall be called out.

7 SCORING: A run will score when the runner touches the 2nd home plate before the defensive player tags home plate.

9 PROTESTS / UMPIRES

1 PROTESTS: Rule ASA Rule #11 will apply. The Umpire and opposing manager must be notified of your intention of protesting BEFORE the next pitch. A protest committee consisting of League Officers will determine the results of the protests. A protest MUST be filed in writing along with a \$50 check. The check will be returned if the protest is allowed.

2 DISPUTED PLAY: ONLY managers or assistants can discuss disputed plays with the umpire.

3 LACK OF AN UMPIRE: If the ASA Umpire does NOT show, the game must be played. Managers should agree on a substitute umpire. Players, spectators or a combination of both can be used. A spectator, who can be a player from another team, should be paid the normal umpire's fee. The league coordinator should be notified so that he can follow up with the ASA Umpire Assignor.