

2008



Official Senior Softball-USA Rulebook



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CODE OF ETHICS

As a participant in a Senior Softball-USA/ Senior Softball World Championships tournament, including Qualifiers and International Tours, I agree to conduct myself as a gentleman or lady both on and off the field, and that when playing I will:

Article 1: Abide by the current “Official Senior Softball Guide and Playing Rules” to the best of my ability.

Article 2: Accept the decision of the umpires and my team manager in good sportsmanship.

Article 3: Neither taunt nor degrade my opponent.

Article 4: Avoid bodily contact that may cause injury to others or myself.

Article 5: Never direct abusive or profane language at officials or opponents.

Article 6: Exercise control over my family members and friends to the extent of Articles 3 and 5 above.

Article 7: Not commit any act that could be considered unsportsmanlike conduct.

OFFICIAL SENIOR SOFTBALL 2008 RULEBOOK

(Updates marked in BOLD type)

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First Aid Basics

✓ If it is obvious someone has a broken arm or leg, or if they tell you that they think it is broken, do not move the injured limb. Make the person as comfortable as possible, call 911 and have the medics treat it.

✓ If someone is unconscious after colliding with another player, or after being hit by a bat or ball, you should follow this procedure: Make sure the person has an open airway to breathe and call 911. If they become conscious, they should be removed from the game and be watched closely for 4 hours.

✓ If someone is bleeding and the blood gets into his or her mouth, put the person on their side and make sure you keep an airway open.

✓ If someone quits breathing and has no pulse, immediately start CPR with 2 breaths, followed by 30 chest compressions. Find out if an AED machine is available.

✓ When treating shock, remember: “Face is red, raise the head. Face is pale, raise the tail.”

✓ The two most important rules of First Aid are: To protect yourself and cause no further harm.

-- Jim Sherman, SSUSA National Safety Director

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PLAYING RULES

2008

These rules replace and supersede any rules printed for Senior Softball World Championships, Inc., prior to this publication.

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SECTION 1 DEFINITIONS

Note: Wherever “he” or “him” or “their” related pronouns may appear in this rule book either as words or as parts of words, they have been used in their generic sense to include both male and female sexes.

1.1 APPEAL PLAY

A. An appeal play is a play on which an umpire may not make a decision until requested by a manager, coach or player. The appeal must be made before the next legal or illegal pitch or before the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area. On the last play of the game, an appeal can be made until the umpires leave the field of play.

B. Types

1. Missing a base or touching the white portion only of the double base when a play is being made on the batter-runner at first base.
2. Leaving a base on a caught fly ball before the ball is first touched.
3. Batting out of order.
4. Attempting to advance to second base after making a turn at first base (Umpire's judgement).
5. After the third out in order to nullify a run.

1.2 BASE ON BALLS

A base on balls permits a batter to gain first base without liability to be put out and is awarded to a batter by the umpire when four pitches are judged to be balls. If the pitcher desires to walk a batter intentionally, he may do so by notifying the plate umpire who shall award the batter first base. Only one batter at a time can be

intentionally walked.

1.3 BASE PATH

A base path is an imaginary line three feet (0.91 m) on either side of a direct line between the bases, or a direct line between a base and the runner's position at the time a defensive player is attempting (or about to attempt) to tag the runner.

1.4 BATTED BALL

A batted ball is any ball that hits the bat or is hit by the bat and lands either in fair or foul territory. No intent to hit the ball is necessary.

1.5 BATTER'S BOX

The batter's box is the 3-foot by 7-foot area to which the batter is restricted. The lines are considered as being within the batter's box. Prior to the pitch, he may touch the lines, but no part of his foot may be outside the lines.

1.6 BATTER-RUNNER

A batter-runner is a player who has finished his turn at bat but has not yet been put out or touched first base.

1.7 BATTING ORDER

The batting order is the official listing on the lineup card of offensive players by first and last name, in the order in which members of that team must come to bat. NOTE: Uniform number and defensive position shall also be listed on the lineup sheet.

1.8 BLOCKED BALL

A blocked ball is a batted or thrown ball that is touched, stopped or handled by a person not engaged in the game, or which

touches any object that is not part of the official equipment or official playing area.

1.9 BLOOD RULE

Refers to a player, coach or umpire who is bleeding or who has blood on his uniform and treatment is required.

1.10 CATCH

A catch is a legally caught ball which occurs when the fielder catches a batted, pitched or thrown ball with his hand(s) or glove. In establishing a valid catch, the fielder shall hold the ball long enough to prove he has complete control of it or that his release of the ball is voluntary and intentional. If a player drops the ball after reaching into his glove to remove it or while in the act of throwing, it is a valid catch. If the ball is merely held in the fielder's arm (s) or prevented from dropping to the ground by some part of the fielder's body, equipment or clothing, the catch is not completed until the ball is in the grasp of the fielder's hand(s) or glove. It is not a catch if a fielder, immediately after he contacts the ball, collides with another player, umpire or a fence, or falls to the ground and drops the ball as a result of the collision or falling to the ground. A ball which strikes anything other than a defensive player while it is in flight, is ruled the same as if it struck the ground. An illegally caught ball occurs when a fielder catches a batted or thrown ball with anything other than his hand(s) or glove in its proper place.

1.11 CATCHER'S BOX

The area defined by lines which are considered within the catcher's box. The catcher's body and equipment are considered within the box unless touching the ground outside the box. The catcher must remain in the box until the pitched ball is batted, touches the ground or plate or reaches the catcher's box.

1.12 CHARGED CONFERENCE

A charged conference takes place when:

A. Defensive Conference. The defensive team requests a suspension of play for any reason, and a representative (not on the field) enters the playing field and gives the umpire cause to believe that he has delivered a message (by any means) to the pitcher. When the representative crosses the foul line on the return to the dugout, the conference is over.

B. Offensive Conference. The offensive team requests a suspension of play to allow the manager or other team representatives to confer with the batter and/or runner(s).

C. There will be only one charged offensive conference in an inning. The umpire will only allow one offensive conference.

Effect: The manager or team representative who insists on more than one offensive conference shall be ejected.

1.13 CHOPPED BALL

A chopped hit ball occurs when the batter strikes downward with a chopping motion of the bat so that the ball bounces high into the air. The player may be called out; umpire's judgement.

1.14 COACH

A base coach is a member of the team at bat who takes his place within one of the two coach's boxes on the field to direct the players of his team in running the bases. Two coaches are allowed. One coach can have in his possession in the coach's box a score book, pen or pencil and an indicator, all of which shall be used for score keeping or record keeping purposes only. No communication equipment is allowed.

1.15 COMMITMENT LINE

A three (3) foot Commitment Line shall be marked across and perpendicular to the foul line and placed twenty (20) feet from the

third base corner of home plate.

1.16 DEAD BALL

The term that is used for a ball that has crossed over the dead-ball line, touched a player or object not in the game, and/or the umpire has ruled dead. A dead ball line is considered in play. A player may reach over the dead ball line to make a catch.

1.17 DEFENSIVE TEAM

The defensive team is the team in the field.

1.18 DISLODGED BASE

A dislodged base is a base displaced from its proper position.

1.19 DOUBLE PLAY

A double play is a play by the defense resulting in two offensive players being legally put out.

1.20 EJECTION

The result of an incident that requires removal from the game by the umpire, whereby the ejected player or coach can no longer participate. A flagrant act will require the player or coach to leave the grounds for the remainder of the game. Any ejected player discovered participating will constitute a forfeit.

1.21 FAIR BALL

A batted ball shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time he touches the ball. It does not matter whether the ball first touches fair or foul territory, as long as it does not touch anything foreign to the natural ground in foul territory and complies with all other aspects of a fair ball. A fair ball is a legally batted ball that:

A. Settles or is touched on or over fair territory between home and first base or between home and third base.

B. Bounds over or past first or third base which is in fair territory, regardless of where the ball hits after going over the base.

C. While on or over fair territory, touches the person, attached equipment or clothing of a player or an umpire.

D. Touches first, second or third base.

E. First falls or is touched on or over fair territory beyond first, second or third base.

F. While over fair territory, passes out of the playing field beyond the outfield fence

G. Hits the foul pole.

1.22 FAIR TERRITORY

Fair territory is that part of the playing field within, and including, the first and third base foul lines from home plate to the bottom of the playing field fence and perpendicularly upwards.

1.23 FAKE TAG

A form of obstruction by a fielder who neither has the ball nor is about to receive the ball, and which impedes the progress of a runner either advancing or returning to a base. The runner does not have to stop or slide. Merely slowing down when a fake tag is attempted would constitute obstruction.

1.24 FIELDER

A fielder is any player of the team in the field.

1.25 FLY BALL

A fly ball is any fair or foul ball batted into the air.

1.26 FORCE OUT

A force out is an out which may be made only when a runner loses the right to the base he is occupying because the batter be-

comes a batter-runner, and before the batter-runner or a succeeding runner has been put out. NOTE: If the forced runner, after touching the next base, retreats for any reason towards the base he last occupied, the force play is reinstated and he may again be put out if the defense tags the runner or the base to which the runner is forced.

1.27 FOUL BALL. A foul ball is a batted ball that:

- A. Settles or is touched on or over foul territory between home and first base or between home and third base.
- B. Bounds or rolls past first or third base on or over foul territory.
- C. While over foul territory, touches the person, attached equipment or clothing of a player or an umpire, or any object foreign to the natural ground.
- D. First hits the ground or is first touched over foul territory beyond first or third base. A caught fly ball is not a foul ball.
- E. Touches the batter or the bat in the batter's hand(s) a second time while the batter is within the batter's box.

1.28 FOUL TIP

A batted ball which goes directly from the bat, not higher than the batter's head, to the catcher's hand(s) or glove and is legally caught by the catcher. NOTE: Any batted ball that goes directly from the bat, not higher than the batter's head to any part of the catcher's body or equipment other than the hand(s) or glove is a foul ball and dead.

1.29 HEADWEAR

- A. Offensive: All helmets and face masks must be approved by the National Operating Committee on Standards for Athletic Equipment (NOCSAE) and game officials. Any player may wear an approved helmet with or without ear flaps. It must have a bill.
- B. Defensive: Any player may wear an approved helmet with or without earflaps. It must have a bill.

C. (Male) Ball caps are mandatory. They must be alike and worn properly.

D. (Female) Ball caps, visors (other than plastic) and headbands are optional for players and, if worn, can be mixed. Handkerchiefs do not qualify as headbands and cannot be worn around the head or neck.

1.30 HOME TEAM

The home team shall be designated by mutual agreement or by a flip of a coin.

1.31 ILLEGAL BAT

An illegal bat is one that does not meet the requirements of Section 8.4.

1.32 ILLEGALLY BATTED BALL

An illegally batted ball occurs when the batter hits the ball fair or foul and:

A. The entire foot is completely outside the lines of the batter's box and on the ground.

B. Any part of the foot is touching home plate.

C. An illegal or altered bat is used.

1.33 ILLEGAL PLAYER

An illegal player is a player who takes a position in the line-up, either on defense or offense, who does not have a legal right to that position. A player will not violate the Illegal Player Rule until after one pitch, legal or illegal, has been thrown. An illegal player is handled as a protest by the offended team while the player is still in the game. Once the umpire is notified, in all cases the illegal player is disqualified and can be legally replaced either by a substitute or a starter who re-enters the game

1.34 ILLEGAL PITCHER

A player legally in the game, but one who may not pitch as a result of being removed from the pitching position by the umpire because of:

A. Two charged defensive conferences in one inning.

B. Pitching with excessive speed after a warning. **EFFECT:** If an illegal pitcher returns to the pitching position and has thrown one pitch he is ejected from the game.

1.35 INFIELDP OP-UP

A defensive player shall not purposely let an infield pop-up fly drop without attempting to catch it. This is an umpire's judgment call. Only one recorded out may be made on the play.

1.36 ILLEGAL SUBSTITUTE

A player who has entered the game illegally. (See 6.33)

1.37 INELIGIBLE PLAYER

A player who does not meet the requirements of SSUSA. The determination of eligibility is not the responsibility of the umpire. The use of an ineligible player will constitute a forfeit if properly protested.

1.38 INFIELDP

The infield is that portion of the field in fair territory which includes areas normally covered by infielders.

1.39 INFIELDP FLY

A fair fly ball (not including a line drive) which can be caught by an infielder with ordinary effort when first and second bases or first, second and third bases are occupied before two are out. Any defensive player who positions himself in the infield at the start

of the pitch shall be considered an infielder for the purpose of this rule. The infield fly is ruled when the ball reaches the highest point based on the position of the closest infielder regardless who makes the play. When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare "Infield Fly. The batter is out" for the benefit of the runners. If the ball is near a foul line, the umpire shall declare "Infield Fly. The batter is out if fair."

The ball is alive and runners may advance at the risk of the ball being caught. The runner can tag up and advance once the batted ball is touched (prior to catching), the same as on any fly ball. If a declared infield fly becomes a foul ball, it is treated the same as any foul.

1.40 IN FLIGHT

In flight is that term used for any batted, thrown or pitched ball which has not yet touched the ground or some object or person other than a fielder.

1.41 IN JEOPARDY

In jeopardy is a term indicating that the ball is in play and an offensive player may be put out.

1.42 INNING

An inning is that portion of a game within which the teams alternate on offense and defense and in which there are three outs for each team. A new inning begins immediately after the final out of the previous inning.

1.43 INTERFERENCE

Interference is the act of an offensive player or team member which impedes or confuses a defensive player attempting to execute a play. A base runner must get down or out of the way of

a fielder making a play.

1.44 LEGAL TOUCH

A legal touch occurs when a runner or batter-runner who is not touching a base is touched by the ball while it is securely held in a fielder's hand(s) or glove. The ball is not considered as having been securely held if it is juggled or dropped by the fielder after having touched the runner, unless the runner deliberately knocks the ball from the hand(s) of the fielder. It is sufficient for the runner to be touched with the glove or hand(s) holding the ball.

1.45 LINE DRIVE

A fly ball that is batted sharply and directly into the playing field.

1.46 OBSTRUCTION

Obstruction is the act of:

- A. A defensive player or team member which hinders or prevents a batter from striking at or hitting a pitched ball.
- B. A fielder, who is not in possession of the ball, in the act of fielding a batted ball, nor about to receive a thrown ball, which impedes the progress of a runner or batter-runner who is legally running bases.

1.47 OFFENSIVE TEAM

The offensive team is the team at bat.

1.48 ON-DECK BATTER

The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.

1.49 OUTFIELD

The outfield is that portion of the field in fair territory which is not normally covered by an infielder.

1.50 OVERSLIDE

An overslide is the act of an offensive player when, as a runner, he overslides a base he is attempting to reach. It is usually caused when his momentum causes him to lose contact with the base which then causes him to be in jeopardy.

1.51 OVERTHROW

An overthrow occurs when a thrown ball from a fielder goes beyond the boundaries of the playing field (dead ball territory).

1.52 PLAY BALL

Play ball is the term used by the plate umpire to indicate that play shall start and shall not be declared until all defensive players are in fair territory except the catcher, who must be in the catcher's box.

1.53 PROTESTS

Only managers or acting managers may consult the umpire over rule interpretations. There are three types of protests:

A. Misinterpretation of a playing rule — must be made before the next pitch or, if on the last play of the game, before the umpires leave the playing field.

B. Illegal substitute — must be made while they are in the game and before the umpires leave the playing field.

C. Ineligible player — can be made any time during or after the game. Eligibility is the decision of the protest committee. (For Tournament Protest Committee, see 5.2)

1.54 QUICK PITCH

A pitch made by the pitcher with the obvious attempt to catch the batter off balance. This would be before the batter takes his desired position in the batter's box or while he is still off balance as a result of the previous pitch.

1.55 RUNNER

A runner is an offensive player who has reached first base and has not yet been put out.

1.56 RUNNER'S LINE

A Runner's Line shall be marked according to the Official Dimensions, diagram on page 100.

A 30-foot Runner's Line shall be marked parallel to the first base foul line ending at the rear of the double base. The line will run three feet outside the foul line and will be joined to the foul line closest to Home Plate by a perpendicular line.

1.57 SACRIFICE FLY

A sacrifice fly is scored when, with fewer than two outs, the batter scores a runner with a fly ball or line drive that is:

- A. caught.
- B. dropped by an outfielder (or an infielder running into the outfield), and, in the scorer's judgment, the runner could have scored after the catch had the fly ball or line drive been caught.

1.58 SCORING PLATE

A Scoring Plate shall replace the Scoring Line **when possible**. (See Section 7.3C.) The Scoring Plate should be anchored to the ground to prevent slippage and change of position during the game. **IMPORTANT FOR UMPIRES:** The Plate Umpire should keep the Scoring Plate dry and clean as often as Home Plate.

1.59 STARTING PITCHER

The player listed as a pitcher on the lineup card or official score book.

1.60 STARTING PLAYER

A starting player shall be official when the lineup is inspected and approved by the plate umpire and team manager at the pre-game meeting. The names **shall** be entered on the official **Game Card** in advance of this meeting; however, changes can be made at the pre-game meeting with no charged substitutions.

1.61 STRIKE ZONE MAT

A Strike Zone Mat will be used. The rectangular mat will be nineteen (19) inches wide and thirty-four-and-a-half (34-1/2) inches. The mat shall be made of rubber or other suitable material. The mat will be placed over Home Plate and be aligned with the front edge of Home Plate. DEFENSE: A defensive player making a play at Home Plate will be allowed to complete the force-out play by touching any portion of the strike mat, not just home plate. If a defensive player kicks or moves the mat during the force play, the batter-runner scoring will be declared safe.

1.62 TRAPPED BALL

A trapped ball is

A. A batted fly ball or line drive which hits the ground or a fence prior to being caught,

B. A thrown ball to any base for a force out which is caught with the glove over the ball on the ground rather than under the ball.

C. A trapped ball is not a catch.

1.63 TIME

Time is the term used by the umpire to order the suspension of play.

1.64 TRIPLE PLAY

A triple play is a continuous action play by the defense in which three offensive players are put out.

1.65 TURN AT BAT

A turn at bat begins when a player first enters the batter's box and continues until he is put out, becomes a batter-runner or is substituted for while at bat.

SECTION 2

PLAYING FIELD DIMENSIONS

The playing field is the area within which the ball may be legally played and fielded. There shall be a clear and unobstructed area between the foul lines and within the radius of the prescribed fence distances from home plate. (See **Official Dimensions on Pages 100-103**).

NOTE: If the base distances or the pitching distance is found to be the wrong dimensions during the course of the game, correct the error, with no penalty, and continue playing the game. Every effort should be made by the umpire to obtain the correct dimensions.

2.1 GROUND RULES

Ground or special rules establishing the limits of the playing field may be agreed upon by leagues or opposing teams. Any obstruction on fair ground less than the prescribed fence distances from

home plate should be clearly marked for the umpire's information.

If using a baseball field, the mound should be removed and the backstop distance must meet those prescribed (minimum of 25 feet (7.62m) or a maximum of 30 feet (9.14m) from home plate).

2.2 DIAMOND LAYOUT

For the layout of the diamond, refer to diagrams showing official dimensions for a senior softball diamond, **Pages 98-100**.

2.3 EQUIPMENT AND MARKINGS

A. The Pitcher's Box consisting of the area from the front of the pitcher's plate, 50 feet (15.24 m) from Home Plate, and extending back six feet perpendicular to the pitcher's plate shall be used. The Pitcher's plate shall be of rubber or wood, 24 inches (60.96cm) long and six inches (15.24cm) wide. The top of the pitching rubber shall be level with the ground. The front of the pitching rubber shall be the prescribed pitching distance from the back point of home plate (50 feet; 15.24 m). The Pitcher's Box will be marked with chalk or field paint. **Page 103**.

B. Home plate shall be made of rubber or other suitable material. It shall be a five-sided figure, 17 inches (43.18cm) wide across the edge facing the pitcher. The sides shall be parallel to the inside lines of the batter's box and shall be 8 1/2 inches (21.59cm) long. The sides of the point facing the catcher shall be 12 inches (30.48cm) long.

C. The scoring plate shall be of the same composition and have the same dimensions as home plate, and shall be placed with its back tip 9 feet 5 inches from the third-base corner of home plate, and its front edge parallel to that of home plate as shown in the Official Dimensions Diagram. A line shall be drawn from the commitment line to the scoring plate.

D. The bases shall be 15 inches (38.10cm) square, shall be made of canvas or other suitable material and not more than five inches (12.70cm) in thickness. The bases should be properly

fastened in position. Exception: The double base shall be used at first base. This base is 15 by 30 inches and made of canvas or other suitable material. Half the base is white (over fair territory) and half is orange or green (over foul territory). It should not be more than five inches (12.70cm) in thickness. NOTE: With the double base at first, the following rules should be enforced:

1. A batted ball hitting or bounding over the white portion is declared fair and a batted ball hitting or bounding over the colored portion is declared foul.

2. Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the colored portion. If the ball is overthrown, the batter/runner may use the white portion of the bag to avoid contact or collision. On extra base hits or balls hit to the outfield when there is no play being made at the double base, the runner may touch the white or colored portion.

3. Should the batter-runner round the base on a hit to the infield or the outfield, he must return to the white portion.

4. When tagging up on a fly ball, the white portion must be used.

E. A Commitment Line, a Scoring Plate, a Strike Zone Mat (See Section 6.60), and Runner's Lines, as set forth in the Field Dimension Diagrams are the Equipment and Markings that shall be added to the standard playing field.

2.4 DISTANCE BETWEEN BASES

Bases shall be set 65 feet apart for all age groups and divisions.

2.5 DISTANCE TO FENCES

All outfield fences shall be a minimum of 275 feet from Home Plate for the Women's, Double A and the Triple A Divisions, and 300 feet for the Major and Major-Plus Divisions. Exceptions for some age groups may be made with approval of SSWC.

SECTION 3

PLAYERS' EQUIPMENT

3.1 METAL CLEATS ARE PROHIBITED

A player found wearing metal cleats in a game will be ejected from the game, and if on base, he will be called out. Any player on base at the time the ejected player came to bat must return to the base occupied at that time if there are fewer than three (3) outs.

3.2 NUMBERS ON UNIFORMS

Players must wear visible numbers — a minimum of six (6) inches high — on their uniforms with no two identical numbers on a team.

3.3 RESTRICTED EQUIPMENT

Any softball equipment deemed unsafe by SSUSA/SSWC will not be permitted to be used in SSUSA/SSWC-sponsored events.

3.4 OFFICIAL BATS

A. All bats used in SSUSA and SSWC play, including qualifiers, must be approved by SSUSA/SSWC.

B. Shall not be more than 34 inches (87.0cm) long, nor exceed 38 ounces (1100.0g) in weight.

C. Shall not have exposed rivets, pins, rough or sharp edges or any form of exterior fastener that would present a hazard. A metal bat shall be free of burrs.

D. If metal, shall not have a wooden handle, but handle may be angular.

E. Shall have a safety grip of cork, tape (no smooth, plastic tape) or composition material. The safety grip shall not be less than 8 inches (20cm) long and shall not extend more than 15 inches (40.0cm) from the small end of the bat. Any molded

finger-formed grip made by the bat manufacturer, if used, must be permanently attached to the bat or attached to the bat with safety tape and must be approved by SSUSA/SSWCI. Resin, pine tar or spray substances placed on the safety grip to enhance the grip are permissible on the grip only. Tape applied to any bat must be continuously spiral. It does not have to be a solid layer of tape. It may not exceed two layers. Taping of a bat less than the required length is considered illegal. APPROVED GRIPS: Bear Grip, Dome Style Power Grip, Finger Style and Sure Grip are all approved.

F. If metal, and not made of one-piece construction with the barrel end closed, shall have a rubber or vinyl plastic or other approved material insert firmly secured at the large end of the bat.

G. Shall have a safety knob of a minimum of 1/4 inch protruding at a 90-degree angle from the handle. It may be molded, lathed, welded or permanently fastened. A “flare” or “cone” grip attached to the bat will be permissible as long as it is manufactured. Tapering into a cone will be considered altered. The knob may be taped as long as there is no violation of this section.

H. Shall be marked OFFICIAL SOFTBALL by the manufacturer. If the words OFFICIAL SOFTBALL cannot be read due to wear and tear on the bat, the bat should be declared legal if it is legal in all other aspects. NOTE: See 8.4A. Manufacturers must submit all new designed bats to SSUSA/SSWCI for approval prior to sales.

3.4(1) WARM-UP BATS

No more than two official softball bats, including SSUSA/SSWCI approved warmup bats, may be used by the on-deck batter in the on-deck circle. The warm-up bat should meet the following requirements to be approved:

A. Stamped with 1/4 inch letters WB on either end of the bat or marked in one-inch letters the words WARM-UP BAT only on the barrel end of the bat.

B. A minimum weight of 48 ounces (1,360.0g).

C. A minimum barrel diameter of 2 1/2 inches (6.0m).

D. Shall have a safety grip of at least 8 inches (20cm) and no more than 15 inches (40.0cm) extended from the knob.

E. Be of one-piece construction or a one-piece permanently assembled bat approved by SSUSA/SSWCI..

F. No attachments (i.e., donuts, fans, etc.) are allowed on an official bat except the Pow'R Wrap warm-up attachment. (Rule 12, Section 2C)

3.4(2) WARM-UP BATS APPROVED

All-Star, Bratt's Bat, Dirx dX250 (Dirx Company), Dudley, Hillerich & Bradsby (Louisville Slugger), Whip-O, Mega Bat, Sledge Hammer (Steele's Sports), Swingmaster (J. deBeer), TopHand (Switch-Hitter, Inc.), Worth and Stombaugh. Sleeve weights for warm-up bats may not be used.

3.4(3) DISAPPROVED BATS

High-tech bats such as Titanium or any new substance or configuration have not been approved for use in SSUSA and SSWC competition pending acceptable testing and research. The bats are therefore termed illegal and prohibited for use in any SSWC Qualifying Tournament, the World Championships, and all Senior Softball-USA softball activities. Double-walled bats not having a rating stamped on the bat of BPF 1.20 or below are not approved. Any bat displaying the label "Exceeds 1.20 BPF" is not approved.

3.4(4) APPROVED BATS

All bats marked "1.20 bpf" or SSUSA Approved or have an ASA stamp are approved for use. The rating must be clearly visible on the bat, or it must be obvious to the inspector that the bat is of an age or make that it is not High-Tech.

3.4(5) ALTERED BATS

A bat is considered altered when the physical structure of a legal softball bat has been changed. Replacing the handle of a metal bat with a wooden or other type handle, inserting material inside the bat, applying excessive tape (more than two layers) to the bat grip or painting a bat other than at the top or bottom for identification purposes are examples of altering a bat. Replacing the grip with another legal grip is not considered altering the bat.

3.4(6) BAT INSPECTION

A. Umpires and SSUSA/SSWC staff have been instructed to inspect all bats prior to use to identify any unsafe or illegal bat. If one is found prior to the game, the player will be warned and the bat will be removed from the game and held by the Tournament Director until the player has finished playing in the tournament. If there is a reasonable doubt by the Tournament Director that a bat has been altered, he may confiscate it until the player is out of the tournament. The Director should also photograph the bat and send the photo to SSWCI with the player's name and team, for use at SSWC.

B. If a player is seriously injured (requiring emergency hospitalization) by a batted ball, the Tournament Director shall immediately confiscate both the bat and ball and send them to SSUSA Headquarters for testing.

3.4(7) PENALTY FOR USING AN ILLEGAL OR ALTERED BAT

A. SSUSA agreed to follow the 2007 Summit Altered Bat Recommendation:

Penalty for Using an Altered Bat: If a bat is suspected of being altered to enhance performance, the tournament committee will determine if the bat will continue in play or be held for inspection. If the player refuses to turn over the bat, the player will be suspended

for 10 years and the manager for one year and the team will forfeit all games. If the player voluntarily releases the bat and it is found to be altered to enhance performance, the player will be suspended for 5 years and the manager for one year. A second offense may result in the lifetime ban of the player.

Any attempt to use an illegal bat in SSWC or SSUSA play will result in the batter being called out and ejected from the game. Base runners will be instructed to return to the base(s) occupied at the time the illegal bat was used, providing there are fewer than three (3) outs. Use of an altered bat will also result in the following:

1. Batter will be called out and ejected from the tournament.
2. The bat will be confiscated for testing through the National SSUSA Office.

B. Procedure for confiscating a suspected altered bat:

1. The Tournament Director will immediately take possession of the bat. Under no circumstances will the bat be allowed out of the Tournament Director's possession.

2. The Tournament Director will write a receipt for the bat and give it to the person from whom the bat was confiscated.

3. The Tournament Director will attach a piece of tape to the bat with the player's name, the team name, address, and telephone number.

4. The Tournament Director will send the bat into the SSUSA headquarters with a note explaining how and why the bat was confiscated.

3.5 OFFICIAL SOFTBALL

A. Shall be a regular, smooth-seamed, flat-surfaced, pebble-textured or dimple-textured ball with concealed stitches.

B. Shall have a center core made of either No. 1 quality long fiber kapok, a mixture of cork and rubber, a polyurethane mixture or other materials.

C. May be hand or machine-wound with a fine quality twisted yarn and covered with latex or rubber cement.

D. Shall have a cover cemented to the ball by application of cement to the underside of the cover and sewn with waxed thread of cotton or linen.

E. Shall have a cover of chrome-tanned, top-grain horsehide or cowhide, synthetic material or other materials.

F. The 12-inch (30.0cm) ball shall be between 11 7/8 inches (30.0cm) and 12 1/8 inches (31.0cm) in circumference and shall weigh between 6 1/4 ounces (180.0g) and seven ounces (200.0g). The smooth-seamed style shall not have fewer than 88 stitches in each cover, sewn by the two-needle method.

G. The 11-inch (27.0cm) ball shall be between 10 7/8 inches (27.0cm) and 11 1/8 inches (28.0cm) in circumference. It shall weigh between 5 7/8 ounces (165.0g) and 6 1/8 ounces (175.0g). The smooth-seamed style shall not have fewer than 80 stitches in each cover, sewn by the two-needle methods.

H. A 12-inch ball with a COR of .44 and a Compression Rating of no more than 375 psi shall be used in men's slow pitch.

I. An 11-inch ball with a COR of .47 and a Compression Rating of no more than 525 psi shall be used in women's slow pitch.

J. No glazed covers will be used.

K. A yellow optic ball is preferred for both Men's and Women's Slow Pitch play.

3.6 GLOVES

Gloves may be worn by any player, but mitts may be used only by the catcher and first baseman. No top lacing, webbing or other device between the thumb and body of the glove or mitt worn by a first baseman or catcher, or a glove worn by any fielder; shall be more than five inches (12.70 cm) in length. Here are the maximum length specifications: Palm Width (top) 8 inches (20.3 cm), Palm Width (bottom) 8.5 inches (21.6 cm), Top Opening of Web 5 inches (12.7 cm), Bottom Opening of Web 4.5 inches (11.5 cm), 1st finger crotch seam 7.5 inches (19 cm), Thumb croch seam 7.5 inches (19 cm), Crotch seam 17.5 inches (44.5 cm), Thumb top to bottom edge 9.25 inches (23.5 cm), 1st finger top to bottom edge

14 inches (35.6 cm), 2nd finger top to bottom edge 13.25 inches (33.7 cm), 3rd finger top to bottom edge 12.25 inches (31.1 cm), 4th finger top to bottom edge 11 inches (27.9 cm).

3.7 MASKS, HELMETS

A. MASKS.

1. **DEFENSE.** a face mask, approved by NOCSAE and SSUSA/SSWC, may be worn by infielders to prevent facial injury.

2. **SHIN GUARDS.** Only NOCSAE-approved shin guards may be worn unless they are determined to be potentially dangerous by the umpire or tournament director.

3. **MEDICALLY PROTECTIVE.** Specially designed masks, such as those worn to protect a broken jaw, may be allowed for offensive and defensive play if, in the umpire's judgment, the mask would not present a safety hazard to the wearer or opposing players.

B. HELMETS. Any offensive or defensive player may wear a NOCSAE-approved helmet of similar color as the team caps.

3.8 UNIFORM

All players on a team shall properly wear uniforms that are alike in color, trim and style. If because of the blood rule a change is required and the uniform part does not match, the player will not be penalized. Coaches must be neatly attired and dressed alike or in team uniform and in accordance with the color code of the team. All protective equipment should be worn properly. **NOTE:** If a player is requested by the umpire to remove jewelry, illegal shoes or illegal parts of the uniform and they refuse, the player will not be allowed to play.

A. TANKTOPS AND SLEEVELESS JERSEYS. A player may not wear a tanktop or sleeveless jersey. Women may wear sleeveless shirts.

B. NUMBERS. An Arabic number of contrasting color at least six inches (15.24 cm) high must be worn on uniforms. No

players on the same team may wear identical numbers. (Numbers 3 and 03 are examples of identical numbers.) Players without numbers will not be permitted to play. If duplicate numbers exist, only one of the players may play at a time. There is no penalty for a player wearing a wrong number. Correct the number in the scorebook and continue play. NOTE: There is no penalty for duplicate numbers. Just ask one player to change jerseys, or require a substitute to enter for one of the players.

C. CASTS/PROSTHESES. All casts and splints must be padded. Prostheses may be worn. Any of this equipment judged by the umpire to be potentially dangerous is illegal. NOTE: Any decision by the umpire should be based on whether or not a device worn or used by an individual with a disability changes the fundamental nature of the game or poses a significant risk to the safety of other players.

D. JEWELRY. Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. NOTE: Medical alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so the medical alert information remains visible.

E. SHOES. must be worn by all players. A shoe shall be considered official if it is made with either canvas or leather uppers or similar material(s). The soles may be either smooth or have soft or hard rubber cleats. No shoes with detachable cleats that screw ON are allowed; however, shoes with detachable cleats that screw INTO the shoe are allowed. No metal spikes nor hard plastic or polyurethane spikes similar to metal sole and heel plates are allowed.

F. DISHEVELED APPEARANCE. If, in the judgement of the umpire, a player is making a mockery of the game by a deliberate disheveled appearance (such as wearing a cap backwards), the player may be removed from the game.

3.9 ALL EQUIPMENT

Notwithstanding the foregoing, SSUSA/SSWCI reserves the right to withhold or withdraw approval of any equipment which, in SSUSA/SSWCI's sole determination, significantly changes the character of the game, affects the safety of participants or spectators, or renders a player's performance more a product of his equipment rather than his individual skill.

SECTION 4 PLAYERS AND SUBSTITUTES

4.1 AMATEUR STATUS

An amateur player is not compensated for more than ordinary expenses of the Tournament. Under no circumstances will a player be paid for his or her performance. Expenses considered ordinary are left to the judgement of the SSWC Board of Directors. Compensation over and above ordinary expenses will result in disqualification of the player and manager under Section 5 of the "Official Guide."

4.2 ROSTER RESTRICTIONS

A team roster is limited to twenty (20) members. A non-playing manager and coach(es) are included in this player count of twenty. A team must have the required number of players present in the dugout or team area to start or continue a game. Players listed in the starting lineup and not available at game time may be substituted for and re-entered later.

A. Official lineup cards are to be completed and submitted to the official scorer or umpire at the start of each game. The lineup shall contain the first and last name, position and uniform number

of each player. NOTE: If a wrong number is on the lineup sheet, correct it and continue playing with no penalty.

B. All available substitutes shall be listed in the designated place by their last name, first name and uniform number.

C. Males are not permitted to play on women's teams.

4.2(1) RELEASING PLAYERS

When a team qualifies for advancement to the Senior Softball World Championships, that team's roster is frozen, and additions or substitutions for players already on the roster may only be made in accordance with section 9.2(2) as follows:

A. Both the manager and the player must sign the release and the written release shall be forwarded to SSWC headquarters.

4.2(2) ADDING PLAYERS

Players may be added under the following conditions:

1. The team has qualified.
2. Players being added must be from an older division. FOR EXAMPLE: A 55+ Major team must select replacement players from a 60+ or older Major team.
3. Players added must not exceed the 20-roster limit.
4. All Divisions: Teams in any division can add players from the next older age group and **in the same skill level** (FOR EXAMPLE a 50+ AA team may add 55+ AA players, but may not add 55+ AAA or Major players).
5. The number of players that may be added are limited by the number of players on a roster:

A. Teams restricted to 10 defensive players may add 4 players from the next older division if their roster is down to 10 players; teams may add 3 players if their roster is down to 11 players, teams may add 2 players if their roster is down to 12 players, and teams may add 1 player if their teams are down to 13 players.

B. Teams restricted to 11 defensive players may add 4 players from the next older division if their roster is down to 11 players; teams may add 3 players if their roster is down to 12 players, teams may add 2 players if their roster is down to 13 players, and teams may add 1 player if their teams are down to 14 players.

C.. All players listed on the Official Roster (not including players added from the next higher age group) must be present at the Qualifier.

How it works:

A. The originals of all teams' rosters will have been mailed to SSUSA Headquarters in Sacramento by the Tournament Director at the end of each Qualifying Tournament, so managers wishing to add a player must: (a) Type or print the player's information on the front of a copy of their roster form or on a blank roster form. Underneath the player's name on the next line, record the name of the team with which he has been playing.

(c) Mail the forms to:

Senior Softball World Championships
2701 K Street, Suite 101A
Sacramento, CA 95816

B. The documents must be received by SSUSA no later than fifteen (15) days prior to the published registration date of the Senior Softball World Championships (the registration date is the day before play begins in the SSWC).

C. Managers may not add a player from another qualified team unless the player has been legally released. Once added (which includes player's signature), a player becomes frozen to the team which added him. (Exception is player participating on teams in two different age groups, in which case he is frozen on both rosters).

4.2(3) PAYMENT OF FEES

A. Team Entry Fee. Upon submission of completed forms outlined in Section 2.2(3), managers will include a check or money order payable to SSWC in the amount indicated on the invoice included with the teams' invitation for the SSUSA Tournament. The Entry Fee must be received by the published fee deadline date for the Tournament.

B. Team Registration: It is a requirement by all softball facilities that all organizations provide a \$2 million insurance policy covering their facilities before a complex can be rented. It's an annual fee and the manager will be issued a Senior Softball-USA Team Registration Card. Teams must register with Senior Softball-USA each year prior to the first qualifying tournament. Unregistered teams will be unable to play unless they can show proof of this registration. Note: Do not confuse the "Team Registration" with the SSUSA National Player ID Card Registration.

C. All forms must be submitted prior to the entering date of the tournament.

4.2(4) DISBANDMENT

If a qualified team finds it can not attend the SSWC, it may disband by submitting a letter with the Official Team Roster to SSWC Headquarters releasing its players. The released players may then be acquired by another team which has not yet qualified, or they may be added to a team according to 9.2 (2). **Or, the remaining players may add non-qualified players to the roster and re-qualify.**

IMPORTANT: Team disbandment must be submitted in writing to:
Senior Softball World Championships
2701 K Street, Suite 101A
Sacramento, CA 95816

The original or a copy of the Official Team Roster must accompany the letter. This correspondence must be received by SSWC prior to

any action on the part of team members to change teams or reorganize. Allow for two weeks' processing time as each player requesting a change in status must be researched, and will be considered in the order received with other SSWC business.

4.2(5) PLAY IN ONLY ONE AGE DIVISION

A player can not play in more than one division in the same age group in World Championships competition (See 9.2(6)). A non-qualified player may attempt to qualify with a team in one division after failing to qualify with a team in the other. But once qualified for either division, he must play in that divisional World Championships unless the team with which he qualifies disbands under paragraph 9.24. The penalty for attempting to play in both divisions within the same year is covered in Paragraph 5.1(5).

4.2(6) PLAYING IN TWO AGE DIVISIONS

A player may play in two age divisions under the following conditions:

A. Player is playing in two age divisions. **EXAMPLE:** One team is in the 55+ Division and the other is in the 60+ Division **AND . . .**

B. A player can only play on a team in the same skill level, or one skill level higher or lower. **Example:** A player in a 55 Major Division team cannot play on a 50 AA Division team.

C. Player indicates on the back of both Official Rosters, next to his name, that he is playing in two age divisions.

4.2(7) Major-Plus Player Restriction

Major-Plus players may only play on Major-Plus or Major teams. Players who have no Major or Major-Plus team in their region **OR** players who are determined not to be Major-Plus caliber by SSUSA

may request an exemption in writing.

4.3 NUMBER OF PLAYERS ON A TEAM

4.3(1) MAJOR, MAJOR-PLUS DIVISIONS ONLY

40+, 45+, 50+, 55+, 60+, 65+ Men's Divisions, 40+, 45+ Women's Division

Ten (10) players constitute a team. However, a team may start a game with no fewer than nine (9) players. A tenth (10th) player on the roster may be added any time during the game, batting in the last (10th) position. Until the tenth (10th) position is filled, an out will be declared only the first time that position comes to bat.

70+, 75+, 80+, Men's Divisions, 50+, 55+, 60+, 65+ Women's Divisions

Eleven (11) players constitute a team. However, a team may start a game with no fewer than ten (10) players. An eleventh (11th) player on the roster may be added any time during the game, batting in the last (11th) position. Until the eleventh (11th) position is filled, an out will be declared only the first time that position comes to bat.

4.3(2) TRIPLE-A DIVISION

Ten (10) players constitute a defensive team. Should a team drop below the original batting Line-up, an out will be declared only the first time that position comes to bat. Should a team drop below 9 players because of an ejection, a forfeit will be recorded.

4.3(3) DOUBLE-A DIVISION

Ten (10) players constitute a defensive team. Should a team drop below the original batting Line-up, an out will be declared only the first time that position comes to bat. Should a team drop below 9

players because of an ejection, a forfeit will be recorded.

4.3(4) EXTRA PLAYERS AND EPS

A. Teams have unlimited batters, but cannot drop below the number on the starting batting order. All offensive players must be listed on the Line-up sheet before the game begins.

B. Should an offensive player become injured, causing the team to drop below the original batting line-up, the team will not be forced to forfeit the game, and an out will be declared only the first time that position comes to bat.

C. If a player is ejected, an out will be recorded each time his position comes up to bat.

4.4 SHORT-HANDED RULE

This rule may be used with the following requirements:

1. If a team begins play with the required number of players as listed in 9.3(1) and (2) above, that team may continue a game with one less player than it started with, whenever a player leaves the game for any reason other than ejection. NOTE: Under no circumstances shall a team be permitted to bat less than nine (or ten 70+, 75+ and 80+). A forfeit will be recorded.
2. If the player leaving the game is a runner, he shall be declared out.
3. When the player who has left the game because of an ejection is scheduled to bat, an out shall be declared for each turn at bat.
4. The player who has left the game cannot return to the lineup. EXCEPTION: A player who has left the game under the blood rule (Section 9.10) may return even after missing a turn at bat.

4.5 AMERICANS WITH DISABILITY ACT RULE

A. This rule may be used for a physically challenged player as determined by the Americans with Disabilities Act of July 25,

1990. As a result of the player's disability, he can play either offense or defense only, or he can play both.

B. Teams using a physically challenged player only on either offense or defense must have 11 players. If the physically challenged player can play both, only 10 players are needed.

C. When a physically challenged person plays offense only, the team will follow the EP ruling as written. There would be 11 or more hitters including the ADA player, and only 10 who play defense.

D. When a physically challenged person plays defense only, they will be listed as the DEFO and placed last in the lineup.

E. If a team starts the game with the DEFO option, the DEFO can never play offense. If this person for any reason cannot continue to play and the team has no other physically challenged player for a substitute, the EP can now play in his defensive position.

F. The DEFO position has the same re-entry status as any other starting position as long as the person substituted is also determined to be physically challenged under the ADA program. The original DEFO may re-enter only in the same spot on the lineup sheet.

NOTE: This special rule has been adopted to accommodate the athlete who is physically challenged. The intent is not to change the game and/or not to deprive any player from playing who would normally play, therefore, when using the EP, the normal EP rules will be followed including substitutions and re-entry. If the EP is used in addition to the DEFO, the DEFO must play defense and any of the other EP players will be eligible to play defense.

4.6 RE-ENTRY

A. Any of the starting players, including an EP, may be substituted and re-entered once, provided players occupy the same batting positions whenever in the lineup. The starting player and the substitute(s) may not be in the lineup at the same time. If a manager removes a substitute from the game and re-enters the same substitute later in the game, this is considered an illegal

re-entry.

B. Violation of re-entry rule is handled as a protest when brought to the attention of the umpire by the offended team and may be made anytime while the player is in the game. The protest need not be made prior to the next pitch. EFFECT — Section 9.6 A and B: The illegal player shall be ejected. All play that occurred while the illegal re-entry was in the game will stand. NOTE: If the re-entry violation also violates the unreported substitute ruling, those penalties would also be in effect.

C. A starting player removed from the pitching position by the umpire and substituted for can re-enter the game at another position, but cannot return to the pitching position. EFFECT: If an illegal pitcher returns to the pitching position and has thrown one pitch he is ejected from the game.

4.7 SUBSTITUTES

A substitute may take the place of a player whose name is in his team's batting order. The following regulations govern player substitutions:

A. The manager or team representative of the team making the substitution shall immediately notify the plate umpire at the time a substitute enters. The plate umpire shall then report the change to the scorer prior to the next pitch. If the violation is discovered prior to a pitch being made (legal or illegal), there is no penalty and the illegal substitute shall be declared legal.

B. Substitute players will be considered in the game when reported to the plate umpire. A player will not violate the substitution rule until one legal or illegal pitch has been thrown. The use of an illegal substitute is handled as a protest by the offended team while the player is in the game. If the team manager or player in violation informs the umpire prior to the offended team's protest, there is no violation regardless of how long the player or players were illegally in the game.

1. OFFENSE. If the illegal player is discovered by the defense before the offensive manager, coach or player in violation in-

forms the umpire and:

(a) After one legal or illegal pitch has been thrown while he is at bat, he is ejected and a legal substitute assumes the ball and strike count.

b. He has completed his turn at bat and prior to the next legal or illegal pitch, or before the defensive team has left the field, the illegal player is called out, ejected and any advance of runners as a result of the illegal batter becoming a batter-runner is nullified.

c. He has completed his turn at bat and after the next legal or illegal pitch, or after the defensive team has left the field, the illegal player is ejected (and if on base replaced by a legal substitute) and any advance by runners while the illegal batter was at bat or due to his becoming a batter-runner is legal.

2. DEFENSE. If the illegal player is discovered by the offense before the defensive manager, coach or player in violation informs the umpire and:

(a) After he makes a play and prior to the next legal or illegal pitch, before the defensive team has left the field, or on the last play of the game before the umpires have left the field, the offensive team has the option of taking the result of the play or having the last batter return and assume the ball and strike count he had prior to the discovery of the illegal player with each runner returning to the base at which he was prior to the play. The illegal player is ejected.

(b) After a legal or illegal pitch to the next batter, all play stands but the illegal player is ejected.

C. Any player may be removed from the game during any dead ball. NOTE: The pitcher no longer has to pitch until the first batter facing him has completed his turn at bat or the side has been retired.

D. If an accident to a batter-runner or runner prevents him from proceeding to an awarded base, the ball is dead, and substitution may be made. The substitute will be allowed to proceed to any awarded base(s). The substitute must legally touch all awarded or missed base(s) not previously touched. NOTE: This is not a

courtesy runner, but a legal substitute.

4.8 EJECTED PLAYER

A player or coach who has been ejected from the game is restricted to the bench unless the act is determined to be flagrant, when the player or coach must leave the grounds. If no player is available to substitute for the ejected player in the batting lineup, an out will be recorded every time the ejected player's position comes to bat. Any ejected player discovered participating will constitute a forfeit. Any player re-entering the grounds after being told to leave will constitute a forfeit.

4.9 BLOOD RULE

A player, coach or umpire who is bleeding or who has blood on his uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgement. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall:

- A. Stop the game and immediately call a coach, trainer or other authorized person to the injured player and allow treatment.
- B. Apply the rules of the game regarding substitution, short-handed player and re-entry if necessary.
- C. Returning to game (See 9.4(4)).

SECTION 5 THE GAME

5.1 GAME TIME

If, in the judgement of the umpires, a team is unable to play at game time, that team will suffer a forfeit. The Official Game time starts when the first pitch is thrown.

5.2 HOME TEAM

Home team will be decided by the flip of a coin or mutual agreement. The team designated as home team shall bat last in the inning.

5.3 FITNESS OF THE GROUND

The fitness of the ground for a game shall be decided solely by the plate umpire.

5.4 REGULATION GAME

A. A regulation game shall consist of seven innings. A full seven innings need not be played if the home team scores more runs in six and one-half innings and/or goes ahead in scoring before the third out in the last of the seventh inning.

B. A game that is tied at the end of seven innings shall be continued by playing additional innings until one side has scored more runs than the other at the end of a complete inning, or until the team second at bat has scored more runs in their half of the inning. International Tie Breaker Rule is in effect (10.4(2))

C. At the discretion of the Tournament Director, Round Robin Games can be 60 minutes, plus one open inning, and Double-Elimination games can be 65 minutes and one open inning.

D. A game called by the umpire shall be regulation if five or more complete innings have been played, or if the team second at bat has scored more runs in four or more innings than the other team has scored in five or more innings. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic or other causes which place the patrons or players in peril.

E. Games that are not considered regulation shall be resumed at the exact point where they were stopped.

F. A regulation tie game shall be declared if the score is equal when the game is called at the end of five or more complete innings, or if the team second at bat has equaled the score of the first team at bat in the incomplete inning.

G. Games that are regulation tie games shall be resumed at the exact point where they were stopped, if it is decided that they

should be played out.

5.4(1) TIE GAMES

Tie games after seven (7) innings or time limit will continue until one team is ahead after the completion of any subsequent inning.

5.4(2) INTERNATIONAL TIE BREAKER RULE

When the teams are tied and going into extra innings, each team starts each inning with a runner on second base. That base runner is the batter-runner (player at bat) when the last out was made in the previous inning, and no substitute or courtesy runner may replace him until he has reached third base. Important: If the last batter out cannot continue to play because of injury, illness, etc., he will be declared out and the next previous batter out will be the tie-breaker runner.

5.4(3) CHAMPIONSHIP GAMES

A. No time limit. There will be no time limit on championship games.

B. Definitions:

1. A Championship game is a game in which the winner is declared champion. Exception is an “If” game.

2. A play-off game is defined as a game where the winning team advances to a championship game.

5.5 GAME LIMITATIONS

5.5(1) GAME TIMES

A. After 60 minutes has expired, that inning will be completed and one additional full inning will be played. There will be no run limit in the final inning. (This rule is designed to allow 1 hour and 15 minutes, which is ample time to play most normal 7-inning games.)

B. In all double-elimination, or bracket games, not including the Championships Game (See 10.4(3): After 65 minutes has expired,

that inning will be completed and one additional full inning will be played. There will be no run limit in the final inning.

5.5(2) FIVE RUN LIMIT PER INNING

Teams are limited to five (5) runs per inning, except for the final inning of the game in which each team can score an unlimited number. The umpire must announce the last inning unless it is the seventh inning.

5.5(3) FLIP-FLOP RULE

This rule may be applied at the discretion of the Tournament Director AND with approval of the managers of both teams. The Visiting Team must be ahead by 10 or more runs after the sixth inning. If the Visiting Team is ahead by 10 or more runs, the Home Team will remain at bat and start a new at-bats (beginning their seventh inning at-bats) , meaning all runners on base will return to the dugout. It will be an open inning. If the Home Team fails to tie or pull ahead of the Visiting Team, the game ends and the Visiting Team wins. If the Home Team ties or pulls ahead, the Visiting Team comes up to bat.

5.6 FORFEITED GAMES

A forfeited game shall be declared by the umpire in favor of the team not at fault in the following cases:

- A. If an umpire is physically attacked by any team member and/or spectator.
- B. If a team fails to appear on the field, or, being on the field, refuses to begin a game for which it is scheduled or assigned within a time set for forfeitures.
- C. If one side refuses to continue to play after the game has begun, unless the game has been suspended or terminated by the umpire.
- D. If, after play has been suspended by the umpire, one side fails to resume playing within two minutes after “play ball” has been declared by the umpire.

E. If a team employs tactics noticeably designed to delay or to hasten the game.

F. If, after warning by the umpire, any one of the rules of the game is willfully violated.

G. If the order for the ejection of a player is not obeyed within one minute.

H. If the ejection of a player or players from the game results in fewer than the required number of players to continue the game.

I. If an ejected player is discovered participating again.

NOTE: See Section 10.8c for the score of a forfeited game.

5.7 SCORING OF RUNS

A. One run shall be scored each time a runner touches home plate after legally touching all bases in proper order.

B. No run shall be scored if the third out of the inning is the result of:

1. A batter-runner being called out prior to reaching first base or any other runner forced out due to the batter becoming a batter runner.

2. A runner being put out by a tag or live ball appeal play prior to the lead runner touching the scoring plate.

3. A preceding runner is declared out on an appeal play.

NOTE: An appeal can be made after the third out in order to nullify a run.

C. A limit of five (5) runs per inning may be scored until the final inning. (See 10.5(2)).

5.8 GAME SCORES

The winner of the game shall be the team that scores more runs in a regulation game.

A. The score of a called regulation game shall be the score at the end of the last complete inning, unless the team second at bat has scored an equal number or more runs than the first team at bat in

the incomplete inning. In this case, the score shall be that of the incomplete inning.

B. The score of a regulation tie game shall be the tie score when the game was terminated. NOTE: See Section 10.4F regarding resumption of play.)

C. The score of a forfeited game shall be seven to zero in favor of the team not at fault.

5.9 CONFERENCES

A. Offensive Conference. There shall be only one charged conference between the manager and/or other team representative(s) and the batter and/or runner(s) in an inning. The umpire shall not permit any such conferences in excess of one in an inning. EFFECT: Ejection of the manager or team representative who insists on another charged conference.

B. Defensive Conference. There shall be only one charged conference between the manager or other team representative from the dugout with each pitcher in an inning. EFFECT: The second charged conference shall result in the removal of the pitcher from the pitching position for the remainder of the game. PENALTY: If the pitcher returns to the pitcher's position at any time during the game after two defensive conferences in the same inning, he is ejected from the game. The removed pitcher can play another position on defense but cannot pitch again.

5.10 DELAYS

5.10(1) INJURY

A time out for an injured player will be called and the game clock stopped at the discretion of the umpire.

5.10(2) PROTESTED CALL OR PLAY

Protest time outs will be called at the discretion of the umpire. He also may stop the game clock if he feels the protest is a delaying

tactic.

5.10(3) DELIBERATELY DELAYING GAME

In all time limit games, if in the judgement of the umpire a leading team is taking or leaving the field slowly to delay the game, he will warn the manager one time to get his players to hustle on and off. If they continue to delay, the umpire may call for a batter and start calling strikes when the offending team is delaying offensively. In cases where the offending team is delaying defensively, time may be added to the game.

5.10(4) DUGOUT CONDUCT

Coaches, players, substitutes or other bench personnel shall not be outside the designated bench/dugout area except when the rule allows or when justified by an umpire. Effect: The first offense is a team warning. Any repeat offense shall result in the ejection of that team member.

5.11 UMPIRE ANNOUNCES TIME REMAINING

Prior to the ball being pitched to begin the fourth (4th) and subsequent innings, the umpire will announce game time remaining to both managers. Because teams are limited to five runs per inning, the umpire must also announce the last inning to give both teams an opportunity to score as many runs as possible. (See Section 10.4 / 10.4(2)) (FOR EXAMPLE, as soon as time has expired the umpire will announce clearly to both teams that they will complete the inning in progress and play one more, open inning).

5.12 SCOREKEEPING

5.12(1) OFFICIAL SCOREKEEPER

In the Senior Softball World Championships, the umpire will request a Volunteer Scorekeeper from one of the participating teams. If there is more than one volunteer, selection will be made by the flip of a coin. This one person will be the Official Scorekeeper. The

Official Scorekeeper will receive the Official Scorebook from the umpire prior to the game, and will return it to him after the game. At the completion of the game, the Official Scorekeeper shall sign the Official Game Card verifying the score as correct before the card is signed by both managers and the umpire. If there are no volunteers, home team will be designated Official Scorekeeper and the umpire's score will be official.

5.12(2) OFFICIAL GAME CARD

In the Senior Softball World Championships, an Official SSWC Game Card will be issued to the Plate Umpire for each game. The umpire will record the official score on the card by innings, after verifying the correct score with the Official Scorekeeper. At the end of the game, the Official Scorekeeper and both managers will meet with the Plate Umpire, acknowledge that the final recorded score on the card is correct, and sign the card (See note below). This will be the official score of the game. Managers are advised to double-check the final score as recorded on the Official Game Card before signing to avoid the possibility of an inverted score or an error in run count. If an erroneous card with all of the signatures affixed is turned in by the umpire to the Tournament Director, the error will stand.

NOTE: If a manager has protested the game and the umpire is unable to resolve it, neither manager should sign the card until the protest has been resolved. The Official Scorekeeper shall notify the Tournament Director of the protest immediately after the game.

5.12(3) PROTESTED GAME

Once notified of a protest that has not been resolved by the umpire, the Tournament Director will assemble the Protest Committee (Section 5.2 of the Official Guide) and meet with the principals of the game in question. After considering, and discussing if necessary, all elements of the protest, the committee will render its decision

– which will be final – and the managers and the official scorekeeper will be asked to sign the Game Card reflecting the Official Score of the game.

SECTION 6 PITCHING REGULATIONS

6.1 STRIKE ZONE MAT

A Strike Zone Mat will be used. Legal pitches striking any portion of the Mat or Home Plate will be strikes.

6.2 PITCH COUNT

Batters are allowed 4 balls and/or 3 strikes

6.3 THE ARC

The height of a legal pitch must be from six (6) to twelve (12) feet above the playing surface.

6.4 BEFORE STARTING THE PITCH

A. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.

B. The pitcher must take a position with both feet firmly on the ground and with the pivot foot or both feet in contact with the **Pitcher's Box**.

C. The pitcher must come to a full and complete stop with the ball in front of the body. The front of the body must face the batter. This position must be maintained at least one second before starting the pitch.

6.5 STARTING THE PITCH

The pitch starts when the pitcher makes any motion that is part of his delivery after the required stop.

6.6 LEGAL DELIVERY

A. The pitcher must not make any motion to pitch without im-

mediately delivering the ball to the batter.

B. The delivery is a continuous motion.

C. The pitcher must not use a delivery in which there is a stop or reversal of the pitching motion.

D. The pitcher must deliver the ball toward home plate on the first forward swing of the pitching arm past the hip with an under-handed motion.

E. The pivot foot must remain in contact with the pitcher's box until the pitched ball leaves the hand. If a step is taken, it can be forward, backward, or to the side, provided the pivot foot is in contact with the pitcher's box and the step is simultaneous with the release of the ball.

F. The pitcher must not pitch the ball behind his back or through his legs.

G. The pitch shall be released at a moderate speed. The speed is left entirely up to the judgement of the umpire. The umpire shall warn the pitcher who delivers a pitch with excessive speed. If the pitcher repeats such an act after being warned, he shall be removed from the pitcher's position for the remainder of the game.

H. The pitching motion does not continue after release of the ball.

I. The pitcher has 10 seconds to release the next pitch after receiving the ball, or after the umpire indicates "play ball."

J. The pitcher shall not deliver a pitch from the glove.

6.7 USE OF A WINDUP

The windup may be used as a legal part of the pitch as long as all of the requirements of this rule are followed:

(1) The pitcher must come to a full and complete stop with the ball in front of his body.

(2) The pitch starts when the pitcher makes any motion that is part of his windup after the required stop.

(3) The windup is a continuous motion.

(4) The pitcher must not use a windup in which there is a stop or reversal of the pitching motion.

(5) The pitcher must deliver the ball toward Home Plate ON

THE FIRST FORWARD SWING OF THE PITCHING ARM PAST THE HIP.

(6) The pitcher cannot continue to wind up after he releases the ball.

6.8 DEFENSIVE POSITIONING

6.8 (1) PITCHER DELIVERING THE BALL

The pitcher shall not deliver a pitch unless all defensive players are positioned in fair territory, except the catcher who must be in the catcher's box.

6.8 (2) DISTRACTING THE BATTER

A fielder shall not take a position in the batter's line of vision or, with deliberate unsportsmanlike intent, acts in a manner to distract the batter. A pitch does not have to be released. NOTE: The offending player shall also be ejected from the game.

6.9 PITCHING RESTRICTIONS

The pitcher nor any other player shall not, at any time during the game, be allowed to use any foreign substance upon the ball, the pitching hand or the fingers. Under the supervision and control of the umpire, powdered resin may be used to dry the hands. The pitcher may wear a sweatband on the pitching arm or tape on the fingers. Batting gloves may not be worn on the pitching hand. EFFECT: An illegal pitch shall be called on the first offense. If the pitcher continues to place a foreign substance on the ball, he should be ejected from the ball game.

6.10 CATCHER

A. The catcher must remain within the perimeters of the catcher's box until the pitched ball is batted, touches the ground or plate, or reaches the catcher's box.

B. The catcher shall return the ball directly to the pitcher after

each pitch, except after a strikeout. **EFFECT:** An additional ball is awarded to the batter.

6.11 QUICK PITCH

The pitcher shall not attempt a quick return of the ball before the batter has taken his position or when the batter is off balance as a result of a pitch.

6.11 (1) PENALTY FOR ILLEGAL PITCHES

Any infraction of Sections 11.3-11.14 is an illegal pitch. A ball shall be called on the batter. Runners are not advanced. **EXCEPTION:** If a batter swings at any illegal pitch, it is nullified and all play stands.

6.12 WARM-UP PITCHES

At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than three warm-up pitches. Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch. This does not apply if the umpire delays the start of play due to substitution, conference, injuries, etc. **NOTE:** A pitcher returning to pitch in the same half inning will not receive warm-up pitches.

6.13 NO PITCH

No pitch shall be declared when:

- A. The pitcher pitches during the suspension of play.
- B. A runner is called out for leaving his base before the pitched ball reaches home plate, is batted, or touches the ground before reaching home plate.
- C. The pitcher pitches before a runner has retouched his base after a foul ball has been declared and the ball is dead.
- D. The ball slips from the pitcher's hand during his windup or during the back swing.

E. No player, manager or coach shall call time, employ any other word or phrase, or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch. NOTE: A warning shall be issued to the offending team, and a repeat of this type act by any member of the team warned shall result in the offender being removed from the game. EFFECT: Section 11.12 A-E: The ball is dead, and all subsequent action on that pitch is canceled.

6.14 ILLEGAL PITCH

The umpire shall call an illegal pitch when the ball is at its highest point under six (6) feet or over twelve (12) feet.

6.15 SHORT PITCH

A pitched ball hitting the ground in front of home plate is a dead ball. A ball shall be called on the batter.

6.16 WIND OR SUN AFFECTING BOTH PITCHERS

In an emergency wind or sun situation, if, in the opinion of the umpire, the wind or sun is having a discernible affect on the accuracy of both pitchers, the umpire may declare that only strikes count. In the case of sun interference, the umpire may lower the height of the pitch.

SECTION 7 BATTING

7.1 BATTING ORDER

- A. The batting order of each team showing the players' first and last name, uniform number and position must be on the lineup card and must be delivered before the game by the manager or captain to the plate umpire. The plate umpire shall submit it to the inspection of the manager or captain of the opposing team.
- B. The batting order delivered to the umpire must be followed

throughout the game, unless a player is replaced by a substitute who must take the place of the removed player in the batting order.

C. When the third out in an inning is made before the batter has completed his turn at bat, he shall be the first batter in the next inning and the ball and strike count on him shall be canceled.

D. The first batter in each inning shall be the batter whose name follows that of the last player who completed his turn at bat in the preceding inning.

EFFECT — Section 12.1 B-D: Except for a wrong batter at bat, batting out of order is an appeal play which may be made only by the defensive team. The defensive team forfeits its right to appeal batting out of order when one legal or illegal pitch has been made to the following batter, or when the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout.

1. If the error is discovered while the incorrect batter is at bat, the correct batter may take his place and legally assume any balls and strikes. Any runs scored or bases run while the incorrect batter was at bat shall not be counted and the runners shall return to their original bases. NOTE: The offensive team may correct a wrong batter at the plate with no penalty.

2. If the error is discovered after the incorrect batter has completed his turn at bat and before a legal or illegal pitch has been made to the following batter or before the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area: (a) the player who should have batted is out. (b) Any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base as a result of obstruction, an error, walk, or a base hit shall be nullified. (c) The next batter is the player whose name follows that of the player called out for failing to bat. (d) If the batter declared out under these circumstances is the third out, the correct batter in the next inning shall be the player who would have come to bat had the player been

put out by ordinary play.

3. If the error is discovered after the first legal or illegal pitch to the next batter, or after the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area, the turn at bat of the incorrect batter is legal, all runs scored and bases run are legal and the next batter in order shall be the one whose name follows that of the incorrect batter. No one is called out for failure to bat. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.

4. No runner shall be removed from the base he is occupying except the batter-runner who has been taken off the base by the umpire as in Number 2 above to bat in his proper place. He merely misses his turn at bat with no penalty. The batter following him in the batting order becomes the legal batter.

7.1(1) BATTER ELIGIBILITY

A team may bat every player in the dugout and on the team roster, however, all batters must be listed on the Line-up card submitted to the umpire prior to the start of the game. The number of batters listed cannot be reduced without recording an out when the vacant position comes to bat. In the case of an injury, an out will be recorded only the first time the vacant position comes to bat. (Exception: if a player is ejected, an out will be recorded every time that option comes to bat).

7.2 ON-DECK BATTER

A. The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.

B. The on-deck batter shall take a position within the lines of the on-deck circle nearest his bench.

C. The on-deck batter may loosen up with no more than two official softball bats, an approved warm-up bat, or a combination not to exceed two. Any detachable piece placed on the bat must be approved by the Equipment Standards Committee following a

one-year period observed by members of this Committee.

D. The on-deck batter may leave the on-deck circle:

1. When he becomes the batter.

2. To direct runners advancing from third to home plate.

E. The on-deck batter may not interfere with the defensive player's opportunity to make an out

1. If it involves a runner, the runner closest to home plate at the time of the interference shall be declared out.

2. If it is with the defensive fielder fielding a fly ball, the batter is out.

7.3 BATTING POSITION

A. The batter must have both feet completely within the lines of the batter's box prior to the start of the pitch. He may touch the lines, but no part of a foot may be outside the lines prior to the pitch. (See 7.6C).

B. The batter must take his position within 10 seconds after being directed by the umpire. EFFECT: The umpire will call a strike. No pitch has to be thrown and the ball is dead.

C. The batter shall not step directly in front of the catcher to the other batter's box while the pitcher is in position to pitch. EFFECT: The ball is dead, the batter is out and the runners may not advance.

7.3 (1) OBLITERATING THE BATTERS BOX

A batter deliberately erasing any portion of the batters box will be called out. This is an umpire's judgement.

7.4 STRIKE CALLED BY UMPIRE

A. For each legally pitched ball hitting the plate or mat before touching the ground and the batter does not swing. Any pitched ball that hits the ground, plate or mat cannot be legally swung at by the batter. NOTE: If the batter swings and misses the pitch prior to the ball hitting the plate or mat it is a strike. EFFECT:

The ball is dead.

B. For each legally pitched ball swung at and missed by the batter. EFFECT: The ball is dead. If the batter swings at an illegal pitch, the illegal pitch is nullified.

C. For each foul tip. EFFECT: The ball is dead and the batter is out if it is the third strike.

D. For each foul ball, including the third strike (Section 14.2).

E. When any part of the batter's person or clothing is hit with his own batted ball when he is in the batter's box and has fewer than two strikes.

F. When a delivered ball by the pitcher hits the batter while the ball is in the strike zone.

G. If the batter does not take his position within 10 seconds after being directed by the umpire.

H. When, after being warned by the umpire, a leading team coming to bat is apparently delaying the game. (See Section 10.11(3))
EFFECT — Section 12.4 D-E: The ball is dead and each runner must return to his base without liability to be put out.

7.4(1) STRIKE “FULL-SWING” RULE

A batter must “break” his/her wrist when hitting a pitched ball.

7.5 BALL CALLED BY UMPIRE

A. For each legally pitched ball which does not hit the plate or mat, or touches the ground before reaching the plate or mat and the batter does not swing. Any pitched ball that hits the ground, plate or mat cannot be legally swung at by the batter. NOTE: If the batter swings at a pitch after the ball hits the ground, the ball is dead and all runners return to the base occupied at the time of the pitch. A ball is called.

B. For each illegally pitched ball not swung at.

C. When a pitched ball hits the batter outside the strike zone.

D. When the catcher fails to return the ball directly to the pitcher as required.

E. For each excessive warm-up pitch. EFFECT: Section 7.5 A-E: The ball is dead and runners may not advance.

7.6 BATTER IS OUT

A. When a batter enters the batter's box with or is discovered using an altered bat. The batter is also ejected from the game.(See Section 8.4(5) and 8.4(6))

B. When the batter enters the batter's box with or is discovered using an illegal bat. The batter is also ejected from the game. (See Section 8.4(5) and 8.4(6))

C. When an entire foot is touching the ground completely outside the lines of the batter's box when he hits a ball fair or foul.

D. When any part of a foot is touching home plate when he hits a ball fair or foul.

E. When the batter bunts or chops the ball, or does not take a full swing when deliberately hitting a pitched ball.

F. When members of the team at bat interfere with a player attempting to field a fly ball.

EFFECT: Section 12.6 A-F: The ball is dead and each runner must return to the base legally held at the time of the pitch.

G. Upon hitting a foul ball on third strike, the batter is out. If a fly ball is caught in playable territory, the ball remains alive and runners may advance at risk of being put out.

H. Whenever the exception under Rule 9.4 (Short-Handed Rule) applies.

I. The batter shall not hinder the catcher from catching or throwing the ball by stepping out of the batter's box, or intentionally hinder the catcher while standing within the batter's box. EFFECT: The ball is dead, the batter is out and each runner must return to the last base that, in the judgment of the umpire, was touched at the time of the interference.

J. Spectator Interference (See 13.1 (2))

SECTION 8 ON BASE SITUATIONS

8.1 BATTER BECOMES A BATTER-RUNNER

A. As soon as he legally hits a fair ball. **EFFECT:** The ball is in play, and the batter becomes a batter-runner with liability to be put out.

B. When four balls have been called by the umpire. The batter-runner is awarded one base without liability to be put out. **EFFECT:** The ball is dead and runners may not advance unless forced. If the pitcher desires to walk a batter intentionally, he may do so by notifying the plate umpire who shall award the batter first base. If two batters are to be walked intentionally, the second intentional walk may not be administered until the first batter reaches first base. **NOTE:** If the umpire mistakenly allows two walks at one time and the first batter fails to touch first base, no appeal will be honored on the first batter.

C. When he bats a fair ball even though it strikes another player, umpire or their attached clothing or equipment.

1. If the runner is hit with a fair batted ball while touching a base, he is not out. **EFFECT: The ball is live and play continues.**
2. If the runner is hit by the ball while off base and before it passes an infielder (excluding the pitcher), he is out and the batter-runner is entitled to first base without liability to be put out.

8.1 (1) CATCHER OBSTRUCTING BATTER

When the catcher obstructs, hinders or prevents the batter from striking or hitting a pitched ball.

EFFECT:

1. The umpire shall give a delayed dead ball signal.
2. If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, catcher obstruction is canceled. All action as a result of the batted ball stands. No option is given. **NOTE:** Once a runner has passed a base, he is considered to have reached that base (whether missing the base or not) and no option is given.

3. If the manager does not take the result of the play, obstruction is enforced by awarding the batter first base and advancing all other runners only if forced.

8.1 (2) SPECTATOR INTERFERENCE

If a spectator reaches into the field of play and interferes with the fielder's opportunity to catch a fly ball, the batter is out and the runner(s) must return to the last base legally touched.

8.2 BATTER-RUNNER IS OUT

A. When after hitting a fair ball he is legally put out prior to reaching first base.

B. When, after a fly ball is hit, the ball is caught by a fielder before it touches the ground, any object or person other than a defensive player.

EFFECT: Section 13.2 A and B: The ball is in play.

C. When he fails to advance to first base and enters his team area after a batted fair ball, a base on balls, or catcher obstruction.

EFFECT: The ball is dead, the batter-runner is out and runners cannot advance.

D. When he runs outside the three-foot lane and, in the judgement of the umpire, interferes with the fielder taking the throw at first base; however, he may run outside the three-foot lane to avoid a fielder attempting to field a batted ball.

E. When he interferes with a fielder attempting to field a batted ball, interferes with a fielder attempting to throw the ball, intentionally interferes with a thrown ball while out of the batter's box or makes contact with a fair batted ball before reaching first base. If this interference, in the umpire's judgement, is an obvious attempt to prevent a double play, the runner closest to the scoring plate shall be called out. NOTE: A batter-runner being hit with a thrown ball does not necessarily constitute interference.

F. When he interferes with a play at home plate in an attempt to prevent an obvious out at home plate. The runner is also out.

G. When he moves back toward home plate to avoid or delay a

tag by a fielder.

EFFECT: Section 13.2 D-G: The ball is dead and runner(s) must return to the last base legally touched at the time of interference.

H. When he hits an infield fly.

I. When an infielder intentionally drops a fair fly ball, including a line drive, which can be caught with ordinary effort with first; first and second; first and third; or first, second and third bases occupied with fewer than two outs. A trapped ball shall not be considered as having been intentionally dropped. EFFECT: The ball is dead, and each runner must return to the last base touched at the time of the pitch.

NOTE: If an infield fly is ruled, it has precedence over an intentionally dropped ball.

J. When the immediate preceding runner who is not yet out intentionally interferes, in the umpire's judgment, with a fielder who is attempting to catch a thrown ball or throw a ball in an attempt to complete the play. EFFECT: Batter-runner is out. The runner shall also be called out.

8.3 AFTER GETTING A HIT

8.3(1) BATTER/RUNNER REACHING FIRST BASE

Each batter must reach first base on his own.

A Double Bag shall be used at first base, the double portion of the bag being in foul territory abutting first base.

If there is a play on a batter/runner going to first base, the batter/runner must touch the portion of the Double Bag extending into foul territory. He is at risk of being called out if he fails to do so, except to avoid a collision in the judgement of the umpire. This is an appeal play. **The appeal must be made before the runner returns to first base.** Exception: If a defensive player has to move onto the bag in foul territory to make the play, the runner may touch either bag if, in the judgement of the umpire, the runner touched the inside bag to avoid a collision. Important: The defending player has only the white base inside fair territory to make the putout; his touch of

only the bag in foul territory will not result in an out.

8.3(2) HOME RUN OVER FENCE –

50, 55, 60 MAJOR-PLUS ONLY

In the Major-Plus Division, each of the following divisions will have a maximum number of home runs allowed per game. Each home run over the limit is an out. The number of allowed team home runs per game per division are:

50 Major-Plus: 12 home runs per team per game.

55 Major-Plus: 10 home runs per team per game.

60 Major-Plus: 8 home runs per team per game.

Home run batter need only touch first base and then return to dugout; all other runners need only touch next base then return to dugout.

PITCHER SAFETY: Any batted ball striking the pitcher (except his arms while not in a protective or self-defense position) before hitting the ground will be a dead-ball out.

8.3(3) HOME RUN OVER FENCE – 65, 70 MAJOR-PLUS

In the Major-Plus Division, a limit of five (5) home runs, then the 1-up system applies. (A team may only hit one home run more than the other team and must wait to hit more until the opposing team hits a home run.) Additional home runs in excess of the 1-up rule count as singles and all base runners advance one base. Home run batter need only touch first base and then return to dugout; all other runners need only touch next base then return to dugout.

8.3(4) HOME RUN OVER FENCE – MAJOR

In the Major Division, a limit of Three (3) home runs, then the 1-up system applies. (A team may only hit one home run more than the

other team and must wait to hit more until the opposing team hits a home run.) Additional home runs in excess of the 1-up rule count as singles and all base runners advance one base. Home run batter need only touch first base and then return to dugout; all other runners need only touch next base then return to dugout.

8.3(5) HOME RUN OVER FENCE – TRIPLE-A DIVISION

In the AAA Division, a limit of One (1) home run, then the 1-up system applies. (A team may only hit one home run more than the other team and must wait to hit more until the opposing team hits a home run.) Additional home runs in excess of the 1-up rule count as singles and all base runners advance one base.

8.3(6) HOME RUN OVER FENCE – DOUBLE-A DIVISION

In the Double-A Division, teams are only allowed (1) one an over-the-fence home run and every subsequent home run will result in an out and base runners cannot advance.

8.3(7) GAME WINNING HOME RUN

A team may hit the go-ahead home run to win a game. **EXAMPLE:** The home team is behind one run in the bottom of the seventh inning and both team have hit an equal number of home runs during the game. The home team may hit a home run to go “One-Up” on the opposing team AND win the game.

8.3(8) FOUR BASE AWARD

Any fair ball touched by a player on either side of the fence that clears or has cleared the fence in fair territory will be declared a “Four Base Award,” and will not be included in the total over-the-fence home run count.

8.3(9) WHEN RUNNERS CAN ADVANCE AT THEIR RISK

A Runners are entitled to advance with liability to be put out:

1. When a pitched ball is batted.
2. On a thrown ball or a fair batted ball that is not blocked.

3. On a thrown ball that hits an umpire.
4. When a legally caught ball is first touched.

8.3(10) WHEN A RUNNER CAN BE PUTOUT

A. A runner can be putout:

1. If, while the ball is in play, a runner is not touching the base.
2. If, after overrunning first base, the runner attempts to continue to second base.
3. If, after dislodging a base, the runner attempts to continue to the next base.

8.3(11) WHEN RUNNERS ARE ENTITLED TO ADVANCE

Runners are entitled to advance without liability to be put out:

A. When a fielder not in possession of the ball, not in the act of fielding a batted ball or not about to receive a thrown ball impedes the progress of the runner-batter who is legally running the bases. NOTE: Obstructed runners are still required to touch all bases in proper order, or they could be called out on a proper appeal by the defensive team. Should an act of interference occur after any obstruction, enforcement of the interference penalty would have precedence.

1. If the obstructed runner is put out prior to reaching the base, which would have been reached had there not been an obstruction, a dead ball is called and the runner affected by the obstruction will always be awarded the base or bases which would have been reached, in the umpire's judgment, had there not been an obstruction. An obstructed runner may not be called out between the two bases where obstructed unless properly appealed for missing a base, leaving a base before a fly ball is first touched, for an act of interference, or if passing another runner.
2. If the obstructed runner is put out after passing the

base which would have been reached had there not been an obstruction, the obstructed runner will be called out. The ball remains live.

3. When a runner, while advancing or returning to a base, is obstructed by a fielder who neither has the ball nor is attempting to field a batted or thrown ball, or a fielder who fakes a tag without the ball, the obstructed runner and each other runner affected by the obstruction will always be awarded the base or bases that would have been reached, in the umpire's judgment, had there been no obstruction. If the umpire feels there is justification, a defensive player making a fake tag could be ejected from the game.

4. When any obstruction occurs (including a run-down), the umpire will signal a delayed dead ball.

B. When forced to vacate a base because the batter was awarded first base.

C. When a fielder intentionally contacts or catches a fair batted or thrown ball with his helmet, cap, mask, protector, pocket, detached glove or any part of his/her uniform which is detached from its proper place on their person. EFFECT: The runners would be entitled to three bases from the time of the pitch if a batted ball, or two bases from the time of the throw if a thrown ball, and in either case, they can advance farther at their own risk. If the illegal catch or touch is made on a fair hit ball which, in the judgment of the umpire, would have cleared the outfield fence in flight, the runner-batter should be awarded a four-base award.

D. When the ball is in play and is overthrown (beyond the boundary lines) or is blocked. EFFECT: All runners will be awarded two bases, and the award will be governed by the positions of the runners when the ball left the fielder's hands. If two runners are between the same bases, the award is based on the lead runner.

EXCEPTION:

1. If the ball becomes blocked because of offensive equipment not involved in the game, the ball is ruled dead and runners are returned to the last base touched at the time of the blocked ball. If the blocked ball prevented the defense from making an out, the runner being played on is called out.

2. If an awarded base is in error, after one pitch is thrown (legal or illegal), the error cannot be corrected.

E. When a fair ball bounces over or rolls under or through a fence or any designated boundary of the playing field. Also when it deflects off a runner or umpire and goes out of play. EFFECT: The ball is dead, and all runners are awarded two bases from the time of the pitch.

F. When a live ball is unintentionally carried by a fielder from playable territory into dead ball territory. EFFECT: The ball is dead and each base runner is awarded one base from the last base touched at the time the fielder entered the dead-ball territory.

G. If, in the judgment of the umpire, a fielder intentionally carries, kicks, pushes or throws a live ball from playable territory into dead ball territory. (NOTE: A fielder carrying a live ball into a dugout or team area to tag a player is considered to have unintentionally carried it there.) EFFECT: The ball is dead. Each runner is awarded two bases from the last base touched at the time the fielder entered or the ball was kicked, pushed or shoved into dead ball territory.

H. When there is spectator interference with any thrown or fair-batted ball, the ball is dead at the moment of the interference and the umpire shall award the base or bases that in his judgment the runner(s) would have reached had there not been any interference.

8.4 COURTESY RUNNERS

8.4(1) USING COURTESY RUNNERS

Any player on the roster and present may be a courtesy runner **if**

listed on the Official Lineup. A courtesy runner may be used for a base runner at any time, but the same courtesy runner may not be used more than once per inning. Any courtesy runner found running more than once per inning will be called out. Any player on the Team Roster may be a courtesy runner; he does not have to be playing defense or in the batting order.

8.4(2) USING A RUNNER ON BASE

A runner who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning.

8.4(3) COURTESY RUNNER REPLACEMENT

A courtesy runner may not be replaced by another courtesy runner except for injury causing removal of the original courtesy runner permanently from the game.

8.4(4) COURTESY RUNNER COMING TO BAT WHILE ON BASE

A courtesy runner on base when it is his turn to bat will be declared out. The runner will be removed from the base and a second courtesy runner cannot be substituted. The courtesy runner called out does not lose his turn at bat.

8.4(5) COURTESY RUNNER OFFICIALLY IN THE GAME

A courtesy runner is in the game when he/she touches the base. If a courtesy runner is determined illegal, he/she will be called out upon touching the base and no other courtesy runner is allowed. The original runner may not now return as the runner.

8.5 SLIDING — OPTIONAL

Sliding or diving into first base or the Scoring Plate is not permitted, and such players will be called out. However, a player may slide or dive into second and third bases and when returning to any base, except the Scoring Plate or **Scoring Line**.

8.6 OVERRUNNING BASES

8.6(1) OVER-RUNNING SECOND AND THIRD BASES

Players are not permitted to over-run second and third base without being in jeopardy of being tagged out. This rule applies to all age divisions. A player has the option of sliding. This option is included primarily so a player can avoid a collision.

8.6(2) OVER-RUNNING FIRST BASE

A player may over-run first base without being in jeopardy of being tagged out unless the base runner attempts to advance to second base. A base runner who makes this attempt may be tagged out.

8.6(3) OVERRUNNING WHEN RETURNING TO BASE

A runner who overruns any base when returning to it is liable to a tag putout.

8.6(4) SLIDING OR DIVING BACK TO BASE

A base runner may slide or dive when returning to any base.

8.6(5) AVOIDING COLLISIONS

A runner must make every effort to avoid colliding with opposing players while running the bases. If a runner misses a base to avoid a collision, the runner will not be called out (umpire's judgement).

8.7 COMMITMENT LINE

A Commitment Line twenty (20) feet from the Scoring Plate will be used. Once a runner's foot touches the ground on or past this line, the runner is committed to advancing to the Scoring Plate. NOTE: If a runner recrosses the commitment line he will be declared out and the ball remains alive.

8.8 RETIRING RUNNER AT HOME

8.8(1) NON-FORCE SITUATION

A base runner may be retired at Home Plate in a non-force situation. The defensive player must have possession of the ball while touching Home Plate after the runner has passed the Commitment Line, but does not yet have a foot down on **or over** the Scoring Plate (Scoring Line).

8.8(2) CROSSING OR TOUCHING HOME PLATE/MAT

The runner shall also be called out if he touches or crosses over any portion of the Strike Zone Mat. The ball remains live.

8.8(3) TAG BY DEFENSIVE PLAYER NOT ALLOWED

To score, a base runner must have a foot down on the Scoring Plate or scoring line before a defensive player in possession of the ball touches Home Plate. Tag of the runner by a defensive player will not be allowed. The runner will be called safe and the ball remains live.

8.9 SCORING PLATE

A Scoring Plate replaces the Scoring Line. A foot down on the Scoring Plate prior to the ball being received by a defensive player touching Home Plate is the same as a foot down on Home Plate for the purpose of scoring a run.(See Official Dimensions.)

SECTION 9 MISCELLANEOUS

9.1 BALL LEAVES THE FIELD

If a ball leaves the playing field (such as bouncing over or rolling under the fence), the defensive player will not touch the ball, but will raise one or both hands as a signal to the umpire, who will then call time and come to the location and make a decision. Failure to follow this procedure will result in the ball being ruled “in play.”

If the ball is ruled beyond the fence, all runners will be awarded two bases from the time of the pitch.

9.2 FOUL THIRD STRIKE

Upon hitting a foul ball on a third strike, the batter is out. If the ball is caught in playable territory in the air, the ball remains live. **Runners may advance at their own risk.**

9.3 RETRIEVING HOME RUN SOFTBALLS

Each team may be required to retrieve their home runs. The softball will be retrieved in a prompt manner and returned to the umpire.

SECTION 10 REGIONS

10.1 PLAYERS MUST PLAY IN REGIONS

Players must play within the region in which they live. **(See 2.1 (2))** It is the responsibility of the player to provide satisfactory evidence that he/she lives in the region in which they are submitting to play. Women and 75+ are restricted to East/West Regions. Teams based East of the Mississippi River may draw players from East of the Mississippi River. Teams based West of the Mississippi River may draw players from West of the Mississippi River.

EXCEPTION 1: Any player considered a snowbird and lives in more than one region of the country **for three consecutive months** may play in both regions, but must declare which team he will play with in the National and/or World Championships. He must apply for and be granted a “Snowbird ID Card” and let both managers know which team he will be playing on for the National and/or World Championships.

Snowbirds can only play in the state for which they receive the Snowbird exemption. **EXAMPLE.** A player whose primary residence is in Minnesota and receives a Snowbird exemption for Ari-

zona may play in Minnesota or bordering states, but can only play in Arizona and cannot play in the bordering states of New Mexico, Colorado, Utah, Nevada or California.

SECTION 11 HALL OF FAME

11.1 ALL-WORLD PLAYERS

The top 3 (Three) teams in the Senior Softball World Championships each pick All-World Players. The All-World players names are recorded and used in consideration of National Hall of Fame nominations:

First Place Team: Five players

Second Place Team: Three players

Third Place Team: Two player

The All-World players are selected by SECRET vote of their team. Votes are taken and are compiled by the manager after the tournament and turned in to the Tournament Director before the manager leaves. The information should include:

Team name, Age Group, Division (Major, AAA, AA)

Player Name, Age, City, State, Position

Optional: Reason for selection (for use in newspaper)

11.2 SELECTION PROCEDURE

Organizations or individuals can nominate players or others for the National Senior Softball Hall of Fame. Send nominations, which should include the application page (available at www.seniorsoftball.org or write to the address below) and other supporting documents or clippings, to:

National Senior Softball Hall of Fame
12316 A North May Ave.

Box 271
Oklahoma City, OK, 73120
www.sshof.com

The nominations are then sent to an Eastern or Western Hall of Fame Representative, who does the initial screening of candidates. Copies of applications are sent to all nine National Senior Softball Organizations for review and balloting.

Each year a maximum of 10 players and 5 other categories are selected by secret ballot by the nine National Senior Softball Summit Organizations. Selected Hall of Fame recipients are then notified and are formally inducted into the Hall of Fame at one of the National Championship tournaments.

Summary of Women's Rules

The following rules clarify and augment the rules provided in the Official Senior Softball-USA Rulebook. For rules not covered here, the rulebook applies. Where conflicts occur between these rules and the rulebook, these rules are official.

- The ball

Women use an 11 inch slow pitch softball, .47 COR, at least 500 compression rating, optic yellow.

- The arc

The height of a legal pitch must be from six (6) feet to twelve (12) feet above the playing surface.

- Count

Each offensive player starts with a zero (0) zero (0) count.

- Foul ball rule

A fly ball caught in foul territory with less than two outs, with runners on base, is NOT a dead ball. The ball remains alive and runners may advance at the risk of being out. A foul tip is NOT a foul ball unless the ball rises to a height above the batter's head.

- Bats

Legal bats are stamped either 1.20 bpf or ASA2000. The original Miken Ultra and the "Rip It" bats are banned. No additional bats have been banned.

- Strike zone mat

The strike mat will be used. Dimensions will be 19" wide and 34 ½ deep. The mat will be placed over Home Plate, aligned at the front edge. A defensive player making a play at Home Plate will be allowed to complete the force-out by touching any portion of the strike mat, not just home plate.

- Commitment line

A commitment line twenty (20) feet from the scoring plate will be used. Once a runner's foot touches the ground on or past this line, the runner is committed to advancing to the scoring plate.

NOTE: If a runner recrosses the commitment line she will be declared out and the ball remains live.

- Five (5) run limit per inning

Teams are limited to five (5) runs per inning, except for the final inning of the game in which each team can score an unlimited number. The umpire must announce the last inning unless it is the seventh (7th) inning.

- Courtesy runners

A courtesy runner may be used for a base runner at any time, but the same courtesy runner may not be used more than once per inning. Any player on the roster may be a courtesy runner. A player who has been replaced by a courtesy runner may not become a courtesy runner later in the same inning. Any courtesy runner found running in violation of this rule will be called out.

- Unrestricted batters

There is no restriction on the number of batters, but the lineup cannot be changed after the first pitch. A team dropping below the original number of batters in the lineup, and not having a substitute, will record an out when that position comes up to bat for the first time.

- Scoring plate

Whenever possible a scoring plate replaces the scoring line. A foot down on the scoring plate or down on or past the scoring line prior to the ball being received by a defensive player touching home plate is the same as a foot down on home plate for the purpose of scoring a run.

- Crossing or touching the strike zone mat

The runner shall be called out if she touches or crosses over any portion of the strike zone mat.

- Tag by defensive player not allowed

If a defensive player tags a runner who has passed the commitment line and is attempting to score, the runner will be called safe and the ball remains live.

- Sliding and over-running bases

Sliding or diving into first base or the scoring plate is not permitted, and such players will be called out. However, a player may slide or dive into second and third bases and when returning to any base. Players are not permitted to over-run second or third base without being in jeopardy of being tagged out. Sliding into home is not permitted.

- Avoiding collisions

A runner must make every effort to avoid colliding with opposing players while running the bases. If a runner misses a base to avoid a collision, in the judgment of the umpire, she will not be called out.

- Verbal protests

Only managers or acting managers can consult with the umpire over a rule interpretation.

- Re-entry

Any of the starting players, including an EP, may be substituted and re-entered once, provided players occupy the same batting positions whenever in the lineup. The starting player and the substitute(s) may not be in the lineup at the same time. A substitute may not be removed and then re-entered in the game.

- Age qualifications

The age a player attains on her birthday in any particular calendar year will be considered to be her age for that entire calendar year.

- Game times

After time has expired (60 minutes for the seeding round, 65 minutes for bracket play except for the Championship game), the current inning will be completed and one additional full inning will be played.

- Seeding

After round robin or pool play, seeding will be determined in the following manner:

1. WON/LOSS record.
2. HEAD TO HEAD competition.
3. LEAST RUNS SCORED AGAINST.**
4. RUN DIFFERENTIAL.
5. FLIP OF COIN.

- Only the scores of the teams involved in a tie will be considered in calculating 3 and 4 above.

** Equalizer runs are included. If a team has a forfeit, then the game with the least runs scored will be removed from the equation of all affected teams.

- Championship game

A. Two (2) umpires will be used in championship games in all tournaments.

B. There will be no time limit on championship games.

C. Definition: A Championship game is a game in which the winner may be declared champion.

- Rosters

Rosters must be submitted prior to a tournament with the entry fee. No player can be added to the roster after the first pitch of the team's first game. Players must be listed on the roster and on the Game Card to play in a game.

If a player cannot be present on the first day of play, the Manager/Coach must get prior approval from their Division Director. If

approved, the player's name must be listed on the roster prior to the start of the tournament with an (*). This player must also sign in with the Field Director before playing their first game. This player will be deemed an "Ineligible" player if not signed in.

- Double team registration

There will be NO Double team registration at any tournaments.

- Number of players on team

Ten (10) players constitute a team for the master's division (age groups 40+ and 45+). A team may start a game with no fewer than nine (9) players. A tenth (10th) player on the roster may be added any time during the game, batting in the last (10th) position. Unless the tenth (10th) position is filled, an out will be declared the first time that position comes to bat.

Eleven (11) players constitute a team for the senior division (all age groups 50+ and above). A team may start a game with no fewer than ten (10) players. An eleventh (11th) player on the roster may be added any time during the game, batting in the last (11th) position. Unless the eleventh (11th) position is filled, an out will be declared the first time that position comes to bat.

- Tie games

Tie games after seven (7) innings or time limit will continue until one team is ahead after the completion of any subsequent inning. The international tie breaker rule will be in effect when a game is tied after the seventh (7th) inning is completed.

- International tie breaker rule

When the teams are tied and going into extra innings, each team starts each inning with a runner on second base. That base runner is the batter-runner (player at bat) when the last out was made in the previous inning, and no substitute or courtesy runner may replace her until she has reached third base. If the last batter out cannot continue to play because of injury, illness, etc., she will

be declared out and the next previous batter out will be the tie-breaker runner.

- Flip-flop rule

The flip-flop rule may be applied only at the discretion of the tournament director and only with approval of the managers of both teams.

- Team rosters and competition

There are no geographic restrictions for team makeup. Teams must qualify for the 2007 Senior Softball World Championships by participating in a 2007 SSWC qualifying tournament. Teams are exempt from the “frozen roster” and “adding players” restrictions (see Section 9.2). Teams are also exempt from the “home run” restrictions (see Sections 13.3 (2-5)). A team roster for the World Championships is frozen on the first day of competition when that team begins play.

TOC ROSTERS: Teams must use the rosters with which they won the Championships. Teams may add players in the same skill level and in the next older age group up to a maximum of 15 players (16 players for age groups that normally play with 11 defensive players.) If teams wish to add players in the same age group and same skill level, they must to submit a written request that states the player’s name and the previous team the player was on. Those exceptions are evaluated and granted or denied on an individual player-by-player basis. There are NO automatic invitations to the TOC. All single-division teams need to win in whatever division they are placed into in order to be invited.

SSWC qualifier tournaments and the Championships will use the same format when possible. However, qualifier tournaments may have valid reasons for modifying their format. In such a case, the tournament director may change the format with the concurrence of SSWC.

- **Scheduling modifications**

SSWC reserves the right to place any team in any division for the purpose of competitive equality.

- **Age Divisions**

Women have as many age groups as possible, starting with the “Masters Division 40+. Senior age groups will start with 50+ and go up in increments of 5 years (e.g., 55+, 60+, 65+, etc.).

- **Age Divisions**

Only players that reach the age defined by the age group before December 31st will be allowed on the roster (for example, all players in the 60+ age group must be at least 60 before Dec 31st).

- **Equalizers**

When two teams from different age divisions are playing, the team in the younger age division will give the team in the older age division 5 runs for one incremental difference in age. For each incremental difference in age thereafter the number of runs will increase by 2. For example, a 60+ team will give a 65+ team 5 runs because the 65+ is the next age division up from the 60+ division. A 55+ teams will give the 65+ team 7 runs because the 65+ is two age division up from the 55+. The 5-run equalizer is granted at one run per inning, from innings 2 through 6, inclusive. The 7-run equalizer is granted at one run per inning in each of the first seven innings played.

Teams playing in different age divisions will be avoided if at all possible. A three team makeup will be considered a division and qualify for the awards. If there are not three teams in a particular age division, SSWC will give the option to the short division of playing or not.

- **Format modification**

SSWC qualifier tournaments and the Championships will use the same format when possible. However, qualifier tournaments may

have valid reasons for modifying their format. In such a case, the tournament director may change the format with the concurrence of SSWC.

- **Scheduling modifications**

SSWC reserves the right to place any team in any division for the purpose of competitive equality.

- **Age Divisions**

Women have as many age groups as possible, starting with the “Masters Division 40+. Senior age groups will start with 50+ and go up in increments of 5 years (e.g., 55+, 60+, 65+, etc.).

- **Age Divisions**

Only players that reach the age defined by the age group before December 31st will be allowed on the roster (for example, all players in the 60+ age group must be at least 60 before Dec 31st).

- **Equalizers**

When two teams from different age divisions are playing, the team in the younger age division will give the team in the older age division 5 runs for one incremental difference in age. For each incremental difference in age thereafter the number of runs will increase by 2. For example, a 60+ team will give a 65+ team 5 runs because the 65+ is the next age division up from the 60+ division. A 55+ team will give the 65+ team 7 runs because the 65+ is two age division up from the 55+. The 5-run equalizer is granted at one run per inning, from innings 2 through 6, inclusive. The 7-run equalizer is granted at one run per inning in each of the first seven innings played.

Teams playing in different age divisions will be avoided if at all possible. A three team makeup will be considered a division and qualify for the awards. If there are not three teams in a particular age division, SSWC will give the option to the short division of playing or not.

OFFICIAL GUIDE 2008

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*These are the official rules for competition in
Senior Softball World Championships and Qualifiers.*

SECTION 12 REGISTRATION

12.1 REQUIREMENTS

Upon proper application and qualification, SSUSA National registration shall be available to individuals of the required age, on a voluntary basis, who agree to be governed by the rules and regulations of SSWCI, and as set forth herein.

12.2 AGE QUALIFICATIONS

A male player must become at least 50 and a female player at least 40 years of age during the calendar year to be eligible to register with SSUSA and play in Senior Divisions that calendar year. A male player must turn 40 years of age during their first year of play to be able to register and play in the Masters Division. The age a player attains on his or her birthday in any particular year will be considered to be his or her age for that entire calendar year.

12.3 REGISTRATION FEES

Players are required to have a valid Senior Softball-USA National ID Card to participate in any SSUSA event.

Players have 5 options when getting a new ID Card or renewing their ID Card:

One-Year Membership = \$15

Two-Year Membership = \$25

Three-Year Membership = \$35

Four-Year Membership = \$45

Five-Year Membership = \$50

Lifetime members (those players turning 75), only pay \$15.

SSUSA National ID Cards all refer to the appropriate 5-year age

group in which a person is eligible to play (40, 45, 50, 55, 60, 65, 70 and Lifetime), no matter which Membership Fee Option is selected. However, if a person chooses the One-Year Membership, the player will need to renew his ID Card again in the following year to be eligible to play in that year.

There is a \$10 late registration fee if a player is not properly registered prior to 20 days before the start of a tournament.

Players who do not complete registration within 30 days of the end of the first SSWC tournament they play face possible suspension and additional fines of up to \$50.

12.4 REGISTRATION APPLICATION

12.4(1) FORMS

Application forms are published in every issue of “Senior Softball News,” and are available also from SSWCI Tournament Directors, from Senior Softball-USA (see address in “Where to Send It” at right) and on the Senior Softball-USA website: www.seniorsoftball.com.

12.4(2) WHAT TO SEND CHECKLIST

Required documents and items: (1) Completed Registration Application, (2) Non-refundable Player Registration Fee — make check out to: Senior Softball-USA, (3) Copy of Birth Certificate or Passport, (4) Copy of Driver’s License or Armed Forces Discharge, (5) A clear photo of yourself.

12.4(3) WHEN TO SEND IT

A completed Registration Application with all required documents and the required fee must be postmarked to Senior Softball-USA a minimum of 20 days before the starting date of any SSWCI Quali-

fying Tournament the player desires to play in.

12.4(4) WHERE TO SEND IT:

Senior Softball-USA
2701 K Street, Suite 101A
Sacramento CA 95816
Telephone: (916) 326-5303
FAX: (916) 326-5304

12.5 OFFICIAL TEAM ROSTER AND PLAYERS CONTRACT

12.5(1) TOURNAMENT DIRECTOR'S RESPONSIBILITY

Tournament Directors shall FAX the Official Team Roster to Headquarters as soon as they are received. The form from each team will be checked and Tournament Directors will be advised of any ineligible player. SSWCI FAX: (916) 326-5304.

12.5(2) TEAM MANAGER'S RESPONSIBILITY

All Official Team Rosters (names, addresses, etc.) must be typed or legibly printed by team managers. Managers should also enter a Qualifier as soon after receipt of notification and forms as possible. Entries and all fees must be received by the tournament director fourteen (14) days before the tournament begins. No entries or fees will be accepted after the closing date. This enables Tournament Directors and SSWCI to do their jobs and notify a manager quickly of any ineligible player. NOTE: Manager's name, age and SSWCI number will be inserted on line 1 of the Roster and the manager MUST sign The Manager Agreement Form BEFORE his team competes in any SSUSA event. IT IS THE MANAGER'S RESPONSIBILITY TO MAKE SURE HIS PLAYERS UNDERSTAND AND AGREE WITH THE ENTIRE MANAGER AGREEMENT FORM, including, THE INJURY RELEASE, THE PLAYER'S RESPONSIBILITY TO PROCURE INSURANCE, THE ASSUMPTION OF

RISK, AND THE BAT POLICY.

The Team Roster and Manager's Agreement must be turned in to the Tournament Director no later than the deadline date, fully completed. Managers are responsible for giving the Tournament Director an updated Official Roster before the start of the first game with the names of players not attending either crossed out or deleted. Players not attending the Qualifiers are not eligible to play in the National or World Championships.

12.5(3) MANAGER SIGNATURE

The Manager's signature must be affixed to the Manager's Agreement Form, and turned into the tournament director or SSWC Official before the start of the team's first game. No team will be allowed to take the field unless his signature is on the Manager's Agreement and the Agreement is in the hands of the Tournament Director. See Section 5.17. A team may be disqualified if the Manager has not signed the Manager's Agreement form.

12.5 (4) PLAYER'S RESPONSIBILITY

It is the player's responsibility to prove place of residence for purposes of determining the region in which he is eligible to play.

12.5 (5) VERBAL STATEMENTS

Rule, policy, or Team Rating changes will only be recognized if they are written, dated and signed by the appropriate SSWC or SSUSA official.

12.5 (6) DETERMINING HOME STATE FOR TEAM

The Home State of a team is determined by the the residence of the majority of players on a roster.

SECTION 13

COMPETITION PROCEDURES

13.1 COMPETITION

13.1(1) DIVISIONS OF THE SSWC

A. Major-Plus Division – a number of teams composed of players in age groups 50+ through 70+ who compete to determine who is the World Champion, Major-Plus Division. A Major-Plus team rating is determined by the National Senior Softball Summit Ratings Committee. Major-Plus Division teams:

1. **Use rosters approved by SSWC.**
2. Need not qualify.
3. Major-Plus players may not compete on AAA or AA teams without written permission from the SSUSA Head Office.

4. Men's 50+ , 55+ and 60+ Major-Plus Divisions ONLY have a 7-run limit per half-inning.

5. May be invited to the Senior Softball World Championships based upon their SSWC rating. (See 9.2 (1) A)

B. Major Division – a number of teams composed of players in age groups 50+ through 80+ and Women who compete to determine who is the World Champion, Major Division. A Major team is one with the potential of becoming World Champions in the Major Division and is too strong to compete in the Triple-A Division. Major Division teams:

1. No restriction on the number of batters, but the line-up can not be changed after the first pitch.
2. Have a 5-run mercy rule per inning.
3. May be invited to the Senior Softball World Championships based upon their qualifying standing.

C. Triple-A Division – a number of teams composed of players in age groups 50+ through **70+** who compete to determine who is the World Champion, Triple-A Division. A Triple-A team is one

which does not have the potential to become World Champions in the Major Division, and which is not too strong to compete in the Triple-A Division. Triple-A Division teams:

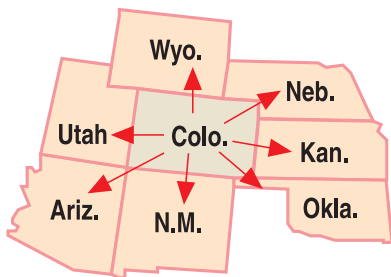
1. No restriction on the number of batters, but the line-up can not be changed after the first pitch.
2. Have a 5-run mercy rule per inning.
3. May be invited to the Senior Softball World Championships based upon their qualifying standing.

D. Double-A Division – a team that plays in a Senior Softball World Championships Qualifier and does not place high enough to be invited to the Triple-A Division and does not have the potential to become World Champions in the Triple-A Division, and which is not too strong to compete in the Double-A Division. Double-A Division teams:

1. Are allowed only one over-the-fence home run per game. Each additional home run is an out.
2. No restriction on the number of batters, but the line-up can not be changed after the first pitch.
3. Have a 5-run mercy rule per inning.
4. May be invited to the Senior Softball World Championships if they did not qualify for Triple-A Division.

13.1 (2) Team Regions of SSWC

A. Bordering States Rule (see Adjoining State List - page 105: All 50-70 teams may be composed of players from states or neighboring states.



B. 75+ Divisions

The 75+ Division may draw players from East or West of the Mississippi, depending on the manager's state of residence. (FOR EXAMPLE, if a manger lives in California, he must draw players from West of the Mississippi River. If a manager lives in Florida, he must draw players from East of the Mississippi River.)

C. All Women's Divisions, Men's 80+ and 40+ Masters Divisions

The 80+ and 40+ Men's Masters Divisions **and Women's Divisions have no geographic restrictions.** Divisions are Open, Invitational Divisions.

13.1(3) RATING AND INVITING TEAMS

SSUSA has agreed to adopt the Team Ratings determined by the National Senior Softball Summit procedure. Teams will be classified in a division where they will be competitive. Teams will not be allowed to rate themselves. The Executive Board of Senior Softball World Championships, Inc. reserves the right to investigate and research, through all means available, the factors upon which it bases the final decision to invite a team as Double-A, Triple-A, Major, or Major-Plus to Official SSUSA and SSWC events for the year in question. Based upon its decision, qualified teams will be invited to the appropriate World Championships in sufficient time to make travel and housing arrangements. Managers should not attempt to make any arrangements to attend a specific SSWC until their team is invited and their status has been confirmed as Double-A, Triple-A or Major. The Executive Board is well aware of the urgency of making required/desired arrangements and will expedite its decision-making and invitation process. SSWC and SSUSA reserve the right to rate or change the rating of a team at any time and to invite teams to their sporting events based upon those ratings. This rating also includes the seeding and scheduling of games.

B. Managers may request a review by the National Senior Softball

Summit Ratings Committee.

The procedure is as follows:

1. Only the manager of the team can make the request for re-evaluation.
2. The request must be made in writing or via e-mail using the Official Team Rating Appeal Forms available at the National Senior Softball Summit website: www.softballrating.com. The forms can also be faxed from SSUSA Headquarters to managers. Phone calls concerning rating changes are unacceptable.
3. The request must contain supporting information as to why the evaluation should be changed and the results of the team's play in at least three (3) national qualifying tournaments.
4. The decision of the National Senior Softball Ratings Committee and the SSWC Board is final.

13.1 (4) RESPONSIBILITY FOR EXPENSE

SSWC is not responsible for any expense incurred by a player or players as a result of the player making arrangements (air flights, hotels, etc.) to attend a sporting event. All airline arrangements should be made for cancellation without cost. All participants are solely responsible for any and all expenses incurred as a result of attending or making arrangements to attend an SSWC/SSUSA event.

13.1(5) RULES OF COMPETITION

All competition shall be conducted in accordance with rules set forth in this "Official Guide and Playing Rules."

13.2 ELIGIBILITY

13.2(1) PLAYER CREDENTIALS

Upon submission of a completed, accurate and timely Registration Application and the required documents, as stated under Section 1.4 Registration Application, each player will be furnished a SSUSA National Identification Card, which may be required as proof of

identity before a player is allowed to participate in a SSWC sanctioned tournament. See Section 5.1(6).

13.2(2) REGISTRATION VERIFICATION

A manager may request verification of a player's eligibility through the tournament director. Any player unable to provide proper credentials is subject to disqualification under Section 5.1 of the "Official Guide."

13.2(3) FORMS

A. OFFICIAL TEAM ROSTER / MANAGER AGREEMENT

The Official Team Roster/Manager Agreement must be typed or printed legibly (Section 1.5(2)).

The Manager must read and personally sign the Manager Agreement before the team will be allowed to participate in a SSWC Qualifying Tournament or the Senior Softball World Championships. Section 5.1(7). The Manager Agreement is good for the entire year. Managers must make new, or added players aware of the terms of the Manager Agreement. (available from Tournament Directors).

B. INVOICE

Managers will complete and submit the Invoice form with their check or money order for the appropriate amount and the completed and signed Official Team Roster/Manager Agreement (or a copy of the Roster side), to the Tournament Director not less than 30 days prior to a Qualifier. Once invited to a SSWC, the manager will send the necessary items to SSWCI not more than 30 days after receipt of the invitation. The Manager Agreement (liability release) must be turned into tournament officials -- and players **MUST** be made aware of the terms of the agreement - **- BEFORE** the start of the first game. It is the responsibility of

the MANAGER to make sure the form is turned in to the appropriate Tournament Official or the umpire on the field. Failure to do so releases SSUSA, SSWC, and all sponsoring entities from liability.

C. LATE SUBMISSIONS

Late submissions could result in the loss of a berth for the team and/or the ability of each player on the Roster to compete.

13.2(4) AGE ELIGIBILITY AND GROUPING

The age a player attains on his/her birthday in any particular year is considered to be his/her age for that entire calendar year.

A player must meet the minimum age of the group in which he/she competes, but may play in any younger age group(s). See exceptions under A and B in this section.

It is the dual responsibility of the player and team manager to ensure that a player's name does not appear on more than one Qualifying Tournament team roster per age group (Except where permitted (See Section 9.2(6)). Penalty is covered under Acts of Disqualification, Section 5 of the "Official Guide."

A. Men's age groups are 40+, 45+, 50+, 55+, 60+, 65+, 70+, 75+, 80+.

B. Men's 80+ age division teams may draw (7) seven players aged 78 or 79; including only three (3) 78 year olds. (FOR EXAMPLE: 80+ teams may have 4 players aged 79 and 3 aged 78).

C. Men's 75+ age division teams may draw (5) five players (1) one year younger than the minimum age. (FOR EXAMPLE: 75+ teams may have 5 players aged 74) and 80+ teams may have 5 players aged 79)

D. Women have **six** age group divisions:

1. 40+
2. 50+
3. 55+

In any tournament with fewer than (4) four 55+ teams, the 55+ teams may be combined with the 50+ age division.

4. 60+
5. 65+
6. 70+

In any tournament with fewer than (4) four 60+ teams, the 60+ teams may be combined with the 55+ age division.

(See Page 98 for Women Division Rules and Equalizers)

13.2(5) INTERNATIONAL TEAMS

Teams from outside the United States of America must comply with the rules and regulations set forth in this “Official Senior Softball Rulebook.”

13.3 SSWC QUALIFIERS

13.3(1) TEAMS THAT NEED NOT QUALIFY

Men’s 40+, 45+, 75+ and 80+ teams do not have to qualify and may be invited to the SSWC, Major Division. Teams not needing to qualify are exempt from the frozen roster and adding player restrictions.

13.3(2) MINIMUM NUMBER OF TEAMS

A minimum of three (3) teams must participate in each age group. If any age group has fewer than three (3) teams, they may play in a younger age category and could then qualify for their own age group at the option of the Tournament Director. Teams may participate in any of the SSWC Qualifying Tournaments as long as each player is properly registered with SSWCI and is in good standing.

13.3(3) SSWC INTERNATIONAL COMPETITION

If insufficient international teams have qualified for advancement to the World Championships, second place finishers from each participating country will be offered the available slots, with priority to those countries with the greatest number of teams participating. Any additional slots will be offered to the third place finishers from each country in the same manner outlined for second place finishers.

United States teams may travel to foreign tournaments to play; however, U.S. teams can qualify only one team in each age group in foreign tournament play for the World Championships.

13.3(4) SSWCI REFUND POLICY

A. Team Entry Fees will be refunded according to this schedule:

60 days or less before the Managers Meeting – no refund

90-61 days prior – half refund

More than 91 days prior – full refund

B. Requests for refunds must be made in writing.

C. There is no refund as a result of a forfeit or forfeits.

13.3(5) CLASSIFICATIONS OF COMPETING TEAMS

There is no longer a category of “Non-Qualifying” team. All teams competing in a SSWC Qualifying Tournament are there either to 1) Qualify, 2) Re-Qualify with a modified roster or 3) play as an Exhibition Team.

13.3 (6) EXHIBITION TEAMS

A team may be categorized as an Exhibition Team for several reasons. (FOR EXAMPLE, They may have a player (or players) outside their region, or they may not have enough players for a team without picking up players locally). The Tournament Director must

clear any Exhibition Team with the National Office in Sacramento before allowing the team to compete. In addition, Exhibition teams can not win awards and their record will not count in the Official Standings. They will play solely for exhibition.

13.3(7) FORMAT MODIFICATION

A. SSWC Qualifying Tournaments, as well as the Championships themselves, will use the same format when possible. However, Qualifying Tournaments may have valid reasons for modifying their format. In such a case, the Tournament Director may change the format with the concurrence of SSWC.

B. SSWC reserves the right to change the World Championships format at anytime from its present format of a round-robin into a modified double-elimination.

13.3(8) SCHEDULING MODIFICATIONS

If three or fewer teams enter a division, the SSWC Board reserves the right to A) Return the Entry Fee, B) Place the team in an Exhibition Status, or C) Move the team to a lower age bracket. A team cannot add younger players just because a tournament director moved the team to a lower age bracket. Example: A 55 Major team is put in a 50 AAA bracket of a tournament. The 55 Major team cannot add 50+ players to their team.

A. The team(s) do not participate in the tournament and the entry fee is returned. The team must compete in at least ONE SSWC Qualifier in order to be invited to the National or World Championships.

B. The team(s) may play in their age bracket of the Triple-A Division but the team(s) will NOT receive any awards. The awards will only go to Triple-A Division teams. The team(s) will qualify to be invited to the World Championships.

C. The teams (other than 50+) may play in the next lower age bracket and they may win tournament awards. The team(s) may qualify to be invited to the World Championships in their division age group. A manager will be contacted if a tournament director

has to move a team two age brackets. A tournament director may move a team one age bracket without a contact.

D. SSWC reserves the right to place any team in any division for the purpose of competitive equality.

E. Recommended equalizers for teams in mixed skill and/or age groups: The weaker, or older, team gets a choice of adding 5 runs to their score OR using an extra defensive player. If there is a difference in rules governing teams in a mixed division, the rules governing the weaker, or older, teams are used. **If the weaker team elects to add five runs, the one run will be added to their score in innings 2-6. If the game only goes 5 innings, the weaker team will receive a maximum of 4 runs.**

13.3(9) TOURNAMENT DIRECTOR'S REPORTING RESPONSIBILITY

Within 24 hours after the end of a qualifying tournament, the Tournament Director will FAX the results on the required forms to SSWC Headquarters.

Within three (3) days after the end of the Qualifier, he will mail to SSWC Headquarters the originals of these forms and the original Official Team Roster/Players Contract of all teams participating in the Qualifier.

13.3(10) SUFFICIENT NUMBER OF PLAYERS

Team managers are advised to plan their team size to allow for the loss of one or two players to injury or personal situations beyond their control. A Qualified team is expected to advance to the Senior Softball World Championships with a sufficient number of players to complete the tournament under normal circumstances.

13.3 (11) MODIFIED DOUBLE ELIMINATION DEFINED

A team competing in a round-robin competition that does not lose a game in the round-robin portion of the competition must be defeated twice in the playoffs. A team that is defeated once or more and

reaches the playoffs must only be defeated once to be eliminated.

13.3 (12) VERIFYING SCORE, STANDINGS

Managers are responsible for ensuring that the final game scores are correct on the Scorecards before signing their names. Managers should check the posted standings to ensure their game scores have been properly posted. Any discrepancy must be brought to the attention of the field supervisor immediately.

13.4 TRIPLE GRAND SLAM

13.4 (1) EAST & WEST NATIONAL CHAMPIONSHIPS

Teams qualifying in Official SSWC Qualifiers may be invited to compete in the Eastern National Championships or the Western National Championships, depending on which side of the Mississippi River the Team's region falls.

A. East/West Nationals' Eligibility: All Women's Divisions and the Major, AAA and AA Men's Divisions in these age groups: 50+, 55+, 60+, 65+, 70+.

B. East/West Nationals' Format: Teams Qualifying from Official SSUSA Regions East of the Mississippi River may be invited to the Eastern National Championships. Teams Qualifying from Official SSUSA Regions West of the Mississippi River may be invited to the Western National Championships. The Format is a 5-game Modified Double Elimination Tournament.

13.4 (2) US NATIONAL CHAMPIONSHIPS

Teams winning their divisions in the Eastern Nationals will be the "Eastern National Champions" and teams winning the Western Nationals will be the "Western National Champions." Winners will be invited to compete for the US National Championships. If a team winning an Eastern or Western National Championships declines to

participate, the second-place team will be invited to compete.

A. US National Championships divisions include: All Women's Divisions and the Major, AAA and AA Men's Divisions in these age groups: 50+, 55+, 60+, 65+, 70+.

B. Format for each Division: The Eastern National Champions will play the Western National Champions in one game schedule after regular play of the Senior Softball World Championships at the site of the Senior Softball World Championships for that year. The winner of that single game will be the US National Champion.

13.4 (3) TRIPLE GRAND SLAM WINNERS

Teams winning the Eastern or Western National Championships, the US National Championships, and the Senior Softball World Championships will be TRIPLE GRAND SLAM Winners and will be awarded an additional Team and Individual Awards. Teams may only win one (1) of the three (3) levels of competition by forfeit to be eligible to win the Triple Grand Slam.

13.5 TOURNAMENT OF CHAMPIONS

Teams winning SSUSA Regional Championships, Winter or Spring Championships, the Eastern or Western National Championships, the US National Championships, and the Senior Softball World Championships will be invited to the Tournament of Champions. **In addition, winners of the SPN Canadian Nationals and the ISA Senior Worlds will be invited.** All 80+ teams will also be invited. Teams must use the roster with which they won the Championships at which they qualified. Teams may add players according to 9.2(2).

13.6 TIE BREAKERS IN ROUND ROBIN PLAY

If there are ties in round robin play, the ties will be resolved in the following manner:

1. WON/LOSS record.
2. HEAD TO HEAD competition.

3. LEAST RUNS SCORED AGAINST.*
4. RUN DIFFERENTIAL
5. FLIP OF COIN

Only the scores of the teams involved in the tie will be considered in calculating 3 and 4 above.

* If a team has a forfeit, then the game with the least runs scored will be removed from the equation of all affected teams.

SECTION 14 AWARDS

14.1 INDIVIDUAL AWARDS

A. General SSWC Award Policy:

5 teams: 1st and 2nd place trophies and individual player awards.

4 teams: 1st place trophy and individual player awards.

3 teams or fewer: Reserve right to return entry fee or move teams to another division.

B. Ring policy. Rings will be available to all SSWC Champions. Players pay a portion of the ring cost.

14.1(1) ELIGIBILITY

Individual awards shall be given only to rostered team members who attend and participate in the FINAL game of their age group in any State, Regional, National or World Championships. Each participant must be present at the conclusion of the final game. A participant is defined as a player, coach or manager who is on the Official Team Roster/Player's Contract, in uniform and in the dugout or on the playing field during the final game.

14.1(2) EXCEPTION

An exception to Section 3.1(1) is a team member who is rostered and in attendance at the World Championships who, because of injury, illness, or an emergency, cannot participate in the final game.

This member must have participated in games during the World Championships, and must join his team members after the final game to order his award.

14.1(3) NOTIFICATION OF EXCEPTION

It is incumbent upon the team manager to notify a SSWC Tournament Director of an exception in advance of the final game so arrangements can be made to include the member in the team's awards.

14.1(4) PROOF OF IDENTITY

An award recipient may be asked to present his SSUSA National ID Card as proof of identity.

SECTION 15 ADVERSE WEATHER

15.1 TOURNAMENT COMMITTEE DECISION

15.1(1) TOURNAMENT PLAYED OR MODIFIED

SSWC Qualifiers and World Championships alike may be played in adverse weather conditions much like a football game. Players accept these conditions when entering. If it becomes necessary in the judgement of the Tournament Committee, playing procedures may be modified. If game times must be reduced because of time limitations due to inclement weather, or other Acts of God, the following method may be considered: Batters have a one/one count when they enter the batter's box. If there is even more of a time restriction, then the batter may be allowed only one strike.

15.1(2) TOURNAMENT TERMINATED

If, in the opinion of the Director(s), a Senior Softball World Championships must be terminated prior to its conclusion because of adverse weather or other Acts of God, the tournament will not be postponed beyond its ending date. Should this unlikely event occur, refunds

will be made at the discretion of the SSWC Executive Board. In no event will refunds be made after (2) two games have been played. There is no guarantee of any refund. Participants must realize that no one can control weather or other Acts of God.

15.1(3) STANDINGS IF TOURNAMENT IS TERMINATED

If for any reason (such as inclement weather) a tournament must be terminated, game standings at that point will determine the champions.

15.2 A COMPLETE GAME

A game becomes official upon completion of 4-1/2 innings if the home team is ahead, or 5 innings if the visiting team is ahead. Incomplete games will be played at the discretion of the Tournament Committee. At the discretion of the Tournament Director, and with agreement of the manager of the losing team, games may be called after 4 innings if the winning team is ahead by 15 runs.

SECTION 16 DISQUALIFICATION

16.1 ACTS OF DISQUALIFICATION

16.1(1) REQUIRED CREDENTIALS

Any player unable to produce the required credentials on the playing field shall be declared ineligible to play until he can produce them. (Credentials are defined in Registration Section of the “Official Guide” portion of this publication.)

16.1(2) PLAYER PENALTY

Should a player play and fail to furnish satisfactory proof prior to the end of the tournament, his team will forfeit all games in which the player participated. Further, he shall be suspended from SSWC until a satisfactory review of his credentials is made within thirty (30) days by SSWC.

16.1(3) MANAGER PENALTY

Failure to comply with this credentials requirement may result also in the disqualification of the player's manager from SSWC as provided herewith: Any manager using an ineligible player shall be disqualified for one (1) year for the first offense, five (5) years for the second offense, and shall be permanently barred for the third occurrence.

16.1(4) AMATEUR STATUS

In keeping with the intent of the SSWC Board of Directors to maintain the Amateur integrity of SSWC Qualifying Tournaments and World Championships, any breach of the rules concerning a player's amateur status as defined in "Playing Rules" Section 9.1 will result in disqualification of the player and his manager from any and all standing and awards from the tournament and subsequent SSWC tournaments for the remainder of that year.

16.1(5) DOUBLE TEAM REGISTRATION

A player may be registered and play on two teams in different age brackets, as long as he is old enough for both brackets and they are within one skill division of each other. (FOR EXAMPLE, a 62-year-old player may play on a 60+ Major team and a 55+ AAA team during the same season. A 60+ Major player MAY NOT play on a 55+ AA team). It is up to the player to inform managers of both teams that he is participating on more than one team. The player may play on both teams during the same tournament, but must work out conflicting game time schedules with the two managers. SSWC officials will make no allowances in scheduling or re-scheduling games to avoid such conflicts. A player may be registered or play only on one team in each age division for each tournament he enters. When a team qualifies for the World Championships its players are frozen and may not participate on another team in the same age division intending to qualify in subsequent tournaments. It is the dual responsibility of the qualified player and his team manager to ensure

that a player's name does not appear on more than one qualifying tournament team roster in the same age division. A player who qualifies for the SSWC, authorizes his name to appear on another team's roster in the same age division will be disqualified for the balance of the season, plus the following year, and the team will forfeit all games in the event in which the player participated. For exception see 9.2(6), Playing in Two Age Divisions.

16.1(6) FALSIFYING CREDENTIALS

Any player found falsifying credentials will be permanently disqualified from the SSWC and its qualifying tournaments. If the manager knowingly accepted the falsified credentials, he, too, will be suspended from the SSWC and its qualifying tournaments for the balance of the season plus the following year, and his team will forfeit all games in the events in which the player participated.

16.1(7) FORGED SIGNATURES

Player Registration forms and Official Team Roster and Manager Agreement forms are legal and "official" Senior Softball documents. Once they are signed they carry the same weight in a court of law as an IRS return, an endorsed check, or a U.S. passport. Forgery of a player's signature to these or any other Senior Softball World Championships, Inc., document will not be condoned, and the forger shall be suspended from all SSWC activities for the current year plus one year. This suspension will not be in lieu of any criminal or civil penalty which may be imposed by a court of law as a result of this action. Managers should note that players must be present to be listed on the final roster submitted to the Tournament Director. It is the responsibility of the manager to tell the Tournament Director if a player is not present – and to cross that player's name off the Official Roster. A player's name on an Official Roster is not valid without a signature. If a player participates in any softball event wherein his/her name appears on an Official Roster this action will be prima facie evidence that the signature representing him/her is valid and that he/she agrees to and accepts the terms and conditions

of the agreement.

16.2 TOURNAMENT PROTEST COMMITTEE

Each tournament will have a three (3) member Protest Committee. The Umpire-in-Chief and Tournament Director or his assignee should be two of the Committee members. However, the Tournament Director shall not participate in a decision if his team is involved, or if the decision will have a direct effect on his team's standing. Protests will not be received or considered if they are based solely on a decision involving the accuracy of judgement on the part of an umpire. (For types of protests see 6.53)

16.3 COMPLAINT PROCEDURE (SSWC TOURNAMENT ONLY)

Complaints may be verbally expressed to the Tournament Director or to SSWC Board Members. However, all complaints to be considered by the Tournament Protest Committee shall be in writing with careful attention to all pertinent facts and details. The Tournament Protest Committee may request independent reports from others involved in the complaint in the interest of a complete and fair review of matters at issue. NOTE: A complaint is not to be confused with a Protest. (See Section 10.13(3) of Playing Rules.)

16.4 EARLY WITHDRAWAL FROM QUALIFIER

Teams withdrawing without approval before playing all of their games during a SSWC Qualifier or Championship tournament may be disqualified from the Tournament. At the discretion of the SSWC Board, the team may be barred from National and World Championships competition and from the following year's Qualifier.

16.5 TEAMS MUST PLAY SEEDING GAMES

Teams must play in the round robin, or preliminary rounds, of the tournament to be eligible to play in the finals. At the discretion of the Tournament Director, teams not playing one or more round-robin, or seeding game, will be seeded last in the elimination finals and will receive an automatic loss in that game, forcing them to the loser's bracket of the elimination round.

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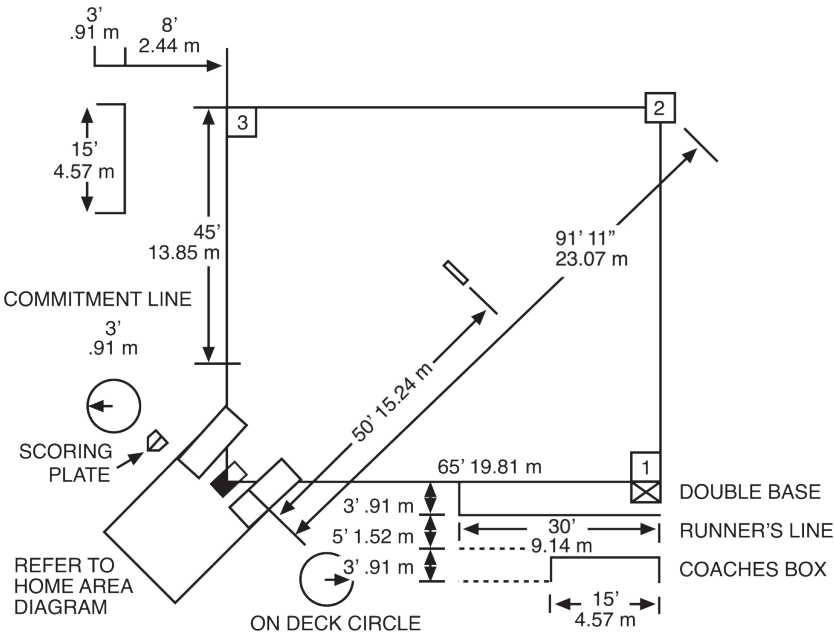
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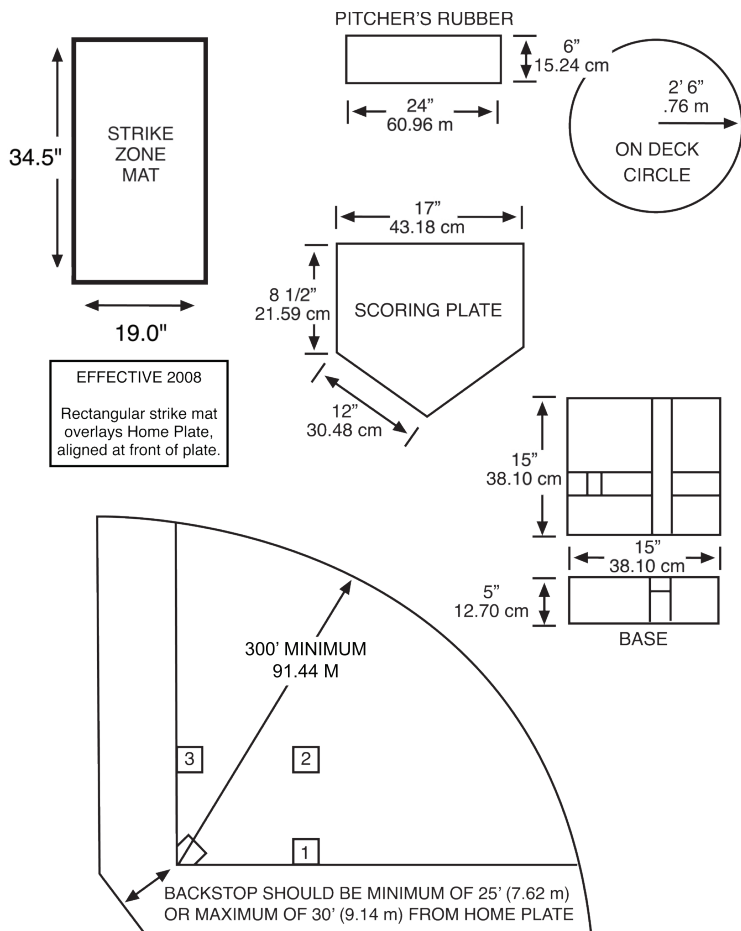
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SENIOR SOFTBALL DIAMOND



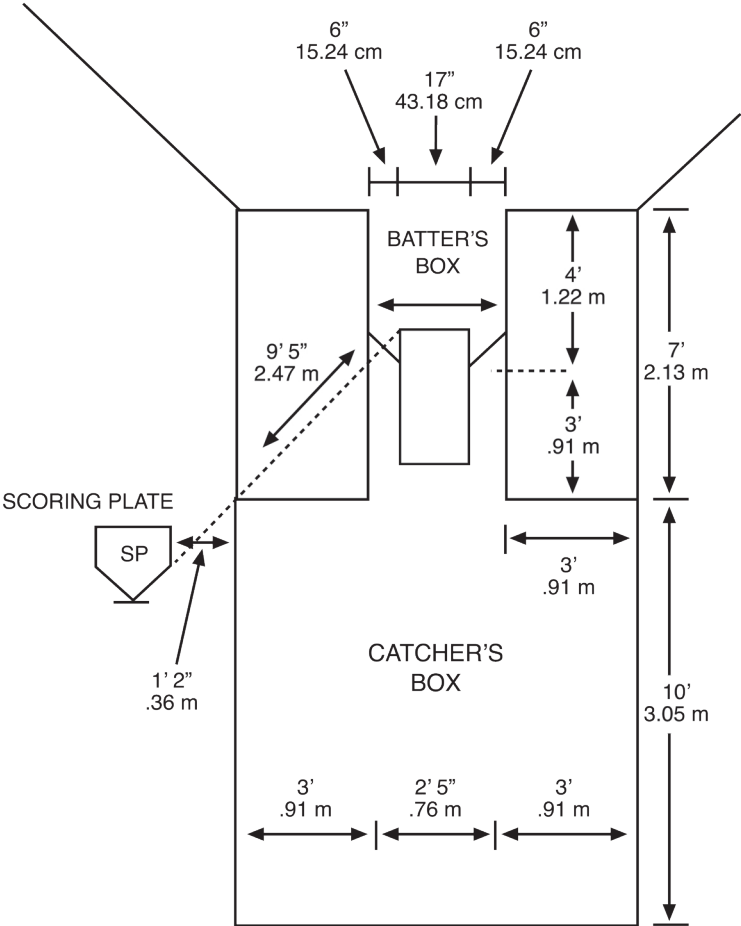
SENIOR SOFTBALL DIAMOND

*Field Size, Home Plate/Scoring Plate, Strike Zone
Mat, Pitcher's Rubber, Bases, On-Deck Circle.*



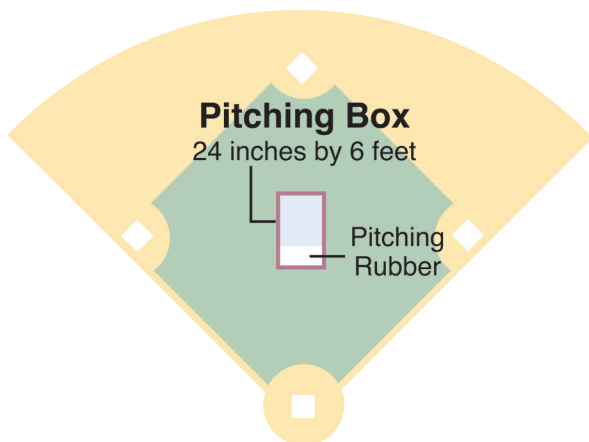
SENIOR SOFTBALL DIAMOND

Batter's, Catcher's Boxes, Scoring Plate.



SENIOR SOFTBALL DIAMOND

Pitcher's Box.



The Pitcher's Box consisting of the area from the front of the pitcher's plate , 50 feet (15.24 m) from Home Plate, and extending back six feet perpendicular to the pitcher's plate shall be used. The Pitcher's plate shall be of rubber or wood, 24 inches (60.96cm) long and six inches (15.24cm) wide. The top of the pitching rubber shall be level with the ground. The front of the pitching rubber shall be the prescribed pitching distance from the back point of home plate (50 feet; 15.24 m). The Pitcher's Box will be marked with chalk or field paint. If possible, a permanent marker should be added 6 feet behind the 50-foot pitching rubber.

PLAYER ELIGIBILITY - ADJOINING STATES/PROVINCES LIST

STATE: PLAYERS ELIGIBLE FROM ADJOINING STATES

ALABAMA: Florida, Georgia, Mississippi, Tennessee

ALASKA: Washington

ALBERTA: British Columbia, Montana, Saskatchewan

ARIZONA: California, Colorado, Nevada, New Mexico, Utah

ARKANSAS: Louisiana, Mississippi, Missouri, Oklahoma, Tennessee, Texas

BRITISH COLUMBIA: Alaska, Alberta, Idaho, Montana, Washington

CALIFORNIA: Arizona, Hawaii, Nevada, Oregon

COLORADO: Arizona, Kansas, Nebraska, New Mexico, Oklahoma, Wyoming

CONNECTICUT: Massachusetts, New York, Rhode Island

DELAWARE: Maryland, New Jersey, Pennsylvania

DIST. OF COLUMBIA: Maryland, Virginia

FLORIDA: Alabama, Georgia

GEORGIA: Alabama, Florida, N. Carolina, S. Carolina, Tennessee

HAWAII: California, Oregon, Washington

IDAHO: British Columbia, Montana, Nevada, Oregon, Utah, Washington, Wyoming

ILLINOIS: Indiana, Iowa, Kentucky, Missouri, Wisconsin

INDIANA: Illinois, Kentucky, Michigan, Ohio

IOWA: Illinois, Minnesota, Missouri, Nebraska, S. Dakota, Wisconsin

KANSAS: Colorado, Missouri, Nebraska, Oklahoma

KENTUCKY: Illinois, Indiana, Missouri, Ohio, Tennessee, Virginia, W. Virginia

LOUISIANA: Arkansas, Mississippi, Texas

MAINE: New Hampshire

MANITOBA: Minnesota, North Dakota, Ontario, Saskatchewan

MARYLAND: Delaware, District of Columbia, Pennsylvania, Virginia, W. Virginia

PLAYER ELIGIBILITY - ADJOINING STATES/PROVINCES LIST

MASSACHUSETTS: Connecticut, New Hampshire, New York, Rhode Island, Vermont

MICHIGAN: Indiana, Ohio, Wisconsin

MINNESOTA: Iowa, Manitoba, N. Dakota, Ontario, S. Dakota, Wisconsin

MISSISSIPPI: Alabama, Arkansas, Louisiana, Tennessee

MISSOURI: Arkansas, Illinois, Iowa, Kansas, Kentucky, Nebraska, Oklahoma, Tennessee

MONTANA: Alberta, British Columbia, Idaho, N. Dakota, Saskatchewan, S. Dakota, Wyoming

NEBRASKA: Colorado, Iowa, Kansas, Missouri, S. Dakota, Wyoming

NEVADA: Arizona, California, Idaho, Oregon, Utah

NEW BRUNSWICK: Maine, Newfoundland, Nova Scotia, Quebec, Prince Edward Island

NEW HAMPSHIRE: Maine, Massachusetts, Quebec, Vermont

NEW JERSEY: Delaware, New York, Pennsylvania

NEW MEXICO: Arizona, Colorado, Oklahoma, Texas, Utah

NEW YORK: Connecticut, Massachusetts, New Jersey, Ontario, Pennsylvania, Quebec, Vermont

NEWFOUNDLAND: New Brunswick, Nova Scotia, Prince Edward Island

NORTH CAROLINA: Georgia, S. Carolina, Tennessee, Virginia

NORTH DAKOTA: Manitoba, Minnesota, Montana, Saskatchewan, S. Dakota

NOVA SCOTIA: New Brunswick, Newfoundland, Prince Edward Island

OHIO: Indiana, Kentucky, Michigan, Pennsylvania, W. Virginia

ONTARIO: Manitoba, Michigan, Minnesota, New York, Quebec

OKLAHOMA: Arkansas, Colorado, Kansas, Missouri, New Mexico, Texas

PLAYER ELIGIBILITY - ADJOINING STATES/PROVINCES LIST

OREGON: California, Idaho, Nevada, Washington

PENNSYLVANIA: Delaware, Ohio, Maryland, New Jersey, New York, Ohio

PRINCE EDWARD ISLAND: New Brunswick, Newfoundland, Nova Scotia

QUEBEC: Maine, New Brunswick, New Hampshire, New York, Ontario, Vermont

RHODE ISLAND: Connecticut, Massachusetts

SASKATCHEWAN: Alberta, Manitoba, Montana, North Dakota

SOUTH CAROLINA: Georgia, N. Carolina

SOUTH DAKOTA: Iowa, Minnesota, Montana, Nebraska, N. Dakota, Wyoming

TENNESSEE: Alabama, Arkansas, Georgia, Kentucky, Mississippi, Missouri, N. Carolina, Virginia

TEXAS: Arkansas, Louisiana, New Mexico, Oklahoma

UTAH: Arizona, Colorado, Idaho, Nevada, New Mexico, Wyoming

VERMONT: Massachusetts, New Hampshire, New York, Quebec

VIRGINIA: District of Columbia, Kentucky, Maryland, N. Carolina, Tennessee, W. Virginia

WASHINGTON: Alaska, British Columbia, Idaho, Oregon

WEST VIRGINIA: Kentucky, Ohio, Maryland, Pennsylvania, Virginia

WISCONSIN: Illinois, Iowa, Michigan, Minnesota

WYOMING: Colorado, Idaho, Montana, Nebraska, S. Dakota, Utah

**Senior Softball
Regional,
National
and
World
Champions**

1993 SENIOR SOFTBALL WORLD CHAMPIONSHIPS RESULTS

September 8-12, 1993 • Scottsdale/Mesa, Arizona

50+ AGE DIVISION

FINALS: Betty & Jake's Tavern (9) vs National Trails (8)
 Lutherville, Maryland Farmington Hills, Michigan
 CHAMPIONS: BETTY & JAKE'S TAVERN

55+ AGE DIVISION

FINALS: No. California Angels (20) vs So. California Braves (1)
 Walnut Creek, California San Juan Capistrano, California
 CHAMPIONS: NORTHERN CALIFORNIA ANGELS

60+ AGE DIVISION

FINALS: California Gold Rush (16) vs Class of '49 (3)
 Sacramento, California Palm Springs, California
 CHAMPIONS: CALIFORNIA GOLD RUSH

65+ AGE DIVISION

FINALS: Mesa 65's (25) vs Dallas 65's (23)
 Mesa, Arizona Dallas/ Fort Worth, Texas
 CHAMPIONS: MESA 65's

70+ AGE DIVISION

FINALS: Arizona 70's (10) vs San Diego Silver Hawks (7)
 Scottsdale, Arizona San Diego, California
 CHAMPIONS: ARIZONA 70's

75+ AGE DIVISION

FINALS: L.A. Olympic Seniors (15) vs Hawaii 75+ Seniors (7)
 Los Angeles, California Honolulu, Hawaii
 CHAMPIONS: L.A. OLYMPIC SENIORS

1994
SENIOR SOFTBALL WORLD CHAMPION-
SHIPS
MAJOR DIVISION RESULTS

50+ AGE DIVISION

FINALS: Miami Masters (14) vs Thomas Engineering (11)

Miami, Florida Manassas, Virginia

CHAMPIONS: MIAMI MASTERS

55+ AGE DIVISION

FINALS: Florida Legends (8) vs Northern California Angels (5)

Fort Meyers, Florida Walnut Creek, California

CHAMPIONS: FLORIDA LEGENDS

60+ AGE DIVISION

FINALS: California Gold Rush (5) vs Nor-Cal (0)

Sacramento, California San Jose, California

CHAMPIONS: CALIFORNIA GOLD RUSH

65+ AGE DIVISION

FINALS: California Jets (12) vs Southern California Chiefs(10)

Pomona, California San Marcos, California

CHAMPIONS: CALIFORNIA JETS

70+ AGE DIVISION

FINALS: Anaheim Blue Jays (15) vs Arizona (13)

Anaheim, California Scottsdale, Arizona

CHAMPIONS: ANAHEIM BLUE JAYS

75+ AGE DIVISION

FINALS: Southern California Angels (7) vs Hawaii Tigers (5)

Whittier, California Honolulu, Hawaii

CHAMPIONS: SOUTHERN CALIFORNIA ANGELS

1994**SENIOR SOFTBALL WORLD CHAMPIONSHIPS
MAJOR DIVISION RESULTS**

September 21-28, 1994 • Las Vegas, Nevada

WOMEN'S DIVISION

FINALS: Mighty Legends (3) vs Original Legends (2)

Both Teams From Fountain Valley, California

CHAMPIONS: MIGHTY LEGENDS

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1994

**SENIOR SOFTBALL WORLD CHAMPIONSHIPS
TRIPLE-A DIVISION RESULTS**

September 6-11, 1994 • Scottsdale/Mesa, Arizona

50+ AGE DIVISION

FINALS: Modesto Classics (5) vs Jersey Masters (3)

Modesto, California South Orange, New Jersey

CHAMPIONS: MODESTO CLASSICS

55+ AGE DIVISION

FINALS: Oklahoma Seniors (16) vs Sacramento Solons (5)

McLoud, Oklahoma Sacramento, California

CHAMPIONS: OKLAHOMA SENIORS

60+ AGE DIVISION

FINALS: Sacramento Gold (15) vs Southern California Jets (5)

Sacramento, California Los Angeles, California

CHAMPIONS: SACRAMENTO GOLD

65+ AGE DIVISION

FINALS: Sacramento Claim Jumpers (7) vs Georgia Braves (6)

Sacramento, California Carrollton, Georgia

CHAMPIONS: SACRAMENTO CLAIM JUMPERS

70+ AGE DIVISION

FINALS: Sacramento Capitals (12) vs Renton (6)

Sacramento, California Renton, Washington

CHAMPIONS: SACRAMENTO CAPITALS

1995
SENIOR SOFTBALL WORLD CHAMPIONSHIPS
MAJOR DIVISION RESULTS

September 12-17, 1995 • Overland Park, Kansas

50+ AGE DIVISION

FINALS: Skinny Dugans Pub (13) vs Dan Smith Plastering (10)

Las Vegas, Nevada

El Sobrante, California

CHAMPIONS: SKINNY DUGANS PUB

55+ AGE DIVISION

FINALS: Northern California Angels (7) vs Florida Legends (3)

Walnut Creek, California

Fort Meyers, Florida

CHAMPIONS: NORTHERN CALIFORNIA ANGELS

60+ AGE DIVISION

FINALS: Fairway Ford (11) vs California Gold Rush (6)

Placentia, California

Sacramento, California

CHAMPIONS: FAIRWAY FORD

65+ AGE DIVISION

FINALS: Palm Springs 65+ (8/12) vs Pat & Ralph's (8/9)

Palm Springs, California

Venice, Florida

CHAMPIONS: PALM SPRINGS 65+

70+ AGE DIVISION

FINALS: San Diego Silver Hawks (20) vs D/FW 70s (6)

San Diego, California

Dallas/Ft. Worth, Texas

CHAMPIONS: SAN DIEGO SILVER HAWKS

75+ AGE DIVISION

FINALS: Hawaii 75+ (9) vs Arizona Silver Foxes (8)

Honolulu, Hawaii

Scottsdale, Arizona

CHAMPIONS: HAWAII 75+

1995
SENIOR SOFTBALL WORLD CHAMPIONSHIPS
TRIPLE-A DIVISION RESULTS

September 5-10, 1995 • Overland Park, Kansas

50+ AGE DIVISION

FINALS: Arizona Heat (10) vs Kansas City WOV's (1)

Phoenix, Arizona Overland Park, Kansas

CHAMPIONS: ARIZONA HEAT

55+ AGE DIVISION

FINALS: Sacramento Solons (8) vs Wielinga Trucking (7)

Sacramento, California Ford, New Jersey

CHAMPIONS: SACRAMENTO SOLONS

60+ AGE DIVISION

FINALS: Earthquakes (15) vs Team Sixty K.C. (1)

San Dimas, California Overland Park, Kansas

CHAMPIONS: EARTHQUAKES

65+ AGE DIVISION

FINALS: Colorado Silver Streaks (7) vs Albuquerque 65s (6)

Denver, Colorado Albuquerque, New Mexico

CHAMPIONS: FHP COLORADO SILVER STREAKS

1996

SENIOR SOFTBALL WORLD CHAMPIONSHIPS

MAJOR DIVISION RESULTS

October 17-20, 1996 • Phoenix/Glendale, Arizona

50+ AGE DIVISION

FINALS: Texas Legends (12/14) vs Orange Crush (49/11)

Houston, Texas

Winter Haven, Florida

CHAMPIONS: TEXAS LEGENDS

55+ AGE DIVISION

FINALS: Dixie Gas (12) vs Northern California Angels (8)

Crystal River, Florida

El Sobrante, California

CHAMPIONS: DIXIE GAS

60+ AGE DIVISION

FINALS: California Blue Jays (10) vs Fairway Ford (5)

Antioch, California

Placentia, California

CHAMPIONS: CALIFORNIA BLUE JAYS

65+ AGE DIVISION

FINALS: Car Center Roadrunners (31) vs Palm Springs 65+ (25)

Washington D.C.

Palm Springs, California

CHAMPIONS: CAR CENTER ROADRUNNERS

70+ AGE DIVISION

FINALS: Arizona 70s (17) vs Tobay Tigers (7)

Mesa, Arizona

Long Island, New York

CHAMPIONS: ARIZONA 70s

75+ AGE DIVISION

FINALS: Silver Hawks (22) vs Arizona Silver Foxes (6)

La Mesa, California

Scottsdale, Arizona

CHAMPIONS: Silver Hawks

WOMEN'S DIVISION

FINALS: 2nd Wind (10) vs Northern California Stars (2)

Southern California

Northern California

CHAMPIONS: 2ND WIND

1996
SENIOR SOFTBALL WORLD CHAMPIONSHIPS
TRIPLE-A DIVISION RESULTS

October 10-13, 1996 • Phoenix/Glendale, Arizona

50+ AGE DIVISION

FINALS: Vacation Break Resorts (21) vs Kansas City WOV's (10)
Ft. Lauderdale, Florida Overland

Park, Kansas

CHAMPIONS: VACATION BREAK RESORTS

55+ AGE DIVISION

FINALS: Pro Builders of Indiana(13) vs Pittsburgh Gold (10)
Indianapolis, Indiana Pittsburgh, Pennsylvania

CHAMPIONS: PROFESSIONAL BUILDERS OF INDIANA

60+ AGE DIVISION

FINALS: Emerald City Masters (17) vs Papa John's Derby City (11)
Seattle, Washington Louisville, Kentucky

CHAMPIONS: EMERALD CITY MASTERS

65+ AGE DIVISION

FINALS: Georgia Peaches (6) vs Albuquerque 65s (1)
Norcross, Georgia Albuquerque, New Mexico

1997

SENIOR SOFTBALL WORLD CHAMPIONSHIPS**MAJOR DIVISION RESULTS**

Sept. 4-14 • Salt Lake City, Utah

50+ AGE DIVISION

FINALS: Dan Smith Plastering (12) vs Fergies (11)

El Sobrante, California

Edgewater, Maryland

CHAMPIONS: DAN SMITH

55+ AGE DIVISION

FINALS: Dixie Gas (17/10) vs Montgomery Auto (7/7)

Crystal River, Florida

Beltsville, Maryland

CHAMPIONS: DIXIE GAS

60+ AGE DIVISION

FINALS: Fairway Ford (36) vs California Blue Jays (28)

Placentia, California

Redwood City, Cali-

fornia

CHAMPIONS: FAIRWAY FORD

65+ AGE DIVISION

FINALS: California Gold Rush (10/8) vs Georgia Peaches (19/1)

Sacramento, California

Atlanta, Geor-

gia

CHAMPIONS: CALIFORNIA GOLD RUSH

70+ AGE DIVISION

FINALS: Anaheim Pirates (10) vs Arizona 70s (7)

Anaheim, California

Mesa, Arizona

CHAMPIONS: ANAHEIM PIRATES

75+ AGE DIVISION

FINALS: Silver Hawks (10/8) vs Palm Springs Nationals (11/6)

La Mesa, California

Palm Springs, California

CHAMPIONS: SILVER HAWKS

80+ AGE DIVISION

FINALS: California Seniors (8) vs Kids & Kubs (4)

1997

**SENIOR SOFTBALL WORLD CHAMPIONSHIPS
MAJOR DIVISION RESULTS**

Sept. 4-14 • Salt Lake City, Utah

WOMEN'S DIVISION

FINALS: 2nd Wind (13) vs NorCal Stars (5)
Costa Mesa, California San Leandro, California
CHAMPIONS: 2ND WIND

1997

TRIPLE-A DIVISION RESULTS

Sept. 4-14 • Salt Lake City, Utah

50+ AGE DIVISION

FINALS: Redwood City Magic(8/10) vs Reebok Texas Legends(7/4)
Redwood City, California Plano, Texas
CHAMPIONS: REDWOOD CITY MAGIC

55+ AGE DIVISION

FINALS: Pittsburgh Gold(15/8) vs Red Door (8/5)
Pittsburgh, Pennsylvannia Manville, New Jersey
CHAMPIONS: PITTSBURGH GOLD

60+ AGE DIVISION

FINALS: Contra Costa Diablos (9) vs Oklahoma Seniors (3)
Contra Costa, California Edmund, Oklahoma
CHAMPIONS: CONTRA COSTA DIABLOS

65+ AGE DIVISION

FINALS: Redwood City Blues (7) vs California Condors (0)
Redwood City, California Thousand Oaks, California
CHAMPIONS: REDWOOD CITY BLUES

1997

DOUBLE-A DIVISION RESULTS

Oct. 7-14 • Phoenix, Arizona

50+ AGE DIVISION

FINALS: Restoration Services (19) vs Pat's Trophy (6)

Phoenix, Arizona

Maud, Oklahoma

CHAMPIONS: RESTORATION SERVICES

55+ AGE DIVISION

FINALS: Las Vegas Rice Paddies (7) vs Yolo Express (3)

Las Vegas, Nevada

Yolo, California

CHAMPIONS: LAS VEGAS RICE PADDIES

60+ AGE DIVISION

FINALS: Surf City Seniors (10) vs Kelowna 60s (9)

Huntington Beach, California

British Columbia, Canada

CHAMPIONS: SURF CITY SENIORS

65+ AGE DIVISION

FINALS: Athletics (17) vs Georgia Crackers (5)

Huntington Beach, California

Atlanta, Georgia

CHAMPIONS: HUNTINGTON BEACH ATHLETICS

1998

SENIOR SOFTBALL WORLD CHAMPIONSHIPS**SUPER DIVISION RESULTS**

Aug. 31- Sept. 13 • Schaumburg, Illinois

60+ AGE DIVISION

CHAMPIONS: FLORIDA INVESTMENT PROPERTIES,
Singer Island, Florida

MAJOR DIVISION RESULTS

Aug. 31- Sept. 13 • Schaumburg, Illinois

50+ AGE DIVISION

FINALS: Seacrest Mavericks (31) vs California Rebels(8)
Huntington Beach, California Walnut Creek

CHAMPIONS: SEACREST MAVERICKS

55+ AGE DIVISION

FINALS: California Squires (16) vs Montgomery Auto (8)
Woodside Beltsville, Maryland

CHAMPIONS: CALIFORNIA SQUIRES

60+ AGE DIVISION

FINALS: Suncoast Silver Sox(16) vs Fairway Ford (15)
St. Petersburg, Florida Placentia,
California

CHAMPIONS: SUNCOAST SILVER SOX

65+ AGE DIVISION

FINALS: Mesa Mustangs (23) vs Georgia Peaches (8)
Mesa, Arizona Atlanta, Georgia

CHAMPIONS: MESA MUSTANGS

70+ AGE DIVISION

FINALS: Del Webb Sidewinders (34) vs Merlo Construction (8)
Sun City, Arizona West Bloomfield, Michigan

CHAMPIONS: DEL WEBB SIDEWINDERS

1998
SENIOR SOFTBALL WORLD CHAMPIONSHIPS
MAJOR DIVISION RESULTS

Aug. 31- Sept. 13 • Schaumburg, Illinois

75+ AGE DIVISION

FINALS: Tremont Hotels (8) vs Silver Hawks (7)
 Baltimore, Maryland La Mesa, California

CHAMPIONS: TREMONT HOTELS

80+ AGE DIVISION

FINALS: Kids & Kubs (7) vs California Seniors (4)
 St. Petersburg, Florida Whittier, California

CHAMPIONS: KIDS & KUBS

WOMEN'S DIVISION

FINALS: 2nd Wind (8) vs World Wide Finance (3)
 Costa Mesa, California Royal Oaks, Michigan

CHAMPIONS: 2ND WIND

1998
TRIPLE-A DIVISION RESULTS

Aug. 31- Sept. 13 • Schaumburg, Illinois

50+ AGE DIVISION

FINALS: Pittsburgh Gold (16) vs Rochester Blizzard(4)
 Pittsburgh, Pennsylvania Syracuse, New

York

CHAMPIONS: PITTSBURGH GOLD

55+ AGE DIVISION

FINALS: Robertson's Sports(12) vs Double Nickels(9)
 Atlanta, Georgia Diamond Bar, California

CHAMPIONS: ROBERTSON'S SPORTING GOODS

60+ AGE DIVISION

FINALS: Louisville 60s (15) vs Thousand Oak Panthers (11)
 Louisville, Kentucky Thousand Oaks, California

1998

SENIOR SOFTBALL WORLD CHAMPIONSHIPS**MAJOR DIVISION RESULTS**

Aug. 31- Sept. 13 • Schaumburg, Illinois

65+ AGE DIVISION

FINALS: Emerald City Masters (9) vs California Condors (7)

Seattle, Washington

Ojai, California

CHAMPIONS: EMERALD CITY MASTERS

1998

DOUBLE-A DIVISION RESULTS

Aug. 13-23 • Aurora, Colorado

50+ AGE DIVISION

FINALS: R&R Pirates (10) vs PSI(7)

Santa Clarita, California

Plymouth, Minne-

sota

CHAMPIONS: R&R PIRATES

55+ AGE DIVISION

FINALS: Country Bins (16) vs Dukes of Daylight(7)

Edinburgh, Indiana

Anaheim, California

CHAMPIONS: COUNTRY BINS

60+ AGE DIVISION

FINALS: Coastliners (9) vs XL Sports (2)

Solana Beach, California

Glen Burnie, Maryland

CHAMPIONS: COASTLINERS

65+ AGE DIVISION

FINALS: Ospreys (5/10) vs

Orlando, Florida

Colorado Silver Streaks (11/7)

Westminster, Colorado

1999
SENIOR SOFTBALL WORLD CHAMPIONSHIPS
SUPER DIVISION RESULTS

Oct. 6-12 • Phoenix, Arizona

50+ AGE DIVISION

CHAMPIONS: DAN SMITH SOFTBALL CLUB,
 El Sobrante, California

MAJOR DIVISION RESULTS

50+ AGE DIVISION

American Metal Recycling (12) vs Bay Area Merchants(8)
 North Royalton, Ohio Redwood City, California
 CHAMPIONS: AMERICAN METAL RECYCLING

55+ AGE DIVISION

Old A's (16) vs Boys of Summer (5)
 Woodland, California Scottsdale, Arizona
 CHAMPIONS: OLD A's

60+ AGE DIVISION

Men's Wearhouse (13) vs Emerald City Masters (9)
 Grass Valley, California Seattle, Wash-
 ington
 CHAMPIONS: MEN'S WEARHOUSE

65+ AGE DIVISION

Mesa Mustangs (21) vs Tiodize D-99 (13)
 Mesa, Arizona Westminster, Cali-
 fornia
 CHAMPIONS: MESA MUSTANGS

70+ AGE DIVISION

Del Webb Sidewinders (12) vs California Golden Eagles (11)
 Sun City, Arizona Sacramento

1999

SENIOR SOFTBALL WORLD CHAMPIONSHIPS MAJOR DIVISION RESULTS

Oct. 6-12 • Phoenix, Arizona

75+ AGE DIVISION

Palm Springs Nationals (14) vs Tremont 75s (4)
California Rockville, Maryland

CHAMPIONS: PALM SPRINGS NATIONALS

80+ AGE DIVISION

So. California Angels (9) vs Arizona Silver Foxes (7)
San Juan Capistrano Scottsdale

CHAMPIONS: SOUTHERN CALIFORNIA ANGELS

WOMEN'S DIVISION 45+

Capital Area Classics (12) vs California Express (11)
Lansing, Michigan San Carlos

CHAMPIONS: CAPITAL AREA CLASSICS

WOMEN'S DIVISION 54+

Queen Bees (7) vs 2nd Wind (6)
Mesa, Arizona Santa Ana, California

CHAMPIONS: QUEEN BEES

1999

TRIPLE-A DIVISION RESULTS

Phoenix, Arizona

50+ AGE DIVISION

National Associates (23) vs Hooty's-Bankers Life (20)
Cape Mar, New Jersey Eau Claire, Wisconsin

CHAMPIONS: NATIONAL ASSOCIATES

1999
SENIOR SOFTBALL WORLD CHAMPIONSHIPS
TRIPLE-A DIVISION RESULTS

Oct. 6-12 • Phoenix, Arizona

55+ AGE DIVISION

American Metal Recycling(16) vs Mining Camp (4)
 Twinsburg, Ohio Scotts-
 dale, Arizona
CHAMPIONS: AMERICAN METAL RECYCLING

60+ AGE DIVISION

Pat's Trophy(25) vs Renegades (16)
 Oklahoma City, Oklahoma Mount Clemens, Michigan
CHAMPIONS: PAT'S TROPHY

DOUBLE-A DIVISION RESULTS

Oct. 6-12 • Phoenix, Arizona

50+ AGE DIVISION

Michael's Excel (21) vs Mac's Solar (8)
 West Allis, Wisconsin Santa Barbara, California
CHAMPIONS: MICHAEL'S EXCEL

55+ AGE DIVISION

C&C Mechanical (20) vs Rock 'n' Roll (2)
 Glen Burnie, Maryland Fullerton, California
CHAMPIONS: C&C MECHANICAL

60+ AGE DIVISION

Jomar Electric (22) vs Virginia Cavaliers (21)
 Houston, Texas Great Falls, Virginia
CHAMPIONS: JOMAR ELECTRIC

65+ AGE DIVISION

Painter-Ruthenberg(17) vs Sargento Gents (16)
 Dearborn Heights, Michigan Norridge, Illinois

2000

SENIOR SOFTBALL WORLD CHAMPIONSHIPS

MAJOR DIVISION RESULTS

Aug. 24-Sept. 4 • Winnipeg, Manitoba, Canada

50+ AGE DIVISION

American Metal Recycling (17) vs Minnesota Masters (5)

Cleveland, Ohio

Egan, Minnesota

CHAMPIONS: AMERICAN METAL RECYCLING

55+ AGE DIVISION

Old A's (22)

vs

American Metal Recycling (15)

Walnut Creek, California

Cleveland, Ohio

CHAMPIONS: OLD A's

60+ AGE DIVISION

So. California Chiefs (18)

vs

Men's Wearhouse (12)

Carlsbad, California

Penn Valley, California

nia

CHAMPIONS: SO. CALIFORNIA CHIEFS

65+ AGE DIVISION

Fairway Ford (9)

vs

Mesa Mustangs (1)

Placentia, California

Mesa, Arizona

CHAMPIONS: FAIRWAY FORD

70+ AGE DIVISION

Arizona Wranglers (22) vs Tiodize D-99 (11)

Mesa, Arizona

Westminster, California

CHAMPIONS: ARIZONA WRANGLERS

2000
SENIOR SOFTBALL WORLD CHAMPIONSHIPS
MAJOR DIVISION RESULTS

Aug. 24-Sept. 4 • Winnipeg, Manitoba, Canada

75+ AGE DIVISION

Mesa Desert Storm (19) vs Tremont 75s (10)
 Mesa, Arizona Rockville, Maryland
CHAMPIONS: MESA DESERT STORM

80+ AGE DIVISION

So. California Angels (20) vs California Seniors (5)
 San Juan Capistrano Whittier
CHAMPIONS: SOUTHERN CALIFORNIA ANGELS

WOMEN'S DIVISION 45+

2nd Wind (13) vs California Express (12)
 Lake Forest, California Half Moon Bay
CHAMPIONS: 2nd WIND

WOMEN'S DIVISION 55+

California Spirit (19) vs Queen Bees (12)
 Whittier Phoenix, Arizona
CHAMPIONS: CALIFORNIA SPIRIT

2000

TRIPLE-A DIVISION RESULTS

Aug. 24-Sept. 4 • Winnipeg, Manitoba, Canada

50+ AGE DIVISION

Handeland Flooring (23) vs Hooty's-Bankers Life (16)
 West Allis, Wisconsin Eau Claire, Wisconsin

CHAMPIONS: HANDELAND FLOORING**55+ AGE DIVISION**

Minnesota Masters (19) vs San Jose Cobras (15)
 Shorewood California

CHAMPIONS: MINNESOTA MASTERS**60+ AGE DIVISION**

Richmond Olde Boys (26) vs Oklahoma Seniors (4)
 Vancouver, Canada Oklahoma City

CHAMPIONS: RICHMOND OLDE BOYS**65+ AGE DIVISION**

Emerald City Masters (21) vs Del Webb Sidewinders (9)
 Tacoma, Washington Sun City West, Arizona

CHAMPIONS: EMERALD CITY MASTERS**70+ AGE DIVISION**

Sacramento Golden Eagles (14) vs Emerald City Masters (5)
 California Buckley, Washington

CHAMPIONS: SACRAMENTO GOLDEN EAGLES

2000
DOUBLE-A DIVISION RESULTS
Sept. 14-24 • Roseville, California

50+ AGE DIVISION

El Paso Drillers (27) vs Old Dawgs (10)
El Paso, Texas Auburn, California

CHAMPIONS: EL PASO DRILLERS

55+ AGE DIVISION

California Crush (14) vs Jets (6)
Garden Grove, California Davenport, Iowa

CHAMPIONS: CALIFORNIA CRUSH

60+ AGE DIVISION

California Gold Coast (26) vs Colorado Dirty Dozen (3)
Santa Paula, California Denver, Colorado

CHAMPIONS: CALIFORNIA GOLD COAST

65+ AGE DIVISION

Redwood City Blues (24) vs Arizona Outlaws (6)
Redwood City, California Scottsdale, Arizona

CHAMPIONS: REDWOOD CITY BLUES

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2001
SENIOR SOFTBALL EASTERN NATIONAL
CHAMPIONS

Aug. 23-26, 2001 • Glen Burnie, Maryland

Women's Divisions

45+: Golden Girls, Virginia

55+: Golden Girls Majors, Virginia

Men's Divisions

70 Major: Center for Sight, Florida

65 Major-Plus: Mitchells Eastern States, Maryland

65 Major: New York Statesmen

65 AAA: Helwig Lazars, Maryland

60 Major: Danny's, Maryland

60 AAA: C & C Mechanical, Maryland

60 AA Syracuse Cyclones, New York

50 Major: Maryland Masters

50 AAA: Ted's Montgomery, Maryland

2001

**SENIOR SOFTBALL WESTERN NATIONAL
CHAMPIONS**

Aug. 23-26, 2001 • Sunnyvale, California

Women's Divisions

45+: California Express

55+: California Express Majors

Men's Divisions

70 Major: Tiodize D-99, California

70 AAA: California Condors

65 Major-Plus: SF Seals, California

65 Major: California Gold Rush

65 AA: Jimmy's Dukes, California

60 Major: Bandits, California

60 AAA: Portland Disposal, Oregon

60 AA: Palm Springs Stroker, California

55 Major: Ruth Real Estate, Washington

55 AAA: Portland Lightning, Oregon

55 AA: Stanislaus Giants, California

50 Major: Kansas City WOV, Kansas

50 AAA: Top Gun Shuttermart, California

50 AA: Out of Storage, California

2001

SENIOR SOFTBALL US NATIONAL CHAMPIONS

Sept. 6-17, 2001 • Las Vegas, Nevada

Women's Divisions

45+: California Express (West)

55+: California Express (West)

Men's Divisions

70 Major: Center for Sight (East)

65 Major-Plus: San Francisco Seals (West)

65 Major: New York Statesmen (East)

65 AAA: Helwig Lazars (East)

65 AA: Jimmy's Dukes (West)

60 Major: Danny's (East)

60 AAA: Renton Classics (West)

60 AA Syracuse Cyclones (East)

55 Major: Ruth Realty (West)

55 AAA: Portland Lighting (West)

50 Major: Kansas City WOV (West)

50 AAA: Top Gun Shuttermart (West)

50 AA: Out of Storage (West)

Triple Grand Slam Winners

These Teams won the Eastern or Western National Championships, the US National Championships and the World Championships in 2001)

65 Major-Plus: San Francisco Seals (West)**65 AA: Jimmy's Dukes (West)**

2001

SENIOR SOFTBALL WORLD CHAMPIONSHIPS

MAJOR-PLUS DIVISION

Sept. 6-17 • Las Vegas, Nevada

(Scores in parenthesis)

40+ MASTERS AGE DIVISION

1st: Xtreme Impact, Virginia (25)

2nd: Triple S Trucking, Michigan (8)

50+ AGE DIVISION

1st: Seacrest Mavericks, California

2nd: California Rebels

55+ AGE DIVISION

1st: Lady luck, Nevada (14)

2nd: Old As, California (9)

60+ AGE DIVISION

1st: California Blue Jays

2nd: Southern California Classics

65+ AGE DIVISION

1st: San Francisco Seals, California (21)

2nd: Fairway Ford, California (7)

2001
SENIOR SOFTBALL WORLD CHAMPIONSHIPS
MAJOR DIVISION

Sept. 6-17 • Las Vegas, Nevada

(Scores in parenthesis)

50+ AGE DIVISION

1st: Animals, California (17)

2nd: Grimes Trucking, Arizona (16)

55+ AGE DIVISION

1st: Handeland Flooring, Wisconsin (16)

2nd: Ruth Real Estate, Washington (10)

60+ AGE DIVISION

1st: Rattlers, Arizona (14)

2nd: McGuire Steel, Michigan (9)

65+ AGE DIVISION

1st: Emerald City Masters, Washington (4)

2nd: Arizona Mustangs (2)

70+ AGE DIVISION

1st: Tiodize D-99, California (Co-Champion)

1st: Emerald City Masters, Washington (Co-Champion)

2nd: Center for Sight, Florida

75+ AGE DIVISION

1st: Desert Storm, California (21)

2nd: Tremont Hotel, Maryland (13)

80+ AGE DIVISION

1st: San Diego Silver Hawks, California

2nd: Arizona Silver Foxes

2001

SENIOR SOFTBALL WORLD CHAMPIONSHIPS

AAA DIVISION

Sept. 6-17 • Las Vegas, Nevada

(Scores in parenthesis)

50+ AGE DIVISION

1st: Southern California Gusto (14)

2nd: Top Gun Shuttermart, California (6)

55+ AGE DIVISION

1st: Rochester Legends, New York (14)

2nd: California Classics (12)

60+ AGE DIVISION

1st: Texas Greyhounds (13)

2nd: Skinny Dugans, Nevada (7)

65+ AGE DIVISION

1st: Minnesota Legends (11)

2nd: Texas Classics (4)

70+ AGE DIVISION

1st: California Condors (34)

2nd: Colorado Prime Time (7)

2001**SENIOR SOFTBALL WORLD CHAMPIONSHIPS****AA DIVISION**

Sept. 6-17 • Las Vegas, Nevada

(Scores in parenthesis)

50+ AGE DIVISION

1st: Top Gun II, California (23)

2nd: California Cobras (8)

55+ AGE DIVISION

1st: Columbus Country Bin, Indiana (11)

2nd: Chicago Cruisers, Illinois (6)

60+ AGE DIVISION

1st: Professional Builders of Indiana (9)

2nd: Caliente Players, New Mexico (8)

65+ AGE DIVISION

1st: Jimmy's Dukes, California (23)

2nd: Mesa Cardinals, Arizona (14)

2002

SENIOR SOFTBALL US NATIONAL CHAMPIONS

Salem, Oregon and Phoenix, Arizona

Women's Divisions

45+: Senior Saints (West)

55+: California Spirit Majors (West)

Men's Divisions

70 Major: Center for Sight (East)

65 Major-Plus: Emerald City Masters (West)

65 AAA: Traphouse (West)

65 AA: Syracuse Cyclones (East)

60 Major: WE Ruth Real Estate (West)

60 AAA: Coca Cola Classics (East)

60 AA Atlas Prospectors (West)

55 Major: Tharaldson's (West)

55 AAA: Chicago Classics Red (East)

55 AA: Thousand Oak Panthers (West)

50 Major-Plus: California Rebels (West)

50 Major: Stone Age (West)

50 AAA: BRL Universal (West)

50 AA: Arizona Outlaws (West)

Triple Grand Slam Winners

These Teams won the Eastern or Western National Championships, the US National Championships and the World Championships in 2002)

55 Women's Division: California Spirit Majors**Costa Mesa, California****60 AAA: Coca Cola Classics****Brookfield, Wisconsin**

2002
SENIOR SOFTBALL WESTERN NATIONAL
CHAMPIONS

Aug. 20-25, 2002 • Las Vegas, Nevada

Women's Divisions

45+: Senior Saints, Arizona

55+: California Spirit Majors

Men's Divisions

70 Major: Emerald City Masters, Washington

65 Major-Plus: Emerald City Masters, Washington

65 AAA: Traphouse, Nevada

65 AA: Cal Fed 65s, California

60 Major: Ruth Real Estate, Washington

60 AAA: Portland Disposal, Oregon

60 AA: Atlas Prospectors, California

55 Major-Plus: Ruth Real Estate, Washington

55 Major: Tharaldson's, Nevada

55 AAA: Tucson Players, Arizona

55 AA: Thousand Oak Panthers, California

50 Major-Plus: Rebels, California

50 Major: Stone Age, California

50 AAA: BRL Universal, Utah

50 AA: Outlaws, California

2002
SENIOR SOFTBALL EASTERN NATIONAL
CHAMPIONS

Aug. 20-25, 2001 • Milwaukee, Wisconsin

Men's Divisions

70 Major: Center for Sight, Florida

65 AA: Syracuse Cyclones, New York

60 AAA: Coca Cola Classics, Wisconsin

60 AA Dream Team, Michigan

55 AAA: Chicago Classics Red, Illinois

50 Major: Handeland Flooring, Wisconsin

50 AAA: Chicago Classics White, Illinois

50AA: Nugent Sand, Kentucky

2002
SENIOR SOFTBALL WORLD CHAMPIONSHIPS
MAJOR-PLUS DIVISION

Oct. 10-16 • Phoenix, Arizona

40+ MASTERS AGE DIVISION

1st: MA Clary Construction, California

2nd: Prime Time Sports, Arizona

50+ AGE DIVISION

1st: Florida Crush

2nd: California Rebels

55+ AGE DIVISION

1st: Old A's, California

2nd: The Gamblers, Nevada

60+ AGE DIVISION

1st: NorCal Blue Jays, California

65+ AGE DIVISION

1st: Fairway Ford, California

2nd: San Francisco Seals, California

2002

SENIOR SOFTBALL WORLD CHAMPIONSHIPS

MAJOR DIVISION

Oct. 10-16 • Phoenix, Arizona

50+ AGE DIVISION

1st: Buccaneers, California

2nd: Handeland Flooring, Wisconsin

55+ AGE DIVISION

1st: WE Ruth Real Estate, Washington

2nd: NorCal Merchants, California

60+ AGE DIVISION

1st: Danny's, Maryland

2nd: Pompano Beach Bums, Florida

65+ AGE DIVISION

1st: Mesa Mustangs, Arizona

2nd: Brea Merchants, California

70+ AGE DIVISION

1st: Car Center Roadrunners, Maryland

2nd: California Gold Rush

75+ AGE DIVISION

1st: Tremont Hotels, Virginia

2nd: Desert Storm, Arizona

80+ AGE DIVISION

1st: San Diego Silver Hawks, California

2nd: Arizona Silver Foxes

2002
SENIOR SOFTBALL WORLD CHAMPIONSHIPS
MAJOR DIVISION

Oct. 10-16 • Phoenix, Arizona

50+ AGE DIVISION

1st: Chicago Classics White, Illinois

2nd: The Crew, California

55+ AGE DIVISION

1st: Texas Ambassadors

2nd: Florida Merchants

60+ AGE DIVISION

1st: Coca Cola Classics, Wisconsin

2nd: Akron Silver Masters, Ohio

65+ AGE DIVISION

1st: Gold Coast, California

2nd: Coffee Cup, Minnesota

70+ AGE DIVISION

1st: Minnesota Legends

2nd: Kaiser Prime Timers, Colorado

2002

SENIOR SOFTBALL WORLD CHAMPIONSHIPS

WOMEN'S DIVISION

Sept. 26-29 • Phoenix, Arizona

40+ AGE DIVISION

1st: Showtime, California

2nd: Blazers, Chandler, Arizona

50+ AGE DIVISION

1st: Tucson Classics, Arizona

2nd: Senior Saints, Arizona

55+ AGE DIVISION

1st: California Spirit Majors

2nd: Michigan Medical Miracles

60+ AGE DIVISION

1st: Queen Bees, Arizona

2nd: Sportaculars, Canada

2002

SENIOR SOFTBALL WORLD CHAMPIONSHIPS**AA DIVISION**

Sept. 12-22 • Salem, Oregon

50+ AGE DIVISION

1st: Portland Lighting, Oregon

2nd: California Outlaws

55+ AGE DIVISION

1st: McCarty & Sons Pirtaes, California

2nd: Mauraders, California

60+ AGE DIVISION

1st: Viagra Boys, Canada

2nd: Tukwila, Washington

65+ AGE DIVISION

1st: B,B&H, Oregon

2nd: Hangtown 65s, California

2003**US NATIONAL CHAMPIONS**

Mobile, Alabama and Winnipeg, Canada

Women's Divisions

40+: Showtime (West)

50+: Aches & Pains (West)

55+: California Express (West)

Men's Divisions

70 Major: Mitchell's Construction (East)

70 AA: Syracuse Cyclones (East)

65 Major-Plus: Fairway Ford (West)

65 Major: Emerald City Masters (West)

65 AAA: Icemen (East)

65 AA: West Michigan Sportsmen (East)

60 AAA: Carolina Cardinals (East)

60 AA: Dream Team (East)

55 AAA: Ohio Lone Stars (East)

55 AA: Sunview Trucking (East)

50 Major-Plus: Florida Crush (East)

50 Major: WE Ruth Realty (West)

50 AAA: Road Dogs (West)

50 AA: Akron Silver Legends (East)

2003 TRIPLE GRAND SLAM WINNERS

These Teams won the Eastern or Western National Championships, the US National Championships and the World Championships in 2003.

40 Women's Division: Showtime San Pablo, CA

50 Major: WE Ruth Realty Renton, WA

60 AA: Dream Team Grand Rapids, MI

65 Major-Plus: Fairway Ford Placentia, CA

65 Major: Emerald City Masters Newcastle, WA

65 AA: West Michigan Sportsmen Holt, MI

70 Major: Mitchell's Construction Red Lion, PA

70 AA: Syracuse Cyclones Syracuse, NY

2003

WESTERN NATIONAL CHAMPIONS

July 17-23 Kent, Washington

Women's Divisions

40+: Showtime 2000, California

50+: Aches & Pains, California

55+: California Express

Men's Divisions

70 Major: Gold Rush, California

70 AAA: Emerald City 70's, Washington

65 Major-Plus: Fairway Ford, California

65 Major: Emerald City Masters, Washington

65 AAA: Northwest Recycling, Washington

65 AA: Rosemere Tavern, Oregon

60 Major: WE Ruth Realty, Washington

60 AAA: Emerald City 60's, Washington

60 AA: Olden Bears, California

55 Major-Plus: WE Ruth Realty, Washington

55 Major: The Farm, California

55 AAA: Las Vegas Heat, Nevada

55 AA: Reebok Legends, Colorado

50 Major-Plus: Las Vegas Stars, Nevada

50 Major: WE Ruth Realty, Washington

50 AAA: Road Dogs, California

50 AA: Pastimers, Oregon

EASTERN NATIONAL CHAMPIONS

July 17-23 Alpharetta, Georgia

Women's Divisions

55 +: Michigan Medical Miracles

Men's Divisions

70 Major: Mitchell's Construction, Pennsylvania

70 AAA: Syracuse Cyclones, New York

65 Major-Plus: Florida Investment Properties

65 Major: Dixie Gas, Florida

65 AAA: Icemen, Kentucky
65 AA: West Michigan Sportsmen
60 AAA: Carolina Cardinals, North Carolina
60 AA: Dream Team, Michigan
55 Major: Matador Club, Florida
55 AAA: Ohio Lone Stars
55 AA: Sunview Trucking, Georgia
50 Major-Plus: Florida Crush
50 Major: Extra Innings, Virginia
50 AA: Silver Legends, Ohio

2003

SENIOR SOFTBALL WORLD CHAMPIONSHIPS

MAJOR-PLUS DIVISION

October 16-26 Mobile, Alabama

40+ MASTERS AGE DIVISION

1st: Winnipeg Union, Manitoba, CAN
2nd: The Bowler, North Dakota

50+ AGE DIVISION

1st: Las Vegas Stars, Nevada
2nd: Florida Crush

55+ AGE DIVISION

1st: Old A's, California

60+ AGE DIVISION

1st: Thomas Engineering, Virginia
2nd: Florida Legends

65+ AGE DIVISION

1st: Fairway Ford, California
2nd: Dixie Gas, Florida

2003**SENIOR SOFTBALL WORLD CHAMPIONSHIPS
MAJOR DIVISION**

October 16-26 Mobile, Alabama

50+ AGE DIVISION1st: WE Ruth Realty, Washington2nd: Damon's Grill/Angle Inn, Maryland**55+ AGE DIVISION**1st: Gulf Shore Insurance, Florida2nd: D & K, California**60+ AGE DIVISION**1st: Texas Sports Softball Club, Texas2nd: Pensacola 60's, Florida**65+ AGE DIVISION**1st: Emerald City Masters, Washington2nd: New York Statesmen**70+ AGE DIVISION**1st: Mitchell's Construction, Pennsylvania2nd: California Gold Rush**75+ AGE DIVISION**1st: Tremont Hotel 75's, Virginia2nd: Senior Friendship Centers, Florida**80+ AGE DIVISION**1st: First Federal Savings, Florida2nd: Tremont Hotel, Maryland

2003

SENIOR SOFTBALL WORLD CHAMPIONSHIPS

AAA DIVISION

October 16-26 Mobile, Alabama

50+ AGE DIVISION

1st: Chicago Classics, Illinois

2nd: Road Dogs, California

55+ AGE DIVISION

1st: Office Products Warehouse, Florida

2nd: Dawgs 55, California

60+ AGE DIVISION

1st: Chicago Classics 60's, Illinois

2nd: Akron Silver Masters, Ohio

65+ AGE DIVISION

1st: Minnesota 65's

2nd: Icemen, Kentucky

70+ AGE DIVISION

1st: Texas Spirit

2nd: Louisville Seniors 70's, Kentucky

2003

SENIOR SOFTBALL WORLD CHAMPIONSHIPS

AA DIVISION

August 29 – September 1 Winnipeg, Manitoba, CAN

50+ AGE DIVISION

1st: Akron Silver Legends, Ohio

2nd: Batheaters.com, British Columbia

55+ AGE DIVISION1st: Sports Traders, Manitoba, CAN2nd: Sunview trucking, Georgia**60+ AGE DIVISION**1st: Dream Team, Michigan2nd: Palm Springs Stokers, California**65+ AGE DIVISION**1st: West Michigan Sportsmen2nd: Flashbacks 65;s, Manitoba, CAN**70+ AGE DIVISION**1st: Syracuse Cyclones 70s, New York2nd: Carefree Getaway Flashbacks, Manitoba, CAN**2003****SENIOR SOFTBALL WORLD CHAMPIONSHIPS
WOMEN'S DIVISION**

October 16-26 Winnipeg, Manitoba, CAN

40+ AGE DIVISION1st: Showtime, California2nd: Legends 40's, Alabama**50+ AGE DIVISION**1st: Tucson Classics, Arizona2nd: L.J. Slammers, California**55+ AGE DIVISION**1st: Michigan Medical Miracles2nd: California Express

2004**SENIOR SOFTBALL US NATIONAL CHAMPIONS**

Las Vegas, Nevada

Women's Divisions

50+: California Spirit 50 (West)

55+: California Spirit 55 (West)

Men's Divisions

75+: Northwest 75's (West)

70 Major: Fairway Ford (West)

70 AAA: Emerald City Masters (West)

70 AA: Bane, Barham & Holloway (West)

65 Major-Plus: Emerald City Masters (West)

65 AAA: Bob Evans Sportsmen (East)

65 AA: Rosemere Tavern (West)

60 Major: NY/NJ Elevator (East)

60 AAA: Bickerton Iron Works (West)

60 AA: Catch-22 (West)

55 Major-Plus: Old A's (West)

55 Major: The Farm (West)

55 AAA: Animals (West)

50 Major-Plus: WE Ruth Realty (West)

50 Major: Promotion Sportswear (East)

50 AAA: Oregon Masters (West)

50 AA: Pastimers (West)

Triple Grand Slam Winners

These Teams won the Eastern or Western National Championships, the US National Championships and the World Championships in 2003.

50 Women's Division: California Spirit 50 Whittier, California

55 Women's Division: California Spirit 55 Indio, California

55 Major-Plus: Old A's Walnut Creek, California

55 Major: The Farm Livermore, California

60 AAA: Bickerton Iron Works Northridge, California

75+: Northwest 75's Vancouver, Washington

2004**WESTERN NATIONAL CHAMPIONS**

July 23-27 Kent, Washington

Women's Divisions

50+: Senior Saints, Arizona

55+: California Spirit 55

60+: B.C. Blues 60's, Canada

Men's Divisions

75+: Northwest 75's, Washington

70 Major: Fairway Ford, California

70 AAA: Emerald City 70's, Washington

70 AA: Bane, Barham, & Holloway, Oregon

65 Major-Plus: Emerald City Masters, Washington

65 Major: Foothill Acorns, California

65 AA: Rosemere Tavern, Oregon

60 Major-Plus: Sin Sity Sixties, Nevada

60 Major: Bickerton Iron Works, California

60 AAA: 1st American Title, Washington

60 AA: Catch-22, California

55 Major-Plus: Old A's, California

55 Major: The Farm, California

55 AAA: Animals, California

50 Major-Plus: WE Ruth 50's, Washington

50 Major: BRL/Academy Sports, Utah

50 AAA: Oregon Masters

50 AA: Pastimers, Washington

2004**EASTERN NATIONAL CHAMPIONS**

August 3-8 Syracuse, New York

Men's Divisions

70 AAA: Syracuse Cyclones, New York

70 AA: The De Naturals, Delaware

65 Major-Plus: Joe Corbi's Pizza, Maryland

65 Major: Joseph Chevrolet, Kentucky

65 AAA: Bob Evans Sportsmen, Michigan
 65 AA: Syracuse Cyclones, New York
 60 AAA: Taylor Aviary, Rhode Island,
 60 AA: Ca\$h 4 College, New Jersey
 55 Major-Plus: NY Statesmen, New York
 55 AAA: Ohio Lonestars
 50 Major: Promotion Sportswear, New Jersey
 50 AAA: Budweiser/Tropicana, New York
 50 AA: Murphy's Law, Virginia

2004

SENIOR SOFTBALL WORLD CHAMPIONSHIPS MAJOR-PLUS DIVISION

September 23 – October 3 Las Vegas, Nevada

40+ MASTER AGE DIVISION

1st: M.A. Clary Construction, California
 2nd: Conklin Brothers, California

50+ AGE DIVISION

1st: Kelly's Sports, California
 2nd: Pine Knob, Michigan

55+ AGE DIVISION

1st: Old A's, California
 2nd: Spicer Properties, Maryland

60+ AGE DIVISION

1st: CA Bandits, California
 2nd: Thomas Engineering, Virginia

65+ AGE DIVISION

1st: Joe Corbi's Pizza, Maryland
 2nd: Seals, California

2004

**SENIOR SOFTBALL WORLD CHAMPIONSHIPS
MAJOR DIVISION**

September 23 – October 3 Las Vegas, Nevada

50+ AGE DIVISION1st: Top Gun II, California2nd: BRL/Academy Sports, Utah**55+ AGE DIVISION**1st: The Farm, California2nd: WE Ruth Realty, Washington**60+ AGE DIVISION**1st: Texas Ironmen2nd: Pompano Beach Bums, Florida**65+ AGE DIVISION**1st: Cleveland 65's, Ohio2nd: Joseph Chevrolet, Kentucky**70+ AGE DIVISION**1st: Mitchell's Construction, Pennsylvania2nd: Florida Investment Properties**75+ AGE DIVISION**1st: Moe's raiders, New Jersey2nd: Quad M, Florida**80+ AGE DIVISION**1st: Desert Storm, Arizona2nd: Riverhawks, California

2004**SENIOR SOFTBALL WORLD CHAMPIONSHIPS
AAA DIVISION**

September 23 – October 3 Las Vegas, Nevada

50+ AGE DIVISION

1st: Willie's Wolves, Texas

2nd: Roberts Construction, Wisconsin

55+ AGE DIVISION

1st: HMR, Pennsylvania

2nd: Tharaldson Enterprises, Nevada

60+ AGE DIVISION

1st: Bickerton Ironworks, California

2nd: AMR, Ohio

65+ AGE DIVISION

1st: Louisville Icemen, Kentucky

2nd: Oklahoma Seniors

70+ AGE DIVISION

1st: Oklahoma Royals

2nd: West Michigan Sportsmen

2004 SSWC AA DIVISION

September 23 – October 3 Las Vegas, Nevada

50+ AGE DIVISION

1st: Budweiser/Tropicana, New York

2nd: Ojai 50's/Topa Topa, California

55+ AGE DIVISION

1st: Fountain Valley Outlaws, California

2nd: SoCal Masters, California

60+ AGE DIVISION

1st: Chicago Classics (White), Illinois

2nd: Robson's Raiders, Arizona

65+ AGE DIVISION

1st: Hawaii 65's

2nd: Summit Steel, California

70+ AGE DIVISION

1st: Carefree Getaway Flashbacks, CAN

2nd: Bane, Barham & Holloway, Oregon

WOMEN'S DIVISION

September 23 – October 3 Las Vegas, Nevada

40+ AGE DIVISION

1st: Saint's 40, Arizona

2nd: Showtime, California

50+ AGE DIVISION

1st: California Spirit 50

2nd: Sportaculars, CAN

55+ AGE DIVISION

1st: California Spirit 55

2nd: Ohio Cardinals

SENIOR SOFTBALL US NATIONAL CHAMPIONS

Phoenix, WA

Women's Divisions

40+: Saints (West)

50+: California Spirit 50 (West)

55+: California Spirit 55 (West)

Men's Divisions

75+: Cornwall 75's (East)

70 Major: Florida Investment Properties (East)

70 AAA: Dan Pfeiffer Sportsmen (East)

70 AA: Delaware Naturals (East)

65 Major-Plus: Nor Cal Blue Jays (West)

65 Major: GM Adjusting (East)

65 AAA: First American Title/Seattle 65's (West)

65 AA: Syracuse Cyclones (East)

60 Major-Plus: W.E. Ruth Realty (West)

60 Major: Scrap Iron 60 (West)

60 AAA: Chicago Classics Blue (East)

60 AA: First American Title (West)

55 Major: HMR (East)

55 AAA: Indy Legends (East)

55 AA: Indy Fog (East)

50 Major-Plus: Pilcher's Ultimate Sports (West)

50 Major: Chicago Classics Red (East)

50 AAA: Double Play (West)

50 AA: Dayton Legends (East)

Triple Grand Slam Winners

These teams won the Eastern of Western National Championships, the US National Championships, and the World Championships in 2006.

50 Major: Chicago Classics Red, Chicago, Illinois

50 AAA: Double Play, Rancho Cucamonga, CA

60 Major: Scrap Iron, Fredrick, Colorado

70 Major: Florida Investment Properties, West Palm Beach

75+: Cornwall 75s, Lincoln Park, Michigan

WESTERN NATIONAL CHAMPIONS

July 22-26, 2005, South Seattle, WA

Women's Divisions

40+: Saints, Arizona

50+: California Spirit

55+: Saltchuckers 60, British Columbia

Men's Divisions

75+: Northwest 75's, Washington

70 Major: Fairway Ford, California

70 AAA: Bane, Barham, & Holloway, Oregon

70 AA: Eastside 70's, Washington

65 Major-Plus: Nor Cal Blue Jays, California

65 Major: Top Gun Gold 65's, California

65 AAA: Seattle 65's, Washington

60 Major-Plus: W.E. Ruth 60's, Washington

60 Major: Scrap Iron, Colorado

60 AAA: Catch 22, California

60 AA: Venture Bank, Washington

55 AAA: Master Collision, Colorado

55 AA: Blackhawks, California

50 Major-Plus: Pilcher's Ultimate, Colorado

50 Major: Road Dogs, California

50 AAA: Double Play, California

50 AA: Yeager's Sporting Goods, Washington

EASTERN NATIONAL CHAMPIONS

August 6-14, 2005, Lansing, MI

Women's Divisions

50+: The Great Lakers, Michigan

55+: Capital Area Classics, Michigan

Men's Divisions

75+: Cornwall 75's, Michigan
 70 Major: Florida Investment Properties
 70 AAA: Cornwall 70's, Michigan
 70 AA: Delaware Naturals
 65 Major: G.M. Adjusting, Michigan
 65 AAA: West Michigan Sportsmen
 65 AA: Syracuse Cyclones 65s, New York
 60 Major-Plus: Rochester Legends, New York
 60 Major: Team Naples, Florida
 60 AAA: Chicago Classics Blue, Illinois
 60 AA: Midwest ATP's, Illinois
 55 AAA: Indy Legends, Indiana
 55 AA: Indy Fog, Indiana
 50 Major: Chicago Classics Red, Illinois
 50 AAA: Chicago Classics Grey, Illinois
 50 AA: Dayton Legends, Ohio

2005

SENIOR SOFTBALL WORLD CHAMPIONSHIPS
MAJOR-PLUS DIVISION

October 13-23, 2005, Phoenix, Arizona

40+ MASTERS AGE DIVISION

1st: M.A. Clary Construction, California
 2nd: Old School, California

50+ AGE DIVISION

1st: California Thunder
 2nd: Pine Knob, Michigan

55+ AGE DIVISION

1st: California Old A's
 2nd: New York Statesmen

60+ AGE DIVISION

1st: Old A's/Miken, California

2nd: Thomas Engineering, Virginia

65+ AGE DIVISION

1st: Florida Legends

2nd: NorCal Speed Limit, California

2005 SENIOR SOFTBALL WORLD CHAMPIONSHIPS MAJOR DIVISION

50+ AGE DIVISION

1st: Chicago Classics Red, Illinois

2nd: Arizona Mob

55+ AGE DIVISION

1st: Tharaldson Enterprises, Nevada

2nd: Kidz 4 Ever, Nevada

60+ AGE DIVISION

1st: Scrap Iron 60, Colorado

2nd: Bickerton Iron Works, California

65+ AGE DIVISION

1st: Thousand Oaks, California

2nd: GM Adjusting, Michigan

70+ AGE DIVISION

1st: Florida Investment Properties

2nd: California Gold Rush

75+ AGE DIVISION

1st: Tiodize D-99, California

2nd: Arizona-U-Care

80+ AGE DIVISION

1st: Tremont Hotel, Maryland

2nd: River Hawks, California

2005

SENIOR SOFTBALL WORLD CHAMPIONSHIPS

AAA DIVISION

50+ AGE DIVISION

1st: Double Play, California

2nd: Redwood City Reds/Tanel, California

55+ AGE DIVISION

1st: Minnesota Masters

2nd: Diamond Diabetic Prod., Florida

60+ AGE DIVISION

1st: Tharaldson Enterprises, Nevada

2nd: Minnesota Supreme Sportswear

65+ AGE DIVISION

1st: Scrap Iron Black 65, Colorado

2nd: Elk Grove, California

70+ AGE DIVISION

1st: Arizona Outlaws

2nd: Pinnacle Sidewinders, Arizona

75+ AGE DIVISION

1st: Cornwall 75's, Michigan

2nd: Goldcoast 75's, California

2005

SENIOR SOFTBALL WORLD CHAMPIONSHIPS

AA DIVISION

50+ AGE DIVISION

1st: Boise Lightning & Lumber, Idaho

2nd: Pinnacle Prof. Planning, Michigan

55+ AGE DIVISION

1st: Palm Springs Heat, California

2nd: Quad City 55 Fossils, Illinois

60+ AGE DIVISION

1st: California Crush

2nd: Roadside Retreads, Iowa

65+ AGE DIVISION

1st: Arizona Desert Devils

2nd: Atlas Prospectors, California

70+ AGE DIVISION

1st: Eastside 70's, Washington

2nd: Delaware Naturals

SENIOR SOFTBALL WORLD CHAMPIONSHIPS
2005 WOMEN'S DIVISION

40+ AGE DIVISION

1st: Bad Catz, Nevada

2nd: Saints, Arizona

50+ AGE DIVISION

1st: Great Lakers, Michigan

2nd: California Spirit

55+ AGE DIVISION

1st: Capital Area Classics, Michigan

2nd: Great Lakers 55, Michigan

60+ AGE DIVISION

1st: Silver Gloves, New Mexico

2nd: Freedom Spirit of Florida

2006

SENIOR SOFTBALL US NATIONAL CHAMPIONS

Seattle, WA

Women's Divisions

40+: The New Team (West)

50+: Ladies Choice (West)

55+: California Spirit (West)

Men's Divisions

75 Major: Tiodize D-99 (West)

75 AAA: Northwest 75s (West)

70 Major: California Gold Rush (West)

70 AAA: Dan Pfeiffer Sportsmen (East)

70 AA: Palo Alto Chiefs (West)

65 Major-Plus: Nor Cal Bluejays (West)

65 Major: Moran & Co. (East)

65 AAA: Las Vegas Elks (West)

60 Major-Plus: Old A's Miken (West)

60 Major: Tharaldson Enterprises (West)

60 AAA: Chicago Classics (East)

60 AA: West Michigan Merchants (East)

55 Major-Plus: American Metal Recycling 55s (East)

55 Major: WE Ruth Realty (West)

55 AAA: Seven Seas (West)

55 AA: Scrap Iron/Worth (West)

50 Major-Plus: Northwest 50s (West)

50 Major: Road Dogs (West)

50 AAA: Top Gun III (West)

50 AA: Second Wind (West)

Triple Grand Slam Winners

These teams won the Eastern or Western National Championships, the US National Championships, and the World Championships in 2006.

50 Women's Division: Ladies Choice, Elk Grove, CA

50 Major: Road Dogs, Temple City, CA
 55 Major: WE Ruth, Normandy Park, WA
 55 AA: Scrap Iron/Worth, Brighton, CO
 60 Major-Plus: Old A's Miken, Walnut Creek, CA
 65 Major: Moran & Co., Novi, MI

2006

WESTERN NATIONAL CHAMPIONS

July 22-23, 2006, Reno, NV

Women's Divisions

40+: The New Team, California
 45+: Pac-Cel, California
 50+: Ladies Choice, California
 55+: California Spirit

Men's Divisions

75+: Tiodize D-99, California
 70 Major: California Gold Rush
 70 AAA: Joe Seppi's, Washington
 70 AA: Palo Alto Chiefs, California
 65 Major-Plus: NorCal Blue Jays, California
 65 Major: Diamond Nuts, California
 65 AAA: Las Vegas Elks, Nevada
 65 AA: Lincoln Hills Coyotes, California
 60 Major-Plus: Old A's/Miken, California
 60 Major: Tharaldson Enterprise, Nevada
 60 AAA: California Crush
 60 AA: Last Call, Nevada
 55 Major: WE Ruth Realty, Washington
 55 AAA: Seven Seas, California
 55 AA: Scrap Iron Worth 55, Colorado
 50 Major-Plus: Northwest 50's, Oregon
 50 Major: Roaddogs, California
 50 AAA: Top Gun III, California
 50 AA: Second Wind, Washington

2006
EASTERN NATIONAL CHAMPIONS
 August 8-13, 2006, Lansing, MI

Men's Divisions

75+: Mitchell's Construction, Pennsylvania
 70 AAA: Hamel's 70's, Maryland
 70 AA: Delaware Naturals
 65 AAA: Indianapolis Classics, Indiana
 65 AA: Miller's 65's, Michigan
 60 AAA: Michael's Bud Light, Wisconsin
 60 AA: West Michigan Merchants
 55 AA: Chicago Classics Gray, Illinois
 50 Major-Plus: Pine Knob, Michigan
 50 Major: Milwaukee Merchants, Wisconsin
 50 AAA: Gekle Builders, Michigan
 50 AA: Midwest Geezers, Illinois

SENIOR SOFTBALL WORLD CHAMPIONSHIPS
2006 MAJOR-PLUS DIVISION

September 7-17, 2006, Seattle, Washington

40+ MASTERS AGE DIVISION

1ST: Oswego Drywall, Oregon
 2nd: O.C. Volvo, California

50+ AGE DIVISION

1st: Miken Mavericks, California
 2nd: Northwest 50's, Oregon

55+ AGE DIVISION

1st: GSF, California
 2nd: Handeland Flooring, Wisconsin

60+ AGE DIVISION

- 1st: Scrap Iron, Colorado
 2nd: W.E. Ruth Realty, Washington

65+ AGE DIVISION

- 1st: Florida Legend
 2nd: Nor Cal Blue Jays, California

SENIOR SOFTBALL WORLD CHAMPIONSHIPS MAJOR DIVISION

50+ AGE DIVISION

- 1st: Road Dogs, California
 2nd: Roberts Construction, Wisconsin

55+ AGE DIVISION

- 1st: W.E. Ruth Realty, Washington
 2nd: Animals, California

60+ AGE DIVISION

- 1st: Monkey Joe's Big Nut Co., New Jersey
 2nd: Fire, Kansas

65+ AGE DIVISION

- 1st: Moran & Company, Michigan
 2nd: Minnesota/Miken

70+ AGE DIVISION

- 1st: Fairway Ford, California
 2nd: California Gold Rush

75+ AGE DIVISION

- 1st: Mitchell's Construction, Pennsylvania
 2nd: Arizona 75's

80+ AGE DIVISION

- 1st: River Hawks, California
 2nd: Northwest 80's, Washington

2006

**SENIOR SOFTBALL WORLD CHAMPIONSHIPS
AAA DIVISION**

50+ AGE DIVISION

1st: Four Seasons/Wilkins Trucking, Oregon

2nd: Fan Grabbers, Arizona

55+ AGE DIVISION

1st: Wisconsin Masters

2nd: Bay State Bombers, Massachusetts

60+ AGE DIVISION

1st: Wildwood West Realty, California

2nd: Yeager's 60's, Washington

65+ AGE DIVISION

1st: Monkey Joe's Big Nut Co., New Jersey

2nd: Las Vegas Elks, Nevada

70+ AGE DIVISION

1st: State Roofing Royals, California

2nd: The Prize Co., Minnesota

75+ AGE DIVISION

1st: Scrap Iron, Colorado

2nd: Redwood City Chiefs, California

**SENIOR SOFTBALL WORLD CHAMPION-
SHIPS**

2006 AA DIVISION

50+ AGE DIVISION

1st: R & R Stokers

2nd: Utah Vets

55+ AGE DIVISION

- 1st: Scrap Iron, Colorado
 2nd: Modesto Black Hawks, California

60+ AGE DIVISION

- 1st: Chicago Classics Gray, Illinois
 2nd: West Michigan Merchants

65+ AGE DIVISION

- 1st: Scrap Iron, Colorado
 2nd: The Prize Co., Minnesota

70+ AGE DIVISION

- 1st: Coast Capitals, British Columbia
 2nd: Palo Alto Chiefs, California

SSWC 2006 WOMEN'S DIVISION**40+ AGE DIVISION**

- 1st: Team Works, Virginia
 2nd: The New Team, California

50+ AGE DIVISION

- 1st: Ladies Choice, California
 2nd: Philly's LJ Slammers, California

55+ AGE DIVISION

- 1st: Capital Area Classics, Michigan
 2nd: Silver Saints, Arizona

60+ AGE DIVISION

- 1st: Sportaculars, Ontario
 2nd: Vancouver Salt Chuckers, British Columbia

65+ AGE DIVISION

- 1st: Sportaculars, Ontario
 2nd: Golden Girls, Virginia

SENIOR SOFTBALL US NATIONAL CHAMPIONS

October 19-28, 2007 - Phoenix, Arizona

Women's Divisions

60+: Las Vegas Neons (West)

55+: California Spirit 55 (West)

50+: California Spirit 50 (West)

40+ Masters: Prime Time (West)

Men's Divisions

75 Major-Plus: Tiodize D-99 (West)

75 Major: Texas Classics (West)

70 Major-Plus: San Francisco Seals (West)

70 Major: Joseppi's (West)

70 AAA: Dan Pfeiffer Sportsmen (East)

70 AA: Cape Cod Five (East)

65 Major-Plus: W.E. Ruth Realty (West)

65 Major: West Michigan/Bob Evans (East)

65 AAA: High Desert Roadrunners (West)

65 AA: Chicago Geezers (East)

60 Major-Plus: Scrap Iron (West)

60 Major: Joseph Chevrolet (East)

60 AAA: Paradise Chevrolet (West)

60 AA: Syracuse Cyclones (East)

55 Major-Plus: Travelodge 55's (East)

55 Major: Coyotes (West)

55 AAA: No Dice (West)

55 AA: Ohio Silverados (East)

50 Major-Plus: Mac II (West)

50 Major: Goodman Racing (West)

50 AAA: Michael Valerio, CPA (East) & Vancouver Merchants
(West) – Co-Champions

50 AA: Second Wind (West)

Triple Grand Slam Winners

These teams won the Eastern or Western National Championships, the US National Championships, and the World Championships in 2007.

Women's 60 Division: Las Vegas Neons (NV)

Women's 55 Division: California Spirit 55

Women's 50 Division: California Spirit 50

Men's 75 Major: Texas Classics

Men's 70 Major-Plus: San Francisco Seals (CA)

Men's 65 Major-Plus: W.E. Ruth Realty (WA)

Men's 40 Masters: All Star Ford Masters (WA)

2007

WESTERN NATIONAL CHAMPIONS

July 17-22, 2007, Reno, Nevada

Women's Divisions

40+ Masters: Prime Time (CA)

50+: California Spirit 50

55+: California Spirit 55

60+: Las Vegas Neons (NV)

Men's Divisions

75 Major: Texas Classics

70/75 Platinum: Joseppi's (WA)

70 AAA: Seattle 70's (WA)

65 Major-Plus: W.E. Ruth Realty (WA)

65 AAA: High Desert Roadrunners (NM)

65 AA: Central Valley Physiotion (CA)

60 Major-Plus: Scrap Iron (CO)

60 Major: Bickerton Iron Works (CA)

60 AAA: Paradise Chevrolet (CA)

60 AA: Last Call (NV)

55 Major-Plus: W.E. Ruth Realty (WA)

55 AAA: No Dice (CA)

55 AA: Sacramento Saints (CA)

50 Major-Plus: Mac II (CA)

50 Major: Goodman Racing (WA)
 50 AAA: Vancouver Merchants (WA)
 50 AA: Second Wind (WA)
 40 Masters: All Star Ford Masters (WA)

2007

EASTERN NATIONAL CHAMPIONS

August 7-12, 2007, Elgin, Illinois

Men's Divisions

75+: Ohio Tile and Marble
 70 AAA: Dan Pfeiffer Sportsmen (MI)
 70 AA: Cape Cod Five (MA)
 65 Platinum: West Michigan/Bob Evans
 65 AAA: Milwaukee Seniors (WI)
 65 AA: Chicago Geezers (IL)
 60 Major-Plus: Scrap Iron (CO)
 60 Major: Joseph Chevrolet (OH)
 60 AAA: HMR 60's (PA)
 60 AA: Oshkosh Ambassadors (WI)
 55 Platinum: Travelodge 55's (IN)
 55 AAA: Bay State Bombers (MA)
 55 AA: Ohio Silverados
 50 Major: Milwaukee Merchants (WI)
 50 AAA: Michael Valerio, CPA (MI)

2007

SENIOR SOFTBALL WORLD CHAMPIONSHIPS

October 19-28, 2007 - Phoenix, Arizona

MEN'S 80 DIVISION

1st: Desert Storm (AZ)
 2nd: Tremont Hotel (MD)

2007**SENIOR SOFTBALL WORLD CHAMPIONSHIPS
MAJOR-PLUS DIVISION****50+ AGE DIVISION**

1st: Hendrick Sports Management (TX)

2nd: Seacrest Mavericks (CA)

55+ AGE DIVISION

1st: MTC Softball Club (CA)

2nd: Hollis Appraisal (FL)

60+ AGE DIVISION

1st: Old A's/Miken (CA)

2nd: Scrap Iron (CO)

65+ AGE DIVISION

1st: W.E. Ruth Realty (WA)

2nd: Florida Legends

70+ AGE DIVISION

1st: San Francisco Seals (CA)

2nd: Fairway Ford (CA)

75+ AGE DIVISION

1st: Arizona 75's

2nd: Mitchell's Construction (PA)

2007**SENIOR SOFTBALL WORLD CHAMPIONSHIPS
MAJOR DIVISION****40+ MASTERS DIVISION**

1st: J.K., Inc., (CA)

2nd: Kelly Sports/Combat (NV)

50+ AGE DIVISION

1st: Windy City Softball (IL)

2nd: Fangrabbers/Tow Time (AZ)

55+ AGE DIVISION

1st: Minnesota Legends

2nd: The Titans (FL)

60+ AGE DIVISION

1st: Kansas City Fire (KS)

2nd: Chicago Classics Red (IL)

65+ AGE DIVISION

1st: Top Gun Gold (CA)

2nd: Monkey Joe's Big Nut Co. (NJ)

70+ AGE DIVISION

1st: Clearwater 70's (FL)

2nd: SoCal Patriots (CA)

75+ AGE DIVISION

1st: Texas Classics

2nd: Gold Coast 75's (CA)

2007**SENIOR SOFTBALL WORLD CHAMPIONSHIPS
AAA DIVISION****40+ MASTERS DIVISION**

1st: All Star Ford Masters (WA)

2nd: Team Rawlings (CA)

50+ AGE DIVISION

1st: Texas Legends

2nd: Enviro-Vac Marauders (BC)

55+ AGE DIVISION

1st: Kansas City Blues (MO)

2nd: Bay State Bombers (MA)

60+ AGE DIVISION

1st: Jersey Masters (NJ)

2nd: High Desert 60's (NM)

65+ AGE DIVISION

1st: Mesa Cardinals (AZ)

2nd: Hawaiian Pride (HI)

70+ AGE DIVISION

1st: Top Gun 70's (CA)

2nd: Chief's 70s (CA)

75+ AGE DIVISION

1st: Minnesota Legends

2nd: Sun City 75's (AZ)

2007**SENIOR SOFTBALL WORLD CHAMPIONSHIPS
WOMEN'S DIVISION****40+ MASTERS DIVISION**

1st: The New Team/TNT (CA)

2nd: Team Works (VA)

50+ AGE DIVISION

1st: California Spirit 50's

2nd: Ladies Choice (CA)

55+ AGE DIVISION

1st: California Spirit 55's

2nd: Ohio Cardinals

60+ AGE DIVISION

1st: Las Vegas Neons (NV)

2nd: California Spirit 60's

65+ AGE DIVISION

1st: Sportacular 65's (ON)

2nd: Queen Bees (AZ)

2007**SSUSA TOURNAMENT OF CHAMPIONS**

February 23-25, 2007 – Polk County, Florida

Women's Divisions

55+: Silver Saints (AZ)

60+: Las Vegas Neons (NV)

Men's Divisions

80+: Tremont Hotel (MD)

75 Major: Mitchell's Construction (PA)

75 AAA: Michigan Gray Sox

70 Major: Suncoast Orthopaedic (FL)

70 AAA: Clearwater 70's (FL)

70 AA: Delaware Naturals

65 Major: Moran & Company (MI)

65 AAA: Western Michigan/Bob Evans

65 AA: Budweiser (MO)

60 Major-Plus: Florida Raptors/Miken

60 Major: Rochester Legends (NY)

60 AAA: Chicago Classics Red (IL)

60 AA: High Desert 60's (NM)

55 Major: Travelodge 55's (IN)

55 AAA: Bay State Bombers (MA)

55 AA: California Black Hawks

50/55 Major-Plus: All State Miken 55's (FL)

50 Major: Florida Fins

50 AAA: CJ&S Express (AZ)

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MODEL: MSU2

LENGTH/WEIGHT: 34/26, 34/27, 34/28, 34/29, 34/30
13-1/2" BARREL LENGTH • 2-1/4" BARREL DIAMETER

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