# Rulebook Amendments • SSUSA 2018 National Rules Committee Sessions

## §1.28 • FOUL BALL

A foul ball is a legally batted ball that:

F. 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.

### §1.29 • FOUL TIP

A foul tip is batted ball that 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 a dead ball. EFFECT: The ball is dead on all foul tips and the batter is out if it is the third final strike.

## §3.4(3) • APPROVED BATS

All bats manufactured prior to 2014 marked "1.21 BPF" (Bat Performance Factor) or less, SSUSA approved bats, or bats having an ASA 2000 or 2004 stamp are approved for use. Any bat displaying the label "Exceeds 1.21 BPF" is not approved. The rating must be [1] clearly visible on the bat, or it must be obvious to the inspector that the bat is of an age to make it not high-tech. Effective with the 2014 playing Season, any new bats introduced by bat manufacturers after 2013-[2] be clearly and permanently marked by either SSUSA logo or "Approved for SSUSA Use", or similar, by permanent sticker, etching or imprint. Any new bats introduced by bat manufacturers after 2013 must appear on the SSUSA Approved Bat List to be legal for use in any SSUSA sanctioned event.

### §3.4(7) • PENALTY FOR USING AN ILLEGAL BAT

A. Any attempt to use an illegal bat in SSWC or SSUSA play will result in the batter being ejected from the game tournament. The second offense by a member of the same team will result in the player and manager being ejected from the tournament.

#### **§4.2 • ROSTER RESTRICTIONS**

A team roster is limited to two times the number of defensive players allowed for that team. For teams that play with 10 defensive players, the limit is 20 members. For teams that play with 11 or 12 defensive players, the limits are 22 and 24 members, respectively. A team roster is limited to 20 members. A non-playing manager and coach(es) are not included in this player count. of 20. 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.

### §4.2(6) • PLAYING IN TWO AGE DIVISIONS

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

B. A player can only play on a team in the same or equivalent skill level when playing in two age divisions, or one skill level higher or lower. EXAMPLE: A player on a 55-Major division team cannot play on a 50-AA division team unless the 50-AA team has an approved "out-of-rating" roster exemption available.

## §4.3(3) • EXTRA PLAYERS AND EPS

A. Teams have unlimited batters, but cannot drop below the number on the starting batting order **except as noted at B. and C. below**. All players must be listed on the lineup sheet before the game begins.

## §5.4 • REGULATION GAME

- C. The regulation time limit for games shall be as follows:
  - Round robin/seeding games shall be 65 minutes, plus the open inning. NOTE: If the tournament format is a full round robin only, best record wins, all games shall be 65 minutes, plus the open inning.

## §5.5(3) • MERCY RULE FOR 40+ THRU 70+ MAJOR-PLUS (ONLY)

If a team is ahead by 15 or more runs at any time after five innings have been completed, or 22 runs after four innings (or four and one-half innings with the visiting team ahead) four and one-half innings with the home team ahead, the game shall be declared a complete regulation game.

## §6.2 • PITCH COUNT

Batters are allowed 4 balls and/or 3 strikes. All batters start with a 0-0 ball/strike count. EXCEPTION: On a trial basis for the 2017 season, all All men's and women's 40-Masters divisions, men's and women's 50+ divisions and men's 55+ and 60+ divisions will be allowed only 3 balls and/or 2 strikes, and all batters will start with a 1-1 ball/strike count. There will be a NO "waste foul" available to a batter after there are two strikes in the count.

## §7.3(1) • OBLITERATING THE BATTER'S BOX

Any player A batter, in the umpire's judgment, deliberately erasing any portion of the batters box will be called out and ejected. A second offense by the same player will result in the player's ejection from the game.

#### §7.4 • STRIKE CALLED BY UMPIRE

C. For each foul tip. EFFECT: The ball is dead and the batter is out if it is the **final** third strike. **NOTE:** A **foul** tip may be a "waste foul" in games utilizing the "1-1" starting pitch count.

### §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 and the tournament.
- 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. The second offense by a member of the same team will result in the player and manager being ejected from the tournament.

## §8.3 • BATTER-RUNNER IS OUT

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 return to the base occupied at the time of the pitch unless put out prior to the violation cannot advance.

#### §8.4(10) • WHEN RUNNERS ARE ENTITLED TO ADVANCE

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

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.

#### §8.5(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. Substitution for the original player will not prevent this out. The courtesy runner called out does not lose his turn at bat. **EFFECTS**: [1] The out occurs at the base the courtesy runner abandons to take his required turn at bat, unless it is the third out; and [2] The courtesy runner retired for the third out will be the first batter of the team's next half-inning at bat.

## §8.5(5) • COURTESY RUNNER OFFICIALLY IN THE GAME

A courtesy runner must report to, and be acknowledged by, the umpire **before play resumes**. A courtesy runner may enter the game only prior to the first pitch to any batter. A courtesy runner is in the game when he touches the base. If a courtesy runner is determined illegal, he will be called out upon touching the base and no other courtesy

runner is allowed. The original runner may not return as the runner. An illegal courtesy runner on base is committing a continuing violation and may be called out upon appeal at any time while on base or, if he scores, prior to the first pitch to the next batter.

## §9.1 • DEAD BALL

X. When a fair batted ball strikes an umpire or base runner on fair ground before passing or touching an infielder, including the pitcher. EXCEPTION: A fair batted ball that deflects off the pitcher's glove remains a live ball. EFFECT: The batter is awarded first base and runners on base advance one base only if forced. (See also §8.2 C.)

#### §9.2 • THE BALL IS IN PLAY

D. When a fair ball strikes an umpire or base runner on fair ground after passing or touching an infielder, excluding the pitcher. (See also §9.1 X)

### §13.1(1) • DIVISIONS OF THE SSWC

- A. Major-Plus division Comprised of teams that compete to determine the World Champion, Major-Plus division. A Major-Plus team rating is determined by the Senior Softball-USA Ratings Committee. Major-Plus division teams:
  - 1. Need not qualify. EXCEPTION: Major-Plus teams in age groups 50+ through 65+ may not play in a younger age group at the Eastern or Western National Championships or the World Masters Championships without first having participated in an official SSUSA Qualifier tournament in the younger age group and Major rating level.
  - May be invited to the World Masters Championships based upon their qualifying standing. SSWC rating.

## §13.1(2) • PLAYERS MUST PLAY IN REGIONS

C. Players who have been issued a "snowbird ID card" are not eligible to appear on the roster of Major-Plus division teams aged 40+ through 70+.

However, Major-Plus teams (ONLY) in the 40+ through 70+ divisions may select two four players from the same side of the Mississippi River as the home state of the team. Major Plus Teams from Eastern or Western Canada may select two-four players from the other Canada region.

## §13.4(2) • U.S. 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 U.S. National Championships. If a team winning an Eastern or Western National Championships declines to participate, the second-place team will be invited.

- B. Format for each division The Eastern National Champions will play the Western National Champions in one game scheduled during play of the Senior Softball-World Masters Championships at the site of the tournament for that year. The winner of that single game will be the SSUSA U.S. National Champion. For divisions of five or more teams only, the winner of the U.S. National Championship game will be the #1 seed in the bracket and the loser will be the #2 seed.
- C. If only one Eastern or Western Champion (or invited runner-up) eligible to play in the U.S. National Championship game enters the World Masters Championships, that team will be declared the SSUSA U.S. National Champion, will receive awards and will seed into the bracket conventionally. They will not receive an automatic #1 seed.