

Sno-King 55+ Senior Slow Pitch Softball League

2015

Organization

1. This organization shall be called the Sno-King 55+ Senior Slow-Pitch Softball League consisting of one representative from each team. Rules and policies set forth by the Edmonds Parks & Recreation Department will be administered by the Player Representative (PR).
2. Teams will have no more than eighteen (18) players on their roster at any time. Once all teams have eighteen players, additional players will be placed by the PR. All players that show up for a game must participate if they wish to do so.
 - a. Teams falling below the required number of players (10) will contact the PR for additional players.
 - b. Rosters must be filled out completely. If false information appears on a roster, that player will be suspended. Players must be able to prove their identity at all times to officials.
3. Managers must have signatures on completed rosters turned into the Parks and Recreation Department prior to the start of the first game. Revised rosters dated, with additional information and signature(s) must be turned into the PR prior to the player starting play. In extenuating situations the PR may approve a delay of the revised roster. The PR will see that each manager receives a revised roster prior to the next game.

Player Eligibility

1. Players must be a minimum of 55 years of age by the end of the current playing year.
 - a. A team can have a maximum of 6 players, age 59 and under listed on the roster.
2. Players may play only on one team per season within this league. There will be no player transfer from one team to another after league play begins. Exception may be made by PR.
3. Contact Player Representative Elmer Parks at 425-224-4434 or cell 206-518-3444 with questions and concerns regarding league play.

Suspensions

1. Any player using false information on a roster will be suspended for the remainder of the season.
2. Any coach using a player with an assumed name on the roster or in the score book will be suspended for the remainder of the season.
3. A player, coach, or manager ejected from a game must leave the area of the dugout and field if the umpire designates. All individuals who are ejected from the game are automatically suspended for the next two scheduled games. Players that are on suspension cannot be in the team area during the game.
4. Any person suspended for a second time will be suspended for the remainder of the season.

5. Fighting: The definition of fighting is throwing a punch or slapping, even in retaliation, at anyone. The violation of this rule will be permanent suspension for the remainder of the season.
6. Physical contact or harassment of an umpire will be grounds for permanent suspension from further participation in any athletic sponsored activity through the Edmonds Parks and Recreation. Umpires or recreation staff can stop a game at any time for unsportsmanlike behavior. Teams/players suspended from the league will not receive a refund or be compensated in any manner.
7. Anyone under the influence of alcohol or drinking on the park premises will be prohibited from participating. The umpires reserve the right to eject any player/coach/manager found under the influence.
8. Managers are responsible for the conduct of players, coaches, and spectators. Harassment such as verbal abuse from members or supporters of a team to the opposing team or umpires will not be tolerated and may result in a forfeit loss to the offending team. Umpires/Recreation staff will issue a warning to a team only once. The team manager must act at once to control a situation. Continued harassment by both teams will result in a double forfeit.
9. If a player has an open bleeding wound, the player must leave the field to cover with a bandage the injury prior to re-entry into the game, No Exceptions!
10. Damage to Recreation Department or School District Facilities, equipment, etc. resulting from deliberate misuse will be the direct responsibility of the coach/manager/team. Failure to promptly pay for damages will result in expulsion and suspension from further athletic activities through the Edmonds Recreation.

Equipment

Summary of Key Rules from the SSUSA Rulebook (for ready reference only, see Official Senior Softball 2014-2015 Rulebook for complete rule definition)

1. All players must wear shoes. No metal spikes/cleats nor hard plastic spikes/cleats are allowed. Shoes with detachable spikes/cleats that screw into the shoe are allowed. Exposed jewelry judged by the umpire to be a safety issue to anyone participating must be removed. All casts and splints must be padded. Any of this equipment judged by the umpire to be potentially dangerous is illegal.
2. A 12 inch softball with a COR (Coefficient of Restitution) of .44 shall be used.
3. The height of a legal pitch must be from 6 to 12 feet above the playing surface.
4. Upon hitting a foul ball on third strike, the batter is out.
5. A double bag shall be used at first base. One-half of it shall be in foul territory and be orange or another color. Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the orange portion. The batter-runner shall be called out if he fails to do so, unless in the umpire's judgment, the batter-runner is avoiding a collision. On balls hit to the outfield when there is no play being made at first base, the runner may touch either the

white or orange bag. When the batter-runner becomes a base runner, the double base shall be treated as a single base and the runner and defender may use either portion at any time.

6. A no contact rule shall be in effect. Runners shall be called out for contact with a defensive player if, in the umpire's judgment the contact was deliberate or the runner could reasonably have been expected to avoid contact but failed to do so. Sliding or diving are legal and shall be considered "avoiding contact" even if contact is made with a defensive player. If in the umpire's judgment a runner misses a base to avoid a collision, the runner will not be called out.

7. All plays at home are force outs.

8. A secondary home plate for scoring will be used by the runner. To record an out the defensive player with the ball must step on the strike mat. The runner will be called out if he touches or crosses over any portion of the strike mat.

9. A commitment line 20 feet from the scoring plate shall be used. Once a runner's foot has touched the ground on or past the commitment line, he must continue to the scoring plate and may no longer be tagged out.

10. Teams are limited to five runs per inning, except for the 7th inning and any extra innings in which each team may score an unlimited number of runs (open inning).

11. A Mercy Rule applies. The game is a complete regulation game if a team trails by 15 or more runs after 5 at bats by the trailing team. The teams may continue to play if both managers agree.

12. By mutual agreement of both managers, the Flip Flop Rule may be invoked in a game with a 10-run differential in favor of the visiting team at the start of the "open inning." The visiting team must be ahead by 10 or more runs at the beginning of the open 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 or last inning at-bats), meaning all runners then on base will return to the dugout. It will be an open inning. If the home team fails to tie or go ahead of the visiting team, the game ends and the visiting team wins. If the home team ties or goes ahead, the visiting team takes its turn at bat

Protests

1. A manager/coach/player wishing to make a formal protest on a rule interpretation should use the following procedure:
 - a. Notify the umpire and opposing manager you are protesting a game prior to the next pitch.
 - b. Submit a written protest to the League Director no later than 5:00pm the following day.
 - c. A \$50.00 fee will accompany all protests.
 - d. If your protest is upheld the fee will be returned and appropriate action will be taken. If not upheld the fee will be deposited in the City's General Fund.
2. Protests concerning player eligibility will be handled by having the protested player signing the back of the home team score sheet as he/she enters the game. If any player refuses to sign

the score sheet the game is over and forfeited. The signature will be verified on the roster. All players must bring their driver's license or other piece of identification to all games.

Rain Cancellations

1. CALL RAINOUT LINE AFTER 8:30am the day of the game. 425-771-0229

Miscellaneous

1. Only one (1) bat person per team if used.
2. The winning team is responsible for reporting game score within 24 hours to the Edmonds Parks & Recreation Department (425-771-0229).

Finances

1. The full league fee is due at the time of registration. Entry fees are nonrefundable. Teams requesting games to be rescheduled for their own accord will have to pay a \$50 fee for each occurrence.

League Rules

1. Except as modified herein, play shall be in accordance with the Official Senior Softball 2013-2014 Rulebook, as published by Senior Softball – USA (SSUSA), where applicable to our league play. If a manager has questions pertaining to ground rules, he should request the umpire to conduct a pregame plate meeting with both managers. If no meeting is conducted it is implied that all ground rules are understood.

2. Game time is forfeit time if the minimum number of players (9) is not present to play on the field. All games shall start at the time shown on the applicable league schedule.

3. The team listed first on the schedule will be the home team and will supply and keep the game and the backup balls. There will be a maximum of 5 minutes of infield practice allowed prior to a game for each team if time allows. The Visitors will be first on the field for infield practice. The Home team will keep the official book. Scorekeepers are encouraged to talk with each other during the game to avoid scoring discrepancies.

4. Legal bats for players of any age shall not be more than 34” long nor exceed 38 ounces in weight. They must be marked “Official Softball” by the manufacturer. They shall not be altered and their physical condition must be judged by the umpire to be safe for play.

A player's “league age” is the age he will attain by the end of that calendar year.

For players whose league age is 70 or higher:

70+ players may use a bat of any performance rating.

For players whose league age is 69 or lower:

69- players may use any bat marked "1.21 BPF" (Bat Performance Factor) or less or bats having

an “ASA 2000” or “ASA 2004” or  (2014 and beyond) stamp. Any bat displaying the label "Exceeds 1.21 BPF" is not approved. The rating must be clearly visible on the bat, or it must be obvious to the umpire that the bat is of an age to make it not high-tech. Exception: The specifically named bats on the applicable “ASA Non-Approved Bat List with Certification

Marks” are not approved. All bats in a team’s dugout not approved for 69- players must be identified by pink tape. If a 69- player steps into the batter's box with a non-approved bat he shall be called out; if a player does it twice in a game he shall be ejected.

5. Pitchers and infielders may wear any protective gear of their choosing.

6. Courtesy Runners are allowed. Any player on the roster may be a courtesy runner. A courtesy runner may be used for a base runner or the batter 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. The courtesy runner for the batter must start from behind a line placed 3 feet behind the third base line extended. He may not break the plane of the line with his feet before the pitch reaches home plate or he will be called out. If the batter, who has a courtesy runner, runs more than 20 feet toward first base he will be called out. A Courtesy Runner who is on base when it is his turn to bat will be called out as a base runner and removed from the bases. He will then take his turn at bat.

7. Teams must have nine (9) players in the batting order to start and finish a game or lose by forfeit (a Defensive Player is not considered a batter). Teams may add a tenth (or more) batter/s upon their arrival without penalty, provided that the team has not already batted through the entire line-up. If a player leaves the game for any reason, including ejection, his spot in the batting order will not be an automatic out but will simply be skipped for the remainder of the game. If a player is ejected during an at bat, an out will also be called for that at bat if no legal substitute is available.

8. If more than 50% of a team's batting lineup is 70+ (6 of 10 or 11, 7 of 12 or 13, 8 of 14 or 15, 9 of 16 or 17) it can qualify for an 11th fielder.

9. A maximum of eighteen (18) batters may be in the line-up at any time. Once a batter is dropped from the lineup he/she may not reenter the game. Each team is allowed one defensive player who doesn't have to bat.

10. Pitcher safety screens are optional for all teams. Any batted ball that makes contact with the screen any time prior to being touched by a defensive player will be an automatic “dead ball”. If the batter has less than two strikes it will be called a “foul ball” strike. However, if the batter has two strikes, then it will be a no penalty “dead ball” until the batter completes his time at bat. Any thrown ball that makes contact with the screen will remain a “live ball”.

11. The International Tie Breaker Rule shall be used. If a game is tied after 7 innings, teams start each half-inning with a runner on second base. The runner is the last batter of the previous inning whose turn at bat had been completed, or the same courtesy runner for that batter, assuming a position on second base. No other courtesy runner may be used unless the batter or the original courtesy runner is injured.

12. Uniform Numbers. "Team members participating in the game must wear visible numbers a minimum of 5" tall on their uniforms with no identical numbers on a team. Players without numbers will not be permitted to play."

Updated 4/14