



Rules of Play

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1. Introduction

The SaddleBrooke Senior Softball Association (SSSA) plays under the *Official Rules of Senior Softball-USA (SS-USA)*. The SSSA has adopted rules that supercede SS-USA rules and are enumerated below. ▲

2. Definitions and Guidelines

a. Leagues

Coed League; Community League; Competitive League; Recreation League; Rookie League; Women's League, Bobcat League, Coyote League.

b. Board

SSSA Board of Directors.

c. Eligible player

A player who meets all SSSA requirements as described in the By-Laws. All resident players must pay the SSSA registration fee and annual dues in full before playing in any game. Guest players must pay the annual dues in full before playing in any game. Resident and guest players must sign the *Release of Liability Statement* and verify in writing that they have read the SaddleBrooke Senior Softball Association Rules of Play and the Code of Conduct and agree to abide by them. ▲

d. Ineligible player

A player who does not meet all SSSA requirements, a suspended player or one who has been declared ineligible by the SSSA Board.

e. Illegal player

A player who does not meet the SSSA requirements.

f. Manager

The team's official manager who is appointed by the Board. In his/her absence, the assistant or acting manager.

g. Official game scorebook

The official game scorebook will be maintained by a member of the SSSA Scorekeeping Team assigned to the game. In the event, no member of the Scorekeeping Team is available, the home plate umpire will notify the home team that it will maintain the official scorebook.

In the event the home team has only the minimum number of defensive players, the visiting team will be responsible for maintaining the scorebook when they are batting. ▲

h. League equalization committee

A committee established by the Board that is responsible for evaluating and assigning all players in order to maintain team balance throughout each of the leagues. The League Commissioner is the chairman of the League Equalization Committee.

i. Equalization process

A process administered under the authority of the League Equalization Committee to keep teams as equal as possible. The equalization process will occur during the draft.

j. Strike zone mat

In all leagues the strike zone mat will be 21" x 34.5".

k. Courtesy catcher

The courtesy catcher will: (1) always be a player from the opposing team; (2) be a defensive player; (3) generally be a different player each inning; (4) be the player who is the last player to bat in the prior inning; (5) be the last player in the lineup if the team has not batted.

In the event the manager of the offensive team assigns the courtesy catcher to be a courtesy runner, the manager will assign the next to the last player to bat from the prior inning to be the courtesy catcher.

A courtesy catcher who provides assistance to the batter shall be removed from the position for the remainder of the game. If a courtesy catcher provides assistance to the batter during a pitch, the umpire will give the delayed dead ball signal and (1) call a strike if the ball is not struck or (2) if the batter puts the ball in play, the defensive manager has the option of taking the resulting play or the ball is dead and the batter is out. ▲

l. League Signup Considerations

The following league definitions are provided so players may use them to determine the leagues that best fit their playing abilities.

Recreation League - Designed primarily for those with beginner to slightly above average skills. For safety reasons and to provide maximum playing time for those whom the league is designed, players above this skill level should not choose this league. ▲

Competitive League - Designed primarily for players with above average to superior skills. For safety reasons and the competitive balance of teams, players below this skill level should not choose this league.

Community League - Designed for players with a variety of skill levels who wish to play in a competitive environment. For safety reasons, it is recommended that players with significantly below average skills objectively evaluate their chance of injury, since they will be playing with a significant number of highly skilled players.

Coyote League - Designed for players with a wide variety of skill levels who are at least 60 years old.

Bobcat League - Designed primarily for women, but, with approval of the Commissioner, men may also participate. ▲

m. Player Evaluations

Evaluations will be provided to the Commissioner at the start of each season for his use in providing an equivalent substitute player when required. The manager of each team in the league will evaluate and place each player on each team into one of four groups. The players in group 1 being the least skilled players and the players in group 4 being the most skilled. There will be an equal number of players in each group. If there are an uneven number they would be placed in the lower groups first.

n. Injured Player Replacement Policy

When a player sustains a long term injury (minimum of three games) the manager may request a full time substitute player from the league commissioner. The injured player will remain on the team roster but will only be able to participate in the game as a manager/coach until the injured player is reinstated as a full time player by the league commissioner. This injured player will not be allowed to play offensive or defense during the game, which includes acting as a courtesy runner. Once the injured player is able to return to play the substitute player will be removed from the team. The league commissioner will then make the determination as to which (if any) team the substitute player will be assigned to for the remainder of the season.

o. Adding players to teams after the season starts

The commissioner will confer with the managers in the affected league. He may also confer with the league Equalization Committee. The Commissioner may use e-mail or have meetings to obtain advice on the placement of the players. The Commissioner will attempt to obtain a consensus on the placement of the players. The Commissioner will make the final decision. The decision may not be appealed to the board. ▲

3. League participants

- a. Coed League – Men and women may play in this league.
- b. Community League - Men and women may play in this league.
- c. Competitive League - Men and women may play in this league.
- d. Recreation League - Men and women may play in this league.
- e. Rookie League – Men and women may play in this league and require approval of the league commissioner.
- f. Women’s League – Only women may play in this league.
- g. Bobcat League - Men and women may play in this league and require approval of the league commissioner.
- h. Coyote League - Men and women who are at least 60 years old during the calendar year may play in this league. ▲

4. Team rosters

A player may not play in both the Recreation League and the Competitive League.

A player will remain on a team roster until one of following occurs:

- a. The manager requests that the League Commissioner removes the player from the team roster because the player has missed or will miss five (5) consecutive games.
- b. The player resigns in writing to the League Commissioner. ▲

5. Players Needed for a Game

In the Coed League a team will field a minimum of eight defensive roster players and a maximum of ten defensive roster players. In the Competitive League a team will field a minimum of eight defensive roster players and a maximum of ten defensive roster players. In the Community, Recreation, Rookie, Women’s, Bobcat and Coyote Leagues, a team will field a minimum of nine defensive roster players and a maximum of eleven defensive roster players.

If a team is unable to field the minimum number of defensive roster players, that team will forfeit the game. If both teams are unable to field the minimum number of roster players, the game will be recorded as Canceled. ▲

In the Coed League, if there are more than ten players available to play, the additional players may be extra hitters as long as the number of men does not exceed the number of women. In the other leagues, the number of extra hitters is unlimited.

If a team in the Competitive League fields eight or nine roster players or if a team in the Bobcat, Coyote, Community, Recreation, Rookie, and Women's Leagues fields nine or ten roster players, the team manager may request a courtesy catcher by informing the umpire and the opposing manager of the need. The opposing manager will provide a courtesy catcher according to the provisions stated in Rule 2.k. ▲

If a team is unable to field the maximum number of roster players, the manager may request from the league commissioner a substitute player. The manager would tell the league commissioner what groups (1 to 4) his missing players are in. The league commissioner would calculate the average of the missing players group rounded down to the whole number. The league commissioner would attempt to provide an equivalent substitute player from the same league and from that group or a lower group. The substitute player will play right field, be the last batter in the lineup and would not, coach a base or be a courtesy runner. The batting statistics for the substitute will not be recorded on the SSSA website. If the player being substituted for becomes available, he/she may participate in the game as a regular roster player, but the substitute player must still play right field the entire game. The request for substitute player must be made no later than 5:00 p.m. of the day preceding the game. If the manager provides the wrong groups for his missing players the opposing manager can protest that an illegal player participated in the game. The substitute player may be any SSSA member in good standing and be on the substitute player list maintained by the commissioner. ▲

6. Equipment

- a. Balls – 12" softballs will be used in all leagues, except the Bobcat League, and will be supplied by the SSSA. The balls will be Trump Stote 44/375 compression balls or equivalent. In the Bobcat League, 11" softballs will be used. When the men are batting in the Bobcat League games 11" flex-softball will be used. All balls will be supplied by the SSSA.
- b. Bats – In the Coed, Recreation, Rookie, Women's, Bobcat Leagues only official softball single wall metal and/or wood bats will be used. The metal bats will be supplied by the SSSA.
- c. In the Competitive League, any bat meeting the 1.20 BPF standard may be used. In the Competitive League, bats other than those supplied by the SSSA must be supplied by the players.
- d. In the Community and Coyote Leagues, bats listed as non-approved in the Certified Equipment Section of the American Softball Association website may not be used. Bats other than those supplied by the SSSA must be supplied by the players. ▲

- e. In the Recreation, Coyote and Community Leagues, women may use bats approved by Senior Softball-USA. Bats other than those supplied by the SSSA must be supplied by the players.
- f. Players are encouraged to utilize safety equipment they deem necessary to protect themselves from injury while playing softball. Players are responsible for purchasing their own safety equipment. Pitchers may use SSSA owned face masks during league games. Pitchers are required to wear a SSSA supplied face mask during practice and training sessions. Face masks must be approved by the Senior Softball-USA (SS-USA), Amateur Softball Association (ASA) or National Operating Committee on Standards for Athletic Equipment (NOCSAE). The pitching screen must be used during practice and training sessions. ▲

7. Uniforms

All players will wear league-approved uniforms. Approved uniforms will consist of the following:

- a. Team jersey with a number. Two or more team members may have identical numbers. For these situations, the number of the first team member in the batting order will be recorded by the scorekeeper as the number followed by a small "a", e.g., 7a. The number of the next team member in the batting order will be recorded with a small "b", e.g., 7b and so forth.
- b. Team hat or visor, pants or shorts and a belt. Male players may wear a visor.
- c. Softball shoes with rubber cleats or tennis shoes. Metal cleats of any type are prohibited.
- d. The wearing of a hat, visor or belt is optional; but if worn, they must either be SSSA issue or in the case of a belt identical in style and color to that supplied by SSSA.
- e. Any player may wear a face mask that conforms to SS-USA or ASA specifications. A player may wear a cap/visor backwards when wearing a face mask.

If the umpire or manager notes a player is not wearing approved shorts, pants, cap/visor or belt the umpire or manager will notify the Commissioner after the game of the infraction. The Commissioner will confer with the player, preferably in person, about the infraction. The player will be permitted to play for one additional week after the conference with the Commissioner. If the player does not have an approved uniform after that time, he/she will not be permitted to play until he/she has an approved uniform. ▲

8. Length of Game

Games will consist of seven innings and will be scheduled for 75 minutes. After 65 minutes have elapsed, the umpire will announce that the current inning will be completed and one additional inning will be played, provided it is not the seventh inning. The last inning will be an open inning, i.e. it is not subject to the five run limit.

If the game is tied after the open-inning is completed, an extra inning will be played. The International Tie-Breaking Rule will be used. If the game is tied after the extra inning is played, the game will be declared a tie.

In the event the umpire calls a game, it will be considered a complete game if at least four innings have been finished.

The Flip-Flop Rule will be used in SSSA games and does not require any action by the league commissioner, tournament director or managers. ▲

9. Batting Order

The batting order for the Coed League will follow the rules described in Rule 10.

In the Recreation League the following provisions apply:

- a. All players who show up ready to play must be placed in the lineup.
- b. All players available at the beginning of the game time may not sit on the bench for more than two innings per game.
- c. If a player must leave the game for any reason prior to the completion of the game, the line up will be compressed and no automatic out will be charged to that position in the line up.
- d. If a player arrives after the game has started that player will be added to the bottom of the batting order. ▲

In the Rookie, Community, Coyote, Women's and Bobcat Leagues, the following provisions apply:

- a. All players who show up ready to play must be placed in the lineup.
- b. All players available at the beginning of the game time must play a minimum of three defensive innings.
- c. If a player must leave the game for any reason prior to the completion of the game, the line up will be compressed and no automatic out will be charged to that position in the line up. ▲

- d. If a player arrives after the game has started that player will be added to the bottom of the batting order.

In the Competitive League, the following provision applies:

- a. If a player must leave the game for any reason prior to the completion of the game, the line up will be compressed and no automatic out will be charged to that position in the line up if all players who show up ready to play are placed in the lineup. ▲

In the Recreation, Community, Coyote and Competitive Leagues, the following provision applies:

- a. If the player leaving the game is a runner, he/she shall be replaced with a courtesy runner.

In all leagues, the scorekeeper, knowing that a player is batting out of order or is about to bat out of order, will notify the umpire of the incorrect batter. Effect: The scorekeeper should inform the umpire before or after a pitched ball and only up until the time that the batter puts the ball into play. Upon learning that a batter may be batting out of order the umpire will notify the offense only if the batter has not put the ball in play. Once the batter has put the ball in play the umpire will not notify the offense or the defense. Once the batter has put the ball in play the defense has the option to appeal per SS-USA rule 12.1. ▲

10. Coed Rules

- a. A minimum of eight players must be in the lineup, four females and four males.
- b. Female and male players must alternate in the batting order. If there are nine players in the lineup, five must be female. If there are eight players in the lineup, four must be female. If there are more than ten players in the lineup, the number of females must be greater than or equal to the number of males.
- c. The pitcher and catcher must be of different genders. ▲
- d. There must be two female infielders and two male infielders. If the first base player is female, then the second base player must be male, the shortstop player must be female and the third base player must be male.
- e. If there are ten players on the field, there must be two female outfielders and two male outfielders. If the left fielder is male, the left center fielder must be female, the right center fielder must be male and the right fielder must be female. ▲

- f. When a fly ball is hit to the outfield, the player closest to the ball is responsible for catching it. If a male player catches the ball in violation of this rule, the umpire will award the batter with a ground rule double. ▲

11. Home Run Rule

There is no limit on the number of home runs hit by a player or a team.

12. 150' Restraining Line

For the Coed League, the Community League, the Coyote League, the Recreation League and the Women's League, the Field Maintenance Team will line the field with a circular-arc of 150' radius measured from home plate.

If there are eleven defensive players, four must be behind the 150' restraining line.

If there are ten defensive players, three must be behind the 150' restraining line. ▲

If there are nine defensive players, two must be behind the 150' restraining line.

Prior to a pitch being hit by a batter, the outfielders may not cross the restraining line. The rover may be positioned anywhere in fair territory. If an outfielder is inside the circular-arc when the batter hits a fair ball, the batter will be awarded first base and any base-runner will automatically be awarded one base by the umpire. In the event the batter puts the ball in play resulting in a base hit, the batter and any base runners may advance as many bases as possible. ▲

13. Point System

The following points will be awarded after each game: two points for a win, one for a tie and zero for a loss. Forfeiture will result in zero points awarded to the forfeiting team and two points awarded to the opposing team.

14. Cancelled Games

In the case of inclement weather or unsafe field conditions, the decision to cancel all field activities will be made by one of the following in the order listed: League Commissioner, the captain of the Field Maintenance Team, President, Vice President. Once a game has started, the home plate umpire will make the decision to cancel all field activities. ▲

If the league has played 75% of scheduled games and all teams have played one another an equal number of times, no make games will be rescheduled. ▲

15. Third Strike Foul Rule

On a third strike fly foul ball, the batter is automatically out. If the ball is caught, it is a live ball and base runners may advance at their own risk.

16. Batter/Runner At First Base

The batter/runner is automatically out if the runner touches the white base, the base in fair territory and a play has been made on the runner. This is not an appeal play.

17. Base Running and Collisions

The following information was approved by the Board at its April 9, 2007 meeting at the recommendation of the Ad Hoc Committee on Running and Collisions. Some of the information requires that the reader have access to the SS-USA Rules of Play. ▲

A. The SSSA will provide for base extensions (outline only-either paint chalk, or plastic weeds) on both sides of second and third base. If there is a play on a batter/runner at either second or third base, the batter/runner may touch or slide to either the base or base extension in order to avoid colliding with a fielder. The defending player has only the regular base to make a put out. If the batter/runner over runs either the base or base extension, he is in jeopardy of being put out. If the batter/runner over runs or slides past the base or either base-extension, he may return to the base or either base-extension and the fielder must tag the batter/runner.

B. SS-USA Rule 13.3 (10) A is amended as follows: ▲

1. The words "or not about to receive a thrown ball" are deleted.
2. Any fielder blocking a base or base path without possession of the ball will be called for obstruction and the runner will be awarded that base and any further bases that in the umpire's judgment he would have reached had there been no obstruction.
Exception: If a runner collides with an obstructing fielder, the obstruction will be canceled and the runner will be called out. (See also Rule 13.6 (5) as enforced). ▲

C. SS-USA Rule 13.6 (5) will be enforced by umpires as follows:

1. In the event of a collision, meaning more than slight incidental contact, between a runner and a defending player, the runner will be called out and the ball is dead. *Exception:* If in the

umpire's judgment the collision was clearly unavoidable due to a last second movement by a fielder, the runner will not be called out and the ball will remain live. ▲

2. While sliding is permissible in order to avoid a collision with a fielder, a sliding runner will be called out if his slide "undercuts" the fielder or results in contact due to the runner elevating his feet, whether intentional or not.
3. None of the foregoing precludes a runner from missing a base while rounding it in order to avoid a collision (umpire's judgment). ▲

18. Courtesy Runner

A. Recreation, Women's, Coed, Rookie and Bobcat Leagues

A courtesy runner may be used whenever a runner requests one. This decision is solely up to the runner, not the team manager although it is deemed appropriate for the manager to ask if a courtesy runner is required. Also a player may inform the manager prior to game time that he or she will require a runner each time the player reaches base safely. All other courtesy runner rules apply. ▲

B. Community, Coyote and Competitive Leagues

The decision to use a courtesy runner is the sole prerogative of the team manager. ▲

19. League Championship Tie Breaking Policy

If two or more teams end the season with identical won-loss records, the league champion will be determined by the following tie breakers used in the order shown:

- a. Head to head competition (minus forfeited games).
- b. Run differential during head to head games (minus forfeited games).

If the teams are still tied after applying the above tie breakers, the teams will be declared co-champions. ▲

20. League Batting Champion Policy

The player in each of the leagues with the highest batting average will be declared the league batting champion using the following criteria:

A player who plays in the Competitive league and also plays in the Recreation league is not eligible to win the Recreation league batting championship. ▲

Only woman players will be eligible to win the Bobcat league batting championship.

To be eligible for the league batting championship a player must have at least the number of at-bats as the median number of at-bats for the league.

The median number of at-bats is equal to the fewest number of at-bats for the top 50% of the league players' at-bats.

In the event a player has fewer than the median number of at-bats, the median number of at-bats will be used to calculate the player's batting average. ▲

21. Protests

A. Definitions

There are three classes of protest:

- a. *Misinterpretation or misapplication of a rule.* The protest must be made before the next pitch, before all fielders have left fair territory or if on the last play of the game, before the umpire leaves the playing field. ▲
- b. *Illegal player.* The protest must be made while the player is in the game and before the umpire leaves the playing field.
- c. *Ineligible player.* The protest may be made at anytime. The Board will determine eligibility.

Protests will not be considered valid if they are solely based on a judgment call by an umpire, such as balls and strikes or calls on the bases. ▲

B. Procedure

- a. The manager of the protesting team will immediately notify the home plate umpire that the game is being protested. Every effort will be made to resolve the protest on the field by the two managers and the umpire before the next pitch to a batter. If the protest is still determined to be valid by the offended team, the umpire will declare the game to be played "under protest" and will notify the opposing manager and the Official Score Keeper.
- b. A letter of "Official Written Protest" will be given to the SSSA president or, in his/her absence, the vice president within five days of the protest.
- c. The written letter will contain the following information:
 - i. Date, time and location of the game.
 - ii. Name of umpires and scorers. ▲

- iii. The section of the official or league rules under which the protest is being made.
 - iv. All details and conditions pertinent to the decision of protest.
 - v. All essential facts concerning the matter protested.
- d. After receiving the written protest, the Board will render its decision to the two managers within fourteen days. ▲

C. Decision of the Board

The decision rendered on the protest will result in the following:

- a. *The protest is determined to be invalid, and the final score stands.* The Board may impose a loss of two points in the protesting team's standing for an invalid protest.
- b. *The protest is determined to be valid due to misinterpretation or misapplication of a playing rule.* The rule will be applied correctly and the game will be resumed from the point of the protest.

The managers will determine the day to continue playing the game. The game must be replayed within a two-week period. If the game is not completed within the two-week period, it will be counted as a tie for both teams. ▲

- c. *It is determined that an illegal player participated in the game.* The offending team will have a total of four points deducted from the team's league standing for violation.
- d. *It is determined that an ineligible player participated in the game.* The offending team will have a total of two points deducted from the team's league standing for each violation.
- e. *It is determined that a league rule was broken where no penalty is prescribed.* The Board will determine the penalty to be assessed, up to and including a loss of two points in the team's standing.

22. Disciplinary Action

Any player who threatens an umpire, another player or spectator or uses abusive, offensive or profane language or who violates the Code of Conduct will either be given a warning or ejected from the game at the discretion of the umpire. An ejected player must immediately leave the playing field and the dugout or the game will be forfeited. An ejected player is automatically suspended from play until his team has completed the game in which the ejection occurred and the next two consecutive games. If an ejected player participates in the two additional games, the games will be forfeited. ▲

The umpire who ejects a player from a game must send an e-mail report to the Captain of the Umpiring Team with copies to the President and the Commissioner within two days of the ejection. The

report should contain specific information about the ejection, e.g., the date of the game, the names of the teams, the parties who were involved, the managers of the two teams, those involved in the incident and the names of other game umpires.

After receiving the e-mail, the Commissioner will then conduct an investigation and prepare a written report that will include recommendations for additional sanctions, if appropriate. The report will be transmitted to the President. The matter will be placed on the agenda for the next Board meeting, but the report will not be appended to the agenda. The President will e-mail the report to the Board members prior to the Board meeting.

After the Board considers the Commissioner's report and recommendations, it will decide if additional penalties are warranted. The President will send an e-mail to the player with the report of the Board. The player involved in the incident will have one week to respond by e-mail to the President. If the player challenges the decision of the Board, the player will be invited to the next Board meeting. At that meeting, the Board will meet in executive session with the player and witnesses selected by the player. After the player and the witnesses are excused, the Board has the option to modify its original decision.

The President will send an e-mail to the player with the report of the Board. The player may not appeal the action of the Board. ▲

If an umpire gives a warning to a player, the umpire may send, at his discretion, an e-mail report to the Captain of the Umpiring Team with copies to the President and the Commissioner as described above within two days of the incident. The report should contain a recommendation of whether disciplinary action is warranted. If the Captain of the Umpiring Team and President agree that further action is warranted, the President will notify the Commissioner and he will conduct an investigation and prepare a report for consideration by the Board as set forth above for player ejections.

If the Captain of the Umpiring Team receives multiple reports of warnings, the Captain of the Umpiring Team may recommend to the President that an investigation be conducted. The President will inform the Commissioner to implement the procedure for investigating an ejected player set forth above. ▲

Any player who physically attacks an umpire, another player or spectator will immediately be ejected and suspended from play in all leagues indefinitely. The umpire who ejects a player from a game for these reasons must send an e-mail report to the Captain of the

Umpiring Team with copies to the President and the Commissioner within two days of the incident. The report should contain specific information about the ejection, e.g., the date of the game, the names of the teams, the parties who were involved, the managers of the two teams, those involved in the incident and the names of other game umpires.

The Board will review the umpire's report to decide the length of suspension. The player and his manager will be notified of the Board's decision within fourteen days of the occurrence. If the player challenges the decision of the Board, the player will be invited to the next Board meeting. At that meeting, the Board will meet in executive session with the player and witnesses selected by the player. After the player and the witnesses are excused, the Board has the option to modify its original decision.

The President will send an e-mail to the player with the report of the Board. The player may not appeal the action of the board. ▲

23. Alcohol / Tobacco / Foreign Objects

No player may possess or consume alcohol or use tobacco products on the bench or the playing field during an official league game. Offenders will be removed from the game and suspended for the next game. Repeat violators will be referred to the Board for additional disciplinary action, which may include a suspension of up to one year.

Players may not wear wristwatches, bracelets or excessive jewelry. Medical alert bracelets are acceptable. No foreign objects, such as cigars, cigarettes, toothpicks, etc., may protrude from the mouth of players on the bench or playing field. Offenders will be prohibited from playing until the foreign object is removed. ▲

24. Responsibilities

All players may be assigned by the manager to the following:

- a. Field preparation prior to game.
- b. Scorekeeping during the game.

Managers are responsible for the following:

- a. Instructing their players about these rules.
- b. The conduct of their players.

Players are responsible for the following:

- a. Reading the Rules of Play.
- b. Reading the Code of Conduct.

- c. Signing the Waiver of Liability Statement on the Registration Form.
- d. Signing the statement indicating agreement with the Code of Conduct and the Rules of Play on the Registration Form. ▲

25. Approval Dates

This document was approved at the Board meeting on August 3, 2004. The Board amended this document on November 1, 2004. On April 4, 2005, the Board modified Rule 16 – Scoring and added Rule 17 - 150' Restraining Line. All Rule numbers from 18 to 26 in the previous version of this document were adjusted to account for the new Rule 17. On June 6, 2005, the Board modified Rules 10 and 16.

On November 7, 2005, the Board of Directors voted to change the SSSA Rules of Play such that the SSSA would now play under the Senior Softball-USA (SS-USA) rules of play. The board also instituted another league, the Community league. This league uses bats that are approved by the American Softball Association.

On December 05, 2005, the Board of Directors voted to change Rule 7 of the Rules of Play. The first sentence of the second paragraph of rule 7 will subsequently read: "If the umpire notes that a player is not wearing an approved uniform, the umpire will notify the manager of that team." The remainder of the rule remains unchanged.

On December 05, 2005, the Board of Directors voted to make optional the wearing of a hat or belt but if worn, they must either be SSSA issue or in the case of a belt identical in style and color to that supplied by SSSA.

On January 3, 2006, the Board of Directors approved widening the "strike mat" by 4 inches for the Recreation League to prevent excessive walks.

On January 9, 2006, the Board of Directors approved changing the rules for the Recreational League to permit women to use any bat approved by the SS-USA.

On March 6, 2006 the Board of Directors approved the start of a Rookie League. ▲

On September 4, 2006 the Board of Directors approved for all leagues that if a player must leave the game for any reason prior to the completion of the game, the line up will be compressed and no automatic out will be charged to that position in the line up if all players who show up ready to play are placed in the lineup. If the player leaving the game is a runner, he/she shall be replaced with a courtesy runner. In addition, Rule 5 was revised so that the number of

players required for the Community, Recreation, Rookie and Women's Leagues are the same.

On December 4, 2006 the Board of Directors approved the following: Courtesy Catcher as defined in Rule 2 Definitions K and in the fourth paragraph of Rule 5 Players Needed for a Game; The Flip Flop Rule in the fourth paragraph of Rule 8 Length of Games; The League Championship Tie Breaking Policy in Rule 18; The League Batting Champion Policy in Rule 19; the renumbering of Rules after The League Batting Champion Policy. ▲

On January 15, 2007 the Board of Directors approved the following: Modification of the statement on Cancelled Games in Rule 14; Added references to the Bobcat League as needed.

On February 5, 2007 the Board of Directors approved the following: Modification of the statement on Courtesy Catcher in Rule 2-k.

On March 5, 2007 the Board approved modification to the third paragraph in Rule 5, Players Needed for a Game.

On April 9, 2007 the Board of Directors approved the following: Additions to the Rules of Play for the Coyote League; A new Rule, 17. Base Running and Collisions; Renumbering of the Rules after the new 17.

On May 7, 2007 the Board of Directors approved the following changes: (a) Rule 2 - Definitions - Strike zone mat; (b) the last paragraph in Rule 9 – Batting Order; (c) the last two paragraphs in Rule 5 - Players Needed for a Game.

On July 2, 2007 the Board of Directors approved the following changes: (a) Rule 6 – Equipment, first paragraph was changed; (b) Rule 8 – Length of Game, second paragraph was modified; (c) Rule 14 – Cancelled Games – both paragraphs were rewritten.

On August 20, 2007 the Board of Directors approved the following changes: (a) Rule 17 - Base Running and Collisions, a sentence was added to the end of Paragraph A; (b) Rule 2- i - Equalization process, the entire paragraph was replaced.

On September 10, 2007 the Board of Directors approved the following changes: (a) Rule 4 – Team Rosters, modified a and b and deleted the remainder of the Rule; (b) Rule 12 – 150' Restraining Line, included the Community League and the Coyote League in the first sentence. ▲

On October 3, 2007 the Board of Directors approved the following changes: (a) Changing the title of Section 2 to Definitions and Guidelines; (b) added I. - League Signup Considerations at the end of Section 2; (c) added item f in Section 6 – Equipment; (d) Under

Section 9 – Batting Order additional information was added after the first paragraph that deals exclusively with the Recreation League. The word, “Recreation”, was removed in the information after the new insertion.

On December 12, 2007 the Board of Directors approved the following changes: (a) Removed the last paragraph in Rule 9 and replaced it with that shown; (b) Added information to Rule 7 a dealing with the issue of players having the same jersey number.

On January 9, 2008 the Board of Directors approved the following changes: (a) Rewrote the definition of the Courtesy Catcher in Rule 2.k; (b) Rewrote paragraph 4 of Rule 5.

On March 3, 2008 the Board of Directors approved changes to Rules 5 and 12.

On May 12, 2008 the Board of Directors approved changes to the following: (a) Rule 2 g; (b) Rule 2 k; (c) Rule 6; (d) Rule 5. The Board added the following: (a) Rule 2 m; (b) Rule 2 n.

On June 10, 2008, the Board of Directors approved changes to the following: (a) Rule 7 b and Rule 7 d whereby a male player may use a visor; (b) Rule 5, last paragraph concerning the substitute player’s batting statistics. ▲

On July 14, 2008, the Board of Directors approved changes to the following: (a) Rule 2 j.

On August 4, 2008, the Board of Directors approved changes to the following: (a) Rule 7. Uniforms when it added paragraph e; (b) Rule 7. Uniforms when it replaced the last paragraph.

On September 8, 2008, the Board of Directors approved changes to the following: (a) 2. Definitions and Guidelines, item h; (b) added item o to 2. Definitions and Guidelines; (c) Modified 4. Team rosters; (d) Modified items e and f in 6. Equipment; (e) Rewrote 22. and renamed it. ▲