

PRESCOTT SENIOR SOFTBALL
SUPPLEMENTAL PLAYING RULES AND CLARIFICATIONS REVISED 10Mar08

PRESCOTT SENIOR SOFTBALL (P.S.S.) IS A REGISTERED AMATEUR SOFTBALL ASSOCIATION OF AMERICA (A.S.A.) LEAGUE. P.S.S. HAS ADOPTED THE A.S.A. PLAYING RULES AS A GUIDELINE. THE ASA BANNED BAT RULE APPLIES ONLY TO ASA CHAMPIONSHIP PLAY. PRESCOTT SENIOR SOFTBALL'S LEAGUE PLAY IS NOT ASA CHAMPIONSHIP PLAY AND THE ASA BANNED BAT RULE DOES NOT APPLY. THESE SUPPLEMENTAL PLAYING RULES AND CLARIFICATIONS HAVE BEEN ADDED BY THE PRESCOTT SENIOR SOFTBALL BOARD OF DIRECTORS IN THE INTEREST OF SAFETY AND TO AID IN THE FUNCTIONING OF THE LEAGUE.

1. **BATS:** The original gray Ultra and the Worth all titanium bats are not allowed in Prescott Senior Softball. Other Softball Bats indicating a "bpf" of 1.20 or lower are authorized.
2. **COURTESY RUNNERS:** Unlimited courtesy runners are allowed each inning. Any player on the team roster may be used as a courtesy runner. A courtesy runner may be placed on any base at any time under the conditions stated below. The courtesy runner is **OUT** if he/she violates conditions **B** through **F**.
 - A. A courtesy runner is in the game when he touches the base.
 - B. A courtesy runner whose turn at bat comes while he is on base will be **OUT**. He will be removed from the base and come to bat. A second courtesy runner can not be substituted at this time.
 - C. A player may be a substitute runner only once per inning except as follows: In innings of unlimited runs, after each complete batting cycle normal teammate courtesy runner eligibility is re-instated.
 - D. A courtesy runner may not run for an existing courtesy runner except in the case of injury.
 - E. A runner who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning.
 - F. In extra innings, the runner placed at 2nd base (last completed bat of the previous inning) must safely reach 3rd base before he can be replaced with a courtesy runner. Exception: B League permanently handicapped players will not be subject to this requirement.
3. **COMMITMENT LINE:** A commitment line, twenty feet from the plate or scoring line 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 line. If the runner re-crosses the commitment line, returning toward 3rd base, he will be declared **OUT**. The ball is still live.
4. **SCORING:** Please see the definition and illustration of this rule on the last page of this publication.
5. **THIRD STRIKE FOUL BALL:** Upon hitting a foul ball on the third strike, the batter is **OUT**, whether or not it is caught by the defense. If a foul fly ball is caught in playable territory, the ball remains alive including a third strike foul ball. The foul ball is dead if it is not caught.
6. **DOUBLE BAG:** A double bag shall be used at first base. The colored bag shall be in foul territory abutting first base, and the white bag shall be in fair territory.

- A. Whenever a play is being made on the batter-runner, defense must use the white portion and the batter runner the colored portion. The batter runner is **OUT** when there is a play being made at first base and the batter-runner touches only the white portion, providing the defense appeals prior to the batter runner returning to first base. Once the runner returns to either portion no appeal can be made.
 - B. On any force out attempt from the foul side of first base, or an errant throw pulling the defense of the base into foul ground, the defense and the batter-runner can use either the white or colored portion.
 - C. On extra base hits or balls hit to the outfield when there is no play being made at the double base, the batter-runner may touch the white or colored portion. Should the batter runner return, the runner may return to either portion.
 - D. When tagging up on a fly ball, either portion may be used.
7. **LEAD OFFS/STOLEN BASES:** Runners may not lead off base or steal a base. A runner may be called **OUT** for failure to keep contact with a base to which they are entitled until a legally pitched ball is batted, touches the ground, hits the batter, or has reached home plate. While the next batter is being pitched to, the runner at first base may be touching either bag.
8. **VERBAL INTERFERENCE/OBSTRUCTION:** If a defensive player yells instructions to a runner (stop, go, foul ball, etc.) verbal obstruction can be called. This is a delayed dead ball call, and after the play has been completed the umpire may award the runner the base(s) he feels the runner would have obtained had the obstruction not occurred. There should be no award if the obstruction did not delay the runner. If a coach, base runner, or the bench yells to a defense player (throw to 3rd, home, etc.) and this results in a fielder throwing to a wrong base, verbal interference can be called. This would result in the runner closest to the interference being called **OUT**, the ball is dead, and there is no further advance of runners. They would be placed at the base last touched prior to the interference. Shouting or screaming at a defensive player by a runner with the intent to distract him from making a play is also considered interference and he/she will be called **OUT**.
9. **THROWING EQUIPMENT:** A defensive player cannot throw equipment (hat, glove, etc.) at a fair batted ball. If the detached equipment strikes the fair batted ball, the batter is awarded 3 bases, and the ball is still alive. If he scores it counts. If the thrown detached equipment does not strike the batted ball, there is no penalty.
10. **LEAVING THE FIELD:** If a batter abandons his base for any reason and returns to the dugout he is automatically **OUT**. The situation does not need to be appealed. It is called by the umpire when observed. Likewise, a batter who walks must touch first base before a courtesy runner can take over. If he goes directly to the dugout, he is **OUT**.
11. **TRAPED BALL:** When the ball is lying on the ground and a fielder has his hand or glove on top of it, this is not a catch. A catch can only be called when the ball is off the ground and in the fielder's hand or glove. Example: A throw to first is in the dirt, the first baseman scrambles to get it, has his foot on the bag, but the ball is on the ground with his glove on top of it. The runner is safe.
12. **LACK OF PLAYERS:** When a team has less than ten players show up at the start of a scheduled game, the team manager may request a substitute player(s) to be assigned to his

team by draw. All substitute players shall play the entire game. New or unassigned players will be given the first opportunity to play as substitute players. Umpires, grounds keepers, managers, and board members shall be given the next opportunity to be selected. Substitute players can be assigned to any defensive position and can bat anywhere in the batting order. Having been selected once in the day as a substitute player, you may not be used again except as necessary. Any remaining players needed will be selected as follows:

Regular Season (including Cactus and Fall)

The total number of players needed by all teams scheduled to play will be by random draw of chips from the list of eligible players signed up to participate during that particular time slot. The managers will alternate choosing players from the designated player pool as follows:

- A. Visiting managers will pick first, home managers will pick next, alternating until all players have been picked. After the 4th game of the season, if the teams do not have the same winning record, the team with the lowest winning percentage will select first.
- B. For teams scheduled to play at the same time:
Visiting and home managers of lowest numbered field will pick first (picks 1 and 2), followed by visiting and home managers on the next numbered field, etc. That order will be followed (repeated) until all players are selected. Again, after the 4th game of the season, this process will change to the teams with the lowest winning percentage rather than home-visitor.
- C. Guidelines:
 - a. Managers must specify the number of payers needed five minutes before game time. Pick up players arriving after the “draw” will not be included in the pool.
 - b. A manager playing as a pick-up player prior to his-her game must designate an interim manager for the purposes of selecting pick up players.

Tournaments

Season end tournaments will be double elimination with no time limits or forfeitures. The higher seeded team is the home team. Pick-up (substitute) players are allowed in order to field a team of 10 as follows:

- A. Players will be grouped into three categories (A, B, or C) based on their draft pick order (round 1-3 is A, 4-7 is B, 8+ is C). Rosters may be adjusted for additions/deletions during the season. Grounds keepers, umpires etc., will NOT be given preferential status.
- B. The “draw” is based on the applicable category of absent players, except, no more than 2 A players or 2 B players may be drawn by any team. If for example, a team is missing 3 A players, a maximum of two A’s may be drawn, with the 3rd player being a B or C depending on availability. The same restriction then applies at the B category.
- C. The order of selection will follow the same process as outlined for the first 4 games of the regular season above, except that all A player assignments will be made before proceeding to B players. All B player assignments will be made before proceeding to C players.
- D. If, in the opinion of the Player Designation Coordinators for the respective League, the player draw results in a competitive imbalance, then the team being disadvantaged will be awarded either a five (5) run spot or an extra defensive player, at the discretion of the Coordinator.

E. Final discretion on all matters related to pick-up players will be the purview of the Competition Committee.

- 12. TIME LIMITS/SCORING:** When a game has been in progress for one hour, the inning being played will be completed. Before starting another inning, the umpire shall declare the next inning to be the last. A maximum of five runs per inning for innings one through six. The seventh or the declared last inning and any inning thereafter needed to break a tie shall be unlimited runs. There will be no ties. Games will be played until a winner is determined.
- 13. PITCHING BOX:** For added pitcher safety, a pitching box, the width of the pitching rubber and extending six feet back, shall be marked and used by the pitcher if they desire. The pitcher must have one foot in the box when pitching. After the ball is released the pitcher may move in any direction. The “fixed” foot must stay in position during the pitch. The pitcher may not run or move forward in the box to pitch.
- 14. BATTERS BOX:** In Prescott Senior Softball the batter’s box will not be “chalked”. The plate umpire will have sole discretion to render decisions based on their judgment of play around home plate including being in or out of the batters box as defined here for clarification as follows: The batter’s boxes (one on each dugout side of the plate) shall measure four feet by seven feet. The inside lines of the batter’s boxes shall be six inches from home plate. The front line of the box shall be four feet in front of a line drawn through the center of home plate and the back of the box will be three feet behind this same line. The lines are considered to be in the batters box. If in the judgment of the plate umpire, a batter is obviously seeking to gain a hitters advantage by standing with either one or both feet outside of the “batters box” and then steps into the batters box and hits a fair or foul ball he will be called “**OUT**”. In addition the batter will be called “**OUT**” when they step either in front of or on the mat while hitting a fair or foul ball.
- 15. STRIKE ZONE:** A strike zone mat will be used. A legal pitch that is from six to twelve feet above the playing surface that lands on any portion of the mat before hitting the ground shall be a strike. After the pitched ball hits either the mat or ground the ball is dead and all play stops.
- 16. COLLISIONS:** Runners advancing to 2nd and 3rd bases are expected to exercise caution and safety by avoiding contact with the defensive player. On close plays at these bases, the runner has several choices to help him avoid a collision. Among them are:
- A. Veer out of the baseline to the side that would minimize contact with a defensive player, usually to the right. The defensive player must properly complete the play (touch the base, not drop or mishandle the ball) or the runner shall be declared safe.
 - B. Come to a standing stop on the front edge of the base only. The defensive player must be permitted to use the rest of the base to complete the play. If the runner comes across the base on a close play, he will be declared **OUT**. Running through these bases is not permitted.
 - C. Sliding (“A” league only) – See Rule # 27 “**A League Sliding**”.
 - D. Veering off to avoid collisions: It will be the umpire’s decision whether or not the runner would have been safe or out had they not veered off and make the call accordingly.

- 17. INJURIES:** During the course of a regular season game should a player be injured thus reducing the roster to nine players, the manager of that team may request a replacement player. The player should be selected from a list of available players with the approval of both managers. He/she will take the place of the injured player in the original batting order and may be assigned to any defensive position.
- 18. BATTING ORDER:** All team members capable of playing and shown on the team roster, arriving before or during a scheduled game, shall be placed in the batting order, and must play defense for three innings of a seven inning game if possible. All players arriving after the start of the game shall be put at the bottom of the batting order.
- 19. UNIFORMS:** All players on sponsored summer teams playing scheduled games are encouraged to wear sponsor shirts and a Prescott Senior Softball cap. However, unmatched shirts and hats will be allowed.
- 20. SMOKING/ABUSIVE LANGUAGE:** No smoking or abusive language will be allowed on the playing field during games.
- A. No tobacco products, lit or unlit, shall be allowed on the playing field or in the dugout.
 - B. Abusive language directed toward an umpire, another player, or a spectator may result in immediate ejection. A warning is allowed for the first offense at the umpire's discretion. However, a second offense shall result in immediate ejection.
- 22. A LEAGUE OUTS AT 2ND AND 3RD BASES:**
- A. In the "A" league the runner must be tagged out at 2nd & 3rd base unless it is a true force or appeal play situation.
 - B. Plays on runners having touched and passed a base, and then returning to it will require a tag to be called **OUT** in both leagues.
- 23. B LEAGUE OUTS AT 2ND AND 3RD BASES:**
- A. In the B league all plays on advancing runners are force plays and no tagging is required, however tagging is allowed except at home plate. Runners advancing toward 2nd and 3rd base will be called **OUT** if a thrown ball reaches the base before the runner, and is caught by a defensive player. The defensive player must properly complete the play (touch the base, not drop or mishandle the ball) or the runner shall be declared safe. It is at the umpire's discretion whether or not the base runner has committed himself to that base. Generally, if he/she has gone 2/3 of the way toward the base, he/she will be considered committed and will not be allowed to return to the previous base.
 - B. Plays on runners having touched and passed a base, and then returning to it will require a tag to be called **OUT** in both leagues.
 - C. Veering off to avoid collisions: It will be the umpire's decision whether or not the runner would have been safe or out had they not veered off, and make the call accordingly. See Rule # 16 – "**Collisions**".
- 24. SOCCER NETS:** If the soccer nets are on the field of play and cannot be removed, the following rule applies: If a batted ball enters a soccer goal or is stuck around the frame, the outfielder should throw both hands into the air and it becomes a ground rule double. In addition, if the umpire feels that the presence of the soccer goal interfered with the fielder's opportunity to catch or field the ball a ground rule double will be called.

- 25. SECOND UMPIRES:** One umpire will be assigned to each game. If a field umpire is required, then during the substitute player draw an extra volunteer player will be drawn to serve as the second umpire. Generally, the 2nd umpire will be responsible for calls at 1st and 2nd base.
- 26. INJURED/HANDICAPPED:** Injured or handicapped players can have their time at bat but must safely reach first base before a courtesy runner may be used. Injured or handicapped players will not be required to play defense. Injured or handicapped players will not be penalized if they can not take their turn at bat.
- 27. A LEAGUE SLIDING:** Sliding and diving while advancing to 2nd & 3rd base is allowed in the A league. Sliding or diving back into a base is allowed. Sliding or diving by a batter at first base, or by a runner trying to score at home plate will be ruled and **OUT**.
- 28. B LEAGUE SLIDING:** Sliding or diving while advancing toward a base is not allowed in the B league. The penalty is to be called **OUT**. Diving or sliding back into a base is allowed in the B league.
- 29. B LEAGUE SUBSTITUTE PITCHER DRAW:** If a B league team does not have a pitcher at game time, they will be allowed to have one chosen by random draw. This will be permitted although the team may have ten or more of their regular players available for the game. They will be drawn from the pitchers who are available on the substitute player sign up sheet. Once drawn this player shall play only the position of pitcher.
- 30. B LEAGUE RUNNER FOR PERMANENTLY HANDICAPPED PLAYERS:** In the B league, permanently handicapped players may use a substitute runner from home plate. The player must come forward and request the permanently handicapped status. This will be established and governed as follows:
- A. A committee consisting of the then current managers must approve this status. The players may not have a runner from home plate until they have been approved, notified, and their name posted. Once approved, the handicapped runner must use a runner from home plate each time they come to bat. Failure to do so will result in their losing their permanently handicapped status.
 - B. A list of handicapped players will be kept, posted and periodically reviewed for additions or deletions. Any player on the team roster may be used as the runner.
 - C. The runner will start with his toe on a line in foul territory 12 feet past the third base line. If either umpire determines that the runner has attempted to take a running start, has crossed the line, or has left before the batter has hit the ball, the runner shall be declared **OUT**. The primary responsibility for this call goes to the base umpire although either umpire can make the call.
 - D. A courtesy runner from home cannot advance beyond first base regardless of the outcome of a play. Runners who are already on base can advance as usual.
 - E. Players who are merely injured and not permanently handicapped will not be granted a runner from home plate. This will also apply to the runner put on second base in a tiebreaker.
 - F. Injured players can have their time at bat but must safely reach first base before a courtesy runner may be used and the conditions of "Rule 2. COURTESY RUNNERS: shall apply.