



# LVSSA Women's Senior Softball Rules

## Season 2011

"You're never too old to play"

The following rules clarify and augment the rules provided in the Official ISA 2007 Rule Book. For rules not covered here, the ISA rulebook applies. Where conflicts occur between these rules and the rulebook, these rules are official.

- 1. The Ball**  
Women use an 11-inch slow pitch softball, .47 COR, at least 500 compression rating, optic yellow.
- 2. The Arc**  
The height of a legal pitch must be from six (6) feet to twelve (12) above the playing surface.  
NOTE: The umpire will verbalize, "Illegal", on balls that are either below 6 feet or above 12 feet.
- 3. Count**  
Each offensive player starts with a zero (0), zero (0) count.
- 4. Foul Third Strike**  
Upon hitting a foul ball on the third strike, the batter is out and the ball is live if caught in the air in playable territory.
- 5. Bats**  
Legal bats are stamped either 1.20 bpf or ASA 2000. The original Miken Ultra bat is banned. No additional bats have been banned.
- 6. Strike Zone Mat**  
A single, large, black, strike zone mat will be used as home plate/mat. Legal pitches striking any portion of the mat will be strikes. A defensive player can use the entire mat for an out.
- 7. Scoring Line**  
A scoring line will be used rather than a scoring plate. A foot down on or past the scoring line prior to the ball being received by a defensive player (while touching the home plate mat) is the same as a foot down on home plate for the purpose of scoring a run.
- 8. Commitment Line**  
A commitment line twenty (20) feet from the 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.  
NOTE: If a runner re-crosses the commitment line, she will be declared out and the ball remains live.
- 9. Crossing or Touching Home Plate Mat**  
The runner shall be called out if she touches or crosses over any portion of the strike zone mat.
- 10. Five (5) Run Limit Per Inning**  
Teams are limited to five (5) runs per inning, except for the final inning of the game. Each team can score an unlimited number of runs in the final inning.  
NOTE: The umpire must announce the last inning unless it is the seventh (7<sup>th</sup>) inning.

11. Courtesy Runners

Once a batter has crossed first base, a courtesy runner may be used for a batter at any time; but, the same courtesy runner may not be used more than once per inning. Any player on both the roster and the line-up card 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.

NOTE: All players must be listed on the official line-up card to be eligible to play in that game.

12. Unrestricted Batters

There is no restriction on the number of batters; but, the line-up card cannot be changed once it has been given to the plate umpire. All players must be listed on the line-up submitted to the umpire, *including all substitutes and base runners*.

Note: A team dropping below the original number of batters in the line-up, and not having a substitute, will record an out when that position comes up to bat for the first time.

13. Tag By Defensive Player

A tag by a defensive player is not allowed between the commitment line and the scoring line. 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.

14. Sliding and Over-running Bases

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

15. Avoiding Collisions

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

16. Verbal Protests

Only managers or coaches can consult with the umpire over a rule interpretation. A \$75.00 protest fee must be paid to the tournament director before the protest will be heard.

NOTE: A protest will be limited to player eligibility and misinterpretation of a rule by an umpire.

17. Re-Entry

Any of the starting players, including an EP, may be substituted and re-entered once, providing players occupy the same batting positions whenever they are in the line-up. The starting player and the substitute may not be in the line-up at the same time. A substitute may not be removed and then re-entered in the game.

18. Game Times

Game time is 60 minutes for the seeding rounds and 65 minutes for bracket play. There is no time limit for the Championship Game. After time has expired, the current inning (if less than the 7<sup>th</sup>) will be completed and one additional full inning will be played.

19. Tournament Format

A seeding round into a double elimination format will be used at all tournaments.

NOTE: See #27

20. Seeding

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

- A. Won/Loss Record
- B. Head to Head Competition
- C. Least Runs Scored Against
- D. Run Differential
- E. Flip of Coin

NOTE: Only the scores of the teams involved in a tie will be considered in calculating C and D above. Equalizer runs (see #32) 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.

21. Championship Game

Two (2) umpires will be used in championship games in all tournaments. There will be no time limit on championship games.

NOTE: A championship game is a game in which the winner *may* be declared champion.

22. Double Team Registration

A player is not allowed to be registered on two or more teams.

23. Number of Players on a Team

- A. Ten (10) players constitute a team for age groups 40+ and 45. A team may start a game with no fewer than nine (9) players. A tenth (10<sup>th</sup>) player on the roster may be added any time during the game, batting in the last (10<sup>th</sup>) position. Unless the tenth (10<sup>th</sup>) position is filled, an out will be declared for the first time that position comes to bat.
- B. Eleven (11) players constitute a team for all age groups 50+ and above. A team may start a game with no fewer than ten (10) players. An eleventh (11<sup>th</sup>) player on the roster may be added any time during the game, batting in the last (11<sup>th</sup>) position. Unless the eleventh (11<sup>th</sup>) position is filled, an out will be declared the first time that position comes to bat.

24. 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 if a game is tied after the seventh (7<sup>th</sup>) inning is completed.

25. International Tie-Breaker Rule

If teams are going into extra innings because they are tied after the 7<sup>th</sup> inning, each team will start 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. 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.

26. Team Rosters and Competition

There are no geographic restrictions for team make-up.

27. Format Modification

LVSSA tournaments and the Championships will use the same format when possible. However, LVSSA tournaments may have valid reasons for modifying their format, such as weather, power outage, etc. In such a case, the tournament director may change the format with the concurrence of LVSSA.

28. Scheduling Modifications

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

29. Age Groups

Women may have as many age groups as possible, starting with 40+ and 45+ masters. Senior age groups will start with 50+ and go up in increments of 5 years; e.g., 55+, 60+, 65+, etc.

30. Eligibility for all Age Groups

For all age groups, only players that reach the age defined by the age group before December 31<sup>st</sup> will be allowed on the roster; e.g., all players in the 60+ age group must be at least 60.

31. Equalizers

When two teams from different age groups are playing, the team in the older age group will get an equalizer as follows:

- A. If the team in the older age group is one age group older than the younger team, the older team may choose one (1) of:
  1. 5 runs
  2. One extra defensive player.
- B. If the team in the older age group is two age groups older than the younger team, the older team may choose two (2) of:
  1. 5 runs
  2. Two additional runs
  3. One extra defensive player
  4. One extra out per inning

32. Home Team

The home team shall be designated at the beginning of each game by a flip of a coin. Game time is forfeit time. The score of a forfeit game is seven (7) to zero (0) in favor of the team not at fault. NOTE: Teams are asked to be ready to play 30 minutes before the scheduled game time.

33. PROTECTIVE GEAR-Pitchers

Pitchers shall wear protective headgear and shin guards at a minimum. If the pitcher elects not to wear the protective gear, he/she must sign a waiver of liability in favor of LVSSA. The pitcher must sign the waiver before they are allowed to pitch.

34. Back-to-Back Games

Back-to-back games will have a 20 minute break between them when applicable to the time and scheduling of games.

35. Mercy Rule

The game will be declared over after 4 innings if one team is 20 runs ahead; after 5 innings if one team is 12 runs ahead.