

2017 SENIOR CO-ED LEAGUE

Code of Conduct & Playing Rules

(Adopted and enforced as a rule governing the manager, Coaches and players of PSSSA CO-ED)

PSSA Co-Ed Manager, Coaches and Players hereby agree to and shall:

1. Abide by the current PSSSA Co-Ed Rules to the best of your ability
2. Accept the decisions of the umpires and any team manager in good sportsmanship
3. Neither taunt nor degrade my opponent
4. Avoid bodily contact that may cause injury to other
5. Never direct abusive or profane language at officials, opponents, or spectators
6. Exercise control over my family members and friends to the extent of numbers 3 & 5 above
7. Not commit any act that could be considered unsportsmanlike conduct
8. All rules of the SSUSA will apply if not covered in this document by PSSSA Co-Ed League rules

VIOLATION: Any person affiliated with PSSSA that is found in violation of any of the above rules of conduct will be subject to disciplinary action, as determined appropriate to prevent recurrence by the PSSSA Board of Directors. Penalty of violation may result in up to and including a life time suspension from the PSSSA Co-Ed League.

“THIS IS A RECREATIONAL LEAGUE - YOU WIN BY JUST PLAYING”

Both team managers are responsible for emailing scores to our web site.

<http://www.bashman01nwseniorsoftball.com/scoresmessages>

Or email to: hgw1957@gmail.com

Eligibility

- Male(s) or female(s) who turn 50 years old in the calendar year of play are eligible to play on a team
- Individual league fees must be paid prior to playing in the league
- A player may play for only one (1) team
- A player may switch teams with the permission of both team managers
- An add/delete form has to be turned in to add a new player to a team

NOTE: To participate in co-ed tournament a player has to have played in 6 or more games during the year

Crossovers

A player is considered to be a crossover

- If under 70 years of age this calendar year
- Snowbird players are considered crossovers
- They participate in additional baseball or softball leagues
- They participate in more than 3 baseball or softball tournaments a year

NOTE: Teams may petition the league director (in writing prior to the player participating) to clarify if a player is considered a crossover, if there is a doubt.

- Crossover players must be identified prior to the start of the game.
- Each team is allowed a maximum of 3 (three) male crossover players on the roster.
- All three can participate.
- Female players will not be considered a crossover player.

PLAYING RULES:

- a. Each team must have a minimum of eight (8) players to begin a game with minimum three (3) females at any time. Additional players may be added as they arrive. If less than eight (8) players the team will automatically forfeit the game. Forfeits are not used in win/loss stats.
- b. Defensively in an inning a maximum of eleven (11) players. Five (5) players play in the outfield.
- c. Batting line-up is unlimited until the ball is hit; the outfielders must be at least thirty (30) feet behind the base line path. The base path is a straight line drawing between the bases.
- d. If a batter is at bat, the infielders must be behind that line. If an infielder charges towards home plate before contact is made to the ball, the runner is awarded 1st base. Runners will advance only if forced.
- e. Games will be seven (7) innings; five (5) innings will constitute a game in the event of inclement weather. After five (5) innings of play if a team is behind by (15) fifteen runs and the manager wants to call the game, it will be his choice-it is not mandatory. The Flip-Flop rule must be used if the home team is ten (10) or more runs behind at the end of the sixth inning.
- f. A maximum of five (5) runs may be scored per team each inning, except scoring is unlimited in the last inning.
- g. Managers of both teams will determine prior to a game if the field is playable or not.
- h. A game can be called at any time if both managers agree the conditions are not safe.
- i. The batting order will remain the same throughout the game. Men and women must alternate in the batting line-up until the lowest number of men or women has been placed in the line-up.

Tie Games

- a. Tie games will use the international tie breaker rule.
- b. If the last batter out used a courtesy runner from home plate, that courtesy runner will go to second base as the runner.

Base Running

- a. No run by rule. Regular softball rules apply.
- b. Batting runner at first base must use the orange or extra base if there is a defensive play attempt.
- c. Batting runner will be called out if he/she uses the white first base plate.

Courtesy Running

- a. Unlimited courtesy runners are allowed each inning.
- b. Any player on the roster can be a courtesy runner once per inning.
- c. A maximum of three (3) batters may be designated to have a courtesy runner from home prior to the start of the game.
- d. If a team uses only two (2) designated runners to start the game they can add the third (3rd) runner during the game.
- e. In a case of injury and the other team manager agrees, you can use a courtesy for the injured player. That injured player cannot run as a courtesy runner after that the rest of that game.
- f. A courtesy runner whose turn at bat comes when he/she is on base will be called out as a runner, and will then take his/her turn as a batter.
- g. A courtesy runner cannot replace a courtesy runner.
- h. A line will be marked six (6) feet behind home plate. Courtesy runner cannot cross the line until the ball has made contact with the bat.
- i. The umpire will call the batter out if the batter swings and misses the ball and the courtesy runner is across the line.
- j. If the batter runs more than 15' toward first base he/she will also be called out. Base runners also cannot jump start when a batter swings and misses. First time will be warned not to jump start and the second time will be called out. Each team will get only one warning.

GENERAL RULES

- a. Men will use a twelve (12) inch 375/44 softball. Women will use an eleven (11) inch 375/44 softball. All softballs will be optic yellow. These are a standard softball used by seniors.
- b. A legal pitch must be six (6) feet to twelve (12) feet in height. A strike is called if any part of the ball when pitched touches any part of the home plate/mat. A pitcher must come to a stop and present the ball to be a legal pitch. The umpire will call illegal pitches before it reaches home plate.
- c. If a male batter that is followed by a lady batter is walked, it will result in a two base award. The female batter following has an option to walk or hit.
- d. An extra foul ball is awarded if the batter has two (2) strikes. The third (3) strike foul ball is a dead ball. The next foul ball results in a dead ball out.
- e. Players in the lineup must play minimum of one inning defense.

Field Layout

- a. The distance between bases is sixty (60) feet.
- b. The distance between home plate and the front edge of the pitching area is fifty (50) feet and extends back to sixty (60) feet.
- c. The point of no return (commitment line) is marked twenty (20) feet from the front corner of home plate. Once a runner has crossed that line they must continue towards home plate. The runner is out if he/she doubles back across the commitment line.
- d. The scoring line will be located 4 feet from 3rd base line and parallel the 1st base line. Base runners must use the scoring line. If a runner touches any portion of the batter's box they will be called out.
- e. The home plate mat is 21" wide and 34" long. A defensive player must touch the home plate mat to force a runner out at home. The defensive player cannot tag the runner out at home.

Bats

For Men:

- a. Only **single wall** bats are permitted in the Senior Co-Ed league for the men.
- b. Two (2) or three (3) piece bats are illegal. No composites etc.

For Women and Men over 80 years of age:

- a. All bats that are approved for SENIOR SOFTBALL USA and have a pink ribbon on the bats are approved for the Women and Men over 80 years of age

Umpires

- a. If using a paid umpire all calls are their responsibility. If self umpired
- b. The team on offense will be the official umpire. Umpire must be on your roster.
- c. The umpire behind the plate calls balls/strikes and basic plays
- d. First base coach will call the plays at first base.
- e. Third base coach will call plays at third base.

Rain Outs

- a. Both team managers are responsible for rescheduling rainouts. On questionable conditions of fields, the home field manager needs to contact the opposing team's manager an hour and a half (1½) before the game. If no contact is made, the visiting team has to show.

Pitcher Safety Screen (PSS)

- a. The use of the “PSS” is voluntary and optional.
- b. There will be no penalty applied for a batted ball striking the pitcher whenever the “PSS” is in use. If the “PSS” is not used then regular softball rules apply, however pitcher utilization is strongly recommended by the PSSSA’s officers and body due to the national recognition of the increased hazards of the game due to the advancement of equipment in the last 10 years.

The “PSS” is a designed piece of safety equipment approved by PSSSA and permitted on the field solely for the pitcher’s safety and protection and is **NOT** intended nor approved for use to supplement a team’s defense. The “PSS” rule was adopted with the specific intent that the pitcher is to release the pitched ball with his body remaining behind the “PSS”, **NOT** off to the side or in front of the “PSS”. Therefore the acceptable position of the “PSS” is that it must cover no less than 50% of the pitching rubber, weather positioned within the 2’ x 6’ pitchers’ box or placed a maximum of 3’ in front of the pitching rubber, when viewed from the catcher/umpire positions.

If the pitcher is not using the “PSS” appropriately or staying behind the “PSS” at the time of the release of the pitch for his own protection, it will then be **the Umpire’s responsibility to either assure the “PSS” is being used appropriately or to have the “PSS” removed from the playing field immediately.**

During a game, it is permissible for one team to use a “PSS” while their opponent elects not to use it. If a team elects to use the “PSS”, the “PSS” must be in place before the first pitch of that half of the inning and must continue to be utilized until the completion of that half of the inning. A team may elect to use or not use a “PSS” at the start of each inning. If a replacement pitcher is entered into the game he/she may elect to use or remove the “PSS” prior to his/her first pitch and must finish that half of the inning accordingly.

When a “PSS” is not in play it must be moved completely off the playing field and stored behind the fence or in a dugout when not being used by the pitcher on the field.

Any batted ball that makes contact with a “PSS” 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 or touched ball by a defensive player that makes contact with a “PSS” will be a live ball until the ball goes out of play or until the Umpire declares “DEAD BALL”.

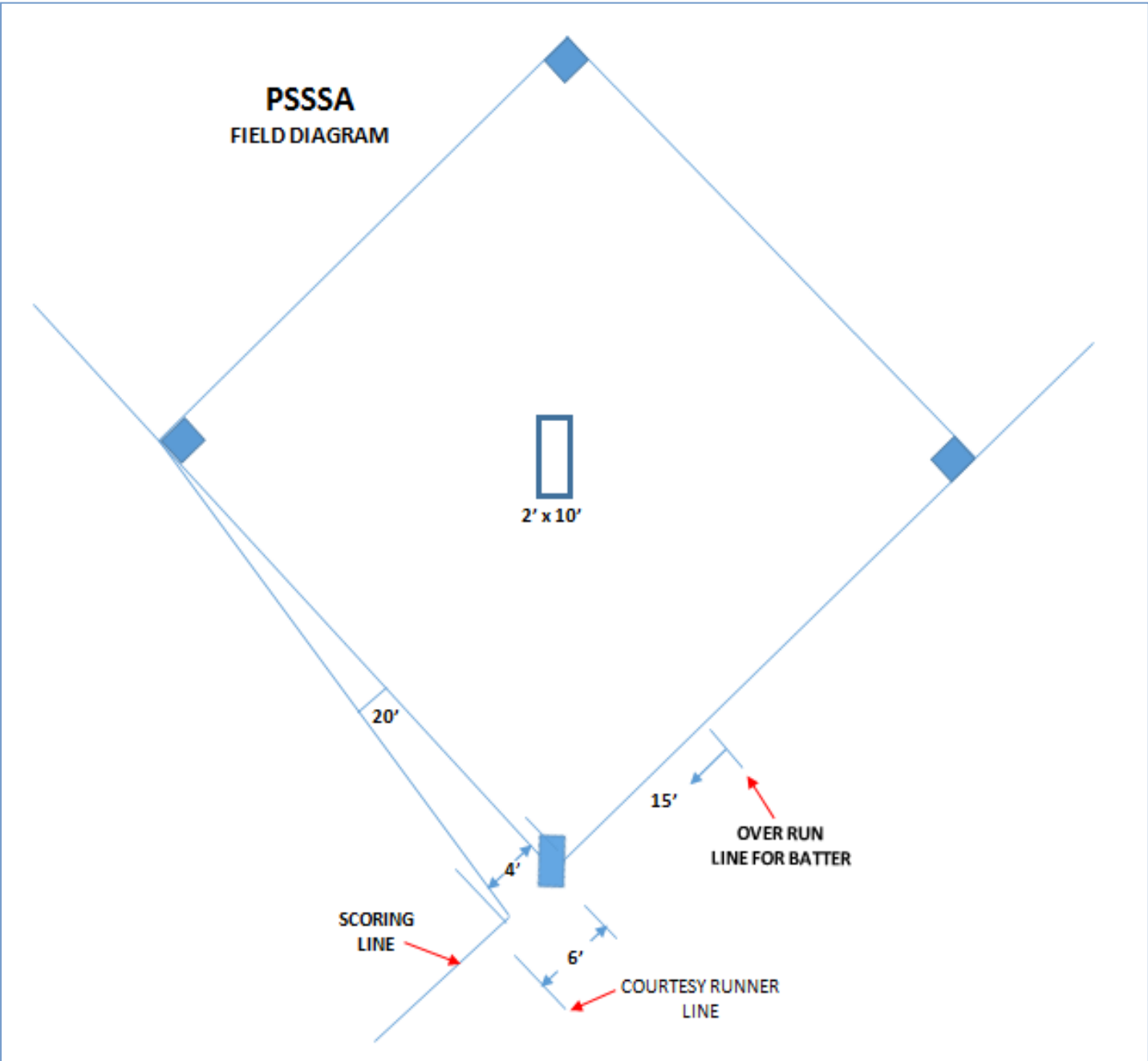
EQUIPMENT: A “PSS” may be constructed of plastic, metal, PVC, etc. It must be free of any sharp or dangerous projections and finished. The Umpire may remove a PSS from the game at any time he/she feels player safety may be in jeopardy.

MAXIMUM “PSS” HEIGHT: 7’ (84 inches) measured from the ground.

MAXIMUM “PSS” WIDTH: No part of the PSS (screen or base) may exceed 3’ 0” (36 inches) wide.

A “PSS” that exceeds the maximum height or width as defined above may be used ONLY IF APPROVED BY OPPOSING TEAM MANAGER.

FIELD DIAGRAM



Coed 60' bases