

2020

PUGET SOUND SENIOR SOFTBALL ASSOCIATION
(PSSSA)
PLAYING RULES AND REGULATIONS

I. "CODE OF CONDUCT"

ADOPTED AND ENFORCED AS A RULE GOVERNING THE MANAGERS, COACHES AND PLAYERS OF PSSSA.

1. Abide by all current PSSSA Rules.
2. Accept the decisions of the umpires and any team manager in good sportsmanship.
3. Neither taunts nor degrades any opponent.
4. Avoid bodily contact that may cause injury to others.
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.

VIOLATION: Any person affiliated with PSSSA that is found to violate 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, up to and including a life time suspension.

II. PLAYING RULES

Section A: General

1. All games shall be played under current **SSUSA Rules**, except as noted.
2. There are no residency requirements for players.
3. The Association shall provide team roster forms and add/delete forms. **A roster with player's names will be turned in with the league fees.** Signed team rosters are due prior to the start of the first scheduled game for the playing season. Rosters shall be limited to twenty players. Players must sign the roster or add/delete form to be eligible to play. The add/delete form has to be approved prior to playing.
4. Should an umpire fail to show up for a game, the home team shall notify Harlen Ward (Cell Phone 253-334-9897) as soon as possible of the no show. If a paid umpire does not show up and if both managers agree, a league member only may be used.
5. Team managers are responsible for determining if their scheduled game is canceled due to poor weather. Teams may call the Field Coordinators between the hours of 7:30 am and 8:30 am to learn if games have been canceled for that day. If cancellations have not been made by then, teams are expected to show up at the field by game-time for an on-site decision by the umpire.

FIELD COORDINATORS

Crestwood's rainout # (425) 587-3345
 Crestwood's, Walt Hogg (206) 406-2236
 Celebration/Steel Lake, Harlen Ward (253) 833-9210 or Cell (253) 334-9897
 Des Moines Parks, Ron Miller (253) 946-4975 or Cell (206) 498-0205
 Rain out for Steven Underwood (Des Moines) (206) 870-6597

6. The home team score book is the official score book.
7. **Both team managers** are responsible for reporting scores to the PSSSA web site immediately following the game. Input league game scores here:
<http://www.bashman01nwseniorsoftball.com/scoresmessages>
8. Protests must be submitted in writing by the team manager, with a \$25 protest fee, to the Chairman of the Executive Committee within 48 hours of game time. The fee will be returned if the protest is upheld.

Section B: The Playing Field

1. A one-piece home plate mat measuring 19" W x 34.5" L shall be used. 65-foot base path will be used.
2. A regular base (with attached orange) or a safety mat shall be used at first base. The safety mat shall be fifteen (15) inches square and be placed one foot into foul territory from the regular first base. Batter-runner must touch the orange or safety mat on plays to first base if the initial throw comes from the infield. They shall be called out if they touch the regular first base in these situations. The only exception is if the batter-runner has to avoid a collision with the defensive player. The defensive player must touch the regular first base, not the safety mat, on all plays to that base. The defensive player may also tag the batter-runner.
3. A scoring line eight-foot-long shall be placed in foul territory starting four (4) feet from the base line directly in line with the corner of home plate that is closest to third base. Runner coming in contact with the ground on or beyond the scoring line shall be, in effect, considered to have scored. Runners shall be called out if they touch or cross over any portion of the **strike mat or the batter's box.** (Catcher's safety zone)
4. A six-foot-long commitment line shall be marked in foul territory twenty feet from home plate towards third base at a ninety-degree angle to the base line. Once a runner touches the ground on or beyond the commitment line, he/she cannot return to third base. The defensive player(s) **must touch any part of the home plate mat** for an out. The defensive player cannot tag the runner out. A runner crossing back over the commitment line toward third base shall be called out.
5. There shall be a **two-foot-wide by ten-foot-long** pitching box behind the pitching rubber.
6. There will be a pinch (courtesy) runner starting line drawn on the field. It shall be in line with the outside of the batter's box, six feet back. For further assistance see: **ATTACHMENT "B" page 7**

Section C: Equipment

1. No bat can exceed 1.21 BPF.
2. No team playing in the PSSSA is permitted to use a titanium bat, original 2001 Ultras (grey, end loaded or balanced) bat.
3. **ANY PLAYER SUSPECTED OF USING AN ALTERED OR JUICED BAT MAY BE SUBJECT TO A LIFETIME SUSPENSION, BASED ON THE FINDINGS AND THE DECISION OF THE PSSSA BOARD OF DIRECTORS.**

Section D: Players

1. Ten defensive players shall constitute a normal team. Teams may start with a minimum of nine players. A team unable to start with at least nine defensive players forfeits the game. However, there is no penalty for dropping below the minimum of nine players after the game has started.
2. If only seven players are available you may pick up to a maximum of ten. Pickup players must play only the following positions: First player-catcher, second player-first base, and third player-right field. Pickup defensive players can only play other positions if agreed upon by **both** managers. **Pickup Players can bat only if agreed upon by both managers.**
3. If a team has **all players on their roster over the age of 65** they may use 11 defensive players. Any team can use 11 players if agreed upon by both managers. Teams that have all players over 70 are allowed to alternate players from each other's rosters due to illness, injury, etc.

Section E: The Game

1. All league games are intended to be seven inning games. All Double Header games are to be off the fields by 1:30 pm.
2. The "ONLY" exception to rule 1 is if there is a 3rd game scheduled on that field, then there is a 1 hour 30-minute time limit per game. After one hour fifteen minutes, the umpire will notify both coaches that it will be the last inning.
3. There shall be a five-run rule per inning for each team except the seventh or last declared inning, which has no run limit. There is no catch-up rule. **A ½ run will be award to the visitor team to avoid ties.**
4. **MANDATORY FLIP-FLOP RULE:** In the event that at the end of the 6th inning, the **home team is 8 or more runs behind,** they shall become the visiting team and bat first in the 7th inning.
5. In the event of circumstances beyond the control of either team, four complete innings constitute a game.
6. Forfeited games will not count as a game played.
7. Pitcher Safety Screen (PSS) See: **ATTACHMENT "A" page 6.**

Section F: Batting

1. Teams may use more than ten players in the batting order if the umpire is notified before the game and the names are entered on the lineup card. A team may use all available players in its batting lineup. If a player needs to leave the game and there is no substitute available, all players in the lineup shall move up one place on the lineup card. Player(s) leaving the game cannot re-enter the game. Players arriving after the lineup cards have been exchanged can enter the game at the end of the batting lineup as a player.
2. **Batters are allowed 4 balls and/or 3 strikes.** A legally pitched ball hitting any part of the home plate mat is a strike. **The pitch zone will be 6 to 12 feet. The umpire will call illegal pitch when it reaches its highest point.**
3. Any batter is out if he/she hits a foul ball on the third strike. Runners may tag up and advance (at their own risk) on any caught fly foul ball unless it is the third out.

4. **2 UP HOME RUN RULES:** A team can only have two home runs more than the opposing team. Any home run exceeding the two up shall be a dead ball single. No runner shall advance unless forced. When an over-the-fence home run is hit with less than two up, or a 4 base award the batter and base runners DO NOT need to advance to the next base but may proceed directly to the dugout. Thus, THE HIT & SIT CONCEPT.

Section G: Running

1. The base runner may use either white or orange safety base at first base prior to the pitch. No sliding is permitted going into first base or scoring line at home. Sliding is allowed going into second and third or going back to first, second or third base. No run-by, the runner will have to run to the base when going to second and third base. Defensive players must tag runners to put them out except in normal force-out situation.
2. A no collision rule shall be used. A runner shall be called out for excessive contact with a defensive player, if in the umpire's judgment, the contact was severe, deliberate or the runner could have easily been expected to avoid contact but failed to do so. A runner should not be called out for slight or unavoidable contact. The ball is dead when an umpire calls a runner out for interference.
3. A base runner leaving a base before the batter makes contact with the ball, or when a batter swings and misses the ball, will be called out.
4. A batter-runner may turn to right or left after over running first base or safety base as long as no attempt is made to advance to second base. Any attempt to advance or decoy the fielder cancels this protection.

Section H: Courtesy Running

1. **General Information**
 - A. A courtesy runner must report to, and be acknowledged, by the umpire. The courtesy runner must be entered before the first pitch to the next batter.
 - B. Prior to the start of the game, a player in need of a courtesy runner must be identified and a specific player designated as his committed runner. That courtesy runner cannot be a courtesy runner for any other player in the game.
 - C. A player replaced by a courtesy runner may elect to run for himself at any time. However, a player that was replaced by a courtesy runner cannot be a courtesy runner for the duration of the game.
2. **Courtesy Batter-Runner**
 - A. A courtesy runner may run for an injured or at risk-batter from home plate. A designated courtesy runner start line will be drawn 6 feet behind the 3rd base line. See: **ATTACHMENT 'B' page 7**. When using a courtesy runner from home plate the runner is limited to a double. On a batted ball once the courtesy runner from home plate safely reached second base it is a dead ball for that player/runner only. **If a play is made on said runner before reaching second base and the ball is overthrown the runner may advance to third, at their own risk, but not further.** If the batter hits the ball over-the-fence it is a home run.
 - B. A batter that uses a courtesy runner from home that crosses a line 15 feet from home plate toward first base shall be called out.
 - C. A courtesy runner from the plate crossing the start line prior to batter making contact with the ball will be called out.
3. **Courtesy Base Runner**
 - A. Any player on the roster may be used as a courtesy runner.

- B. A courtesy runner whose turn at bat comes, when he/she is on base will be called out as a runner.
- C. A courtesy runner is in the game when he/she touches the base. He/she may not be inserted for a batter-runner until after the batter-runner has safely reached base and the umpire has called time out.

CRESTWOOD GROUND RULES

1. An outfield fly ball that hits the ground in fair territory within the view of the umpire and rolls or bounces out of view of the umpire (Bushes, Trees, Ground Slope) is a ground rule double.
2. An outfield fly ball that hits the ground in fair territory out of view of the umpire (Bushes, Trees, Ground Slope) is a ground rule home run.
3. An outfield fly ball in fair territory that is touched by a defensive player prior to rolling or bouncing out of view of the umpire remains in play. Runners can advance.

ATTACHMENT "A"
PITCHER SAFETY SCREEN
PSS Rule

The use of the PSS is **voluntary and optional**. There will be no penalty applied for a batted ball striking the pitcher whether or not the PSS is in use. However, the use is strongly recommended by the PSSSA Officers and Body due to the National recognition of the increased hazards of the game due to the advanced 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, or to be used 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**, whether positioned within the 2' x 10' pitchers box, or placed the maximum of 3' in front of the pitching rubber, when viewed from the catcher/umpire positions. This requires a left handed pitcher to have the screen on his right side and a right handed pitcher to the screen on his left side. **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, THEN IT WILL BE THE UMPIRE'S RESPONSIBILITY TO ASSURE THE PSS IS BEING USED APPROPRIATELY OR HAVE IT REMOVED FROM THE PLAYING FIELD IMMEDIATELY.** During the 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 it 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 may elect to use or remove the PSS prior to his 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, 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 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 anytime he feels player safety may be in jeopardy.

MAXIMUM HEIGHT: 7' (84 inches) measured from the ground.

MAXIMUM WIDTH: No part of the PSS (screen or base) may exceed 3' 6" (42 inches) wide.

ATTACHMENT "B"
FIELD DIAGRAM

