

2012 Rulebook Addendum



more than just a game...

Official Senior Softball-USA Rulebook



Official ISA Senior Rulebook

2012 SSUSA RULEBOOK ADDENDUM

§5.1 – GAME TIME

Teams must be present and ready to play thirty (30) minutes before the stated game starting time.

§5.5(2) – FIVE RUN LIMIT PER INNING

EXCEPTION: Major-Plus Divisions for ages 50+ through 65+ (ONLY) are limited to nine (9) runs per inning, except for the final inning.

§5.8 – MERCY RULE FOR 50+ THRU 65+ MAJOR PLUS (ONLY)

Mercy Rule of 20 runs after four innings or 15 after five innings.

§8.4(2) – HOME RUN OVER THE FENCE - MAJOR PLUS (50+ to 65+)

In the Major-Plus Division for ages 50+ through 65+, a limit of twelve (12) home runs. Each home run over the limit is a walk and the base runners advance only if forced by the batter being awarded the walk. The “1-Up-Progressive Rule” shall be enforced after a team has reached the home run limit. A team may only hit a home run after the opposing team has hit the same number of home runs and must wait to hit more until the opposing team hits a home run. Additional home runs in excess of the 1-Up rule count as walks.

§8.4(2) A. – HOME RUN OVER THE FENCE - MAJOR PLUS (70+)

In the 70+ Major-Plus Division, a limit of ten (10) home runs. Each home run over the limit is a walk and the base runners advance only if forced by the batter being awarded the walk. The “1-Up-Progressive Rule” shall be enforced after a team has reached the home run limit. A team may only hit a home run after the opposing team has hit the same number of home runs and must wait to hit more until the opposing team hits a home run. Additional home runs in excess of the 1-Up rule count as walks.

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§8.4(3) – HOME RUN OVER THE FENCE - MAJOR

In the Major Division, a limit of seven (7) home runs. Each home run over the limit is a walk and the base runners advance only if forced by the batter being awarded the walk. The “1-Up-Progressive Rule” shall be enforced after a team has reached the home run limit. A team may only hit a home run after the opposing team has hit the same number of home runs and must wait to hit more until the opposing team hits a home run. Additional home runs in excess of the 1-Up rule count as walks.

§8.4(4) – HOME RUN OVER THE FENCE - AAA

In the AAA Division, a limit of three (3) home runs. Each home run over the limit is a walk and the base runners advance only if forced by the batter being awarded the walk. The “1-Up-Progressive Rule” shall be enforced after a team has reached the home run limit. A team may only hit a home run after the opposing team has hit the same number of home runs and must wait to hit more until the opposing team hits a home run. Additional home runs in excess of the 1-Up rule count as walks.

§8.4(6) – GAME WINNING HOME RUN

A team may not win a game in the bottom of the last inning on a home run that would put them 1-up under the “1-Up-Progressive” Rule.

§12.1 – PLAYERS MUST PLAY IN REGIONS

Players who have been issued a “Snowbird ID Card” are not eligible to appear on the roster of Major Plus division teams aged 50+ through 65+. However, Major Plus teams (ONLY) in the 50+ through 65+ divisions may select two (2) players from East or West of the Mississippi River, depending on the home state of the team.

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§15.1(1) DIVISIONS OF THE SSWC

MAJOR PLUS HOME RUNS

- §15.1(1) A. 2. Have a 9-run limit per inning, except for the final inning of the game in which each team may score unlimited runs.

ROSTER COMPOSITION RULES

- §15.1(1) B. 3. A ‘Major’ team roster shall not have more than three (3) players with a team affiliation rating history during the previous two tournament seasons greater than Major.
- §15.1(1) C. 3. A ‘AAA’ team roster shall not have more than three (3) players with a team affiliation rating history during the previous two tournament seasons greater than AAA.
- §15.1(1) C. 3. A ‘AA’ roster shall not have more than three (3) players with a team affiliation rating history during the previous two tournament seasons greater than AA.

The SSUSA Home Office may grant an exception to the absolute maximum number in the case of a team that will not, in their sole judgment, have an unfair competitive advantage solely by exceeding the maximum. Such teams may not have an average run differential in the SSUSA Ratings Scores Database that exceeds +2.5 runs per game.

FLORIDA/CALIFORNIA BORDER CLOSURE REPEALED

§15.1(2) TEAM REGIONS OF SSWC – The “Border Closure” Rule for California and that portion of Florida not including the “Panhandle” area was repealed. Florida and California teams may now draw otherwise eligible players from touching states.

FORFEITS DURING BRACKET PLAY

Teams that purposely forfeit Elimination Bracket play to either play one less game than other teams and/or to select or avoid a particular opponent in a succeeding round will be charged with a double forfeit (effectively ending their tournament participation.)