

North Jersey Senior Softball Conference
50+League and 60+ Week-Night Leagues
League Rules of Play
As of 3/20/2017

The NJSSC will follow the guidelines of the Senior Softball USA (SSUSA). Local exceptions/modifications have been adopted to the SSUSA rules, and are reflected in the following paragraphs:

ALL OF THE RULES SHALL APPLY TO REGULAR SEASON & PLAYOFFS

A. PLAYER CONDUCT

ZERO TOLERANCE FOR FIGHTING-There is a **zero tolerance policy regarding fighting**. Any player (s) who puts his hands on or bumps another player or an umpire will be subject to being banned or suspended from the league for the remainder of the season, as determined by a review process of the incident by the Board of Commissioners (Board) and the umpire in charge of the game. The review process will include a written statement of the incident submitted within 48 hours after the game from each team's manager as well as from the umpire in charge. If a player is suspended from the league, he must pay a \$150 fine before being reinstated.

PLAYER CONTROL-Team managers are responsible for the conduct of their team. The only person permitted to talk to the umpire or opposing manager regarding rules and game decisions is the specified team manager or his designee.

EJECTIONS- If a player is ejected from a game for any reason he will be required to pay a fine of **\$50** and will be subject to a minimum one game suspension, subject to review by the Board of Commissioners. If there is no substitute to replace an ejected player, it will be an automatic out each time his spot in the batting order is reached. The player will not be permitted to play in future games until the fine is paid.

PLAYER CONDUCT- All *new* players will be issued a SSUSA Code of Ethics that addresses player conduct. Managers will be responsible for having new players sign an acknowledgement of this Code. Players in violation of this Code shall be subject to disciplinary action by the Board of Commissioners.

B. LENGTH OF GAMES- All games will be seven (7) innings except:

1. Tie games after 7 innings: Each team starts each inning with a runner on second base. The runner shall be the last batter of the previous inning whose turn at bat had been completed. No substitute runner or courtesy runner may replace him until he has reached third base. If the last batter cannot continue to play because of injury, the next previous batter will be

the tie-breaker runner. No more than two extra innings will be played. If the score remains tied after two extra innings (nine total innings), the game will be declared a tie.

2. The 12 run mercy rule will be invoked once the losing team has batted at least five times. It is then an official game.
3. There will be no suspended games (games less than 5 innings), for any reason. *If a game is terminated prior to the completion of five innings, it will be replayed in its entirety.*

C. BALLS AND STRIKES

For all games (all fields), a 1-1 count will be in effect throughout the game. When the 1-1 count is in effect, batters will be permitted one courtesy foul ball following the second strike. A second foul ball by the batter will result in a strikeout.

D. SCORING

Scoring will be as follows:

1st Inning-Maximum of 5 runs for each team

2nd-6th Inning-Even + 5 run rule in effect

7th Inning-Unlimited scoring

- E. PITCH ARC**-The ball must be delivered with a perceptible arc and reach a height of at least 6 feet, while not exceeding a maximum height of 12 feet from the ground.

- F. PLAYS AT HOME PLATE**-There can be no out made at home plate on a tag play. The defensive player must touch any part of the strike zone mat to make a putout. The runner must use the outside scoring plate, or he is out. If a runner has passed the commitment line, which is halfway (32 ½) feet from home plate, he cannot return to third base and must continue to home plate, or he will be called out.

- G. FORFEIT TIME**- Games must start at the designated time or when the field becomes available for use. A grace period of 15 minutes from the scheduled game time will be allowed, before a forfeit is called by the umpire.

- H. FORFEITS**-If any team forfeits a game in either league, that team will be required to pay a forfeit fee of \$50. Forfeit fees must be paid to the Commissioner prior to the next scheduled game.

**I. NUMBER OF PLAYERS
50+LEAGUE and 60+LEAGUE**

1. All teams **must** play with 11 defensive players (if available).
2. A team must have at least 9 players to begin a game and can play with 9 or 10 players without incurring the penalty of automatic outs.
3. A catcher **may** be supplied by the batting team, if the defensive team has only 9 players, but he will not make any defensive plays. If a team has 10 players, no catcher will be provided.
4. A team can start a game with 9 players and finish with as few as 8 players, without incurring automatic outs, if injuries occur.
5. Players arriving late must be added at the bottom of the order.

J. PLAYER SUBSTITUTION

1. Any player may be substituted for and re-entered once, provided the players occupy their same position in the batting order.
2. The starting player and his substitute may not be in the line-up at the same time.

K. COURTESY AND BASE RUNNERS

1. Base runners may not leave a base until the ball reaches home plate.
2. A player may be a courtesy runner only once per inning.
3. Any roster player not batting or playing in the field may participate as a courtesy runner subject to the limit of once per inning.

L. PLAYER WALKS

A batter who is walked (intentionally or not) will take first base twice during a game. A batter walked a third time (intentionally or not), shall be awarded 2nd base. A fourth and subsequent bases on balls will result in the batter being awarded third base.

M. EQUIPMENT

1. **Softballs**-The Board of Commissioners shall determine the brand and type of softballs to be used.
2. **Bats**-All legal bats must bear either an ASA certification stamp and must not be listed on the ASA Non-Approved Bat List. If a player uses or attempts to use an illegal bat, the batter is declared out, will be ejected

from the game, fined **\$50** and will be ineligible to participate in the next played game. In the event of a batted ball, the action will revert back to the prior batter. Due to liability insurance issues, all unmarked bats (bats without any ASA stamps or other markings) will be illegal and not allowed for league play.

3. **Spikes-** No metal spikes are allowed and violation will result in ejection, a \$50 fine and the player will be ineligible to participate in the next played game.
- N. FOUL TIPS-A foul tip by a batter and legally caught by the catcher shall result in an out (i.e. no height requirement).**
- O. TEAM SHIRTS-All players on each team must wear the same color shirts. If a player does not have the same color shirt, he will not be permitted to play. Umpires will enforce this rule after a team's fourth scheduled game of the season.**
- P. PROOF OF AGE- All new players will be required to submit a current driver's license as proof of age. Managers are responsible for verifying age eligibility for all players on their team. If an underage player is discovered on a team, the player will be permanently banned from the league and the manager will be subject to league disciplinary action.**
- Q. TEAM ROSTERS- Team rosters are to be submitted to the Board prior to the beginning of the season. All roster changes during the season are to be reported to a designated league commissioner. Rosters will be frozen as of May 31st and a copy of the final roster is to be submitted to the commissioner in charge. Only players identified on the final roster will be eligible for league playoff participation.**
- R. PLAYOFF ELIGIBILITY-A player must play in a minimum of 4 regular season games to become eligible to play in the season ending playoffs. Special circumstances regarding player eligibility will be reviewed and evaluated by the Board of Commissioners.**
- S. PLAYER MOVEMENT-Once the season begins, a player is not allowed to move to another team. **A player's name may appear on only one league team's roster.****
- T. HOME TEAM RESPONSIBILITIES-The home team is responsible for providing the bases, strike zone mat and a second scoring home plate. Home team managers are also responsible for turning on and turning off the lights at the Boro Park and Masar fields. The home team of the last game completed at the fields which fails to turn the lights off, will be fined \$50.**

- U. **NO SHOW UMPIRES-** If the umpire does not show up for a scheduled game, an official game shall still be played. The catcher for each team will call balls and strikes and the first and third base coaches will call the bases.
- V. **HOME TEAM BENCH-**The Home Team will use the third base benches at all fields.
- W. **PROTESTS-**There are no protests. All decisions by the umpires are final.

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