

October 12, 2023

Sun City Festival Softball Rules

Approved by: Sun City Festival Softball Club Board on October 12, 2023

All Sun City Festival Leagues will play under the rules of Senior Softball – USA (SSUSA) with changes and additions as contained herein. These rules will apply for all games at the Del E. Webb Memorial Field. All rule changes will be approved by the Sun City Festival Softball Club Board. The web site for SSUSA Rules is: www.seniorsoftball.com

Code of Conduct:

1. Definitions

- a. "Individual" means a Coach, Manager, Player or Spectator
- b. "Official" means an Umpire or Board member
- c. "Ejection from the game" means ejection from and suspension from using any area of the softball complex for the remainder of that day.
- d. "Probation" means that a Club Member is under scrutiny and can have their penalty increased if another incident takes place.

2. Conduct – No individual shall:

- a. At any time lay a hand upon, strike or threaten an individual or official:
 - i. Minimum Penalty: Ejection from the game, plus removal from the lineup for one additional game, and referral to the SCF Softball Club Board.
- b. Be guilty of objectionable demonstration of dissent or frustration by throwing gloves, balls, bats, caps, or any other object.
 - i. Minimum Penalty: Warning by an official
 - ii. Maximum Penalty: Ejection from the game plus removal from the lineup for one additional game.
- c. Be guilty of using unnecessary rough tactics in the play of the game
 - i. Minimum Penalty: Ejection from the game plus removal from the lineup for one additional game.
- d. Be guilty of an abusive verbal attack upon any individual or official on or off the field of play
 - i. Minimum Penalty: Ejection from the game plus removal from the lineup for one additional game.
- e. Be guilty of any demonstration or unsportsmanlike conduct not specifically referred to elsewhere in these rules.
 - i. Minimum Penalty: Warning by an official
 - ii. Maximum Penalty: Ejection from the game plus removal from the lineup for one additional game.

3. Ejections:

- a. Umpires should submit a written report (email) to the League Commissioner within 24 hours. The ejected player must leave the field immediately or the game will be forfeited to the opposing team. If the offender continues improper behavior after leaving the field/complex the matter will be referred to the SCF Softball Club Board.

4. Probation:

- a. Any conduct violations are subject to probation as determined by the SCF Softball Club Board.

Organization, Rules and Procedures for White Tank, Tumbleweed & Cactus Leagues:

1. Organization of Leagues

- a. Seasons of Play – games will be played from November thru March of each year.
- b. All leagues will have a commissioner. In the absence of a commissioner, the SCF Softball Club Board will act as commissioner until one is appointed.
- c. Selection of Managers – Managers will be identified and approved by the League Commissioner.
- d. The Leagues will consist of teams made up of SCF Softball Club members.

2. Teams

- a. Team Organization – Teams will be formed based on number of players indicating that they want to participate in the respective Leagues.
- b. Team Managers and the League Commissioner will draft balanced teams based on the number of eligible players, skill levels, and the need to fill certain defensive positions.
- c. **All players in the lineup should play at least four innings defensively** and be part of the batting rotation, unless player injuries require otherwise.
- d. All leagues will utilize 11 defensive players

3. Rosters

- a. Rosters will consist of a minimum of 12 players, and the Manager will have 12 players available for each game. Depending on the number of players available for the draft this number may be increased.
- b. Players will consist of Softball Club member homeowners or renters in the SCF Community.
- c. Players are required to call the Manager or contact him/her in person within 48 hours of a scheduled game if they are unable to play. The only exception is for an emergency situation.

- d. At the discretion of the Manager, players who do not inform their Manager that they cannot play may be removed from the lineup for their next scheduled game. The League Commissioner must approve any exception to this rule. The manager of the team will make the request to the Commissioner.
- e. Player Tardiness: At the discretion of the Manager, if a player shows up after the start of the game, the player shall not play.

4. Substitutes

- a. Substitutes – If less than 12 players are available to play on a team, the manager is allowed to contact a comparable skill level player from the designated sub list. The Manager shall make every effort to obtain a player first from this sub list. If no player is available from the sub list, the manager is allowed to contact a player from another team, of equal rating or below, with notification of the other Manager. If a team only has 10 players, the batting team will supply a catcher. If a specific defensive position is needed, considering safety, and no sub is available, a manager may use any player from another team, with approval of the Commissioner.
- b. Sub List: The sub list shall consist of players who make themselves available to play on any game day and fill-in on a Team's player roster. Players on the sub list should keep the Managers updated on their availability, including if they will be absent for extended periods of time. Sub list players may be dropped from the list if repeated attempts to play are made, and they are not available. If requested by a sub list player, the Commissioner may move that player to full-time on a team, if needed, due to a team's depleted roster or injury.
- c. Courtesy Runners – A player is limited to being a courtesy runner once per inning. Courtesy runners may be used at any time during the game regardless of what base they are on. A courtesy runner can only be used from home plate due to personal injury, or health condition, of the batter with approval of the opposing Manager. All other batters are expected to run to First Base. **A courtesy runner from home plate must stop at First Base.** The courtesy runner may advance during the next play of that inning. Managers shall use discretion when selecting a courtesy runner.

5. Equipment:

- a. Only softballs provided by the SCF Softball Club will be used. Men batters will use the 12 inch ball and women batters may use the 11 inch ball.
- b. Bats: SSUSA rules apply to all leagues. All players may use only approved 1.21 BPF bats often referred to as "Senior Bats."

(1) All bats manufactured prior to 2014 marked "1.21 BPF" (Bat Performance Factor) or less, SSUSA approved bats, or bats having an ASA 2000 or 2004 stamp are approved for use. Any bat displaying the label "Exceeds 1.21 BPF" is not approved. The rating must be [1] clearly visible on the bat, or [2] be clearly and permanently marked by either SSUSA logo or "Approved for SSUSA Use", or similar, by permanent sticker, etching or imprint. Any new bats introduced by bat manufacturers after 2013 must appear on the SSUSA Approved Bat List to be legal for use in any SSUSA sanctioned event. <https://seniorsoftball.com/?page=37>

(2) **"Senior Bats" will be utilized in all leagues with the following exceptions:**

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(3) White Tank (all tier): Tier I and Tier II players must use a 1.20 BPF bat. USA (ASA) / NSA / USSSA 1.20 BPF bats are allowed

6. Ground Rules/Misc.

- a. Pitchers Protection Rule: It will be required that pitchers wear a protective mask when pitching. It is also strongly suggested that pitchers wear additional protective safety gear when pitching. Helmets, chest protectors, shin guards, wrist protectors are some of the extra measures available for pitcher safety.
- b. Pitcher Protection Screen: Use of this device is optional for any team. The following rules will apply:
- The screen will directly face home plate and positioned in front of the pitcher's position.
 - The pitcher must move 100% behind the screen after tossing the ball to home plate, and remain behind the screen after the ball is hit. If the pitcher does not, the pitch will be called a ball. The batter may elect to swing at this pitch and if hit, normal play will continue.
 - Batted balls that hit the pitching screen will be considered a dead-ball foul ball. If two consecutive batted balls hit the screen, or if on the third strike, the batter is out.
 - Any thrown ball that strikes the screen during normal play will be considered a live ball, play continues, and runners may advance at their own risk.
 - After the ball is hit, the pitcher will be allowed to move from behind the screen and field a ground or fly ball, no penalty.
- c. Home Run Over Fence Rule:
- 1 Tumbleweed League: SSUSA (AAA) rules apply. 3 home runs, subsequent home runs are outs.
 - 2 White Tank & Cactus League: SSUSA (AA) rules apply. 1 home run, subsequent home runs are outs
- d. Game Time: all games will be untimed, no game clock. If the game is tied after the seventh inning, one extra inning will be played using International tie-breaker rules. The game may end in a tie if still tied after one tie-breaker inning.
- e. Game Runs: SSUSA (AA/AAA) rules apply to all leagues, 5 runs per inning
- f. Ball and Strikes: All batters will start with a 1-1 count with a courtesy foul. There will be one "waste foul" available to a batter after there are two strikes in the count.
- g. Mercy Rule: SSUSA (AA/AAA) Rules apply. If a team is ahead by 15 or more runs after five innings have been completed, or 20 runs after four innings (or four and one-half innings with the visiting team ahead), the game shall be declared a complete regulation game.
- h. Flip Flop Rule: SSUSA Rules apply. The flip-flop rule will be invoked in any game when there is a 10-run differential in favor of the visiting team at the start of the "open inning." If the visiting team is ahead by ten or more runs, the home team will remain at bat and start a new at-bats (beginning their seventh or last inning at-bats), meaning all runners then on base will

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return to the dugout. It will be an open inning. If the home team fails to tie or go ahead of the visiting team, the game ends and the visiting team wins. If the home team ties or goes ahead, the visiting team takes its turn at bat

- i. Outfield Restriction Line, **White Tank & Cactus League only**: a 160 ft arc will be utilized in the outfield for all batters. At the discretion of the umpire, the penalty for a violation will be the batter and all base runners awarded 1 base (unless each has already advanced 1 or more bases safely)
- j. Fake Tag:
 - A fake tag is a form of obstruction by a fielder who neither has the ball nor is about to receive the ball. This obstruction impedes the progress of a runner either advancing or returning to a base. The runner does not have to stop or slide. Merely slowing down when a fake tag is attempted would constitute obstruction.
- k. Protests and Appeals – SSUSA Rules apply

Types of appeal plays:

- Missing a base.
 - Leaving a base early on a caught fly ball before the ball is first touched.
 - Batting out of order.
 - Attempting to advance to second base after making a turn at first base (umpire's judgment).
 - After the third out in order to nullify a run.
 - Illegal substitute – must be made while they are in the game and before the umpires leave the playing field.
- l. If an injury occurs to a player during a game, play will be suspended until the injured player has been treated. An injury report will be completed, as required by the SCF Softball Club procedures.

7. Responsibilities

- a. **Team Managers**: The Home Team Manager of game one (1) will oversee the opening of the field following the documented procedures. The Home Team Manager of the final game is responsible for closing the field, in coordination with the Field Prep crew.
- b. **Neglect of duties**: A player that has four (4) unexcused absences may be released to the sub list and replaced on a roster by a player off the sub list. A player that does not fulfill their nongame volunteer duty of Umpiring, Scorekeeping, and Field Prep may be suspended one game day and brought to the attention of the Club Board. It will be the responsibility of the player to find a replacement Club member if he/she is unable to meet their scheduled assigned duty.

Resignations: If a player quits a team, he/she will be out of the league for the rest of the season.