

# ADDENDUM TO SCF SOFTBALL CLUB RULES FOR THE WEST VALLEY SENIOR SOFTBALL (WVSSL) LEAGUE

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All previous versions are obsolete.

League Commissioner: Tier I – Chris Smith; Tier II – Mark Fillipitch

## Introduction

The West Valley Senior Softball League (WVSSL) plays under the rules of Senior Softball USA with changes and additions as contained herein.

The league is made up of teams organized in two tiers

- Tier 1: Players exhibiting very strong skills, above average and/or exceptional in all areas. Players are capable of playing SSUSA tournament level softball at the AAA or Major level
- Tier 2: Players exhibiting excellent skills, above average in most areas. Players are capable of playing SSUSA tournament level softball at the AA or AAA level.

**The primary organization sponsoring the WVSSL is the Sun City Festival Softball Club.**

## Changes

Changes to these rules may be recommended by the WVSSL Commissioner(s) and approved by the SCF Softball Club Board.

## Game Cancellations

As early as possible prior to the first scheduled game, the designated West Valley League Commissioner along with a Festival Field Prep Management Team member will be responsible for calling a game (or games) because of inclement weather or unsafe field conditions. The designated West Valley Commissioner will then be responsible for contacting the appropriate Team Managers, Umpires, and Scorekeepers. Additional notification for game cancellations will be posted on the SCF Softball Club web site ([www.scfsoftballclub](http://www.scfsoftballclub)) in a timely manner.

## Organization and Procedures

### Team Organization

All WVSSL teams will be “community based.” Teams from 55+ communities that have a softball club that rates their players based on “tier” or “level” will be invited. Non community-based teams will no longer be allowed.

### Rosters

- Roster will consist of a minimum of 11 players and a maximum of 15 players. If need be, due to community requirements the number of players can be increased with approval from the Commissioner.
- Managers will provide Team Roster to the WVSSL Commissioner prior to the start of season. Additions/changes must be approved prior to any player participation.
- The Roster shall include the player’s name, address, age, **rating**, and signature.
- The League Commissioner may request their home rating procedure from participating clubs to verify players ratings.

### Team Organization: Tier 1

Tier I teams are open to use any rated player, any level that resides in any one of the following “Over 55 Communities”

- Sun City Festival
  - The Grand
  - Sun City West
  - Trilogy
- A player who is younger than 50 years old (and older than 45) who lives in an Over 55 Community listed above may play on a West Valley Tier 1. All such players will be reviewed by the WVSSL Commissioner and, as required, the SCF Executive Board prior to play. The maximum number of these players per team is three (3).

### Team Organization: Tier 2

All teams are “community based.”

1. There may be one or more teams from each community.
2. Players must reside or rent from the community team in which they are playing. The following communities are currently invited.
  - Sun City Festival
  - The Grand
  - Sun City West
  - Trilogy
  - Others may be invited
3. The Commissioner will review all rosters to ensure all players are playing within their correct level.
4. Tier II teams can be made up of “B or II” and/or “C or III” rated players. No “A or I” rated players. Note: some communities rate A/B/C versus I/II/III.
5. Players may play on more than one team but not in the same tier. Players cannot play down a level.

## Challenges

Team managers, League Commissioners, and SCF Executive Board Members may challenge a player playing lower than his/her player rating and/or a player who is obviously mis-rated. The SCF Rating Committee will then evaluate that player. Only if it is clearly obvious that the player in question is indeed playing in a Tier that is below his/her rating then that player will either have to move up to the next Tier or no longer play in the WVSSL.

## WVSSL Rules of Play

Unless otherwise specified, SSUSA rules as found in the current *Official Senior Softball – USA Rule Book* published by SSUSA apply to WVSSL play. The web site for SSUSA Rules is: [www.seniorsoftball.com](http://www.seniorsoftball.com).

### Protests and Appeals

- Only a manager may appeal a call.
- Judgment calls such as balls and strikes are not grounds for appeals.
- Rule interpretation will be the only grounds for a protest, and should be resolved on the field between the two managers and the two umpires. If a protest absolutely cannot be resolved, the Board with both managers and both umpires will meet to come to resolution.

### Players on the Field

#### Tier 1

- Teams will play with ten (10) defensive positions. Minimum number to start play is nine (9).

#### Tier 2

- Teams will play with eleven (11) defensive positions including a rover. Minimum number to start play is ten (10).

### Roster Integrity

A team must use all available players on their roster before substitution.

In the event substitution players are required to play/meet the “Players on the Field” rules, the team manager must obtain prior approval from the League Commissioner. In the case of SCF teams, this is a shared list. Players substituting may only do so for one team per day and may only substitute based on roster eligibility. Tier I or “A” players cannot substitute for Tier II.

### Game Time

- Games will last seven (7) innings if completed within time limits, unless the Mercy rule applies (see below).

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- No Clock.
- 15 minutes maximum will be scheduled between games.

## **Run Limit Per Inning and Mercy Rule**

SSUSA (AAA/Major) rules apply. 5 runs per inning. 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.

## **Home Runs:**

- SSUSA rules apply "Hit and Sit"
- After a team has reached their home run limit, the next home run the team hits is considered a dead ball out.
- Tier I limit per SSUSA (Major) 6 home runs.
- Tier II limit per SSUSA (AAA) 3 home runs.

## **Open Inning & Flip Flop**

- 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 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.

## **International Tie-breaker Rule**

- Teams start each half-inning with a runner on second base. The runner is the last batter of the previous inning whose turn at bat had been completed, assuming a position on second base. No substitute or courtesy runner may replace him until he has reached third base. EFFECT: If the last batter of the previous inning cannot continue to play because of injury, illness, etc., he will be declared out and the next previous batter will be the tie-breaker runner. After one tie-breaker inning, if still tied game ends as a tie.

## **Base Runners**

- Runners MUST avoid interfering with the fielder at 2B or 3B during a double play. If the runner will be out, he/she must move out of the baseline allowing the fielder to complete the throw for the double play.
- Runners must not try to make contact with the fielder involved with the double play through sliding.
- Sliding is allowed at 2B and 3B,

- If in the umpire's judgment the runner initiates contact for the sole purpose of upending the fielder or physically taking the fielder out, the umpire shall call the runner out. In a double play situation, the double play will be awarded.
- Diving back to a base is allowed at 1B, 2B, and 3B.
- Sliding is not allowed at 1B and at the scoring line behind home.
- Runners can tag up on fly balls and advance at their own risk once the ball has touched a fielders' glove.
- Baserunners must avoid home plate and the batter's box area when trying to score. The scoring line is to the base runners far right of home plate.
- Runners crossing (or touching) the diagonal line, or, touching the batter's box or home plate will be called out.
- For added safety, a base runner on first or third base may position in foul territory to the right (3B) or left (1B) of the base to avoid being hit by a batted ball. Once the ball is hit the runner must tag the base upon entry to the field to proceed to the next base, or he/she is out. **The runner must notify the umpire that he/she is doing this.** If he/she does not they are out when the ball is hit in play.

## Dugouts

- Only a team Manager, players and an official scorekeeper will be allowed in the dugout.

## Pitcher Protection

### Mandated Equipment

- Pitchers must wear a protective face mask while pitching and must wear the mask consistent with the manufacturer's intended usage of their product.
- Pitchers are recommended to wear additional protective safety equipment, comprised of head gear (NOCSAE-approved), heart/chest protection and shin guards.
- Pitchers are not required to wear the recommended safety equipment. However, the WVSSL makes NO warranty as to the protective qualities of any mandated or recommended safety equipment when used in softball, which may have inherent risks as an impact sport.
- The WVSSL does not make any specific claims as to any safety equipment's performance and will not accept any liability for personal injury.

### Pitcher Protection Screen: Use of this device is optional.

- If a pitching screen is used, the pitcher must move 100% behind the screen after tossing the ball to home plate. If the pitcher does not do this the pitch will be automatically called a ball. This is not a dead ball situation; a) if the batter swings and misses it is a strike and b) if the ball is hit into play the game goes on.
- Batted balls that hit the pitcher screen will be considered a dead-ball foul ball. If two consecutive batted balls hit the screen the batter is out.
- Balls thrown by players in the field that hit the pitching screen will be considered live balls and are still in play.
- The side of the pitcher screen needs to line up with a side of the pitching rubber and must be within 3 feet of the closest pitching rubber.
- 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.

## **Appendixes**

### **Appendix. Specific Rules for SCF Teams Only**

- Players are required to call the Manager or contact him in person within 48 hours of a scheduled game if they are unable to play. The only exception is for an emergency situation.
- Players who do not inform their Team Manager that they cannot play may be removed from the lineup for the next scheduled game.
- Absences: A player that has four (4) unexcused absences may be released to the sub pool and replaced on the roster by a player off the sub pool.
- Neglect of duties: A player that does not fulfill a non-game duty of Umpiring, Scorekeeping, and Field Prep will be removed from the lineup for one game day. 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.
- Player Tardiness: At the discretion of the Manager, if a player shows up after the start of the game, the player shall not play.
- Resignations: If a player quits a team, he will be out of the league for the rest of the season.