

Fallbrook Senior Softball Condensed Rules Of Play Revised May, 2009

Fallbrook Senior Softball uses the official ASA Senior Softball Rulebook except for the adopted rules herein.

The Board: Shall consist of all current managers and commissioners, each having one vote with majority rule as governing force.

League Eligibility: Players must be in (at least) their 50th birthday year.

Team Forfeit: There is no minimum number of originally drafted players needed to qualify for play.

9/10 Player Rule: A team having only 9 players may choose to play with 9 players without penalty or play with 10 players (a borrowed player from the opposing team) and suffer an out each time the tenth batter would have appeared for an at-bat.

Minimum Players: A minimum of 8 players at the start of a game is required to avoid a forfeit.

Substitutions: A manager may use the same "C" substitute player a maximum of three times per season within the same bracket. No limit on "A" and "B" players.

1st Base Line: A runner may opt not to touch the pink first base bag extension in order to avoid a collision. The umpire will use his best judgment using an imaginary line extended from first base.

Protests: A protest can only be filed by a participating game manager.

Foul Tip Out: Any foul tip caught on a fly is an out regardless of height.

Sanctions: All requests for sanctions shall be in writing and submitted by any FSS member. All members of the Board shall meet and discuss the merits of the sanction after a full investigation of facts and levy a sanction by majority vote.

Game Length: All games shall be 8 innings unless there is a "kill time" warranted by the schedule.

Runners: Precedent is set during the batter's first at-bat in terms of his ability to run during the course of the game with the exception of injuries sustained during the game. Courtesy runners may be used once per inning and will not be called out if they are on base and due up to bat. Balls hit cleanly past the infield will award the hitter first base.

Bats: FSS uses NSA, ISA, USSSA bats or any bat that has a 1.20 bpf rating. Miken Ultra II and Rip Its are not allowed except by players who are 70 years of age.

Flip-Flop: Will be at both managers discretion and requires agreement.

Coed Line: Will be set at 10 feet beyond the dirt of the infield. When a coed line is in use, there must be four outfielders when ten players are playing. If nine players are being used, there must be three outfielders.

Commitment Line: Will be at 20 feet from home plate.

Re-tag 3rd Base: A runner at 3rd base may stay off the bag in foul territory until the ball is hit. He then must re-tag the base before advancing. Failure to re-tag and crossing the commitment line is an automatic out.

Umpires: Home plate umpires make all calls. If they are uncertain of a call, they may ask for input by the first and/or third base coaches and then make the final call based upon that input.

Catch: The ball must be in the grasp of the fielder's hands or glove.

Slide or Avoid (no run through): Runners and fielders make every effort to avoid any physical contact. Should a runner veer off a base as a result of their effort to avoid a collision, the runner will not be called out provided that in the umpire's best judgement, the runner would have reached base safely had no avoidance been required. A runner must not run past any base. When a runner veers off and the defender drops or bobbles the ball, the runner shall be deemed safe, if in the umpire's best judgement the runner would have been safe by running directly to the base. Runners must stay within the defined base path (a 3 foot imaginary line on either side of a direct line between bases). Exceeding this limit subjects the runner to a tag out. Runners must slide directly to the base. If there is an attempt to "take out" a fielder, in the umpire's best judgement, the runner shall be called out.

Force Plays (no run through): A runner advancing to 2nd or 3rd base must slide or veer off if a play is being made at that base. In the umpire's best judgement, if a runner hinders or prevents a defensive player's ability to make a throw, the runner will be called out. The batter/runner likewise will be called out only if in the umpire's best judgement, the runner prevented a successful double play.

Non-Force Plays (no run through): The runner and defensive player have an equal right to 2nd and 3rd base. A defensive player shall not position himself such that a runner cannot access the base without risk of physical contact. A runner who veers off to avoid physical contact shall not be called out unless a tag would have been made had he proceeded directly.