**New York Senior Softball Association, Inc.**

 **2019**

 **Rules of Play**

**CODE OF CONDUCT**

 All players and managers are expected to conduct themselves in a respectful and civilized manner. Any physical or verbal abuse towards opposing players, teammates or umpires, will not be tolerated. The Board of Directors has instructed the USA Softball of Long Island umpires to control the game and eject anyone who does not comply with the rules. The Board will review all violations and ejections, and determine the appropriate length of suspensions.

**1.0 BOARD OF DIRECTORS**

The Board consists of the Commissioner, Executive Board members and Team Managers. The Board is empowered to govern the league with goals to maintain team parity within the league, sportsmanship and develop Rules of Play for the enhancement of the league, as follows;

 **1.1** ~ employs certified USA Softball of Long Island umpires to control all games, and enforce USA Softball of Long Island and NYSSA rules.

 **1.2** ~ establishes procedures on Draft Day, guides managers through the draft, and player trades process.

 **1.2a** ~ managers have the option to select a NYSSA member to assist the manager through the draft process. If the manager indicates that this individual will be his Assistant Manager, then the manager is restricted from selecting a NYSSA player whose Draft Rating Score, places that individual into the 1st and 2nd rounds of the draft.

 **1.2b** ~ upon completion of the Draft, managers can conduct player trades, if desired.

 **1.2c** ~ managers will notify the players they have selected.

 **1.2d** ~ after **rule 1.2c**, player trades can only be made by consenting managers and all players involved.

 **1.2e** ~ no player trades can be made after July 1st.

 **1.2f ~** roster changes can be made to accommodate **WAIT LIST** players. These potential players submitted applications after the January 31st deadline, but postmarked by July 1st.

 **1.3** ~ makes decisions to enhance the enjoyment and safety of all NYSSA members. Establish game modifications to assist players with physical disabilities.

 **1.4** ~ has the authority to suspend players for unsportsmanlike conduct and or rule violations.

 **1.5** ~ requires players who develop medical conditions, which prevents the player from participating in scheduled games, or which causes a player to be removed from the field, to obtain a written doctor’s approval to resume league play.

 **1.6** ~ establishes age requirement to play in NYSSA. Current rule states a player must be no less than 68 years of age by December 31st, of the current season.

 **1.7** ~ authorizes only **Team Managers** and/or **Assistant Managers** to discuss rule applications with umpires.

 **1.8** ~ provides softballs, scorebooks, MLB hats and softball lineup/position boards for each team.

**2.0 NYSSA PLAYER REQUIREMENTS**

 **2.1** ~ League uniforms include league jerseys and MLB team hats. Home teams wear **WHITE** jerseys and visiting teams wear **BLUE** jerseys. Some players may be sensitive to the summer sun. In those cases, hat variations are permitted.

 **2.2** ~ Players that are not in proper uniform, will not be allowed to play.

 **2.3** ~ The Board insists that players be dedicated to their NYSSA team, over any other softball team, tournament games, or other leagues in which they may be affiliated. The Board has the authority to apply the following disciplinary action against any NYSSA player who participates with any other softball team on any regularly scheduled NYSSA game dates.

 **A ~ First Offense** - two (2) consecutive doubleheader dates, immediately after the Executive Board meets to review the offense.

 **B ~ Second Offense** - four (4) consecutive doubleheader dates, immediately after the Executive Board meets to review the *second offense.*

 **C ~ Third Offense** - suspension of all remaining season games, and the post season tournament, immediately after the Executive Board meets to review the third offense.

**3.0 LEAGUE SCHEDULE**

 **3.1** ~ League schedule will commence the 1st Monday in May and end the last week in August. A best 2 out of 3 Tournament follows the completion of the regular league schedule. All teams participate in the post season tournament.

 **3.2** ~ Games are played on Mondays and Wednesdays. Players should arrive at the fields by 9:00am for batting and infield practice. Games start at 10:00am.

 **3.3** ~ Teams will play doubleheaders on each playing date. Games are seven (7) innings in duration, unless shortened by rain. No games end in a tie. Extra innings are played until a winner is determined.

 **3.4** ~ Rained out games will be rescheduled.

 **3.5** ~ Home teams will occupy the first base dugout and bat last in **both** games. The home team will supply one (1) new ball and an approved back-up ball for each game.

**4.0 TEAM LINE - UP**

 **4.1** ~ Team line-ups and defensive positions should be posted on the dugout fence prior to the start of the game.

 **4.2** ~ Teams may bat up to 15 players. They can field 12 defensive players, consisting of a Pitcher, a Catcher, and a maximum of 5 infielders and 5 outfielders. Teams have the option to add an additional outfielder and play with 1 less infielder.

 **4.3** ~ Game one (1) of the doubleheader will result in a forfeit if a team cannot field a **MINIMUM** of 10 players from their roster by 10:15am.

 **4.4** ~ Game two (2) of the doubleheader will result in a forfeit if a team cannot field a **MINIMUM** of 10 players from their roster by 10:30am.

 **4.5** ~ A team starting a game with the **MINIMUM** of 10 players, may add players to the bottom of their line-up after the game has started.

 **4.6** ~ In an effort to prevent team forfeits, the Board requires opposing teams to offer one (1) of its players to the opposing team to prevent a forfeit. The chosen player will be included in the batting order of the team he/she is temporarily assigned to. If the addition of this one (1) player does not change the teams forfeit status, then forfeit rules 4.3 and 4.4 will be enforced.

 **4.7** ~ Every player **MUST** be given the opportunity to play one (1) complete game during a doubleheader. A player who is listed on the line-up card as an extra hitter (EH), fills the complete game requirement.

 **4.8** ~ A player who is removed from the field because of an **INJURY,** can be replaced by another team member, who is not in the batting order. If this is not possible, the injured players turn at bat will be passed over, **WITHOUT PENALTY.**

**5.0. BATTING/FIELDING/PITCHING**

 **5.1** ~ Each batter comes to the plate with a count of 0 balls and 0 strikes. Four (4) pitches, called balls, constitute a **WALK**. Any combination of three (3) strikes or foul balls, constitutes a **STRIKE OUT.** Managers can intentionally **WALK** a batter. In that case, no pitches need to be thrown and the umpire instructs the batter to go to 1st base.

  **5.2** ~ There is a limit of **three (3) walks in any inning.** After the 3rd walk, **ONLY STRIKES** will count against the next batter and every subsequent batter in that inning.

 **5.3** ~ The **INFIELD FLY RULE** does apply in NYSSA rules.

 **5.4** ~ **ENCROACHMENT RULE** - Outfielders may not enter the infield until the batter **MAKES CONTACT** with the ball. If any outfielder violates this rule and becomes **INVOLVED** in a play, the umpire will call TIME, award 1st base to the batter and advance all other baserunners, one (1) base.

 **5.5** ~ **FIVE (5) RUN RULE** - Teams are limited to scoring five (5) runs per inning, **WITH THE FOLLOWING EXCEPTIONS:**

 **A** ~ Teams may score an unlimited amount of runs, in the seventh (7) inning of the game.

 **B** ~ If a game is tied after seven (7) innings, each subsequent inning will be treated as the LAST inning of the game.

 **C** ~ If a team is behind by fifteen (15) or more runs, the team may score as many runs needed to take them out of the MERCY RULE. If the team cannot score enough runs after five (5) innings, the MERCY RULE is enforced, and the game is over.

 **D** ~ **MERCY RULE** - If a team is behind by fifteen (15) runs, or more, after five (5) **COMPLETE** innings, the MERCY RULE is enforced and the game is over.

  **5.6** ~ In the event of rain, a game will be considered official after five (5) complete innings, or 4 1/2 innings, if the home team was in the lead.

  **5.7** ~ **PITCHERS BOX** shall be two (2) feet wide, and 50’ to 56’ from home plate. The pitcher may deliver the ball from anywhere within this area. A pitch that is delivered between a 6’ and 12’ arc, and hits Home Plate, or the Mat that extends the plate, will be called a STRIKE by the umpire.

 **5.8** ~ **BATS**

  **A** ~ Only approved, single wall bats, made of aluminum/aluminum based alloy, with a 2 1/4” barrel diameter, not exceeding 34” in length and having a 1.20 BPF rating, are permitted. A NYSSA approved sticker, will be affixed to the approved bat, by the team manager.

  **B ~** Any player using a non-approved bat during batting practice, or in a league game will be suspended ten ( 10 ) games.

**6.0. BATTER/RUNNER and COURTESY RUNNERS**

 **6.1 BATTER/RUNNER**

 **A~ First Base** - If a batter hits a ground ball to an infielder, the batter/runner must make every effort to avoid contact with the 1st baseman. The batter/runner must make contact with the **ORANGE** base that is attached to 1st base. If the 1st baseman’s effort to catch an inaccurate throw from any fielder results in incidental contact with the batter/runner, the umpire will render a call, using USA Softball of Long Island rules.

 **B ~ Second Base** - Runners are **NOT** permitted to overrun 2nd base. All players need to avoid physical contact. Interference or obstruction calls are made at the discretion of our USA Softball of Long Island umpires.

 **C ~ Third Base** - runners are **NOT** permitted to overrun 3rd base. All players need to avoid physical contact. Interference or obstruction calls are made at the discretion of our USA Softball of Long Island umpires.

 **D Home Plate** - **ALL** plays at home are **FORCE** plays. **NO TAGS** required. Runners **MUST** make contact with the **ALTERNATE HOME PLATE** which is located eight (8) feet to the right of home plate, and in line with the home plate and the 1st base foul line. Any runner taking a direct route along the 3rd base foul line, and interferes with a throw to home plate, or physically touches home plate, will be called **OUT.**

 **D1 ~ Commitment Line** - is a line drawn from the 3rd base foul line, across to the dugout fence, 20’ before home plate.

 **D2** ~ Runners **TOUCHING or CROSSING** the Commitment Line must continue to the **ALTERNATE HOME PLATE**. Runners can return to 3rd base if they have **NOT** touched or crossed the Commitment Line.

 **6.2 COURTESY RUNNERS**

 **A** ~ All roster players can be courtesy runners. Each courtesy runner can run only **ONCE** an inning, and is limited to **3 times per game.**

 **B** ~ Courtesy runner must be authorized by team manager or assistant manager, The courtesy runner will enter the game during the time out, before the 1st pitch to the next batter, and must occupy the base reached by the previous batter.

  **C ~** If a courtesy runner improperly runs for a 4th time in a game or 2nd time in an inning, he/she will be declared **OUT** and removed from the base. The **OUT** will be charged to the team.

  **D ~** A baserunner who is replaced by a courtesy runner, **CANNOT BECOME A COURTESY RUNNER FOR THE REMAINDER OF THE GAME.**

  **E ~** A courtesy runner whose turn at bat comes up while on base, will be called **OUT**. After being removed from the base, the courtesy runner, now the batter, will take his/her turn at bat. If his/her out was the 3rd out of the inning, that player will lead off the next inning.

 **7.0. GAME MODIFICATIONS**

 **7.1 ~** To assist players with running disabilities, **NO BATTER** can be thrown out at 1st base if he/she:

  **A** ~ hits a ground ball through the infield and onto the outfield grass/turf.

 **B** ~ hits a line drive or fly ball that lands onto the outfield grass/turf.

 **7.2 ~ Offensive/Defensive Conferences**

 In accordance with USA Softball of Long Island rules, Teams are allowed 1 offensive conference per inning and 3 defensive conferences per 7 inning game.

\*\*\*\* May 9, 2019 Board Meeting - the Board of Directors agreed to;

 1 Not allow pitch hitters

 2 Not allow player re-entry