

Updated 4/16/24

SYLVANIA SENIOR SOFTBALL RULES

2024 Season Rules (Overriding or in addition to Senior Softball-SSUSA rules)

Shaded areas have been modified or added for 2022 and 2023

- 1. Team Composition:** Teams will be comprised of players drafted by the Team Managers with the ultimate goal of achieving team parity. The number of teams and players on each team will be determined by the board dependent on the number of players signed up.
- 2. Participation:** All players on a team roster must bat the full game and must play defense a minimum of 3 innings in a 7-inning game, except if the game falls under the mercy rule. A player cannot be a designated hitter only.
- 3. New Players:** Any player that is brought into the league after the teams are formed, will only be allowed to do so after he is evaluated by the committee. He will be placed on a team that the board deems necessary. When a returning player brings a new player into the league, he shall have the option of having the new player be on the same team with him for that season.
- 4. No Pay - No Play:**
 - a. If a player is used in a game before registering and paying fees, the game(s) will be forfeited. The team manager is responsible to ensure that entry fees have been paid.
 - b. All players must wear the sponsor provided shirts. Any player who fails to do so, will not play that day.
- 5. Fielders:**
 - a. The 58+ Tuesday league and 50+ Thursday league: There are normally eleven defensive players. The eleventh player may be used anywhere on the playing field.
 - b. An outfielder may not throw the batter / runner out at first base. This applies to first base only. Any infielder, as long as they ARE POSITIONED IN THE INFIELD PROPER, may throw the batter / runner out at first base. If a ball hits any infielder... who is positioned in the infield... and the ball rolls into the grass, any infielder may throw the runner out at first base, as long as they were positioned in the infield. An out will not be called if the outfielder fields a hit and throws to an infielder who then throws to first.
 - c. An outfielder may throw to second, third or home for a force out, but any attempt for a double play at first will not result in an out. The last sentence of D will remain the same. There is no situation that will result in an out at first base when a hit is fielded by an outfielder.

6. Minimum Players Present: Teams must have seven (7) roster players to start a game or the game will be forfeited by the team with fewer the 7 players. If both teams have fewer than the minimum number of roster players, both teams forfeit and are charged with losses. Teams may agree to play a practice game with sufficient substitutes.

7. Catcher needed: If a manager of a team that has 7, 8, or 9 players requests a catcher, the opposing team must supply a catcher to only throw the ball back to the pitcher. No defensive actions allowed.

8. Playing Time: After the first inning, the pitcher will throw **no more** than three (3) warm up pitches prior to the start of the new inning, and the infield **will not** warm up after the first inning, in an effort to complete the games in a timely manner.

9. Substitution: A league official will conduct the placement of the substitutes needed by each team from a pool of those players eligible and wanting to be substitutes. If a manager uses a substitute not from the pool, his team will forfeit the game and the manager will be suspended from managing and playing in the next game.

10. Pool Players: If a player wants to be in the pool, we will have the “pool manager” at the front diamonds, by the concession stand, and there will be a signup board. There are three ways that you may enter the pool;

- a. Sign your name on the board for early and/or late game(s).
- b. You may be present when the pool begins.
- c. You may also call the pool manager on the day of the game and ask to be put on the board.

The maximum number of substitute pool players on any team will be limited to three (3). The maximum number of Restricted POOL Players (RPP) on any team will be limited to two (2). The Restricted Pool Player (RPP) portion of the pool draft will be conducted first. After the RPP have all been selected, the Non Restricted Players will then be selected.

** Any team with 10 players or less must pick a pool player(s) if they are available on the pool board. All teams must get to 11 players if there are players available in the pool. ***

There will be two columns, one for the early games and one for the late games. Write your name under whichever game that you would like to play. When you put your name on the board also include which position that you play next to your name. If you are a restricted player please place an “R” next to your name and position(s) played. If you are not sure if you are restricted (“R”) player, check with your manager prior to the game. It is the manager’s responsibility to be at the pool or send a representative from your team.

For the 6:15pm early games, the pool whistle will be blown at 6 pm

In the late pool, a manager can choose a player who already is playing in the early game. However, that pool player must be on the sign-up board to be eligible and **will have to join the game after he completes his first game. No games will be delayed in starting in order to wait for a selected pool player to finish his game.** The pool player will join the game in progress.

If a player is playing as a pool player in an early game, and his team is ready to start his regular scheduled game, **this player must leave his pool player team and join his regular team. No delay in starting a game will be allowed for waiting for this player.**

The coaches from the teams that need pool players will then pick from the list of pool players, in the reverse order (last to first) of their current league standings. If a manager needs a Restricted Pool Player (RPP) and there is no (RPP) to fill the position needed, he can choose from any pool player who then can bat anywhere in the lineup as an (RPP). If the normal restricted player (RP) shows up, he must enter the lineup in the same batting order as the pool player by the top of the third inning **or** when the pool player has batted at least once. **The pool player must leave the game. No team should have a non restricted player from the pool who was chosen for a non-restricted once they are able to have (11) regular roster players on the field.**

Order of picks;(except see below)for when a team with Seven Players is requesting pool players. Team 2, Team 4, and Team 5 (these numbers represent a teams' rank in the standings). If there are two pool players needed for Team 4, one needed for Team 2, and two for Team 5. Team 5's manager will have the first pick, Team 4 will have the second pick, and Team 2 will have the third pick. Team 5 will then choose a second pool player, and Team 4 will choose a second pool player.

Managers may place the RPP anywhere in the batting lineup at their discretion. Non RPP will be placed at the bottom of the lineup. Notify the opposing coach of any additions or changes in the original lineup before the game begins.

Seven Player Team pool player picks: Normal pool player selection rules will be followed as stated above **unless a team or team(s) with only seven roster players** need to select from the pool. In those cases, the following will apply:

Regardless of the seven-player team record, they will receive the **first pick from the pool** of players . **Once they select their first player, then the normal draft rules will apply** for the remaining teams for the first round selection as stated above. If a second round of picks is necessary, then the selection will start as listed above in normal pool player selection process, where the record of the seven-player team will be used to determine the order of selection. In the event of two seven-player teams needing pool players, the team with the worst team record shall select first.

11. Roster Players:

- a. If your regular roster player arrives after a pool player has been chosen, the **late roster player will replace the pool player in the pool player's batting order** at the start of the **third inning or** after the pool player has **batted once, whichever comes first.**

- b. If a roster player leaves the game for any reason, the missing roster players' time at-bat will not be recorded as an out for each at-bat thereafter, unless a player is removed by an umpire ejection. If a player is removed by an ejection, each of that player's subsequent at-bats shall be recorded as an out in that game. Any substitute player leaving a game, not replaced by a roster player will not be recorded as an out in subsequent at-bats.
- c. If a team choose a Non-RPP to replace a restricted roster player, as well as choosing a Non-RPP to replace a regular roster player for a total of **up to** and including **(11)** players, and the regular roster player shows up after the play begins, the pool player replacing the **restricted roster** will continue to play. If the roster player shows up after play begins, he will replace the non-RPP as described in paragraph a). This is to always allow the substitution for an absent restricted roster player.
- d. If a manager needs a Restricted Player and there is a RP available, he must choose the RP.
- e. If any player who has entered the pool refuses to play for any team, he will become ineligible to enter the pool for the remainder of the season.

12. Start time 6:15 game: The umpire will start the game.If an offensive player is not around the batter's box **the umpire** will call a strike every 10 seconds until the batter enters the box.. If the defensive team is not ready and on the field once **the umpire** has signaled a start to play he will award ball calls to the first batter and each batter he calls thereafter that fails to enter the batter's box In the first inning.

End time: No new inning will start after ONE HOUR and 15 minutes from start of the game.

13. Flip –Flop Rule and Mercy Rule

a. FLIP-FLOP RULE

FLIP/FLOP RULE will only come into **MANDATORY EFFECT** once (4) four or more innings have been completed and the HOME team is behind by **(15) fifteen or more** runs. The HOME team will Flip/Flop with the Visitors and remain at-bat to start the next inning and they will have 1st (first) at-bats each inning until the game is completed.

- b. Mercy Rule: There shall be a **(5) five runs per inning rule**, with **unlimited runs** allowed in the **last inning**. A team that is ahead by **(15) fifteen or more runs after (4.5 innings)** will be the winner. The five run rule will be applied even if an extra base hit would have caused more than five runs to score in an inning, e.g., a team has scored four runs and the bases are loaded when the batter hits a ball for an extra base hit a single is recorded for the batter and the runner on third base is the only base runner to score. .

14. Pitching Screen Rules:

The location of the pitching screen will be as follows:

- a. The pitching screen must be placed on the glove hand side of the pitcher. The near side of the screen will be placed from the center of the rubber to the end of the rubber on the glove hand side. The screen may be placed up to one bat length in front of the rubber.
- b. The pitcher shall not pitch the ball over the screen. This will be an illegal pitch and called a ball.

- c. The pitcher is no longer required to retreat behind the screen. However, it is highly recommended that the pitcher does retreat behind the screen, and also recommended that pitchers wear a protective face mask.
- d. The pitcher must set the pitching screen where he wants before the first pitch of the inning and leave it there for the whole inning.

Any ball hit into the **pitching screen** netting or striking any part of the pitching screen will be a “**dead ball**”. A batter may hit the pitching screen any number of times, and a penalty (strike/out) WILL NOT BE CALLED.

Any ball thrown into the screen by a defensive player will be a live ball and runners may advance at their own risk.

Defensive players are not allowed to move the screen to keep a thrown ball from striking it.

15. Pitcher

- a. **Pitchers Box:** The pitcher's box will extend ten (10) feet toward second base from the front edge and be the same width as the pitching rubber. Pitcher must have a foot touching this box as he does when pitching off the pitching rubber.

A PITCHED BALL to be delivered for a strike must have a minimum arc of 6 feet to a Maximum of 12 feet and hit any part of the home plate rubber. The umpire must call a FLAT or ILLEGAL pitch upon it leaving the pitchers hand and before it reaches home plate.

- b. Before delivering the pitch, the pitcher must come to a full and complete stop for at least one second while presenting the ball in either one hand or both.
The pitcher must deliver the ball toward home plate on the first forward swing of the pitching arm past the hip.
The pivot foot of the pitcher must remain stationary until the pitch is delivered. A step may be taken with the other foot, either forward, back, or to the side.

16. BATTING AND BASE RUNNING:

The batter will start with a 1/1 count. The second foul ball hit after 2 strikes will result in an out. Baserunners will advance at their own risk on any foul ball caught for an out.

A foul tip before the second foul after two strikes must go higher than the batters head and be caught to result in an out

The SCORING PLATE: is 9 1/2 feet from the back of home plate and extending thru the back corner of the batters box on the 3rd base side must be touched by runner before the catcher fields the ball and touches any part of rubber mat at home.

The runner shall be called out if he/she steps on or crosses over any portion of the strike mat.

The only way a run shall be scored is if the runner proceeds directly to the courtesy plate and steps on it.

17. Substitute Runner: 48+ and 58+ Leagues.

The manager may ask a player if he/she would like a pinch runner when said player reaches base. The manager will decide who the sub runner will be and must have that runner ready and available. The umpire will be notified of the substitution. A player can be a sub. runner only once per inning. If a player sub runs more than once per inning he/she will be declared out upon touching the bag. **EACH TEAM MAY HAVE A MAXIMUM OF THREE (3) SUBSTITUTE RUNNERS PER INNING AND EACH PLAYER MAY SUBSTITUTE RUN ONCE PER INNING.** After a maximum of 3 sub runners has been reached in an inning a 4th sub runner will be declared out upon touching the bag. Any player who is replaced with a sub runner may not sub run in that same inning, and if he/she does they will be declared out upon touching the bag. A sub runner may not be replaced UNLESS an injury forces the original sub to be removed from the game.

18. Walks:

After a batter has walked once in a game, in all subsequent at bats in that game he must inform the umpire that he was walked prior. If, at that time the batter is walked without a strike being called or a foul ball struck, it will result in a two base walk. All base runners will advance two bases also, regardless if they are forced or not. Any walk in which the umpire was not notified of a prior walk, if a strike is called or a foul ball struck will result in a one base walk.

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If weather conditions prevent a "natural pathway of a delivered pitch" then both managers have to agree, at the beginning of an inning, and solicit a League Board Member to vacate the "2 Base Walk Rule" for the remainder of that game.

19. International Tie Breaker: When a regulation game ends in a tie, the International Tie Breaker rule is used. At the beginning of each team's at-bat the last batter from the previous inning is placed on 2nd base. The base runner must reach 3rd base before getting a pinch runner.

20. Player Behavior: If a player is ejected from a game, he is to leave the park immediately. He will then serve a one game suspension on the first offense. On the second offense, regardless of when it occurs, the player will serve a two game suspension. Any subsequent offense will result in a 5 game suspension, even if it has to include the following season. The SSS Board Of Directors also reserves the right to evaluate any and all offenses that may warrant such action. Any aggressive or confrontational behavior will not be tolerated. Non-compliance should be reported to league officials. Complete a Protest or Complaint Resolution form.

21. Complaints or Protest: Protests must be made to the Umpire at the time of infraction and the manager of the team is the person designated to bring a complaint

or protest formally to the board. The manager is responsible to clearly explain the issue. The complaint levied must potentially have changed the outcome of the game. One exception to this rule is if the complaint is about the manager, the player or players may bring the complaint forward. This can be done by completing the 'Protest or Conflict Resolution form and physically handing it to a board member, no emailing will be

accepted. Please explain the issue clearly and what it is that you believe should be the outcome. A three-person panel chosen from the board will review and investigate the issue. They will then bring their finding to the whole board and a decision will be made. The manager filing the protest/complaint will be contacted with the ruling. This will be the end of the issue. If the manager filing the protest continues with complaining he will be replaced. This sort of behavior shows a lack of leadership, sportsmanship, and tears down the team's morale.

22. UMPIRES: Maumee Valley Umpires Association will officiate all games as of 5/2019.

23. Selection of dugouts: Dugouts on the first base side of the diamond shall be assigned to the visiting team, while the home team will occupy the third base side dugouts.

24. Game Fields: NO GAME FIELDS CAN BE USED FOR PRACTICES

25. Weather Line: To confirm that games will be played on days of inclement weather call 419-882-1500, x 506, or visit www.playsylvania.com. Players may also go to the www.playsylvania.com web site and sign up for weather text alerts advising if the park closes due to weather condition.

26. Lightning Detection System: When lightning is detected within a five-mile radius of Pacesetter Park, a lightning detection system siren will sound at a continuous level. Games or practices need to be suspended immediately, and everyone needs to seek shelter. Games or practices will not resume until an all clear alert is sounded.

27. Game Delay: If a game is postponed due to rain, lightning or any other unforeseen reason, it will be handled in the following manner;

1. If each team has completed one (1) full inning the game is deemed "in the books" and will be resumed at the same point where it was left off. Any players, if on base, will resume their same position and the batting order will resume where it left off. Any Restricted roster players who were not at the original game will go into the batting order where the substitute restricted player was at the original game. Any restricted players who are not at the rescheduled game will be replaced by a substitute in the same spot in the order where the roster player was in the original game. Any restricted players who were not at the original game and were not replaced with a sub shall go to the bottom of the order in the rescheduled game. Any non restricted players who were not at the original game will go to the bottom of the order, as will any substitute nonrestricted players in the rescheduled game.
2. If both teams did not complete the first inning, the game will be made up as if the original game had never started.

28. Pacesetter Park – Facility Policies

Open for public use consistent with General Policies and the following rules and regulations. Open from dawn to ½ hour past sunset unless otherwise scheduled

- Grills/Open fires are prohibited
- Recreational Vehicles are prohibited
- Golfing is prohibited
- Overnight parking is prohibited
- Camping is prohibited

- Alcohol is prohibited
- Release of non-domestic animals prohibited
- Controlled pets are permitted on a leash
- Smoking is prohibited
- Shelter houses open for public use