

**Charlotte Senior Sports
and
Mecklenburg County Park and Recreation Department**

Senior Softball League

Last Update – 01/28/12

ASA Rules Addendum and Points of Emphasis

1. Eligibility

- A. Age – Players must be at least 45 years of age during the current calendar year.
- B. Residence – There is no specific residence requirement for participation in the League.

2. Team Rosters

- A. Formation – Every two years Spring League players will be assigned to teams using a draft to establish two skill-based divisions. All other session rosters are rebalanced using the previous session's teams as a starting point.
- B. Player Trades – Trades between teams must be approved by the Competition Panel.
- C. Waiver Form – All players must sign a **Release and Waiver of Liability, Assumption of Risk and Indemnity Agreement.**
- D. Additional Players/Wait List – Late registration players will be placed on a waiting list and added to rosters as openings are available.

3. Replacement Players – Regular Season Games Only

If a team has fewer than 10 players available for play at any given game the team can seek an additional player(s) to get to a 10-player lineup. The replacement player(s) must be added to the end of the batting order.

- A. Wait List Players – The preferred option for replacement players is to use a player from the Wait List. If advance knowledge of a shorthanded situation is available a qualified Wait List player will be given the opportunity to play a fill-in role.
- B. A Player From Another League Team - American Division replacement players can be from either the American Division or the National Division. National Division replacement players must be from the National Division. The replacement player may also be a loaned player from the opposing team.
- C. The use of another active league player should not result in a delayed

start of the game in question or present a potential delay in the start of a subsequent game.

- D. If a replacement player has to leave (e.g. to play his scheduled game) another replacement cannot be added. (i.e. no replacements for replacements.)
- E. A player can be utilized as a replacement player in only one game per night.

4. The Game

- A. Time Limit – Games will have a 50-minute time limit plus one inning.
- B. Runs/Inning – A maximum of 5 runs can be scored in each of the first six innings. Unlimited runs may be scored in the 7th inning (or last if subject to the time limit) and any extra innings.
- C. Run Rule – 10 after 5 or more innings.
- D. If a team is behind by 15 or more runs in the 5th or 6th inning (and the current inning has not been declared as the unlimited-runs inning) the team behind can score enough runs to avoid the 10-run mercy rule.
- E. Tie Games – Games tied at the end of regulation will play extra innings using a one-pitch format. Batters enter the batter's box with a 3-2 count and do not get a free foul.
- F. Umpires – Games will be officiated using one umpire.

5. Team Lineup

- A. Teams are required to bat all their players in the batting order.
- B. A team is not assessed an automatic out for failing to have 10 players in the lineup.
- C. Defensively, teams will have 10 fielders.
- D. All teams must begin each game with a minimum of 9 players.
- E. Defensive Playing Time (National Division Only) – All players must play a minimum of two innings (6 consecutive outs) on defense unless the player voluntarily opts out.

6. Equipment

- A. Bats – All bats must be ASA certified and must not appear on the ASA Non-Approved Bat List with Certification Marks.
- B. Altered Bats – Any bat suspected of having been altered may be removed from the game by the umpire or a member of the Competition Panel. If the bat is determined to be altered, the player introducing the bat into the game will be suspended from the League for a period of one calendar year.
- C. Balls – CSS will provide 1 new ball – 44 COR, 375 Compression – for each game. A 52 COR, 300 Compression ball is also acceptable.
- D. Protection Equipment – Face and/or head protective equipment is highly recommended for all pitchers. Additional protection

equipment, such as shin guards and a chest protector, should also be considered.

7. The Field

A. Home Plate

- (1) Extension Mat – The League uses a home plate extension mat. Any legally pitched ball that hits the plate or mat is a called strike.
- (2) Second Home Plate – The League uses two home plates. The second home plate will be located eight feet from the back tip of home plate on an extended line from 1st base. Defensive players must touch the original home plate/mat and runners must touch the second home plate. Runners touching the original home plate are out.
All defensive plays at home plate are force outs.
- (3) Commitment Line – A commitment line will be drawn on the line between 3rd base and the original home plate. This line will be 20 feet from the original home plate.

B. First Base

- (1) The League uses a double first base bag. The inside (white) bag is used for defensive putouts while the outside bag (orange) is used by a runner not making an attempt to run to 2nd base. If the defensive play is being made from the 1st base foul territory, the defensive man can use the orange bag and the runner can use the white bag.

C. Outfield Arc (National Division Only)

- (1) All 4 outfielders must be behind a 180-foot arc until the ball is hit or crosses the plate.
- (2) Violation will result in the hitter being awarded a two-base hit and all runners advancing two bases.

8. Batting

- A. Ball-Strike Count – Batters will begin with a one ball, one strike count during regulation play. In extra innings batters will begin with a three ball, two strike count.
- B. Two-Strike Foul Ball – A batter is allowed one two-strike foul in regulation play. A second foul ball results in an out.
- C. Home Runs – At any time in the game a team can hit only one more home run than its opponent has hit (“one-up”). Disallowed home runs will be regarded as singles with all runners advancing one base if forced. An allowable home run which scores the inning maximum run(s) ahead of the hitter counts towards the team’s home run total.
- D. The home team in the last inning is allowed to go one-up.

9. Base Running

- A. Sliding – Runners may slide at all bases including the second home plate.
- B. Overruns – Runners overrunning 2nd and 3rd bases are subject to putouts.
- C. Courtesy Runners – Unlimited courtesy runners are allowed subject to the following.
 - (1) A player may be a courtesy runner only once per inning.
 - (2) A courtesy runner may be any player, active or reserve.
 - (3) If a courtesy runner is on base when his time to bat occurs an out is registered on the base and the courtesy runner is allowed to bat.
 - (4) A courtesy runner may not be used for an existing courtesy runner except for an injury.

10. Pitching

- A. Pitchers Rubber – A 24 inch wide by 8-foot deep “box” extending behind the regulation pitching rubber towards second base.

11. Disciplinary Actions

- A. A player ejected from a game will be suspended for one additional game.
- B. A second ejection within the same playing year will result in a one calendar year suspension.
- C. A player who knowingly introduces an altered bat into a game will be suspended from the League for a period of one calendar year.

12. Tournament and Championship Games – Rule Modifications

- A. Special rules in effect for season-ending tournaments and championship games include
 - (1) All Tournament Games
 - (a) No replacement players may be used without prior approval by the Competition Panel.
 - (b) All defensive players must be in the batting lineup.
 - (2) Championship Games
 - (a) No time limit
 - (b) No mercy rule
 - (c) Two umpires
 - (d) Home team decided by coin flip (tournament games if/when seedings become insignificant and all championship games)