

SSFA 55 PLUS ZONE & PROVINCIAL SLO-PITCH RULES AND PLAYOFF INFORMATION

Slo-Pitch Softball Canada Rules (SCR) shall apply along with Non-Official (Non-Off. R) Special Senior Playing Rules.

A. THE TEAM

1. A team will consist of a maximum of 14 players, including coaches/managers.
2. Each team will be allowed to play either 10 or 11 defensive players, two of which must be of the opposite gender.
3. Substitutions must be male (or female) for male and female for female.
4. Official line-up cards are to be completed and submitted to the official scorekeeper or umpire and a copy to the opposing coach at the start of the game. The line-up shall list the first and last name and uniform number of each player and substitute.
5. All players listed on the batting line-up card must wear the same colour ball shirt and must have a number on the back of the shirt with no duplication of numbers.
6. Each team will supply its own scorekeeper.
7. Whenever possible, the home team will be assigned and when this is not possible, the home team will be decided by a coin toss.

B. THE PLAYING FIELD

1. Distance between bases shall be 65 feet.
2. The home plate/strike mat (Non Off.R) is to be a 24" X 42" mat placed over the original home plate. (The entire mat can be used for a put out)
3. Pitching distance (Non Off.R) shall be a minimum of 50 feet up to a maximum of 60 feet. Both distances should be clearly marked.
4. A double (safety) base is to be used at 1st base (SC,R2) with the orange portion belonging to the batter/runner alone, on his/her first attempt at reaching first base. If the batter/runner is restricted/hindered in any manner in getting to the orange base, they will be called safe.
5. The commitment line (SC,R2) is a line 21 feet from home plate perpendicular to the 3rd base line. (Runners crossing or touching this line must continue home)
6. A safe plate or scoring line (SC,R2) shall be used for the player running from 3rd base to home.

C. THE GAME

1. A regulation game will consist of 7 full innings.
2. A game called by the umpire (SC,R5) shall be regulation if 5 or more innings have been played, or 4 ½ innings, if the home team is ahead.
3. The 5 run per inning rule (Non Off.R) is in effect, except the last inning, which is open.

4. The mercy rule will apply (Non Off.R). The game will end anytime after 4 ½, 5, 5½ or 6 innings of play, if there is a difference of 12 runs.
5. Game tie breaker (SC,R5). Starting at the top of the 8th inning and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on 2nd base. This player can be replaced with a courtesy runner once he/she/ has reached 3rd base. (The courtesy runner rule must be followed)
6. Registered umpires must be used for all games.

D. EQUIPMENT

1. Bats: Miken Ultra II and Titanium bats so labelled will not be allowed. Bats must be labelled 1.20 BPF.
2. Balls: The official ball shall be a 12" yellow ball with a .44 COR, 375 comp. Balls must not exceed .47 COR, 375 comp.
3. Shoes: (SC,R3) No metal cleats are allowed, nor are hard plastic, nylon or polyurethane spikes allowed.

E. SENIOR PLAYING RULES (Non Off.R)

1. Pitching – a legally delivered ball with an arc of 6 feet minimum to 12 feet maximum from the ground, striking any part of the strike mat before it touches the ground is a strike.
2. *Female batters are allowed to bunt, infielders must remain outside the 1st – 2nd and or 2nd – 3rd baselines until the ball is contacted. Outfielders are to maintain normal playing positions, rover(s) may position themselves anywhere in the outfield.
3. If a male batter, who is batting just before a female, is walked on 4 straight pitches, he is awarded 2nd base. The female batter must bat.
4. On a 3rd strike foul, the batter is out and the ball is dead
5. *There is to be no tag on the runner by the catcher or other defender, between the commitment line and the safe plate or scoring line. Tagging runners between bases is allowed, (above exception)
6. *Overrunning of 2nd and 3rd base is NOT allowed.
7. Sliding into bases is not permitted. Runners may slide or dive, when returning to a base. Runners sliding, when advancing to a base shall be called out.
8. Runners shall be called out for contact with a defensive player, while he/she is making a play on a batted ball.
9. If the umpire rules deliberate contact on the part of a defensive player, the runner shall be called safe.
10. Courtesy runner – Only one courtesy runner is allowed per inning and must be the last out. (See also 11a)
11. a) A courtesy runner, which is the last out (or next previous out) will be permitted for one player from home per game. Team managers and home plate umpire shall agree before the game commences, which batter requires a runner from home. (This is in addition to the runner in rule 10)
b) A courtesy runner from home must start 6 feet behind the extension of the

3rd base line.

c) A courtesy runner from home who runs before the ball is hit shall be called out.

d) A batter who requires a courtesy runner and hits the ball, must stay in the batter's box until the runner reaches 1st base or is put out. The courtesy runner will be called out if the batter leaves the box before the play is finished. The batter may leave the batter's box only to avoid interfering with a play being made.

12. If a player is injured and there is no substitute available, that player can be removed from the game with no penalty. The game may continue with the injured player's name scratched from the batting line-up.

13. Runners may NOT step off or leave a base before the batter contacts a pitched ball, if a runner leaves a base before the batter contacts the ball they will be called out for leading.

TOURNAMENT TIE BREAKER PROCEDURE

To determine the order of finish if 2 or more teams are tied.

1. Use overall win-loss record. If still tied, use
2. Record between tied teams. If still tied, use
3. Score plus minus differential between tied teams. If still tied, use
4. Total runs scored in tournament. If still tied, use
5. Total runs allowed in tournament. If still tied, use
6. Toss of coin.

PROTESTS

Protest shall not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of the umpire. Only the following will be considered.

1. Misinterpretation of a playing rule.
2. Failure of an umpire to apply the correct rule to a given situation.
3. Failure to impose the correct penalty for a given violation.
4. Protests regarding eligibility as outlined in the SSFA 55+ Rule Book.
5. The formal written protest should be in accordance to the SSFA 55+ Games procedure.
6. The Team Representative is the only person to discuss a call or ruling with the umpire.