

Pacific Asian American Senior Softball - 2024 RULES

NCSSA rules with modifications will be used for this tournament

PITCHING

- All pitchers must wear a face mask.
- Pitch must be delivered with arc of 6 feet to 12 feet above the ground.

BATTING

- Batter's box is 3 feet wide by 7 feet deep. Batter must have at least part of each foot inside batter's box before the pitcher begins delivery. Any portion of the foot touching the chalk line is considered "in" the box.
- On the swing, the batter is considered out of the box when he has one foot on the ground completely outside the box when contact is made (fair or foul ball). This is a dead ball out.

BALL/STRIKE COUNT

- Batter starts with 1-1 count. He is allowed one foul ball (a courtesy or waste foul) *once he has two strikes.*
- Courtesy foul hit backward still must go over the batter's head to be caught for an out, just like other foul tips.

ROSTER

- All players must be currently 55yrs or older to play.
- Birth Certificates for Asian players must be provided with roster submittal unless player has played in our APIP Tournament. Players who played in our APIP tournament and wants to play on a 55 and over senior team must provide a current driver's license for proof of age.
- Non-asian players must have a current SSUSA National ID Card showing 55 or over status in order to play and will need to be shown at check-in.
- Rosters are limited to 20 players.
- Please list players age on roster, as this will help determine the given run rule based on rosters average age group as well as defense.
- A senior player of asian decent is allowed to play on a ASA Novice or Open team if game time schedules do not conflict.



BASE RUNNING

- A runner must make every effort to avoid collisions. If in umpire's judgment the runner misses base to avoid a collision, he may be called safe. If in umpire's judgment he fails to avoid a collision, he may be declared out.
- A base runner may tag and advance on any fly ball caught in the field of play, fair or foul. The ball remains live.

COURTESY RUNNERS

- Any player listed on the lineup card may be used as a courtesy runner.
- A courtesy runner is in game when he steps on base. He must notify the umpire he is entering, and be acknowledged by umpire, before pitcher is ready to deliver first pitch.
- A courtesy runner may enter only between at-bats (not during an at-bat). Umpire shall prohibit request for courtesy runner to enter during at-bat.
- Once in the game, the courtesy runner cannot be replaced for another runner unless injured seriously enough to leave game. A runner lifted for a courtesy runner may not return to a base that inning.
- A courtesy runner may be used for a base runner at any base, but the same player can act as a courtesy runner only once per inning. If he runs again, an out is declared after he touches a base the second time as a courtesy runner.
- An illegal courtesy runner is committing a continuing violation and can be called out any time on base or after scoring and before first pitch to next batter.
- Should a courtesy runner be on base when his turn at bat arrives, the courtesy runner is declared out on the base then takes his turn at bat.

COMMITMENT LINE

- Placed 30 feet up the third base line from the front edge of home plate.
- Once a runner touches or crosses the commitment line, he cannot retreat toward third base for any reason.
- A retreating runner is declared out the moment he re-crosses the line.
- Runners tagged after **BOTH feet** have touched/crossed the commitment line are declared "safe" and are not required to continue to the scoring line/plate.
- These are live ball calls. Umpires should make the appropriate call then focus on any remaining runners.

SCORING LINE/PLATE

- All plays at home are treated like force outs for the out/safe call.
- Runners must have a foot on the ground touching the scoring line / scoring plate (or have foot down past the line) before a defender possessing the ball touches the strike mat. Note: A runner's foot on the ground beyond the scoring line/scoring plate is deemed to have touched the plate.
- Runners are out at home if they cross through any of the batter's box.

DEFENSES

- The number of defenders for each division varies. The short-handed rule allows teams to play one defender short of their base defense.
- Teams with 55yr+ players with less than 10-60yr+ players on roster will play with 10 defenders
 - Teams with 10 or more 60yr+ players on roster play with 11 defenders.
 - Teams playing with 11 defenders must have 6-60yr+ players on field at all times.
 - Short-handed teams must take an out the first time an injured/missing batter misses an at-bat. After that, simply skip the batter without penalty. If a team becomes short-handed due to a player ejection, an out is recorded each time the missing spot comes due.

FAIRNESS RULE

- Teams should be mixed in ages to play rather than one age group as we would like this to be a friendly fun tournament for seniors to play. i.e. A 55yr old team playing against a 70yr old team.

FLIP-FLOP RULE

- Mandatory when home team trails by 10 or more runs entering the open inning. In this case, home team bats first in open inning. If home team still trails after three outs, game is over. If game is tied or home team takes lead, the visiting team gets its at-bat.

MERCY RULES

- All other divisions: 20 runs after four innings or 15 after five innings. (These teams may score up to 5 runs per inning until open inning.)
- End game during visitor's at-bat if home team is mathematically eliminated (cannot prevent mercy rule).

HOME RUNS

- Home runs (and four-base awards) are walk-offs. No need to touch a base for each game.
- All home runs over the limit are dead ball outs.
- A limit of 5 home runs per game.

OPEN INNINGS

- Umpire must announce time has expired the moment it occurs.
- Once time expires, finish the inning in progress. The next inning (or the seventh inning if reached first) is the open or unlimited-run inning.
- Failure to make the "time has expired" announcement will result in an additional inning being played.



FEES

- Team registration of \$485 along with the Senior approved roster must be in by deadline tournament date. Team fee includes insurance.
- If a team drops out of the tournament after the cut-off date, they will lose their entry fee (No Refunds).

BATS AND BALLS

- Bats must be marked with the SSUSA/NTS Logo, or marked SSUSA approved (or have SSUSA logo), with 1.21 BPF or less.
- Official ball being used will be Baden Fire 44/375, Trump 44/375

START OF GAME TIME

- Start game clock when plate conference ends: 70 minutes for each game.

KEY GAME DUTIES

- Record all runs scored and home runs hit. Confirm score and homers hit with each bench every half inning.
- Record substitutions on the back of the game card **as they occur**.
- Track the number of balls hit over the fence, even if they are outs.
- Starting with the fourth inning, clearly announce time remaining to both teams at each half-inning break.
- Eject players for F-bombs or intimidation tactics towards umpers or opponents.

TIE-BREAKER

- If open inning ends tied, each team begins the extra inning with the last completed batter from the previous inning at second base.
- Teams cannot use a courtesy runner or substitute until that player has advanced at least one base.
- Should the proper runner be unable to continue due to injury, an out is recorded and the next previous batter becomes the proper runner.
- All international tie-breaker innings are open innings.

GAME NOTES

- Batting team is allowed 2 on deck batters.
- Home team decided by coin flip in all games.
- Home team to keep scorebook.
- Team players must wear a softball jersey of choice with a number.
- No duplicate numbers will be allowed in the lineup or within team. Managers will be responsible for this.
- A maximum of 15 players will be allowed on the lineup card.

MUSIC/NOISE-MAKERS

- Artificial noise-makers and music are allowed as long as they don't interfere with the game or contain inappropriate language.
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