



2024 Softball Rules for the 50+, 60+, and 70+ Leagues

1. OBJECTIVE

To provide a recreational outlet for senior softball players by forming competitively balanced teams from among the individuals registered in each league.

2. GENERAL RULES

All rules and regulations of the SSUSA ([Senior Softball USA](#)) shall apply except where superseded by these PPRSSA rules.

3. REGISTRATION

3.1. **Age Qualification:** The association will establish age restrictions for each league:

50+ League – Men 50 and over, Women 40 and over

60+ League – Men 60 and over, Women 50 and over

70+ League – Men 70 and over, Women 60 and over

Any team knowingly violating the age qualification rule will automatically forfeit that game.

3.2. **Registration Fee:** Registration will be on an individual basis at a yearly fee set by the PPRSSA Board.

3.3. **Draft and Number of Teams:** Each league will make every effort to place all registered players on a team during the draft. To ensure we maximize the number of games played PPRSSA will not create an odd number of teams in any league. In the event the number of players registered results in an odd number of teams in the league then all players in excess of the desired capacity will be held on a reserve list. Should any player withdraw from the league prior to the draft then players will be pulled from the reserve list based on their original date of registration. Once the draft is complete, if a player drops from the league then the League Rep will assign players from the standby list to any team with a vacancy based on the **Player ADD/MOVE** policy on the [RULES](#) page.

4. DRAFT PROCEDURES

4.1. No designated Assistant Managers will be placed on teams. Managers may bring someone to help with drafting but these individuals will not be automatically placed on the team they are helping and are available to any manager to draft. Managers who feel they need the support of an Assistant Manager during the season should factor this into their drafting strategy.

4.2. Manager's draft position (round) will be determined by the league in advance of the draft. Manager's draft position will be based on the manager's rating and the overall number & skill set of players in the general draft.

4.3. League may establish guidelines for drafting women in or before specific rounds. The round will be determined by the league coordinator based on the number of women in the draft.

4.4. League may establish guidelines for drafting players in specific rounds if they've requested and been approved to play together. The rounds will be determined by the league based on the skill level of players involved.

4.5. Managers will draw numbers for order in the draft

4.6. Draft will follow a Serpentine Order (i.e. 1-6, 6-1) until all players are selected.

4.7. At the conclusion of the draft managers may request trades, which will need to be approved by the league coordinator and PPRSSA commissioner.

4.8. PPRSSA commissioner will review the final team rosters to ensure competitive fairness. Commissioner will work with teams to address any concerns.



5. **NUMBER OF PLAYERS TO START AND FINISH GAME**

Teams must start with a minimum of 8 rostered players. If a team starts with 8, there is no penalty for missing players. See details in "Teams without enough players". The 50+ league will field no more than 10 defensive players, 60+ and 70+ leagues are allowed to field up to 11 defensive positions.

6. **TEAMS WITHOUT ENOUGH PLAYERS**

- 6.1. A team with fewer than 11 (10 for 50+) players may augment the team with other players to bring the team up to full strength by requesting a maximum of two subs from the League Representative.
 - 6.1.1. Augmented players must meet the age requirements for the league and either be registered as a standby player for that league OR be a rostered player in another league. Loaning players from a team in the same league is not permitted.
- 6.2. Once a sub player is requested the League Representative will make a reasonable effort to find a player, regardless of skill level, to fill the vacancy. A manager may not decline the player assigned to their team.
- 6.3. Augmented players bat and play defense with the team they have joined for that game.
- 6.4. When a team has less than 11 (10 for 50+) players and no additional players are made available then the opposing team must supply a catcher for defense only.
- 6.5. Should a player be lost due to injury or emergency during the play of the game, teams may replace the injured player in accordance with the above rules. Teams will not be charged an out if a player is removed from the lineup.
- 6.6. After a game begins, if the participating teams have complied with the above rules and one or both teams still do not have at least 8 players, a team may agree to play with the available players or forfeit the game.

7. **SELF-OFFICIATED GAMES**

- 7.1. The 1st base coach will be the umpire for calls at 1st base and at home plate.
- 7.2. The 3rd base coach will be the umpire for calls at 2nd and 3rd base.
- 7.3. If the 1st and 3rd base coaches fail to make a safe/out call, whether due to distraction or being out of position, the base runner will be declared out for any close or contested call.
- 7.4. The catcher will act as the umpire to call balls and strikes.
- 7.5. The infield fly rule is not applicable in the 60+ and 70+ leagues
- 7.6. Any umpire can call illegal pitches, foul balls and infield fly (where applicable).
- 7.7. For any disputes the two team managers should talk it over to get the correct call.
- 7.8. In the event any player or manager feels that field conditions are unsafe then play may be temporarily halted. The team managers should alert the league coordinate to discuss and only the league coordinator, with input from P&R, can suspend play. Incomplete games will not be made up. A shortened game may be considered complete based on SS USA rule 5.4

Note: An infield fly is a fair fly (not including a line drive) which can be caught by an infielder **with ordinary effort**.

Note: A foul ball call is given orally but a fair ball is indicated by the umpire pointing to fair territory.

8. **GAME PROCEDURES**

- 8.1. **Game:** Games will be seven (7) innings. Every effort should be made to play a 7-inning game. However, when circumstances warrant, BOTH managers may agree to shorten a game to five (5) innings. BOTH managers must agree to shorten a game or the game will go the normal 7 innings. The final planned inning, and subsequent extra innings, will be "OPEN".



- 8.2. **Ball/strike count:** Batters are allowed 4 balls and/or 3 strikes. All batters will start with a 1-1 ball/strike count. There will be a "waste foul" available to a batter after there are two strikes in the count.
NOTE: Any batted ball that hits the Pitcher's screen is a foul ball, tracked as any other foul ball.
- 8.3. **Ball:** A 12-inch ball (COR 44/375) will be used. Balls are supplied by the league. Any team introducing a ball not supplied by the league is subject to forfeiture if the opposing team protests.
- 8.4. **Bats:** Players may use any certified bat up to a max of 1.21 BPF. Wooden bats are not allowed.
- 8.5. **Bases:** Bases are set by Park & Rec and will be at 70 feet.
- 8.6. **Scoring line:** A straight line will be drawn from the front edge of home plate, nearest foul territory. A line will be approx. 10 feet. This line represents the second home plate. Base runners must step on the line or touch the ground beyond this line.
- 8.7. **Strike Mat:** A mat will be used to determine the strike zone. A legal pitched ball hitting the plate or mat is a strike.
- 8.8. **Scoring:** Through the 6th inning, teams can score a maximum of 5 runs per inning. After the 6th inning, scoring is unlimited.
- 8.9. **Mercy Rule:** If a team is ahead by 20+ runs after four innings or 15+ runs after five innings have been completed the game shall be declared a complete regulation game.
- 8.10. **Tie game:** Games tied after seven innings will continue, with the international tie-breaker rule, until one team is ahead after the completion of any subsequent inning.
INTERNATIONAL TIE-BREAKER RULE: Teams start each half-inning with a runner on second base. The runner is the last batter of the previous inning whose turn at bat had been completed, assuming a position on second base. No substitute or courtesy runner may replace him until he has reached third base. If the game is still tied after one extra inning, the pitch count will default to one pitch per batter. A pitch that is fouled, swung at and missed, or hits the plate/mat, the batter will be out. The batter will be awarded first base if the pitch is not swung at and does not hit the plate/mat.
- 8.11. **PITCHER NET RULES:**
 - 8.11.1. Pitcher's Net will be placed 40 feet from the back of home plate, between the pitcher's rubber and home plate. Pitchers must pitch from behind the net and the pitch must go over the net's frame.
 - 8.11.2. Pitchers must remain behind the net until the batter makes contact with the ball. If a pitcher moves from behind the net to take a defensive stance outside the net before the batter makes contact with the ball, the pitch is ruled a "dead ball" and the batter will be awarded first base and other runners will advance one base if forced to advance. The offensive team has the option to take the results of the play if the batter goes ahead and hits the ball. The catcher or either base coach can make the call that the pitcher was positioned outside the net before the batter made contact with the ball.
 - 8.11.3. A batted ball hitting the Pitcher's screen is a foul ball and treated as any other foul ball.
 - 8.11.4. On a called infield fly, if the ball hits the screen it will be a dead ball, the batter is called out and runners do not advance.
 - 8.11.5. On any other fly ball (not an infield fly situation), ANY batted ball that hits the screen before a fielder can touch it, it's a FOUL ball.
 - 8.11.6. If a thrown ball by the defensive player hits the pitcher's net during live play the ball remains LIVE.



- 8.11.7. The ball will be DEAD if the ball becomes blocked in the net. If a runner beyond 3rd base has passed the commitment line, he will be awarded home. All other runners will return to the last base touched at the time of the blocked ball.
- 8.12. **FLIP-FLOP:** The flip-flop rule will be invoked in any game when there is a 10-run differential in favor of the visiting team at the start of the "open inning." If the visiting team is ahead by ten or more runs, the home team will remain at bat and start a new at-bats (beginning their seventh or last inning at-bats), meaning all runners then on base will return to the dugout. It will be an open inning. If the home team fails to tie or go ahead of the visiting team, the game ends and the visiting team wins. If the home team ties or goes ahead, the visiting team takes its turn at bat.
- 8.13. **Number of Players:** Before the game begins, the opposing team manager should be notified of the number of players batting. Players may take the field on defense without regard to the re-entry rule. Teams will not be charged an out if a player is removed from the lineup. 11 defensive players for the 60+, and 70+ leagues will be the norm for a game, 10 for 50+ league.
- 8.14. **Pitching height:** The pitching height of a legal pitch must be from six to 12 feet above the playing surface. If a pitched ball hits the pitching screen, it is a "ball".
- 8.15. **Pitching Box:** The pitcher can pitch anywhere between 50 and 60 feet from home plate.
- 8.16. **Infield ball:** An infield ball is allowed when the pitcher is taking warm up pitches in the first inning only. The pitcher is allowed ONE minute to complete the warm up pitches after the first inning.
- 8.17. **The 200 foot line:** In 50+ league 4 outfielders (3 if playing with only 9 on defense) must remain behind the 200ft line for all batters until contact is made with the ball. In 60+ & 70+ leagues 4 outfielders (3 if playing with only 9 on defense) must remain behind the 200 ft. line for female batters until contact is made with the ball. In all leagues, any player may throw the female runner out at first base. Any violation of the 200-foot line will result in a dead ball, the batter is awarded first base and other runners do not advance unless forced.
- 8.18. Rain out games will not be made up. A week missed due to weather will be postponed. The league schedule will be updated and games will continue the following week, maintaining the team match ups from the missed week. Games will be removed from the end of the schedule before the end of season tournament.
- 8.19. **Home Run:**
- 8.19.1. A home run is defined as any batted ball that goes over the fence in fair territory. "Inside the park" home runs are excluded from this rule. The home run batter may return directly to the dugout and all other runners may return directly to the dugout. This is known as "Hit and Sit."
- 8.19.2. There is no limit to the number of home runs that one team can hit. However, no team can hit more than 1 more home run than their opponent. If a team does hit a home run and they are already "1-up", the home run will be considered a walk.
NOTE - a walk is different than a single. For example, if the team batting has a runner on third when a 1-up home run is hit, the runner does not score (unless forced to do so).
- 8.19.3. Home run rules do not change in open or extra innings. Going "1 up" and walk-off home runs are allowed.
9. **SLIDING OR DIVING**
- Sliding or diving at home or initial contact at first base is not allowed. Sliding into 2nd or 3rd base and sliding/diving back to any base will be allowed.



10. TAGs / ATTEMPT TO ADVANCE

- 10.1. **TAGS ARE ALLOWED.** The runner must avoid collision even in the event of a tag. The runner may not swipe at the player attempting to tag in an attempt to dislodge the ball. In a run-down situation or in any situation that would require a tag, the defense needs to tag the runner. This rule does not apply at home plate; the defense must always touch either the strike Mat or the white plate to force the baserunner at home.
- 10.2. Runners shall be called out for contact with a defensive player if, in the umpire's judgment, the contact could reasonably have been expected to minimize or avoid contact under the circumstances and failed to do so.

11. INTERFERENCE/OBSTRUCTION

No runner may touch/interfere with a fielder who is in the process of fielding a batted or thrown ball. If interference occurs, the runner who contacted the fielder is out, the ball becomes dead, and the batter-runner, if appropriate, is awarded one base. A fielder, not about to receive a thrown ball, should not stand on a base while the runner is advancing to that base. If a fielder is standing on a base in this situation, this is Obstruction.

Note: Any Obstruction/Interference situation may be appealed and the two team managers will resolve the issue.

12. TOUCHING THE SECOND HOME PLATE (SCORING LINE)

- 12.1. A straight line will be drawn from the front edge of home plate, nearest foul territory. This line represents the second home plate. Base runners must step on the line or touch the ground beyond this line.
- 12.2. If the base runner touches the original home plate, or enters the batter box, he/she will be automatically out.
- 12.3. The base runner may be retired at home plate on a non-force situation without a tag. The defensive player only has to hold the ball while either touching the strike mat or the original home plate.

13. COURTESY RUNNERS

- 13.1. Unlimited courtesy runners are allowed each inning. Any player on the roster may be used as a runner; however, an individual may be used only once per inning as a courtesy runner.
- 13.2. A courtesy runner will be called out if they enter the game a second time within the same inning. Touching the bag constitutes entering the game.
- 13.3. A courtesy runner whose turn at bat comes while he/she is on base will be replaced with another courtesy runner who will run in his/her place, no out will be called.
- 13.4. A courtesy runner from home plate to first base is **not** allowed. Each batter must reach first base on their own. Once on or beyond first base, a courtesy runner is allowed.

14. END OF SEASON STANDINGS

Tie breakers for season will be determined by:

1. Head to head record, winning % if more than 2 teams
2. Head to Head total runs against (lower RA wins)
3. Coin flip