

Kansas Senior Games Softball Rules

- This tournament will be conducted in accordance with Amateur Softball Association (Senior) Rules, except as modified herein. Please visit <http://www.teamusa.org/USA-Softball> for a copy of these rules.
- **STRIKE ZONE MAT:** A strike zone mat will be used in all games to determine balls, strikes, and outs at home plate. The top of the mat will be placed at the top of home plate. The mat will measure 21 inches wide and 35 inches long with a white home plate centered at the front of the mat measuring 17 inches across the front, 8½ inches down each side, and 12 inches diagonally to a point nearest the catcher. A legal pitch not swung at, that strikes any part of the strike zone mat or home plate shall be called a strike by the umpire.
- **PITCHER'S PLATE/BOX:** The pitcher's box consisting of the area from the front of the pitcher's plate, 50 feet from home plate, and extending back 6 feet and 24 inches wide perpendicular to the pitcher's plate shall be used. The pitcher must release the ball after coming to a complete stop with one foot or both feet in contact with the pitcher's plate or within the pitcher's box. One foot must remain in contact with the plate/box when the pitch is released with an underhand motion. A step simultaneous with the release of the ball may be taken in any direction with the free foot. The pitcher must be facing the batter when delivering the pitch. The catcher must remain within the lines of the catcher's box until the pitched ball is batted, touches the ground or home plate, or reaches the catcher's box. This area should be chalked off.
- **PLAYERS and SUBSTITUTES:** ASA rules for re-entry and extra player (EP) will apply. Extra players may play defense at any time provided the total number of defensive players on the field at any time does not exceed the total allowed for that age division.
- **LINE UP CARDS:** Official line-up cards must be presented to the opposing manager and scorekeeper 10 minutes prior to game time. Name of player, number and position must be indicated on line-up card.
- **BATTING LINE UP:** A team may bat up to 18 players, but all players must be listed on the roster and line-up card. The team captain has the option of batting all defensive players and 1 or 2 EP's or entire roster. This must be declared prior to the beginning of the game and indicated on the line-up card.
- **RUNS PER INNING:** There shall be a five (5) runs per inning rule, with unlimited runs allowed in the seventh or final inning.
- **MERCY RULE:** A mercy rule will be in effect for all games. The rule shall be 20 runs after four innings and 15 runs after five innings, ending the game.
- **HOME RUN RULE:** All teams will play under the 3-home run +1-up single rule. The first three balls hit over the fence will count as a home run. Subsequent balls hit over the fence by the same team will count as SINGLES until the opposing team has hit a ball over the fence (home run). Base runners may only advance one base per single over the fence. This rule shall continue throughout the entire game.
- **TIME LIMIT:** The length of a game will be seven innings or 60 minutes. After 50 minutes, the umpire shall announce that teams will finish the current inning and play one more. This last inning shall be played with unlimited runs allowed. This rule is designed to allow ample time to play 7 innings. Tie games after the seventh inning or at the end of regulation time will continue

until one team is ahead after the completion of any subsequent inning using the international tie-breaker rule.

- Women age divisions 70+ and 75+ can run through 2nd and 3rd base without the possibility of being tagged out, unless an attempt is made or a turn toward the next base is indicated.
 - COURTESY RUNNER: All batters must reach first base on their own accord. An unlimited number of courtesy runners may be used per inning. A player may only be used as a courtesy runner once per inning (except Women 70+ and 75+ which may have a courtesy runner as many times as needed per inning). A courtesy runner may not be replaced by another courtesy runner except for injury causing removal of the original courtesy runner permanently from the game. A courtesy runner on base when it is his/her turn at bat will be declared out as the runner. Another courtesy runner may not be used to circumvent this rule.
 - TEAM CLOTHING: Team clothing must be of like design and color. Jerseys must have a number on the back. No players on the same team may wear the identical numbers.
 - LEGAL PITCHING HEIGHT: The ball must be delivered with perceptible arc and reach a height of at least 6' (feet) from the ground, while not exceeding a maximum height of 12' (feet) from the ground.
 - BALLS: The Men's Divisions will play 12" slow pitch (.44 cor and a compression rating of no more than .375 psi). The Women's Divisions will play 11" slow pitch (.44 cor and a compression rating of no more than .375 psi).
 - BATS: All bats with a BPF of 1.21 or less will be legal for play. All bats used in play must be stamped with a BPF of 1.21 or less, and must have either a manufacturer installed non-slip grip surface, or a minimum of one wrap of tape. Bats without the BPF stamped on the bat will be considered illegal. A bat is not required to bear an ASA certification mark. NOTE: this rule is an approved exception to the ASA bat policy and will be utilized in state qualifying games and the 2017 Summer National Senior Games. All bat models approved for senior play by ISA, ISSA, SPA and SS-USA will be allowed for tournament play in NSGA.
 - All bats will be inspected by officials prior to the start of play. Players will be responsible for bringing their bat to the inspection area.
 - State qualifying games and the Summer National Senior Games will utilize a double first base, a second home plate, 70' (feet) base paths, 20' (feet) commitment line between 3rd base and home plate and a 6' (feet) pitching box.
 - COMMITMENT LINE: A 6 foot line drawn perpendicular to the 3rd base line, beginning at the base line and extending into foul territory. This line is located 20 feet from point of home plate, measured along 3rd base line. Once a runner's foot touches the ground on or past the commitment line, the runner may not return to third base; the runner must continue on toward the scoring plate. Violations will result in an out.
 - SCORING PLATE: A scoring plate shall be placed 8 feet from the back tip of home plate on an extended line from first base. A line shall be drawn from third base to the scoring plate. The scoring plate is for use by the offensive player only.
 - All plays at the plate shall be force plays. A defender shall record an out at the plate by having possession of the ball and tagging home plate prior to the runner touching the scoring plate. If a defender attempts to tag an offensive player at the scoring plate, the runner shall be called safe. A runner who attempts to score by touching other than the scoring plate shall be called out.
- PLAYERS WHO VIOLATE THIS RULE ARE SUBJECT TO EJECTION FROM THE GAME.**

- **DOUBLE BAG/MAT:** A double bag/mat of equal size shall be used at first base, the double portion of the bag or mat being in foul territory abutting first base. For the purposes of plays at first base, the entire bag shall be considered to be in fair territory.
- **RUNNER'S LINE:** A runners line measuring 3 inches wide and 30 feet long shall be marked parallel to, and 3 feet away from, the first base foul line in foul territory, extending from first base back toward home plate. Runners shall stay between this line and the foul line while running to first base. Failure to do so will result in the runner being declared out.
- **METAL CLEATS:** Metal cleats will not be permitted. Players found wearing metal cleats will be ejected from the game and, if on base, a "dead ball out" will be called. If there are less than 3 outs, any players on base must return to the base occupied at the time the ejected player came to bat.
- **SLIDING OR DIVING:** A player may slide or dive into any base and when returning to any base. Runners shall be called out for contact with a defensive player if, in the umpires' judgment, the contact was deliberate or if the runner could reasonably have been expected to minimize or avoid contact under the circumstances and failed to do so.
- **RUNNER HIT BY FAIR BALL:** A runner is not out when hit with a fair, untouched batted ball that has passed an infielder, excluding the pitcher, and, in the judgment of the umpire, no other infielder had a chance to make an out.
- It is highly recommended that the catcher wear a protective mask, which she/he must provide.
- **CHECK-IN (PLAYERS AND BATS):** All players will be required to check-in with KSG officials and have bats inspected, prior to play.
- **PITCHING SCREEN:** MAY be used as a protective device for the pitcher. If one team wants a pitching screen, both teams must use it.
- Any ball striking the pitching screen will be considered a "STRIKE". A ball striking the screen on a "courtesy foul" will constitute an out.