

CUMBERLAND VALLEY SUPPLEMENTAL SOFTBALL PLAYING RULES

OPERATIONAL GUIDELINES (Revised 6/2023)

1. Official Senior Softball-USA (SS-USA) slow-pitch softball rules apply, except as modified/reinforced herein. (see seniorsoftball.com — click on tab Tournaments + Rules) All CVSL players are expected to abide by the Code of Ethics as outlined on page 2 of the SS-USA rules document.
2. Equipment:
 - a. All bats with a BPF rating of 1.20 (men age 59 and under) and 1.21 (men age 60 and older and women aged 35 and older) are authorized for use except for those bats which are considered illegal per SSUSA rule 3.4.
 - b. Managers are responsible to assure that players on their team do not use illegal bats. If an infraction of the rule is identified prior to the 1st pitch being offered to the next batter, the violating batter will be called "out", with no base runners advancing.
 - c. Softballs used for league play are determined by the Softball Advisory Board (SAB) annually and guided by SS-USA rule 3.5.
 - d. Safety Net
 - i. The safety net is part of the field of play. Any ball struck by the batter that hits the net which a defensive player has not touched is considered a dead foul ball.
 - ii. A fielder may make a play on any batted ball that has not touched the net.
 - iii. If the safety net is struck by a throw from the infield or outfield the ball is still in play unless it exits the field and goes out of bounds at which time the runners advance per current USAA rules.

iv. The net will be placed 18" in front of the pitching rubber and on the side of the pitcher's glove hand. The net pole will be in line with the outside of the pitching rubber.

3. Fielding a team.

- a. All team members will be included in the batting order and play at least one half of the game on defense. A player may choose to not play defense if due to an injury or health related issue.
- b. A team may play with no less than nine players. If a team has less than ten (10) roster players, the manager may acquire an Extra Player as needed to reach 10 players.
- c. Replacement Player (RP): An RP must be a qualified CVSL member and may come from the opposing team or from a team not playing that day. The RP shall bat last in the batting order.
- d. If a replacement player is not available, then the opposing team will supply a defensive player (catcher) to the shorthanded team to bring the total to 10 players. In the 1st inning it will be the last batter in the order if no one has batted. In all other innings this person will be the last batter to complete an at bat from the previous inning. If that person comes to bat while playing defense, then the last batter not on base will take his place on defense.
- e. If a roster player arrives after the start of a game, then that player will be inserted into the field position in lieu of the replacement player and the replacement player has the option to only bat unless due to injury by another player. The roster player will retain his batting position at the end of the lineup behind the RP.
- f. If a player must leave the game prior to its completion, the team will not be charged an out due to the vacancy. The line-up simply "collapses".

4. Courtesy runners

- a. A courtesy runner may also be employed for a player already on base.
- b. In all cases the courtesy runner chosen may run bases just one time per inning. If a courtesy runner is on base when his turn due, then the courtesy runner on base is recorded as an out and the base is now considered open after which the courtesy runner can assume his position in the batting order.
- c. A courtesy runner must be the same gender as the batter unless there is no other option.
- d. A runner who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning. [SSUSA 8.5(2)]
- e. 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. [SSUSA 8.5(3)]

5. The Game

- a. Plays at Home Plate: On all plays at home, the defensive player needs only to be in possession of the ball and touch home plate or the strike zone mat. An out will be recorded if home plate or strike zone mat is touched before the runner touches the scoring plate. Tagging the runner in this situation is not allowed. A runner that crosses the commitment line between third base and home cannot return to third base.
- b. Use of more than the normally identified infielders is prohibited.
- c. Intentional walks are allowed and may be called for by simply a motion by the pitcher. In Coed leagues, a walk to a male batter that is preceding a female will result in a two-base award. The next batter (female) shall bat. Exception: With two outs, the female batter has the option to walk or bat.
- d. A strike out shall be called on the third strike foul ball if the courtesy foul has already been used.
- e. Female players must be preceded in the batting order by a male player and must have a male player follow them in the batting order.

The only exception is if you have more female players than male players.

- f. Home Run limits - Each team will be limited to 3 "over the fence" home runs per game. Each "over the fence" homerun over the limit is a dead ball out and any base runners cannot advance (**exception: when playing on Field 2 excess homeruns will be treated as a walk.**). Any ball that hits the front of the building in left field on Field 2 is still in play.
- g. If a tie score exists after the completion of a regulation game teams will 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 substitution or courtesy runner may replace him until he has reached third base. EFFECT: If the last batter of the previous inning cannot continue to play because of injury, illness, etc., he will be declared out and the next previous out will be the tie-breaker runner. [SSUSA 5.4(2)].
- h. A game is legal when 5 1/2 innings are played and the team that is behind has batted in the 6th inning.

6. Safe Zone.

- a. The playing field shall have a marginal line in the outfield in the form of an arc for the purpose of forming a Safe Zone between the infield and outfield. The line shall be clearly marked so that it is understood by all players. All outfielders shall play behind the line until the ball is hit. Likewise, all infielders must remain in the dirt portion of the infield until the ball is struck.
- b. If early Safe Zone encroachment occurs by the defense, (judgment of the umpire) the batter shall be awarded first base and any runners on base will advance one base.
- c. The outfielder cannot throw a batter runner out at first base on a force play nor can an outfielder throw the ball to a cutoff fielder and that person then throw to first base in an attempt to throw out a