

CUMBERLAND VALLEY SUPPLEMENTAL SOFTBALL PLAYING RULES

OPERATIONAL GUIDELINES

(Revised 5/2025)

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 for assuring 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 board annually and guided by SS-USA rule 3.5.
 - d. Safety Net
3. 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.
 - i. A fielder may make a play on any batted ball that has not touched the net.
 - ii. 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 SSUSA rules.
 - iii. 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.
4. 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 play offensively (batter/runner) 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".
5. 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 may be either gender as the batter.
 - 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)]
6. 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 will be treated as a walk. **COED RULES ARE NOT IN EFFECT**. 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.

- i. If the pitcher is the first to touch a fair batted ball, the player is awarded first base and if there are players on base, they advance one base if they are forced to do so. This is considered a walk, and Coed rules apply.

7. 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 batter runner on a force play. If the batter runner rounds first base, he/she is no longer considered a batter runner and is now a runner and can be thrown out by any defensive player. All other base runners can be thrown out by any defensive player.
- d. When a batted ball touches the grass first no play can be made on the batter-runner.

8. Scoring Limitations.

- a. A team will be limited to scoring 5 runs an inning.
- b. In the final inning teams are not limited in scoring.
- c. When a team is ahead by 15 or more runs after 7 or more innings, the coach that is behind can decide to stop the game and the game will be declared a complete regulation game.
- d. The Flip-Flop rule will be used in the open inning as long as the home team is behind by 10 or more runs.

9. Make Up Games, Games that are canceled due to weather shall be rescheduled as soon as feasible by the two managers on a non-league day. Games that have been stopped due to inclement weather or darkness will fall under the guidelines of 8.a or 8.b as appropriate

- a. If less than 5 1/2 innings of the game has been played the game will be rescheduled by the managers on a non-league scheduled day and resume where previous game left off and continue as normal.
- b. If 5 1/2 innings have been completed and the home team is winning, then it will be considered a complete game.

10. Avoiding collisions

- a. Sliding is permitted; however, a slide cannot be used to aggressively take out the defensive player. If it is determined by the umpire that the slide was excessive/aggressive in nature the runner can be called out and if the intent of that play was to break up a potential double play, then the umpire has the discretion of also calling the other runner out as well.

- b. Individuals who repeatedly violate the aggressive sliding rule will be disciplined by the league with game suspensions or expulsion from the league.
- c. If during an attempt to turn a double play the lead baserunner, once it becomes apparent the lead baserunner is going to be out, should make every effort to get out of the base path so as not to impede the defensive player's throw. If the umpire determines the baserunner purposefully remained in the base path in an attempt to alter or interfere with the defensive players throw, then the batter can also be called out.

Additional SSUSA Rules NOT required by CVSL.

- Rule 6.17 Pitcher protective face mask- Recommended only
- Rule 4.6 Reentry-does not apply as all play the field and hit per CVSL rules
- Rule 4.7 Substitutes-does not apply
- Rule 5.4 Regulation game-does not apply - follow CVSL rules
- Rule 3.2 Numbers on Uniforms-not required
- Rule 3.8 Uniform-CVSL is flexible as not all sponsors may have uniforms.

OPERATIONAL GUIDELINES

Playing Rules and a schedule of games shall be developed by the elected officers in accordance with the CVSL Organizational document and made available to team managers prior to the first scheduled game.

Members participate in League activities at their own risk and must sign a waiver of liability prior to playing.

The managers will draft players for team assignments every 2 years. The executive board, with recommendations from the managers will consider the need for moving players between teams for better competitive balance. If rebalancing is recommended, the identified players will be contacted prior to finalization of changes

A member may request transfer to another team by written request to the executive board.