

***Fallbrook Senior Softball Condensed Rules Of Play  
Revised November, 2008***

***Fallbrook Senior Softball uses the official ASA Senior Softball Rulebook except for the adopted rules herein.***

**The Board:** Shall consist of all current managers and commissioners, each having one vote with majority rule as governing force.

**League Eligibility:** Players must be in (at least) their 55<sup>th</sup> birthday year.

**Team Forfeit:** There is no minimum number of originally drafted players needed to qualify for play (Nov./Dec. season only).

**9/10 Player Rule:** A team having only 9 players may choose to play with 9 players without penalty or play with 10 players (a borrowed catcher only) and must bat their two A players last in the batting order.

If only 8 players are present, they must borrow a catcher only and bat their 2 A players last in the batting order.

A minimum of 8 players is needed to avoid an official forfeit.

**Protests:** Game protests can only be filed by a participating game manager.

**Sanctions:** All requests for sanctions shall be in writing and submitted by any FSS member. All members of the Board shall meet and discuss the merits of the sanction after a full investigation of facts and levy a sanction by majority vote.

**Time Constraints:** When time limitations exist, games shall be 8 innings.

**Runners:** Precedent is set during the batter's first at-bat in terms of his ability to run during the course of the game with the exception of injuries sustained during the game. Courtesy runners may be used once per inning and will not be called out if they are on base and due up to bat. There are no courtesy runners from home plate. Balls hit cleanly past the infield will award the hitter first base.

**International Tie Breaker:** The last player to bat goes to 2<sup>nd</sup> base and cannot have a courtesy runner until he advances to the next base.

**Bats:** FSS uses NSA, ISA, USSSA bats or any bat that has a 1.20 bpf rating. Miken Ultra II and Rip Its are not allowed except by players who are 70 years of age. They may use any bat of their choice.

**Flip-Flop:** Will be at the manager's discretion and requires agreement by both team's managers. The visiting team must be ahead to flip-flop.

**Coed Line:** Will be set at 10 feet beyond the dirt of the infield. When a coed line is in use, there must be four outfielders when ten players are playing. If nine players are being used, there must be three outfielders.

**Commitment Line:** Will be at 20 feet from home plate.

**Umpires:** Home plate umpires will make all calls. If they are uncertain of a call, they may ask for input by the first and/or third base coaches and then make the final call based upon that input.

**Catch:** The ball must be in the grasp of the fielder's hands or glove.

**Umpire Fees:** All volunteer umpires acting in a neutral capacity will be paid \$3.00 per game in the form of a credit towards their next season's registration fee. Reservations with the treasurer are on a first come, first served basis.

**Slide or Avoid (no run through):** Runners and fielders make every effort to avoid any physical contact. Should a runner veer off a base as a result of their effort to avoid a collision, the runner will not be called out provided that in the umpire's best judgement, the runner would have reached base safely had no avoidance been required. A runner must not run past any base. When a runner veers off and the defender drops or bobbles the ball, the runner shall be deemed safe, if in the umpire's best judgement the runner would have been safe by running directly to the base. Runners must stay within the defined base path (a 3 foot imaginary line on either side of a direct line between bases). Exceeding this limit subjects the runner to a tag out. Runners must slide directly to the base. If there is an attempt to "take out" a fielder, in the umpire's best judgement, the runner shall be called out.

**Force Plays (no run through):** A runner advancing to 2<sup>nd</sup> or 3<sup>rd</sup> base must slide or veer off if a play is being made at that base. In the umpire's best judgement, if a runner hinders or prevents a defensive player's ability to make a throw, the runner will be called out. The batter/runner likewise will be called out only if in the umpire's best judgement, the runner prevented a successful double play.

**Non-Force Plays (no run through):** The runner and defensive player have an equal right to 2<sup>nd</sup> and 3<sup>rd</sup> base. A defensive player shall not position himself such that a runner cannot access the base without risk of physical contact. A runner who veers off to avoid physical contact shall

not be called out unless a tag would have been made had he proceeded directly.