

North County Senior Softball 65+ Rules

(NCSS 65+ Rules)

Most NCSS 65+ rules are the same as Senior Softball USA rules except as otherwise stated below.

SSUSA rules include the following:

- 6' to 12' arc pitches.
- The pitcher's pivot foot must remain in contact with the pitcher's plate or be in the 10-foot box behind the plate until the pitched ball leaves his hand.
- Batters start with a 1-1 count.
- With two strikes, 1 foul is allowed ("one to waste"), the next one is an out (K).
- No leadoffs are allowed until the ball reaches the plate or is hit by a batter.
- "Hot" senior bats (1.21 BPF) are allowed.
- Bases: To avoid collisions, runners to 1B must touch the orange bag in foul territory, while fielders must touch the white base in fair territory. To avoid collisions at home plate, the catcher may not tag the runner but has a force play by touching the home plate; runner may not cross the strike zone mat or batter's box but must instead cross the scoring line extending away from home plate.

These NCSS 65+ rules are different than SSUSA rules:

- Runners may stand off 3B/1B in foul territory to avoid being hit by batted balls but must re-touch the base before advancing.
- A courtesy substitute baserunner may sub no more than 2 times per game and only once in an inning. A courtesy runner is in the game when he first touches the base. An illegal runner is committing a continuing violation and may be called out upon appeal at any time while on base, or, if he scores, prior to the first pitch to the next batter.
- If you run for another player and your turn comes to bat, you are not out.
- No intentional walks until the 8th and 9th innings. Also, no player can be intentionally walked more than once per game.
- Runners may be thrown out at 1B from the outfield.

- Each team can veto one umpire per game from umpiring at any time before or during the game.

Customs and traditions that may be different than other leagues:

- Each team provides the umpire when they are at-bat. A player should not umpire until he is experienced, and his manager allows him to umpire.
- The League prohibits arguing over judgment calls. Talk to your manager if you feel a rule is incorrectly applied. Only managers may protest a rule call.
- The home plate umpire will make a call unless he is not able to. In that event, and in his sole discretion, the umpire may appeal to a base coach to make the call. A player or Manager may not demand the umpire appeal the call to a base coach.
- All players should participate in pre-game practice (if game starts 10:00, BP starts about 9:15). All team members are expected to remove non-baseball equipment from the fields, retrieve batted BP balls, and man the ball bucket after batting. Lefties, and those who practice hitting to the opposite fields all bat last at BP.
- Help your home team set up and remove game equipment from the field.
- Runners will be tagged out if they run through a base.
- Bases: To avoid collisions, runners to 1B must touch the orange bag in foul territory, while fielders must touch the white base in fair territory. To avoid collisions at home plate, the catcher may not tag the runner but has a force play by touching the home plate; runner may not cross the strike zone mat or batter's box but must instead cross the scoring line extending away from home plate or else they will be called out.
- Tournament days: when many of our players travel to play in an outside tournament, league games are not scheduled. For those players who stay, we try to reserve our field(s) and offer batting practice.

Duty of Runner to Avoid a Collision When There is a Play at a Base. The purpose of this avoid-a-collision rule is to ensure the safety of all players.

- 1) When attempting to advance a base during a play, runners must avoid a collision with the defensive player in the act of making a play by yielding the base line or by sliding to the base.
- 2) When yielding the base line, the runner should veer out of the base line in such a way as to permit the defensive player to use the base line to make a throw to another base.
- 3) Should the runner enter the base standing-up and collide with the fielder, or otherwise

having interfered with the throw by failing to properly veer out of the base line, in the sole discretion of the umpire both the runner and the batter may be called out.

- 4) In the event of a force out play, if the runner veers to avoid collision, and the defender fails to cleanly field the ball, the base may be awarded to the runner if in the sole discretion of the umpire, the base would have been safely attained but for the runner veering away.
- 5) Incidental and limited touching that does not interfere with the play or present any potential harm to the players is not covered by this rule. However, holding on to the defensive player or otherwise using the defensive player to stop is not considered incidental touching.
- 6) If the defensive player veers away from a play to avoid a collision, and he thereby loses an out because the offensive player failed to slide or avoid, the umpire should call the missed out or outs for offensive interference with a defensive play.
- 7) No defensive player may block or obstruct a play at a base unless the fielder has the ball in his hand.
- 8) This rule is enforced in the sole discretion of the umpire, but the umpire may also choose to consult with the Managers from each team for input.

Player Responsibilities.

The league prospers when new players seek to join NCSS 65+ based upon its competitiveness, goals for team balance and parity, and its reputation for good sportsmanship, fair play, and no arguing during games.

An atmosphere of fairness, respect for each other and collegiality are the foundation of a quality league.

Therefore, all league players are expected to follow the SSUSA Rulebook's Code of Ethics including not committing "any act that could be considered unsportsmanlike conduct," and also the following NCSS 65+ personal conduct rules:

- 1) Pay appropriate league fees when requested.
- 2) When you commit to play for a team, use your best efforts to make all games. It is understood that vacations, medical emergencies, work, and family commitments etc. will sometimes interfere with a player's ability to attend each scheduled game. Notify your Manager by email, text, or phone call as soon as you learn of a game conflict, or of your request to play in games for which you are not scheduled so he can adjust his lineup before arriving at the game.
- 3) Arrive at each game at a minimum of 30 minutes prior to game time to allow for the

Managers to ascertain team strength and create or modify a player schedule. This will allow for pregame batting practice and avoid game start delays.

- 4) Provide your own bat and glove during play. Use of other player equipment diminishes the life of that equipment for that player. Use of another player's equipment is allowed by permission only.
- 5) Never push, bump, hit, threaten, harass, or verbally abuse another player. Such action will result in ejection from the game, suspension for an amount of time as determined by the Commissioner, and may also result in permanent banishment from the league.
- 6) Do not argue umpire calls with the umpire, players, or Managers. If you disagree with a call, make it known to your Manager only. In your Manager's sole discretion, he may choose to address the matter with the umpire or reject pressing the matter in the interest of avoiding unnecessary game delay. Respect the final decision.
- 7) Cooperate with the requests from your Manager. If you object to an action or activity, first address the issue with your Manager. If unsatisfied, you may address the matter with the league Commissioner.
- 8) Wear the assigned jerseys and hat for each game. Contrasting jerseys assist in player identification when executing a play and avoid confusion. It also adds a level of credibility and quality to the NCCS 65+ league.
- 9) When playing on the home team, assist in the placement of the field equipment on the field. Following the game's conclusion, assist in the return of the field equipment to storage.
- 10) Rough tactics during play is prohibited. Player safety supersedes all other goals of the game.
- 11) Throwing a bat out of frustration is prohibited.
- 12) Participate in pregame batting practice, man the ball-bucket, and field batted balls.

Manager Responsibilities. Each team is assigned a Manager for each season of play. Selection is on a volunteer basis.

Managerial responsibilities include:

1. Notify players prior to the first game, and ensure they have the season schedule and are available to play for the season. If unavailable, notify the league Commissioner.

2. Notify players of schedule changes or cancellations due to rain, holiday, or tournaments. If players have questions about whether play will occur, they should contact their Manager.
3. When your team is the home team, place the field equipment on the field 45 minutes prior to game time. The equipment includes bases, home plate/strike zone mat, scoreboard, pitching screen, marking for the 10-foot line behind the pitching rubber, and placing the scoring line mat in position. Ensure all equipment is returned to the field's storage container and the container is locked following the conclusion of play.
4. Keep an accurate score book according to League Scorekeeping Guidelines and report the score to the league secretary following the conclusion of play. The score book is provided by NCSS 65+.
5. All players shall be assigned to bat in the lineup for the entire game unless they are on the roster as a player who does not bat.
6. Managers should assign defensive positions in such a way that all players participate in the defensive game. The Manager has complete discretion in this matter based upon his assessment of the player's relative skill and ability to play a particular defensive position, the Manager's desire to enhance the team's competitive level of play, and such other factors as the Manager determines appropriate in a particular game or circumstance.
7. Assign a batting order and ensure on-deck players are prepared to bat.
8. Manage the game in such a way as to avoid game delays.
9. Resolve any rule dispute directly with the other Manager. Only the Manager can dispute a rule interpretation. All other players must bring the dispute to the attention of their Manager, who will then elect, at his sole discretion, whether to press the matter, or proceed with normal play. The Commissioner will make the final decision regarding any disputes between Managers or about a rule violation.
10. Ensure players conform to player conduct requirements. Games must be played with respect for all players, the umpires, league rules, and for the sport of softball.
11. In cases where player misconduct cannot quickly be subdued and controlled, the Manager and/or the Commissioner has the authority to eject the player from the game in the interest of good sportsmanship and the integrity of the game. Any consideration and decision of suspension or banishment for more than one game will be made by the Commissioner.
12. Strive to know both the SSUSA and NCSS 65+ supplemental softball rules to properly manage a game.

13. Provide at least one new game ball and one good used ball for each game, such balls to be provided to the Manager by the Purchasing Officer.
14. Bring a first aid kit to each game, including ice packs. NCSS 65+ provides additions to your first aid kits upon request.
15. Obtain sufficient substitutes to play 11 players from the team(s) not playing. The Commissioner may re-allocate any or all attending substitute players in the interest of parity and balance for each team.

Commissioner responsibilities:

The NCSS 65+ Commissioner is the chief executive officer for NCSS 65+ and supervises all players, managers, and officers, and executes the day-to-day administration of the League. The Commissioner is responsible for ensuring all League policies, rules, and playing standards are followed and enforced. The Commissioner makes final decisions regarding all disputes, protests, rule violations, player assignments, changes to rosters, changes of managers, changes to other league officers, disciplinary issues, and player eligibility to play in a game or in the league or to continue to do so.

Season Champion. The season champion is determined at the end of the regular season by the team with the highest winning percentage. Ties will be broken by which team won more games in head-to-head competition. If ties still exist, each team will be identified as a co-champion.

League Fees - New Players

Initiation Fee \$150

This fee includes the cost of 2 jerseys for home and away games and a hat plus at least one full season of play.

New Players will then pay the Annual \$150 Fee due on the next following January 31, but only if the new player has played at least one full season before January 31 of each year.

Fees payable before play.

League Fees - Continuing Players

Annual Fee \$150

Players may choose to pay a \$175 fee that includes 2 new jerseys and a new hat.

Fees payable on or before January 31 of each year.

