



2022 Ken Perez Memorial Softball Tournament 2022 Tournament Rules



NCSS and SSUSA RULES (see parenthetical citations) APPLY including the following:

1. Tournament umpires will enforce SSUSA rules. All NCSS Tournament umpires routinely umpire in NCSS-CD league games while enforcing SSUSA rules or have demonstrated other multi-year experience as a senior softball umpire that meets or exceeds the NCSS-CD standard.
2. *"Slide or avoid"* will be enforced and a runner's failure to do so will result in the runner being called out. An additional out may be called for *offensive interference* if the runner's action interferes with a throw to another base.
3. It is the *runner's duty* to make every effort to avoid colliding with opposing players while running the bases or sliding or diving. Sliding or diving into first base and home plate is permitted only to avoid a collision with a defensive player. (Rule 8.6) If, in the umpire's judgment, a runner misses a base to avoid a collision, the runner will not be called out. (Rule 8.7.4) If a runner avoids and the out is not made by a defensive player, the runner must make an attempt to return to the bag. He cannot consider his effort in avoiding is an automatic "safe" call.
4. A commitment line thirty feet from the scoring line or scoring plate will be used. Once a runner's foot (one foot is enough) touches the ground on or past this line, the runner is committed to advancing to the scoring line or scoring plate and may no longer be tagged out. EFFECT: Tag of the runner by a defensive player is not allowed. The runner will be called safe, the ball remains live and the runner is not required to touch the scoring plate or cross the scoring line. NOTE: If a runner re-crosses the commitment line for any reason in an attempt to return to third base, he will be declared out and the ball remains live. (Rule 8.8)
5. The defensive line-up must consist of no more than 10 players EXCEPT when the run/player equalizer comes into play. 70 and older may have 11 defensive players. If 70 and older teams play younger teams, the 70 and older team may still use 11 players on defense. A minimum of 9 defensive players (10 for 70 and older) must be available to start a game. If other players arrive, they must be placed at the bottom of the batting order. The team with 9 (10 for 70 or older) or fewer players will be the visiting team. Teams may bat as many players as they want, however all defensive players must bat. (Rule 4.3.1)
6. Each batter begins with a 1-1 count and a courtesy foul to avoid strike 3. An umpire may propose that a screen be used with the consent of both managers if the sun prevents a pitcher from adequately protecting himself. If a net is used, a ball hitting the net after 2 strikes will be considered a courtesy foul.
7. SSUSA age rules apply for all players on a team. (Rule 13.2.4)
8. The Tournament Director reserves the right to combine divisions of teams within one or more age levels and/or Director-determined skill levels in order to promote competitive divisions with sufficient teams. SSUSA rules regarding equalizers and the use of an 11th player apply unless determined otherwise by the Tournament Director to promote competitive balance.
9. The re-entry rule will be used. Any of the starting players may be withdrawn and re-entered once, provided the substitute player occupies the starting player's original batting position in the line-up. The starting player and the substitute(s) may not be in the line-up at the same time. If a manager removes a substitute from the game and re-enters the same substitute later in the game, this is considered an illegal re-entry (Rule 4.6).
10. All substitutions must be reported to the umpire, who tells the other team.
11. Courtesy runners will be permitted but may only run once per inning. Any player on the roster may run whether they are in the line-up or not, but may run only once per inning. Any courtesy runner running more than once per inning will be declared out. Any courtesy runner on base when it is his time to bat will be declared out, removed from the base, and allowed to bat. A courtesy runner must report to, and be acknowledged by, the umpire. A courtesy runner is in the game when he touches the base. A courtesy runner may enter the game only prior to the first pitch to any batter. An illegal courtesy runner is 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. (Rule 8.5.5).
12. Time limit for all games is 65 minutes. At that point the umpire will announce "we'll complete this inning and one more." (Rule 5.5.1) (5.12) A new inning starts with the final out of the previous inning. If the time limit is called between innings, only the open inning will be played.
13. If a game is tied at the end of the open inning, it will end as a tie with each team receiving ½ win. (Rule 5.4.1 N/A)



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14. Flip-Flop Rule. If the Visiting Team is ahead by 10 or more runs after the sixth inning, the Home Team will remain at bat and start a new at-bat (beginning their seventh inning at-bat), meaning all runners on base will return to the dugout. It will be an open inning. If the Home Team fails to tie or pull ahead of the Visiting Team, the game ends and the Visiting Team wins. If the Home Team ties or pulls ahead, the Visiting Team comes up to bat. The Flip-Flop is automatic any time the conditions exist and do not require team manager approval. (Rule 5.5.2)
15. Home run rule. SSUSA home run rules apply. Excess home runs are outs: major plus=9, major=6, AAA=3, AA=1. When teams of different skill levels play, the home run limit of the lower rated team applies to both teams.
16. Each team is responsible for their score each inning. The head umpire will tally the number of runs per inning and write the score on the score card (and on the scoreboard behind home plate for team review). (Rule 5.13.1)
17. The Home Team will be determined before each game by toss of a coin. Exception: If one team is receiving an equalizer, they will automatically be the Visiting Team.
18. Teams must be ready to play at the announced time to avoid an umpire-called forfeit. Warning: Games may begin early. After the first inning there will be no infield practice and the pitcher is limited to two warm up throws.
19. Only managers may consult over rule interpretation.
20. A protest committee composed of the Tournament Director and the chief umpire will make the final decision in any protest. Both team managers will be present during the appeal decision process. All protests must be made to the umpire immediately following the questioned decision or ruling *and before the next pitch to the batter*. Protests are only allowed for misinterpretation of a rule or for playing an ineligible player but not for a judgment call.
21. A double bag shall be used at first base, the double portion of the bag being in foul territory abutting first base. If there is a play on a batter runner going to first base, the batter-runner must touch some portion of the double bag extending into foul territory. He will be called out if he fails to do so, except if, in the umpire's judgment, the batter-runner is avoiding a collision. A batter-runner *simultaneously* touching both portions of the double bag is permitted. This is NOT an appeal play. Important: the defending player has only the white base in fair territory, to make the putout; his touch of only the bag in foul territory will not result in an out. Once the batter-runner reaches first base, the double base shall be treated as one base and the fielder or runner may use either portion.
22. All players are restricted to one roster per age group. A player who plays on two teams in the same age division will cause the second team to forfeit any games he played in. The first team he plays for becomes his primary team for that tournament. The Tournament Director may make an exception if contacted prior to the player appearing with the second team. (13.2.4)(4.2.5)(4.2.6)
23. A player ejected for any reason shall automatically be suspended from his team's next game.
24. Double walled bats are allowed but must have BPF 1.21 stamp. Any titanium bat is banned. Any certified 1.21 composite bat is allowed. No gray Ultra bats are allowed.
25. Managers must make line-ups available to the other team prior to the coin toss unless excused by the other team. Tournament Lineup Forms will be supplied to all Managers by the umpire upon request.
26. A foul tip to the catcher must be over the head of the batter for an out to be declared unless it is on the 3rd strike.
27. Players must wear jerseys with numbers.