

# The Parks at Texas Star Senior Softball Rules



## 1. Priority of Rules

1.1. These rules are sports specific to Senior Softball played only at Texas Parks at Texas. Any rule not covered in these rules, will be covered in the USSSA Slow Pitch Rule Book. Found at

<http://www.ussa.com/slowpitch/slowpitch-rules-and-legal-info>

## 2. EQUIPMENT

2.1. **Ball** - 12" 44/375 or Parks at Texas Star Stamped Balls Yellow in color.

### 2.2. Bats

2.2.1. 40+ and Above

2.2.1.1. May use any bat Stamped 1.21 BPF Senior. It does not have to be USSSA stamped until they are available. However, it must be from a USSSA licensed manufacturer.

2.2.1.2. May also use the 1.20 USSSA Stamped Bats.

2.2.2. The 35 age group ONLY

2.2.2.1. Will be required to use the 1.20 BPF USSSA Stamped Bats.

2.3. **Pitching Screen** - Will be provided by the Parks at Texas Star

2.5. **Safety Scoring Mat**- Standard Home Plate

2.6. **Strike Zone Mat** – Will be provided by The Parks at Texas Star

## 3. TEAM AGE/CLASSIFICATIONS

3.1. **Age Divisions:** 35+, 40+, 50+, 55+, 60+, 65+, 70+

3.2. **Classifications:** Conference, Major, AAA, and AA in each age division.

3.3. 65+ & 70+divisions get 11 players on the playing field.

## 4. PLAYING FIELD

### 4.1. Base Distance

#### 4.1.1. 70 Feet

### 4.2. Home Plate Commitment Line

4.2.1. Intersecting the 3rd base line 30' from home plate. 6' line, with 3' on both sides of the 3<sup>rd</sup> base line.

### 4.3. Pitchers Box

4.3.1. A 6-foot box is to be used for the pitcher.

4.3.2. Front-Center of box to be at the pitchers plate and advancing toward 2nd base.

### 4.4. Safety Scoring Mat/Line

4.4.1. A mat shall be placed perpendicular to the 3rd base line and in line with the 1st base line.

4.4.2. It shall be 9'6" from the top left corner of the home plate.

4.4.3. In lieu of a mat, a 9'6" line may be drawn from home plate and used as the Scoring Line.

## 5. PLAYING RULES

5.2. **Batter** Starts with a 1-1 count with no foul "Exception" to rule, if batter hits the screen on 3<sup>rd</sup> strike it is considered a no pitch. If a batted ball hits the screen a second time after 2 strikes, then the batter is out.

### 5.3. Game Time Limits

5.3.1. **Bracket Games** - A 50 minute time limit will be in effect for all games. At 3 minutes or less, teams will complete the inning they are in and play in an open (The Buffet) inning. Losing team will bat first. If tied, the game will continue until a winner is determined.

5.3.2. **Championship Games** - The championship games and if necessary games will be played the same as bracket games

5.4.1.1. **Championship Game** - In the championship game, the team from the winner's bracket will be the home team.

5.4.1.2. **IF Game** - In an If Game is needed, the home team will be determined by a flip of a coin.

5.5. **Strike Zone Mat** will be used. It is a strike if the ball lands on Home Plate or Strike Zone Mat.



5.6. **Courtesy Runner (Unlimited)** - Any legal player on the team's roster can be a courtesy runner, but only once per inning.

### 5.7. **Run Limit per Inning**

5.7.1. Conference/7, Major/5, AAA/5, AA/5

5.7.2. Last inning, unlimited runs are allowed

5.8. **Reentry Rule** - A starting player removed from the lineup may reenter the game one time. A substitute may not reenter the game after being removed.

5.9. **Run Rule** - 15 Runs after five innings of play or 4 ½ If home team.

5.10. **Flip Flop Rule** - The flip-flop rule will be invoked in any game when there is a 10-run differential in favor of the visiting team at the start of the "open inning." If the visiting team is ahead by ten or more runs, the home team will remain at bat and start a new at-bats (beginning their seventh or last inning at-bats), meaning all runners on base will return to the dugout. It will be an open inning. If the home team fails to tie or go ahead of the visiting team, the game ends and the visiting team wins. If the home team ties or goes ahead, the visiting team takes its turn at bat.

5.11. **1st Base Safety Base** will be used

5.11.1. On a force out the defender is required to tag the white base. The runner is required to tag the Safety Base.

5.11.2. Blocking the runner's path to the Safety Base is considered interference and the runner is awarded the base.

5.11.3. If a ball deflects foul on the 1st base side the Safety Base and Regular Base, the rule will be reversed and previous rules will apply. The

runner is required to tag the Regular Base and the defensive player will be required to tag the Safety Base.

### 5.12. Sliding or Diving

5.12.1. Players may not slide or dive into home plate. If they do, they are called out.

5.12.2. Sliding or Diving into 1st base, 2nd base or 3rd base base is NOT an out.

5.13. **Safety Scoring Mat** will be used. If a runner touches the home plate mat, the runner is out.

5.13.1. All plays at home plate are considered a forced out. If the runner has not gone beyond the commit line, then normal rules will be in play.

5.13.2. The defender may stand on or tag any part of the home plate. If the runner is beyond the commit line or the runner is required to acquire home, the runner will be considered retired (out) if the defender possesses the ball.

5.13.3. Once the runner is beyond the commit line, the defensive player may not tag the runner.

If a tag attempt is made, the runner will be considered safe.

5.13.4. Defensive team must always use the home plate mat. If there is an attempt to tag a runner out, the runner is automatically safe.

5.14. **Home Plate Commitment Line** will be used. Once a runner is past the commitment line, the runner is out by touching the home plate mat with the ball.

### 5.15. Pitching Rules

5.15.1. Pitching arch will be a minimum of (six) 6 ft and a maximum of ten (10) ft from the ground. No faking of pitch will be allowed.

5.15.2. A pitchers box will be utilized.

5.15.3. A pitching screen will be optional however; if a pitcher starts with the net they must complete the game using it.. Nets will be provided

**5.15.4. The pitcher must be behind the screen when the batter makes contact with the ball.**

5.15.5. 1 warning will be given to the pitcher before he is removed from the position for the rest of the game – no ejection

5.15.6. Pitchers are encouraged to wear a protective face mask that covers, at a minimum, the area of the face from above the eyes to the

lower part of the chin while pitching. All pitchers must wear the mask consistent with the manufacturer's intended usage of their product.

5.15.7. Any batted ball hitting the screen will be a dead ball and a foul.

### **5.15.8. Pitching Screen Placement**

5.15.8.1. Must be touching the Rubber

5.15.8.2. Screen may not be moved once the first pitch of the inning is thrown.

5.15.8.2.1. Exceptions

5.15.8.2.1.1. A new pitcher enters the game.

5.15.8.2.1.2. The screen is hit by a batted ball and it moves and needs to be readjusted.

5.15.8.2.1.3. The screen is moved by a defensive player during a play and needs to be readjusted.

### **5.17. Defensive Players**

5.17.1. Ages 65+ & 70+ will be allowed to have eleven (11) players on defense. All eleven (11) must be in the batting order.

## **6. HOME RUN RULES**

6.1. Conference-10; Major-6; AAA-3, AA-0

6.2. Homeruns over the limit are an out.

## **7. DESIGNATED HOME RUN HITTER RULE**

7.1.1. In Classes AAA and Above before the game a team has the right to designate a batter in the lineup that can hit as many home runs as they can without any of his home runs counting towards the team limit allowed. If the HR batter is walked intentionally or unintentionally, the next batter that hits a home run will not count against the team's total until the HR batter comes up to bat again.

## **8. EQUALIZER RULES**

8.1. When a lower class team is playing a higher class team (2 divisions), these rules will be applied:

8.1.1. The lower class team will be awarded: Five (5) runs per game (Awarded one (1) run an inning for the first 5 innings) or

8.1.2. The lower class team will be allowed two (2) "open" innings.

8.1.2.1. The first (1st) inning.

8.1.2.2. The last inning. If time expires before a complete game, the umpire will determine the "last" inning for "open" inning.

8.1.3. 11th Player Option - The lower class team can opt for an 11th defensive player but forfeit options 8.1.1.

8.2 When a lower class team is playing a higher class team (1 division) they will get a choice of the following:

8.2.1 Five (5) runs per game (Awarded one (1) run an inning for the first 5 innings) or 1 extra defensive player. There will be only 1 open inning

## **9. ROSTER**

All Rosters must be online at [www.usssa.com](http://www.usssa.com) prior to the bracket being posted. There will be no write ins allowed.

## **10. WOMEN'S PROGRAM**

**10.1. THESE RULES DESIGNATE EXCEPTIONS TO THE PLAYING RULES LISTED ABOVE. ALL OTHER RULES SHOWN ABOVE WILL APPLY AS SHOWN.**

### **10.2. EQUIPMENT**

10.2.1. **BALL** - 11" 44/375 or Parks at Texas Star Stamped Balls Yellow in color.

### **10.3. TEAM AGE/CLASSIFICATIONS**

10.3.1. 7 Age Divisions: 35+, 40+, 50+, 55+, 60+, 65+, 70+

10.4. **HOME RUN AND INNING RUN LIMITS** - For all Women's play, all over the fence home runs count. A maximum of five runs per team per inning will be allowed (unlimited in the last declared

10.5. **EQUALIZER** – In the women's program, the above equalization rule 5.0 may be in effect when teams are playing in mixed divisions.

10.6. **ROSTERS** – All rosters must be online at [www.usssa.com](http://www.usssa.com) prior to bracket being posted. There will be no write ins allowed.