



SOFTBALL

Team Softball



Date: Saturday and Sunday, October 3-4, 2009
Time: Saturday, October 3, 9am
Sunday, October 4, 10am (if needed)
Venue: Reuger Park, 2801 South Kansas Ave

2009 Entry Regulations for KSO

1. Age divisions for all team competition will be determined by the age of the youngest player as of December 31, 2009.
2. Teams must provide their own bats, gloves and practice balls.
3. Teams must be all of one gender.
4. Team rosters shall be limited to 22 persons, including non-playing coaches, non-playing captains, and non-playing bench personnel. No more than 20 of these may be players. A maximum of five out-of-state residents are allowed. Roster changes shall be allowed only as permitted under Rule F of the Qualifying Procedures and Rules of Competition governing the 2009 Summer National Senior Games – The Senior Olympics.
5. All registration and team rules apply to non-playing coaches, non-playing captains and non-playing bench personnel.
6. Athletes may compete with only one team per sport.

KSo2009 FORMAT:

1. **If numbers are conducive, teams will be divided into pools within their age divisions. Within each pool, a single round-robin tournament will be played. Each team will play a minimum of four games. A team may play another team more than one time to determine winners. In age groups where single teams are entered, that team will be given exhibition opportunities with the closest age division. A single team entry will be an automatic winner and will not detract from the record of any opposing team.**
2. If there are four or less teams in an age division -- teams will play four games in one day -- 5 or more teams, you will play two days.

KSO2009 SPORT RULES:

1. This tournament will be conducted in accordance with Softball Players Association (SPA) rules (Rule 1- Rule 11) except as modified herein. For a copy of these rules, contact: Softball Players Association, 12316-A N May Ave., Box 271, Oklahoma City, OK, 73120, (405)463-3317; www.spasoftball.com
2. **COMMITMENT LINE:** A 3-foot long, 3-inch wide commitment line shall be marked perpendicular to the foul line and placed 20-feet from home base. Once a runner's foot touches the ground on or past the commitment line, the runner may not return to third base; the runner must continue on toward the scoring plate. Violations will result in an out.
1. **SCORING PLATE:** A scoring plate shall be placed 8 feet from the back tip of home plate on an extended line from first base. A line shall be drawn from third base to the scoring plate. The scoring plate is for use by the offensive player only.
2. All plays at the plate shall be force plays. A defender shall record an out at the plate by having possession of the ball and tagging home plate prior to the runner touching the scoring plate. If a defender attempts to tag an offensive player at the scoring plate, the runner shall be called safe. A runner who attempts to score by touching other than the scoring plate shall be called out. **PLAYERS WHO VIOLATE THIS RULE ARE SUBJECT TO EJECTION FROM THE GAME.**

3. **STRIKE ZONE MAT:** A strike zone mat will be used. The mat shall be made of rubber or similar material and shall measure 17 inches wide and 24 inches long with a **V-shape** at the one end that fits against the back of home plate. Together the strike zone mat and home plate shall form a rectangular shape 17 inches by 32½ inches. A legal pitch not swung at that strikes any part of the strike zone mat or home plate shall be called a strike by the umpire.
6. **PITCHER'S BOX:** The pitcher's box shall be a box the width of the pitching rubber, extending from the front (home plate) side of the pitcher's six feet towards second base. The pitcher may deliver a pitch from anywhere inside the box. All pitches must begin with both of the pitcher's feet located inside the box.
7. **DOUBLE BAG/MAT:** A double bag/mat of equal size shall be used at first base, the double portion of the bag or mat being in foul territory abutting first base. For the purposes of plays at first base, the entire bag shall be considered to be in fair territory.
8. **RUNNER'S LINE:** A runner's line measuring 3 inches wide and 30 feet long shall be marked parallel to, and 3 feet away from, the first base foul line in foul territory, extending from first base back toward home plate. Runners shall stay between this line and the foul line while running to first base. Failure to do so will result in the runner being declared out.
9. **METAL CLEATS:** Metal cleats will not be permitted. Players found wearing metal cleats will be ejected from the game and, if on base, a "dead ball out" will be called. If there are less than 3 outs, any players on base must return to the base occupied at the time the ejected player came to bat.
10. **PLAYERS and SUBSTITUTES:** SPA rules for reentry and extra player (EP) will apply. Extra players may play defense at any time provided the total number of defensive players on the field at any time does not exceed the total allowed for that age division.
 - Men in age divisions 50+, 55+, 60+ and 65+: Ten defensive players shall constitute a team. A team must have a minimum of nine players at the beginning and ending of a game. For any team playing with nine players, an out will be recorded when the 10th position in the batting order appears. A 10th player may be added as he/she shows up for play; however, he/she must be listed as the 10th offensive player and bat after the other 9 players. If EPs are used, a team must start and end a game with 11 players including the EP. In addition, for teams using EPs, 10 players must play defense.
 - Men in age divisions 70+, 75+ and all women's age divisions: Eleven defensive players shall constitute a team. A team must have a minimum of 10 players at the beginning and end of a game. An 11th player may be added as he/she shows up to play; however, he/she must be listed as the 11th offensive player and bat after the other 10 players. Teams in these categories may use up to two EPs. If EPs are used, teams must start and end a game with 11 players, plus the number of EPs used. In addition, for teams using EPs, 11 players must play defense.
11. **LINE UP CARDS:** Official line up cards must be presented to the opposing manager and scorekeeper 10 minutes prior to game time.
12. **RUNS PER INNING:** For all games, there shall be a seven run per inning rule, with unlimited runs allowed in the seventh or final inning.
13. **MERCY RULE:** A mercy rule will be in effect for all games. The rule shall be 20 runs after four innings and 15 runs after five innings, ending the game.
14. **HOMERUN RULE:** All teams will play under the 1-homerun +1-up single rule. The first ball hit over the fence will count as a home run. Subsequent balls hit over the fence by the same team will count as singles until the opposing team has hit a ball over the fence (homerun). Baserunners may only advance one base per single over the fence. This rule shall continue throughout the entire game.
15. **GAMES AGAINST A HIGHER RATED OPPONENT:** When a team is playing an opponent with a higher classification (for example a AAA team competing against a Major team), the lower classified team shall be given the choice of competing with an extra outfielder or having 5 runs added to their score at the beginning of the game.
16. **TIME LIMIT:** The length of a game will be seven innings or one hour and fifteen minutes. After one hour, the umpire shall announce that teams will finish the current inning and play one more. This last

inning shall be played with unlimited runs allowed in accordance with Rule 12. Tie games after seven innings or at the end of regulation time will continue until one team is ahead after the completion of any subsequent inning using the international tie-breaker rule.

17. **COURTESY RUNNER:** A player may only be used as a courtesy runner once per inning. 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. A courtesy runner on base when it is his/her turn at bat will be declared out as the runner. Another courtesy runner may not be used to circumvent this rule.
18. **SLIDING OR DIVING:** A player may slide or dive into any base and when returning to any base. Runners shall be called out for contact with a defensive player if, in the umpires' judgment, the contact was deliberate or if the runner could reasonably have been expected to minimize or avoid contact under the circumstances and failed to do so.
19. **RUNNER HIT BY FAIR BALL:** A runner is not out when he is hit with a fair, untouched batted ball that has passed an infielder, excluding the pitcher, and, in the judgment of the umpire, no other infielder had a chance to make an out.
20. **TEAM UNIFORMS:** Team clothing must be of like design and color. Jerseys must have a number on the back.
21. The Men's Divisions will play 12" slow pitch. The Women's Divisions will play 11" slow pitch.
22. Ties for team medal placements will be resolved at the discretion of the Event Coordinator.
23. It is highly recommended that the catcher wear a protective mask which he/she must provide. The Kansas Senior Olympics will not accept responsibility for those catchers who do not wear appropriate protective equipment.
24. **ALL BATS WITH A BPF OF 1.20 OR LESS WILL BE LEGAL FOR PLAY EXCEPT THOSE BATS LISTED ON THE MOST CURRENT SPA BANNED BAT LIST.**

Conduct of Softball Players:

Good sportsmanlike conduct is required of Softball Players at all times. Any Softball Player displaying less-than-desirable conduct at any time towards another Softball Player, any meet official, any volunteer or any KSO staff member will be disqualified from KSO competition. The KSO Director and Event Coordinators will enforce this rule at all times.

