



2011 – Rules for CCASA SENIOR SOFTBALL TOURNAMENTS ASA Rules apply except as follows:

1. **Sliding going forward** will be allowed for **50', 55' & 60's** if agreed upon by managers. Violations will result in player being declared out. Diving or sliding back into a base is allowed.
2. An eight-foot line, perpendicular to the third base line, will be added twenty feet from home plate. Base runners touching or passing the line must continue toward home plate and cannot retreat toward third base. A violation result in the runner being immediately being declared out and the ball remains alive.
3. A second home plate per ASA is preferred, but if one is not there a ten (10) foot line perpendicular to the third base side of home plate, and extending from the “right-handers” batting box will be added. A base runner must be touching or have one foot down across the line before the defensive player with the ball touches home plate. Tagging the runner is not permitted after the runner cross the commitment line.
4. The defensive line-up must consist of no more then 10 players; exception will be that the 70 or older will be allowed 11. If a 70 or older team has to play a younger team, they may still use 11 players on defense. A minimum of eight defensive players must be available to start a game. If other players arrive they must be put at the bottom of the batting order. The team having less then 10 players will be the visiting team.
5. ASA re-entry rule will be used. (Rule 4 Section 5) **Any player may be withdrawn without penalty due to injury.**
6. Use of the E.P. (Unlimited extra players) is optional. If the E.P. is withdrawn the E.P. provision cannot be reinstated during the remainder of that game. All player changes must be reported to the official scorer.
7. Unlimited courtesy runners will be permitted at anytime. Any player on the roster may run whether they are in the lineup or not, but may only run once per inning. **Player being run for cannot become a courtesy runner in that inning.** Violation is an out.
8. Extra Innings: If there is a tie after a regulation game, extra innings will start with the last batter from the previous inning being placed at 2nd base, should it still be tie after the first extra inning, all subsequent innings will start with the runner on 3rd. **A courtesy runner may only be added when runner reaches third base or there are two outs.**
9. The “strike zone mat” will be used in all games. Pitches striking the mat or home plate are called a strike unless it is called illegal. The mat should be 17” wide by 32” long. The arc of the pitch must be **6-12** feet and delivered from a pitching box 24” wide and 6 feet long measured from the front of the pitching plate going back toward second base. Effect: the ball is released 50-56 ft. from home plate.
10. A five (5) run limit will apply in each inning except the open inning and any extra innings.
11. The game will start with **60 minutes** on the clock. The clock starts with the first pitch. When time expires during an inning, the umpire should declare that time has expired with that inning being completed. Regardless of innings played the next inning will be the open inning and will have not run limit.
12. **Base runner must touch all bases to advance.** Base runner may over-run second & third base by going left or right of the bag without fear of being retired. If the base runner **touches the base or** makes an obvious motion to advance, they are subject to being tagged out. If a base runner runs through, then wants to advance, they must re-touch the base before advancing. This shall be an appeal play and the runner shall be called out.
13. All bases will be a force out if the ball beats the runner and he continues passed the base, the out will be declared when he passed the base. On any play other then a true force the runner will have the option of returning to the prior base and subject to a run down.
14. Base runners must avoid a collision with the fielder or be at risk of being called out. The runner will not be declared out if in the judgment of the umpire the collision was un-avoidable.
15. The home team will be determined before the game by a toss of a coin between the team representatives. Exceptions are rule 4. Team will exchange line-up cards if tournament supplies them.
16. **The flip-flop rule will be used in all games.** It is as follows: In the open inning when the visitor is ahead by 5 or more runs, the home team will stay at bat for their half of the open inning. Should they tie the game or go ahead the visitors will then be allowed they're half of the open innings. Should they tie the game then they will stay in a bat their half of the extra inning.
17. Teams are required to be ready to play at their schedule game time. In some instances when the previous game has finished “early”, teams may start their game early if it is agreeable with both managers.
18. Only managers or acting managers may consult the umpire over rule interpretations.
19. The standing of teams will be a point system with 2 points for a win and 1 point for a tie. Should teams tie at the end of the tournament the winner will be determined by the following:

- a. Head to head competition.
 - b. Fewest runs allowed (excluding forfeit games) between the tied teams.
 - c. Total of all runs allowed for all games played (excluding forfeit games).
 - d. Run differential (excluding forfeit games) between the tied teams.
 - e. Total runs scored, (excluding forfeit games) between the tied teams.
 - f. When all else fails, it will be a flip of coin.
20. Five team brackets: All games will be played as regulation games and teams who are scheduled to play each other **twice will receive 1 point for each game won**. The home & visitor roles will be switched for the second game played between the two teams.
 21. A committee composed of the tournament director or his assistants and the game umpire will make the final decision on protests. Protests must be made to the umpire immediately following the questioned decision or ruling and before play resumes.
 22. A team should not be scheduled for more than three games per day, no more the two back-to-back games, and not under the lights for 60 or over divisions. Travel distance is determined by the manager's address.
 23. The age a player attains on his birthday of the current year will be the age for the entire calendar year.
 24. A team should play a minimum of five games per tournament. (Unless the tournament director should note it on the announcement). All games must be played. No team may refuse to play an opponent but may play any game under protest. Unless mutually agreed upon by both managers, a team that does not play all its games will not be eligible for any prize and will pay a fine of \$50.00 per game not played to CCASA and subject to rule 35. The fine will then be forwarded to the team(s) involved.
 25. Only poly-core softballs of mid compression will be used. Balls must have a core rating of 44 (minimum) to 47 (maximum) and a compression rating ranging from 375 (minimum) to 525 (maximum). ASA approved.
 26. Tournament directors will have a cut-off date at least ten days prior to the start of the tournament. Brackets must be approved by their ASA Representative. Game schedule must be out at least (7) seven days in advance. Entry fees and approved rosters must be in by the cut-off date. The most recent ASA roster is the official roster for that tournament.
 27. A double base must be used at first base. ASA rules apply.
 28. A team's tournament roster is frozen at the beginning of their first game. Any team adding three or more players to its latest approved ASA roster will not be eligible for awards and the games will not count in the standings and will be recorded as exhibition only. Add-ons must be written on the team's submitted roster prior to their first game. Managers must declare to the Tournament Director if he has add-ons, who the add-ons are and if his team is playing games as an exhibition team. Any team failing to declare as exhibition when adding 3 or more players for any given tournament will pay a \$250 fine to CCASA.
 29. A team cannot add younger players just because the team is ranked in a younger group or a tournament director moved them to a lower group.
 30. **TBS RULE:** For safety reasons, a runner on first or third will be allowed to move off the base, (toward the fence) after announcing his intentions to the umpire runner need not wait until the ball is pitched. The runner must retouch the base before advancing.
 31. **All players are restricted to one roster, per age group, during a tournament.** A player who plays on two teams in the same age division will cause the **second team to forfeit any game he plays in**. The first team he plays for becomes his only team for that tournament.
 32. All players are restricted to one ASA roster per age group. Any team may add two players for a tournament but they must be of the same age or older than the roster states. 75+ rosters can have (5) 74+ players.
 33. **All bats that exhibit the 1.20 BPF** are legal with the following exceptions: Titanium or altered bats. The tournament director reserves the right to declare any bat without a ASA 2000 or ASA 2004 sticker illegal for that tournament. **Violation of this rule could cause player to be suspend from further play for up to 5 years.**
 34. Any team dropping out of a tournament after the schedule is out will automatically be suspended commencing one month after that date until the board can review the problem and enact penalty or reinstatement. If team drops after the cut-off date will lose entry fee.
 35. **FEES:** Teams must pay a registration fee of \$20 along with the ASA approved roster or proof of said registration before a team will be allowed to play.
 36. **HOME RUND RULE IS AS FOLLOWS:** A two up home run rule will be in effect. A team cannot have more then two home runs (untouched balls hit over the fence) than their opponent. All subsequent home runs will be declared outs. The home team will be allowed to go up two in the bottom of the open inning. A home run that scores the 5th run of an inning ahead of it will still count as one of the home runs. It will go in the box score as a hit enough to drive in the 5th run of that innings. **EXAMPLE:** 5th run on third and a home run is hit, the batter will get credit for a single only, but the home run counts as one of the two.
 37. **DISCIPLINE:** Any violations of these rules will be reviewed by the CCASA and the appropriate punishment shall be administered.