

YVSSA
Yakima Valley Senior Softball Rules of Play
Revised March 13, 2024

Teams shall remain the same as they were at the end of the second season the previous year. If a player(s) does not want to be on the same team, they shall notify that coach, who will then notify the Vice President. That player(s) will be placed in the draft. There shall be two female players on each team if possible. This is an experimental change for the first season and will be evaluated by the Board of Directors for the second season. All players whether on the same team or who will be in the draft shall have signed the YVSSA Annual Membership Registration and Waiver Form before stepping on the field at practice and the \$20 fee along with the \$25 for the 1st season player fee shall be received before the player can be placed in the draft or play in any game. The \$25 player fee for the 2nd season will be collected previous to the start of the 2nd season. The coaches will collect these fees and give them to the Treasurer all at one time when they are due.

The balance of the team roster will be filled through the draft. Teams will have a maximum of 7 players. Any remaining registered players will be assigned to the player pool or if enough extra players are available a new team(s) will be formed. The draft order is established by totaling all the team points from the previous Season 1 and Season 2. The draft order is from the last-place team drafting first with the first-place team drafting last. The draft will continue in this order until all players are drafted or the teams have reached the player limit of 7 players. There

At the end of the draft when a maximum of all 7 available players have been assigned to their perspective team, then the designated players, as approved by the Board who have limited ability shall be assigned to the team next in line for the next draft pick or any of the coaches participating in the draft may request that player. These limited-ability players will be allowed a substitute runner starting from perpendicular to home plate and the 1st baseline fence. This substitute runner shall advance when the ball is hit. A limited-ability player should not be assigned to a team that has fewer than the 7 maximum players that have been selected in the draft unless one of those coaches personally requests to have one of those players on their team.

This selection process shall not have any effect on a future player being placed on their team. Teams that lose players permanently for the season will receive replacement players from the player pool as assigned by the Vice President. This process does not apply to players that are injured and are expected to return to play. Players that register after the draft will be assigned to a team based on the order in which the player communicates wanting to play to YVSSA and completes the registration. If teams are at a maximum of 7 players, new players will be assigned to the player pool. An attempt will be made to replace players on teams with players of comparable ability to maintain a competitive balance in the league

The player pool is established to allow players that are not able to commit to being full-time players assigned to a team, an opportunity to play softball as their schedule allows. Pool players that are available and want to play on a game night will contact them by text or phone, the Vice President and state they are available to play on a particular game night. If the Vice President is not available players will contact the President or designee. It is preferred that communication occurs the day before the game, typically Tuesday. Coaches that need players to reach the team player minimum of 7 players are required to contact the Vice President and request a player(s). All teams are required to have 7 players if additional players are available. The coaches may take more than 7 players if there are players who want to play. Having more than 7 players is the coach's decision. The Vice President will assign available players in a manner that will balance the player skill levels of the teams requiring players(s). The goal is to have parity among teams, to provide an equitable and enjoyable experience for all players. Pool players that opt to show up at the fields on the game night without communication with the Vice President may or may not be assigned to a team. This will be based on a team's player needs on any given night. Players that opt to be pool players will pay the \$20 YVSSA league fee. Pool players will also be required to pay a \$4 doubleheader game fee. The coach shall collect the fee before game time and get that fee to the treasurer. Players will not contact coaches, and coaches will not contact players. All communications will be conducted through the Vice President or the President as required. The intent of this requirement is to maintain fairness and equity among teams and to provide a quality experience.

Bases will be 70' apart. There will be a double first base, one for the defensive player to use, and one for the runner to use. If there is no play at first base, the runner may use either base.

There will also be a separate scoring plate or line, to be offset 8' from the front of home plate perpendicular to the 3rd base line. Both of these features are to provide separation between the runner and defensive players. A runner that does not cross the scoring line before a defensive player touches home plate with control of the ball, will be called out. A runner will be called out if they cross into the batter's boxes or mat area.

There will be a runner "commitment line" located along the third base running line, at a point 30' back from home plate perpendicular to the third base line. Once a runner crosses that line, they cannot go back to third base and cannot be tagged out because the defensive player is then limited to touching the plate.

Per ASA /USSSA rules: For seniors, a strike mat measuring 19" X 34 1/2" dimension is the strike zone. The front edge of the mat shall be centered and placed on the front edge of the home plate. The arc of the ball shall be 6' minimum and 12' maximum from the playing surface.

A pitcher's screen is furnished for the safety of the pitcher and is the pitcher's choice whether to use it or not. The pitcher may also choose to use their own safety equipment to protect themselves. The screen shall be set in an area preferred by the pitcher, but can be no further than 4 feet from the front of the pitching rubber towards home plate, and at least one support leg of the pitching screen must be in line with the outer edge of the pitching rubber. A batted ball hitting the screen, whether in the air or on the ground, will be considered a dead ball no-hit situation and therefore no runner shall advance and will have no effect on the batter's ball/strike count.

Batters will start with a 0 ball & 0 strike count. First foul ball, after two strikes, the batter will be out.

When a team is in the outfield, players can position themselves no closer than halfway between the outfield fence and the edge of the infield dirt. A line will be intermittently painted on the outfield grass to indicate that positioning. The outfielders can advance when the ball is hit. When a team is in the infield, players cannot position themselves on the grass and are no closer to home plate than the baseline until the ball is hit.

Runners may slide into second or third bases. Runners must attempt to avoid contact with defensive players. Slide or get out of the way. Runners interfering with defensive play will be called out, and defensive players may not impede runners when not fielding a hit ball. Umpire's judgment will rule here. Base coaches will not physically assist or touch a runner in any manner unless time is called.

Substitute Runners: The furthest player behind the batter shall be the substitute runner. Substitute runners may be used once the runner stops at a base, and time is called. A substitute runner may have a substitute only if they are injured. Runners should not be replaced, because they are slow runners. If a batter is injured or impaired, a substitute runner may be allowed from home plate, starting from behind the home plate, and with the approval of all three coaches.

The umpire must acknowledge the request, and once the substitute runner touches the base, they cannot come back out. If a substitute runner's time at bat comes up while they are on base (under local 5-on-5 rules) a substitute runner (furthest player behind the batter) may be inserted and the runner will be allowed to bat.

All players on a team must bat, as listed in their current official roster sheet, turned in to the scorekeeper before game time. Free defensive roster substitution will be allowed. The on-deck batter is to remain in the warmup box and will be responsible to pick up the bat of the previous batter before batting. Each of the 4 innings will consist of 3 outs or 5 runs, whichever occurs first. There will be no open inning

Yakima Senior Softball will only allow the use of ASA or USA-certified bats, with a rating of 1.2 BPF or less. The umpires shall check all bats previous to the start of games. The umpire's decision is final. No bats are allowed with any modifications of any kind, or those with a rating higher than 1.2 BPF. Any player using an illegal bat at any YVSSA function, whether at practice or in a game, will be subject to disciplinary action as determined by the Board of Directors.

There will be 2 sizes of softballs: for the men, a 12" yellow ball with 300# compression and a .52 COR, and the women will use an 11" yellow ball.

We will be playing under the "five x five x five" format, with three teams of five in the game at one time. Team 1 will start the at-bat, with all players in the lineup batting. Team 2 will start in the infield (4) positions and will provide the pitcher. Team 3 will start in the outfield (4) positions and will provide the catcher. (In games without an umpire catcher will call balls & strikes.)

There is a limit of 2 home runs for the men and 2 home runs for the women per game. After a limit is reached, each subsequent home run for that team will be considered a dead ball single, with runners advancing 1 base, only as "forced" by the following runner. When a home run is hit the batter must touch 1st base. Runners on base at the time a home run is hit do not have to cross the scoring line at home plate.

A ball that hits the foul pole and goes over the fence in fair territory is a home run. A ball that would not have otherwise gone over the fence, but is inadvertently tipped over by a defensive player before it hits the ground, would be a home run, but not counted in the team's 2 run limit. A ball that hits the ground and goes over the fence in fair territory will be a "ground rule" double and all runners will be awarded the base they were advancing to at the time the ball goes over, plus 1 base. Subject to interpretation by the umpire.

Any batter who hits the ball into the outfield, whether it's a direct hit or deflected by the infielder, will not be thrown out by the outfielder while advancing to first base. The ball must first be thrown to an infielder, who may then throw to first base.

Game scoring will be as follows: The game winner will receive 2 points, the second-place team will receive 1 point, and the last-place team no points. If the first and second scores are tied, each of those gets 1&1/2 points. If the second and third teams are tied, they each get 1/2 point and the winner gets 2 points. If all scores are tied, they all get 1 point. All games will consist of 3 points in total.