

NJSSA 70's State Tournament Rules

The 70 Tournaments are ONE DAY events with no limit to the number of League or All-Star Teams participating from each County.

Tournament will be played using SSUSA Rules with the following exceptions:

- 1) **FEE** - Each player will pay \$5 to participate in the Tournament. Money will be paid into the NJSSA Treasury as a membership fee. Those players participating in an NJSSA 70's sanctioned league that have paid their membership fee will not be required to pay again. Players turning 69 in the tournament year are eligible to participate.
- 2) **BATS** - ASA approved bat. No Senior bats.
- 3) **BALL** ASA Tournament softballs.
- 4) **COMMITMENT LINE** - Halfway between 3rd and home plate drawn by umpire.
- 5) **HOME TEAM** – All teams flip. All Teams Flip Pool Games, Higher seed gets choice Home/Away Championship.
- 6) **LENGTH OF GAME** - 7 innings. Only when time constraints dictate, players will start with a 1 and 1 count, otherwise full count applies. Third strike foul is OUT. No extra foul. If the game tied after 6 innings, the International tie breaker will be in effect where last batter in the previous inning starts at 2nd base. He cannot have a courtesy runner until he reaches 3rd base. Maximum of 9 innings.
- 7) **TIME LIMIT** – No Time Limits, except extra innings Max 2 Extra 9 Innings The FORFEIT TIME is game time unless a team is still playing. If a team forfeits that team will lose their entry fee and is eliminated from the tournament.
- 8) **RUN RULE** –. Catch up Rule only Tie not 5 up etc. Example, If Team is leading 15-0, other team can catch up to 15 maximum.
- 9) **MERCY RULE** - 12 runs after 5 innings.
- 10) **NUMBER OF PLAYERS:** 9 players to start and finish. 11 defensive players in field. The maximum number of players on a team is 20.
- 11) **SLOT OUT** - Injured Player, the next AB is an Out after that next batter in lineup takes his spot unless substituted.
- 12) **RABBIT RULE** – No Rabbit runners.

- 13) **GRASS RULE** – No green grass rule.
- 14) **PITCHER PROTECTION** – The use of pitcher's protection mask is mandatory and must be worn as intended on the pitcher's face. Shin guards and chest protectors are optional.
- 15) **FIGHTING, STRIKING AN UMPIRE** – Player(s) will be removed from the park for the remainder of the tournament. If it results in a team having fewer than 9 players, a forfeit will result. Verbal violence will also result in an ejection from the tournament.
- 16) **FORMAT** - 2 Divisions A/B. 3 A Teams, 3 B Teams. Each play 2 pool games then #1 vs #2 for championship. (Head to Head, Run Differential, Flip Coin).
- 17) **ROSTERS** – All rosters must contain player's name and year of birth. To play in the Open Division, players are NOT limited to playing for a team from their County. Teams can be formed from within or from outside a County. A maximum of 20 players allowed on the roster. Players can play for any team from any County and a County is NOT limited to one team. Teams can be League Teams or a combined team from a 70's League. A Roster must be submitted 1st week before the Tournament date. Player must be on submitted roster. The tournament committee, at its discretion, can form divisions in an attempt to balance the teams. To play in the League Division, teams can only add players from non-participating teams in their specific league. All rosters must be submitted to Bob Lorincz at njscores@hotmail.com.
- 18) **ROSTER DEADLINE** - The deadline to submit rosters for the Team and All-Star Tournaments is the Wednesday before each stated tournament date. All rosters must be submitted to Farlan Alusik (falusik33njyahoo.com).
- 19) **UNIFORMS** - All players must wear the same color shirts with number on the back.
- 20) **TIE BREAKERS** - (Final Standings)
- A. Head to head
 - B. Least runs allowed between tied teams
 - C. Least runs allowed - all games
 - D. Run differential - all games
 - E. For a 3 way tie - After 1st tie is broken, remaining 2 teams start over at (A) above.
- 21) **SLIDE IN RULE** - Players who come late can "slide into" the batting order if the batting order has not been completed--that is all batters in the batting order have not taken their turn to bat. However, if the batting order has been completed, the late player's name must be placed at the end of the batting order.
- 22) **ARC** - 6'-12', No Faking, 0-0 Count and No Foul. 3rd Strike Foul is Dead Ball.
- 23) No Arguing Pitches constantly with Umpire

- 24) Only Managers can talk to Director or Umpires
- 25) **DUGOUTS** - Assigned Pool Games, Flip for Championship if needed
- 26) No Sliding into 1B or Home Plate for Safety.
- 27) Extend Batter's Box 1 Foot
- 28) Runner may leave base after ball passes home plate
- 29) **PINCH RUNNER** - Only 1 time per inning and can't be the same player. Once Pinch Runner reaches 1B he cannot be replaced, if so, runner is out.
- 30) **SAFETY BASE** - 1B, must hit if close play at 1B or runner is out.
- 31) Avoid 2B or Slide on Double Play if not both runners will be out.
- 32) **FOUL TIP** - Any height Batter is out if caught.
- 33) Any changes by Team, alert other Manager and Umpire immediately!
- 34) Once an inning is completed, No Score Changes are allowed.
- 35) 1 Forfeit is 7-0 Loss, 2 Forfeits Team Disqualified
- 36) Reentry of a player is allowed.
- 37) Any player in Field must also Bat
- 38) Plate and Mat are Strikes.
- 39) Umpire will call Illegal Pitches in Flight, If not Hit, pitch will be a Ball.
- 40) No Metal Spikes, No Bunting
- 41) No Judgement Calls may be Protested.
- 42) Any Protests must be make prior to next pitch and Managers and Umpire Verbally notified.
- 43) All Players must have a Photo ID with them. Managers can ask to verify player eligibility.
- 44) **NO UMPIRE** – Both teams will agree on a substitute.
- 45) Only the 1st game has 10-minute grace time, all other game times are forfeit time
- 46) Hit Foul Balls/HRs please have your Team retrieve them.

- 47) All players must be age 70 by Dec 31st of that year, with exception of 1 68 and 1 69 yr old player.
- 48) **ILLEGAL PLAYER USED** - Manager and Player Ejected.
- 49) **LILLEGAL BAT USED** - Player Ejected.
- 50) **APPEAL PLAY** - After play is over time is called, Manager asks Umpire for only 1 appeal.
- 51) 10-minute breaks between games
- 52) **FLIP FLOP RULE** - 6th inning if both Teams agree.
- 53) Only players present at Games will receive awards etc.
- 54) All Softballs, Umpires, Fields, Trophies, Pictures, etc. provided by NJSSA.
- 55) Please try to settle your differences on the Field with 2 Managers and Umpire.
- 56) Be Professional you are Representing NJ Senior Softball