

# Playing Rules

## Number of Players on a Team

**50+ Age Division**—Ten (10) players constitute a team. However, a team may start a game with no fewer than nine (9) players. An tenth (10th) player on the roster may be added any time during the game, batting in the last (10th) position. Until the tenth (10th) position is filled, **an out will be declared only the first time that position comes to bat.**

**60+ Age Division**—Eleven (11) players constitute a team. However, a team may start a game with no fewer than ten (10) players. An eleventh (11th) player on the roster may be added any time during the game, batting in the last (11th) position. Until the eleventh (11th) position is filled, **an out will be declared only the first time that position comes to bat.**

**Roster**—A team roster is limited to twenty (20) members. A non-playing manager and coach(es) are included in this player count of twenty. A team must have the required number of players present in the dugout or team area to start or continue a game. Players listed in the starting lineup and not available at game time may be substituted for a re-enter later.

**Equipment & Markings**—The Pitcher's Box consisting of the area from the front of the pitcher's plate, 50 feet (15.24m) from Home Plate, and extending back six feet perpendicular to the pitcher's plate shall be used.

The pitcher's plate shall be of rubber or wood, 24 inches (60.96cm) long and six inches (15.24cm) wide. The top of the pitching rubber shall be level with the ground. The front of the pitching rubber shall be the prescribed pitching distance from the back point of home plate (50 feet; 15.24m). **The Pitcher's Box will be marked with chalk or field paint.** See Pitcher's Protection Rule.

**Commitment Line**—A line will be designated one-half the distance (32.5 feet) between 3rd base and home. Whenever a runner crosses this commitment line, he must proceed to home and cannot return to 3rd base. Runner must touch the alternative home plate before the ball reaches the catcher standing on **ANY** section of the home mat. **There cannot be any contact or tagging the runner at home.**

**Even +5 Run Rule**—The EVEN PLUS 5 RUN rule will be used with the last inning open.

**Approved Bats**—See ASA Non-Approved Bat List.

**Altered Bats**—A bat is considered altered when the physical structure of a legal softball bat has been changed. Penalty is forfeiture of game and expulsion from tournament.

**Re-Entry**—Any of the starting players, including an EP, may be substituted and re-entered once, provided players occupy the same batting positions whenever in the lineup. The starting player and the substitute(s) may not be in the lineup at the same time. If a manager removes a substitute from the game and re-enters the same substitute later in the game, this is considered an illegal re-entry.

**The Arc**—The height of a legal pitch must be from six (6) to twelve (12) feet above the playing surface.

**Base Path**—A base path is an imaginary line three feet (0.91m) on either side of a direct line between the bases, or a direct line between a base and the runner's position at the time a defensive player is attempting (or about to attempt) to tag the runner. If there is a play on a batter going TO 1st base, the batter **MUST** touch the portion of the DOUBLE BAG extending into foul territory. The batter **shall be called out** for failing to do so. Not an appeal play.

**Metal Cleats are Prohibited**—A player found wearing metal cleats in a game will be ejected from the game, and if on base, he will be called out. Any player on base at the time the ejected player came to bat must return to the base occupied at the time if there are fewer than three (3) outs.

**Strike Zone Mat**—A Strike Zone Mat will be used. Together, Home Plate and the Strike Zone Mat will form a rectangular shape nineteen (19) inches by thirty-six (36) inches. The mat shall be made of rubber or other suitable material. Any part of the rectangular Home Mat touched by the catcher with the ball is considered an out if done so before runner touches the scoring plate.

**Tie Games**—Tie games after seven (7) innings or time limit will continue until one team is ahead after the completion of any subsequent inning.

**Protests**—Only managers or acting managers may consult the umpire over rule interpretations. There are three types of protests:

- A. Misinterpretation of a playing rule - must be made before the next pitch or, if on the last play of the game, before the umpires leave the playing field.
- B. Illegal substitute - must be made while they are in the game and before the umpires leave the playing field.
- C. Ineligible player - can be made any time during or after the game. Eligibility is the decision of the protest committee.

**Forfeited Games**—A forfeited game shall be declared by the umpire in favor of the team not at fault in the following cases:

- A. If an umpire is physically attacked by any team member and/or spectator.
- B. If a team fails to appear on the field, or, being on the field, refuses to begin a game for which it is scheduled or assigned within a time set for forfeitures.
- C. If one side refuses to continue to play after the game has begun, unless the game has been suspended or terminated by the umpire.
- D. If, after play has been suspended by the umpire, one side fails to resume playing within two minutes after "play ball" has been declared by the umpire.
- E. If a team employs tactics noticeably designed to delay or to hasten the game.
- F. If, after warning by the umpire, any one of the rules of the game is willfully violated.
- G. If the order for the ejection of a player is not obeyed within one minute.
- H. If the ejection of a player or players from the game results in fewer than the required number of players to continue the game.
- I. If an ejected player is discovered participating again.