

2018

Rules and Regulations



Established 1990
www.kcseiorsoftball.org
(Also found on Facebook)



The Kansas City Metro Senior Softball League

Founded in 1990 by Wes Weddle, the league has grown to include more than 850 men and women on teams that play in conferences across the metropolitan area. We are the largest senior softball league in the nation, according to Senior Softball-USA.

Many volunteers -- including the Board of Directors, conference directors and members of various committees -- log countless hours each year planning and organizing league activities.

This book contains the rules of our game and contact information for board members and conference directors.

As we are affiliated with Senior Softball USA, we draw many rules from that organization. For any rule not spelled out in this book, please refer to the SSUSA rules posted online at seniorsoftball.com. In a situation not covered by our book or SSUSA, we follow ASA rules.



Wes Weddle

Sportsmanship policy

The Board of Directors wishes all members a healthy, fun and civil season in 2018. To help encourage the “civil” part, the board asks everyone -- managers, players, umpires and spectators -- to treat each other with respect, even when disagreements arise.

Please follow these basic sportsmanship tenants:

Show respect for the opponent at all times.

Show respect for the umpires.

Know, understand and appreciate the rules of the contests.

Maintain self-control at all times.

Recognize and appreciate skill in performance regardless of affiliation.

As Wes Weddle was fond of saying: *“Remember if you play the game, have a good time and lose, you are still a winner.”*

To view a list of KCMSSL members who have died,
go to the league website:
www.kcseniorsoftball.org

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RULES AND REGULATIONS OF

The KANSAS CITY METRO SENIOR SOFTBALL LEAGUE INC.

<http://kcseniorsoftball.org>

A. BOARD OF DIRECTORS (must be league members):

Randy Rowe, president, 816-718-3221
Tim Burkindine, vice president, 913-488-7566
Donna McGuire, membership secretary, 816-214-6280
Clint Berger, treasurer, 913-481-7937
Susan Scholler, secretary, 913-579-8568
Mark Splettstaszer, 913-961-4084
Bobby Gregg, 816-331-9143
Bob Reynolds, 913-961-7562
Steve Krull, 913-709-4648
Bill Nees, 913-522-9160
Larry Hightower, 573-230-3688
Barry Gordon, 913-827-7722
Rocky Osborn, 913-681-84103

B. COMMITTEES and chairs

President and vice president are ex officio members of all league committees.

By-laws: Tim Burkindine
Competition: Mark Splettstaszer
Membership/dues: Clint Berger, Donna McGuire
Players ratings: Clint Berger, Susan Scholler
Protests/grievances: Steve Krull
Rules: Donna McGuire
Tournaments: Randy Rowe, Bill Nees, Tim Burkindine
Website: Karen Riffle, Larry Hightower
New members/welcoming: Bob Reynolds
Sportsmanship: Tim Burkindine
Advertising/promotions: Larry Hightower
All-Star games/picnic: Bobby Gregg
Player relations: Steve Krull
Umpires: Donna McGuire
Long-range planning: Tim Burkindine
Individual awards: Barry Gordon

Draft leagues: Dave Hendriske, Bob Reynolds, Larry Hightower, Bill Nees.

Conference championship awards: Randy Rowe, Bill Nees

Safety: Steve Krull

Equipment maintenance: Bill Nees, Bobby Gregg, Clint Berger, Rocky Osborn

C. CONFERENCE COORDINATORS:

Each conference coordinator serves as a liaison between the conference and the Board of Directors. All coordinators are either board members or report to a specific board member. The coordinators communicate with team managers, make sure all players are league members and help with scheduling issues. They distribute softballs to the teams or parks staff, encourage managers to follow team dress codes and make sure equipment provided by the league is in good working order. They cannot make rule changes for their conference without board approval, and they cannot spend league funds without board approval.

Coordinators:

Sunday:	Black Bob (Olathe)	Randy Rowe
Monday:	Hartman (Lee's Summit)	Susan Scholler/Ann Willkett
	Black Bob (Olathe)	Dave Hendrikse
	Roe Park (Overland Park)	Bill Nees
Tuesday:	Independence Athletics Complex	Bob Reynolds
	Black Bob 55+ (Olathe)	Rocky Osborn
	Black Bob 60+ (Olathe)	Bobby Gregg
	Black Bob 65+ (Olathe)	Barry Gordon
Wednesday:	Hartman (Lee's Summit)	Steve Krull
	Independence	Randy Rowe, Bear Barragan
Thursday:	Heritage (Olathe)	Mark Spletstaszer/John Loffin
	Roe Park (Overland Park)	Larry Hightower/Marty Peters
Friday:	TBD	Susan Scholler, Bear Barragan
Saturday:	Roe Park (Overland Park)	Bob Reynolds

(Most phone numbers on previous page. Ann Willkett, 816-830-1408. Marty Peters, 913-777-1638. Bear Barragan, 816-349-2787.)

ARTICLE I. DEFINITIONS

Note: For simplification of rules wording, all pronouns in this book refer to male and female players, managers and umpires.

COMMITMENT LINE: A six-foot line marked thirty feet from home plate, perpendicular to the foul line between third base and home plate. Once a runner's foot touches the ground on or past this line during a live ball, the runner may not re-cross the line in the direction of third base. The runner must continue toward the scoring plate. Violation will result in a live-ball out.

CONFERENCE: A group of teams playing at a specific facility on the same day of the week and under the sponsorship of the Kansas City Metropolitan Senior Softball League, Inc.

DIVISION: A group of teams forming a part of a conference, determined by the League to be of generally comparable playing abilities and that play a schedule of League games among themselves.

DOUBLE BAG FIRST BASE: A two-colored double bag that has equal sizes on either side of the foul line, with the white portion in fair territory and an orange or other color bag extending into foul territory. If there is a play being made on a batter running to first base, the batter-runner must touch the portion extending into foul territory unless, in the umpire's judgment, the batter-runner is trying to avoid a collision with a fielder. The batter-runner shall be called out for failure to do so. The defender must record the out by making contact with the white portion of the base.

On extra base hits, errors or balls hit to the outfield, the batter-runner may touch either portion of the bag. Should the batter-runner round the base, he may return to either portion. After the batter-runner becomes a base runner by safely reaching first base, the double base shall be treated as a single base, and the runner and fielders may use either portion at any time.

EQUALIZERS: Conferences sometimes have sizable disparities between teams within a division. To make games more competitive, the competition committee, the conference coordinator working with team managers, or the Board of Directors can institute "equalizers" for teams that otherwise would lose most games by at least five runs. Acceptable equalizers: an 11th defensive player (only available for teams that normally play with 10 defenders); three runs given at the start of the game; five runs given at the start of the game; or a combination of awarded runs (three or five) and an extra defender.

INELIGIBLE PLAYER: An ineligible player is one who fails to meet the requirements as to age (Article III), (Article VI, A, 1&2; & O.1.a.). Such ineligible player and/or the team manager/leader shall be subject to the progressive penalty rule at (Article VI, T).

LEAGUE REPRESENTATIVE: League directors and conference coordinators; names are found on pages two and three of this book.

PITCHER'S BOX (and pitching rules): The pitcher must take a position with both feet firmly on the ground with the pivot foot or both feet in contact with the pitcher's box. The pitcher must come to a full and complete stop with the ball in front of the body. The front of the body must face the batter. This position must be maintained at least one second before starting the pitch. At the beginning of each half-inning, or when a pitcher relieves another, not more than three warm-up pitches can be delivered.

SESSION: A series of games league teams play. Example: Spring and Fall.

SCORING PLATE: A plate (occasionally, a chalk line) set beside home plate, nine feet, five inches away from the left front corner of home plate, that a runner must touch to score. The defensive player in possession of the ball must touch any part of the strike mat before the runner touches the scoring plate to record an out.

STRIKE MAT: A mat twenty-one (21) inches wide and thirty-four and one-half (34 ½) inches long placed on top of the regular home plate, aligned with the plate's front edge. Any legal pitch that strikes any portion of the mat will be a strike.

ARTICLE II. AFFILIATION

The league is affiliated with Senior Softball-USA. (SSUSA)

ARTICLE III. PLAYER ELIGIBILITY

A. All players, managers, and coaches in the league must complete the online registration or league membership form, provide a valid copy of his driver's license, or age verification, (unless these are on file with the league office), and pay the required fees prior to being eligible to compete in any league-sponsored event.

B. Each conference has a minimum age that a player must be turning during the calendar year in order to compete in that conference. The exception is that 50+ competitive conferences are allowed a maximum of two younger players (ages 47, 48, or 49) on each 50+ roster. (Note: Starting in 2019, these players would need to be turning 48 or 49 in the calendar year.) Other teams cannot borrow these players, unless the

opposing manager waives that rule.

ARTICLE IV. DRESS CODE

A. Each team will provide team jerseys with numbers a minimum of six inches tall on the back of the jersey with no identical numbers. Should two players end up with the same number for a game, their manager is obligated to notify the opposing manager and the scorekeeper. **Borrowed players must wear their own team jersey.**

ARTICLE V. PLAYING RULES

A. League playing rules will be in accordance with SSUSA (or ASA rules if not covered by SSUSA rules) except when superseded by the Kansas City Metropolitan Senior Softball League playing rules.

B. SOLICITATION.

Solicitation of players during the playing year from other conference teams will not be tolerated.

C. CONDUCT.

1. A sense of camaraderie and sportsmanship will prevail. Use of foul, abusive or vulgar language will not be tolerated and could result in ejection.

2. A player who intentionally injures, or attempts to injure an opposing player will be ejected and subject to suspension from the League. This includes a base runner running into a defensive player.

3. A player or manager who is ejected must leave the field and dugout, and must serve a one-game suspension, meaning he is not eligible to play or manage in his team's next game. Umpires shall notify the conference coordinator and park supervisor of all ejections.

In addition, the board can levy more serious penalties for a single act or multiple occurrences. Any player, manager or other person connected with the KC Metro Senior Softball League who is (a) involved in a physical fight or shoving match with another player, manager, umpire, KC Metro Senior Softball League officer or director, spectator or other person, or (b) who exhibits any act that is intended to injure any such person or (c) who displays a verbal or abusive attack toward any such, shall, after notice and an opportunity to be heard, be subject to a suspension of one game, multiple games, or of one or more years depending upon the severity of the violation. The penalty will be determined by the Board of Directors. This rule applies wherever the infraction occurs; that is, in local league events, or at any tournament.

ARTICLE VI. THE GAME

A. DIVISIONS.

League teams will be grouped for league and tournament play in seven divisions: 1. Platinum, 2. Gold, 3. Silver, 4. Bronze, 5. Draft, 6. Women, 7. Co-ed.

Players on Platinum and Gold teams shall play on only their respective level teams without mitigating circumstances, and prior approval of the Competition Committee. Platinum and Gold players may not sub on Silver or Bronze teams. Any player on Platinum, Gold, Silver, or Bronze team's rosters must have prior approval of the Competition Committee to play on a 60+ Recreational team.

B. BORROWING PLAYERS.

Teams may borrow players from only teams in their division or lower; they may not borrow players from teams in a higher competitive division. For example, a Silver team may borrow players from other Silver teams in that division or from teams in the Bronze division. A Gold team may borrow players from any competitive level except Platinum. A Platinum team may borrow players from any competitive level.

Members may be rostered only on one team in a conference, that is, one team per day. (See also rule N.1.a.)

C. INJURED PLAYERS. An injured player on the bench at the start of the game must be declared to the opposing team manager.

D. A batter will have **ONE BALL AND ONE STRIKE** upon entering the batter's box. When the count reaches two strikes, however that occurs, the batter will be allowed one courtesy foul ball and be declared out on the second. **Note:** Foul tips, defined as balls fouled backward that do not go higher than the batter's head, are dead balls. Whether or not caught, the foul tip is dead ball. That batter would be out **ONLY** if he has used his courtesy foul.

E. BATTING LINEUP: All defensive players will be in the team's batting lineup.

F. GAME LENGTH

1. Conference games will be scheduled for seven innings and 60 minutes maximum (except Sunday conference). Teams are limited to scoring five runs per inning except for the final inning. (Sunday conference excluded.)

2. A game shortened by weather or other factors shall be considered a regulation game if five innings have been concluded, or if four and one-half innings with the home team ahead have been concluded. (Note: If the game is tied after five innings, it shall end as a tie.) Games that do not reach regulation length shall be replayed in their entirety.

3. With 10 minutes playing time remaining, and the game has not yet reached the sixth inning, the umpire will state that the current inning will be completed, and the next inning will be the final, unlimited-run inning. In the event of a tie, one extra, unlimited-run inning will be played. If the game is still tied, it will end tied.

4. **FLIP FLOP RULES:** When the unlimited-run inning starts, if the home team trails by at least 10 runs, the home team will bat first; the visitors will bat after the home team's final out only if the home team ties the game or takes the lead. In addition, if the visiting team does not have a 10-run lead entering the inning, but its lead reaches 15 runs in the top of that inning, the teams will flip flop at that point. Managers and umpires shall note any runners on base, and the current batter, in case the home team ties or takes the lead. If this happens, the visiting team will finish its at-bat after the home team's final out. **Note: Any manager who refuses to follow the mandatory flip flop rules will forfeit the game.**

G. HOME RUNS. For Platinum and Gold conferences, the over-the-fence home run limit is **six per team per game**. All over-the-fence home runs after six will be **outs**. For Silver, Bronze and Women's conferences, the over-the-fence home run limit is **three per game**. Excess home runs will be **outs**. Batters and runners need not touch the next base on home runs or four-base awards. For Draft conferences, see page 14.

H. PITCHING SCREEN.

All teams must use the screen, unless a team's pitcher elects to wear protective gear (mask, shin guards **and** chest protector).

1. The screen will directly face home plate within three to six feet in front of the pitching rubber.
2. The screen must cover a minimum eight inches (i.e., one third) of the width of the pitching rubber.
3. The pitcher cannot "hide" behind the screen and pitch over it; the batter must be able to see the pitched ball, without the screen being in the way, from its release all the way to the strike mat.
4. Any batted ball striking any portion of the screen as observed by the umpire will be declared a dead ball and foul ball. A batter can use up his courtesy foul by hitting the screen but cannot foul out by hitting it. Thrown balls are in play.
5. The screen must be placed to the left of a right-handed pitcher, and to the right of a left-handed pitcher to maximize the pitcher's safety.
6. Any pitch delivered with the screen not in a legal position will be declared "no pitch." If a pitcher refuses to place the screen in the correct position, the umpire will notify the player's manager and remove the pitcher from pitching. If a team's second pitcher does the same, he will be ejected.

I. GROUND RULE. If a ball leaves the playing field by going under the fence, the

defensive player will not touch it but will raise both hands as a signal to the umpire. The umpire will go to the location and make a decision. Failure of the defensive player to follow this procedure will result in a ball being ruled in play.

J. TIE GAMES. If after regulation time the GAME IS TIED, each team will start a runner at second base in the extra inning. This runner shall be the last batter from the previous inning. No substitute or courtesy runner may replace this runner until he reaches third base. If the last batter out cannot play because of illness, injury, etc., the runner will be declared out and the next previous batter will be the tie-breaking runner. The extra inning is an unlimited-run inning. If the game is still tied after one extra inning, the game ends tied. Teams receive half a win and half a loss.

K. TIE-BREAKERS. After regular conference play, if there are teams with identical records, the following tie-breaker criteria will be used to declare a winner: 1) head-to-head record. If still tied, co-champions will be declared. If possible, both (or all) teams will receive championship shirts. If not possible, a coin flip will determine who gets the shirts.

L. EQUIPMENT.

1. Metal cleats are not permitted. Players found wearing them will be ejected and, if on base, a “dead ball out” will be called. If there are fewer than three outs, any player on base at the time the ejected player reached base must return to the base occupied at the time.

2. All bats clearly marked “1.2 bpf” or “1.21 bpf” and which are “SSUSA Approved” are legal. Any bats introduced since 2014 by bat manufacturers must be clearly and permanently marked “approved for SSUSA use,” or similar, by permanent sticker, etching or imprint. Altering a bat makes it illegal. Altering can include shaving the bat, applying more than two layers of tape to the grip, or applying pine tar or another foreign substance to the bat barrel. Use of an illegal bat will result in the batter’s being called out and ejected from the game (and that day’s subsequent game in a double-header conference). Base runners must return to the base(s) occupied at the time the illegal bat was used, provided there are fewer than three outs. For questions regarding bat approval, see Senior Softball USA website.

3. Only league-approved balls with the league logo may be used. It is preferred that umpires handle the balls, and that all balls enter play through the umpire.

4. Players are strongly encouraged to use protective equipment.

M. Re-ENTRY AND EXTRA PLAYERS.

1. SSUSA rules for re-entry and extra players will apply. Extra players may play defense at any time provided that the total number of defensive players on the field does not exceed the total allowed for that age group. Managers have the option of batting up to all players on their team roster.

2. When all players present are in the batting order, and one is forced to leave the game for any reason other than ejection, an out will be recorded the first time that spot in the batting order is reached. Afterward, the missing player will be skipped and the lineup collapsed. The player may not re-enter that game. If an ejection reduces the available number of players below the minimum level (8), the team will forfeit.

N. NUMBER OF PLAYERS.

1. Ten defensive players constitute a team in Platinum, Gold, Silver, Bronze, and 60+ Recreational divisions. Eight roster players must be present and ready to play at game time to prevent a forfeit (Exception: Article VI. S.1.)

a. **BORROWED PLAYERS.** A team may borrow up to two conference members from the same or lower division to complete its lineup. Borrowed players must be declared to the umpire and opposing manager before the game. Failure to abide by this could result in a forfeit. Borrowed players must bat last in the lineup. If a borrowed player plays any position other than catcher or right field, his team will give two runs for that borrowed player to the opposing team at start of the game (unless the opposing manager waves the runs). Once the game has started, the decision to waive the runs is irrevocable. When roster players arrive, they will replace borrowed players in the lineup.

2. Teams made up entirely of players age 70 or older may use eleven defensive players. These teams may borrow up to three players to complete their rosters. Borrowed players must be at least age 70 and from the same division. If a third borrowed player plays any position other than right-center field, the team will give two runs to the opposing team at the start of the game. Other rules from N.1.a apply.

a. Team managers with players under 70 in this division who believe their team has a sufficient lack of competitive players and should, therefore, be allowed to field 11 defensive players can petition the competition committee. The petition should accompany the team's roster and fee when registering for the session. Any permission granted will be valid for that session only.

O. TEAM ROSTERS.

1. At least one week prior to the starting date, team managers will submit to the competition committee chairperson a team roster with at least 12 team players' names, and make sure their required league fees and credentials have been submitted.

2. Only these rostered players may compete for the team until the competition committee gives approval for additional roster names, up to a total of 25. Teams may NOT add players to rosters once the season reaches the final two weeks of the conference's original schedule. (In addition, no roster additions are allowed for rescheduled games added to the end of the regular schedule.)

1. Following are the type of players who would need approval of the competition committee (at least three members) prior to becoming a team roster player: a. New

league members (Provide two impartial qualified references of playing ability); b. Former league members; c. Players seeking transfer from one league team to another league team (Must complete the League Transfer Form and submit the form to the competition committee for consideration. No transfer will be allowed once seventy percent (70%) of the games for a session has been played).

2. Any member who is released by a team after seventy percent (70%) of the games for the session have been played and desires to play must contact the competition committee chair for reassignment consideration.

P. LINEUP SLIPS.

If there is a scorekeeper, lineup slips must be presented to that person 10 minutes prior to game time. If there is no official scorekeeper, either the home team or the person designated by both managers becomes the official scorekeeper. Lineup slips may be exchanged at the pre-game meeting of the managers and umpire.

Q. GAME TIME.

1. Game times are published on schedules. There is a five-minute grace period to allow a team to reach the eight-person minimum to start the game. This time will be subtracted from the scheduled length of the game.

2. If the schedule does not identify home and visitors, a coin flip will be used.

R. BASE RUNNING.

1. Courtesy runners.

Unlimited COURTESY RUNNERS are allowed each inning. A courtesy runner must report to the umpire and may enter the game only prior to the first pitch to any batter. The same player attempting to be a courtesy runner twice in the same inning will be declared out.

a. A courtesy runner may be any player on the team roster. SSUSA rules for seniors apply (except for league rule on courtesy runners allowed for batters).

b. A courtesy runner cannot be replaced by another courtesy runner unless injured severely enough to leave the game. A courtesy runner is in the game when he touches the base. If a courtesy runner is determined to be illegal, he will be called out upon touching the base (or any time the error is caught while he is still on base), and no other courtesy runner is allowed. The original runner may not return as the runner. A runner who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning. A courtesy runner on base when it is his turn to bat will be declared out at the base and then takes his turn at bat.

c. Before the game, teams may designate one player who may have a courtesy runner from home, and announce this player to the umpire and opposing manager. If another player gets injured during the game, he may have a runner from home with the opposing manager's approval. The courtesy runner may be different for each at

bat. All other courtesy runner rules apply. (See diagram on back cover for starting line.) (Draft and women's leagues have own rules on runners from home.)

2. Sliding. Sliding or diving into first base or the scoring plate is not permitted, except to avoid a collision, and such players will be called out; however, a player may slide or dive into second or third base, or when returning to any base. Runners shall be called out for contact with a defensive player if, in the judgment of the umpire, the contact was deliberate, or the runner reasonably could have minimized or avoided contact and failed to do so.

3. Plays at home. A base runner must be RETIRED AT HOME without a tag. The defensive player with the possession of the ball must tag the strike mat after the runner has crossed the commitment line but has not touched the scoring plate (or scoring line). The runner shall also be called out if the runner touches or crosses over any portion of the strike mat or runs through the batter's box. Runners shall not be called out for any contact with a defensive player not in contact with home plate unless, in the umpire's judgment, the runner deliberately hit or could have expected to minimize or avoid contact and failed to do so. **BASE RUNNERS AND DEFENSIVE PLAYERS should exercise extreme caution at the bases to prevent injuries.**

S. AMERICANS WITH DISABILITIES ACT.

A. This rule may be used for any physically challenged player as determined by the Americans with Disabilities Act of July 25, 1990. As a result of the player's disability, he can play either offense or defense only, or he can play both.

B. When the physically challenged player plays offense only, he will be considered as an extra hitter. He will not be allowed to enter the game on defense at any time. When the physically challenged player plays defense only, he will be considered a DEFO, be listed last in the line-up and not be allowed to bat at any time. If the team has EPs (extra hitters), and the DEFO has to leave the game, an EP can take his defensive position."

Note: The player needs to have an ADA card on file with the membership secretary.

T. INELIGIBLE PLAYERS and PROTESTS.

1. A team using an INELIGIBLE PLAYER (as defined in Article I) will forfeit any game in which such INELIGIBLE PLAYER participated, and the manager or team leader and/or the INELIGIBLE player will be suspended from league play for two conference playing dates following the date of the infraction.

a. A second violation will result in suspension of the manager or team leader and/or the INELIGIBLE PLAYER from league play for the four conference playing dates following the infraction.

b. A third violation will result in suspension of the manager or team leader and/or

the INELIGIBLE PLAYER from league play for one year following the infraction.

2. Protests will not be received or considered if they are based solely on a decision involving the accuracy or judgment of an umpire.

3. LEAGUE PROTEST FORMS are available from League conference coordinators, in this book and on the League website. Follow the instructions on the form.

WOMEN'S CONFERENCE.

Rules are the same as those for the league with the following exceptions:

1. Players must be at least 40, or turning 40, during the current calendar year.

2. All team-roster players present will bat unless the player is injured.

3. The gold division will follow the men's borrowed players rules. (See N.1.a.) Silver teams playing 11 on defense may borrow up to three players and use them anywhere on defense. All subs will bat last in the lineup.

4. Players unable to run to first may have a courtesy runner from home. Runners will start from a line extending from the scoring plate and parallel to the third base line. (See diagram on back cover.)

CO-ED CONFERENCE.

1. Batting orders must alternate sexes. If a team plays short-handed, women can bat back-to-back without a penalty, but men may not bat back-to-back unless the team takes an automatic out between those batters.

2. An even number of male and female players must play in the outfield (two and two) and in the infield (two and two), with one man and one woman making up the pitching-catching battery.

3. If a man walks, he is awarded second base. The woman batting behind him must bat unless there are two outs, in which case she has her choice to walk or bat.

4. To be eligible, women must be turning 40 or older in this calendar year, and men must be turning 50 or older.

5. Women will hit the 11-inch league balls, and men will hit the 12-inch league balls. If the wrong ball is pitched and hit, the offensive team has the option of taking the result of the play or having the last pitch delivered again with the same ball-strike count and runners back on their original bases.

6. Teams may borrow up to two women, two men or two of each from other conference teams in order to field 10 players. They can play with as few as eight players. They may not borrow players to bat more than 10. A borrowed female player may play anywhere on defense. A borrowed male player may play only on the right side of the outfield or he may pitch.

7. Co-ed teams are allowed unlimited roster sizes.

DRAFT CONFERENCES

Rules are the same as those for the league with the following additions:

1. All players must be in the batting order. In double-header leagues, the batting order will run consecutive.
2. Every player must play at least three defensive innings unless he elects not to play defense. If so, he must notify the other manager before the fourth inning.
3. Maximum amount of fielders is 11. Managers may borrow silver- or bronze-rated players from a team on a bye week but cannot borrow gold-rated players from that team.
4. Teams cannot pick up players who have not paid to play in that draft league, unless fewer than 14 players are available, combined, for both teams. If one team has eight of the 14 players, they win by forfeit. If both teams have fewer than eight players, the game will be considered a tie. Non-draft players may be picked up to play a scrimmage.
5. If a team has only 10 players, the other team will provide a catcher. If the team's catcher cannot play elsewhere, the two managers will agree where the loaned player will play. An injured player unable to bat may catch.
6. If one team has nine players, the other team will furnish a catcher and right fielder. The fielder will be the last batter from the previous inning. If the short team's catcher cannot play elsewhere, then his manager will designate a position for the second loaned player. The loaned players will be the last two batters from the previous inning. Teams will play an equal number of players in the field.
7. When both teams are short, the team at bat will furnish a catcher. If one team has one player more than its opponent, it will furnish its own catcher. Teams can play with 10 defenders.
8. If a team has eight players, the teams will play 10 on defense and the full team will provide two loaned players using the same position rules as above.
9. If fewer than 14 players (both teams) show, the managers can decide what to do.
10. **Courtesy runners from home:** For players unable to run, a designated runner may be used from home. Managers must notify the other manager before the game of these batters. ALSO: Courtesy runners may be used on base only if the original runner requests one.
11. **Flip flop rules:** The league **10-run** flip-flop rule applies. In addition, if the visiting team's lead reaches **10** runs in the unlimited inning, the teams will flip flop at that point. Managers and the umpire shall note any runners left on base, and the current batter, in case the home team takes the lead. If this happens, the visiting team will finish its at bat after the home team's final out. (If the visiting team leads by 8 or 9 runs at the start of the unlimited inning, the teams may flip flop if both managers agree.)
12. **Outfield playing depth rule:** The outfield grass (Roe Park) starts about 120 feet from home plate. None of the four outfielders may cross this line until the ball is

hit. The 120-foot rule also will be used at all other draft conference ball parks.
(See diagram below.)

13. New players can register with KCMSSL and join any draft league at any time. Members playing elsewhere in the KCMSSL have 10 weeks after the season starts to join the Saturday conference. The Monday, Tuesday and Thursday conferences are open to all players who join that conference, unless all teams already have the maximum number of players. The conference coordinator will determine the maximum.

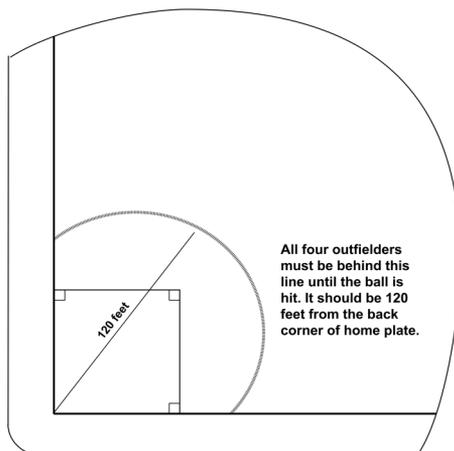
14. After the draft, the conference coordinator will assign any new players in concert with the league Competition Committee. If the coordinator wants to evaluate a new player first, he can have the player play on the team with the fewest players that first night/day.

15. Championship shirts will be given at the end of each session.

16. Home run rules: At Independence, we use the one-up rule on home runs hit over the fence. Excess home runs are a single, with all base runners advancing one base. Teams will retrieve their home run balls or a \$3 fee can be charged for a replacement ball. At Roe, any fly ball that clears the sidewalk is a home run. Ground balls that roll into the tree/tall grass area beyond the sidewalk are a ground rule double. Outfielders will retrieve the balls. No limit on home runs hit over the sidewalk. At the JCC, we allow three home runs with excess home runs ruled a single. Runners advance one base.

17. All other league rule apply, including time limits, unlimited-run innings, extra innings and pitching screen rules.

Outfielders' boundary line for draft leagues:



Notes

PROTEST FORM

Effective communication and cooperation between the managers of the teams involved in our League's games is very important. If a protest is to be filed, complete the following:

Date of protested game: _____ .

Name of opposing team: _____ .

Name of opposing team manager: _____ .

Playing site: _____ .

Division of play: Women's _____ 50+ _____ 60+ _____ Draft _____ .

Conference (day of week): _____ .

Rule violated. _____

Details, information and conditions pertinent to the decision to protest: _____

Expected outcome: _____

_____ Check if opposing team manager knows that this protest is being filed.

Umpire's name: _____

Scorekeeper's name: _____

Signature of person making protest: _____

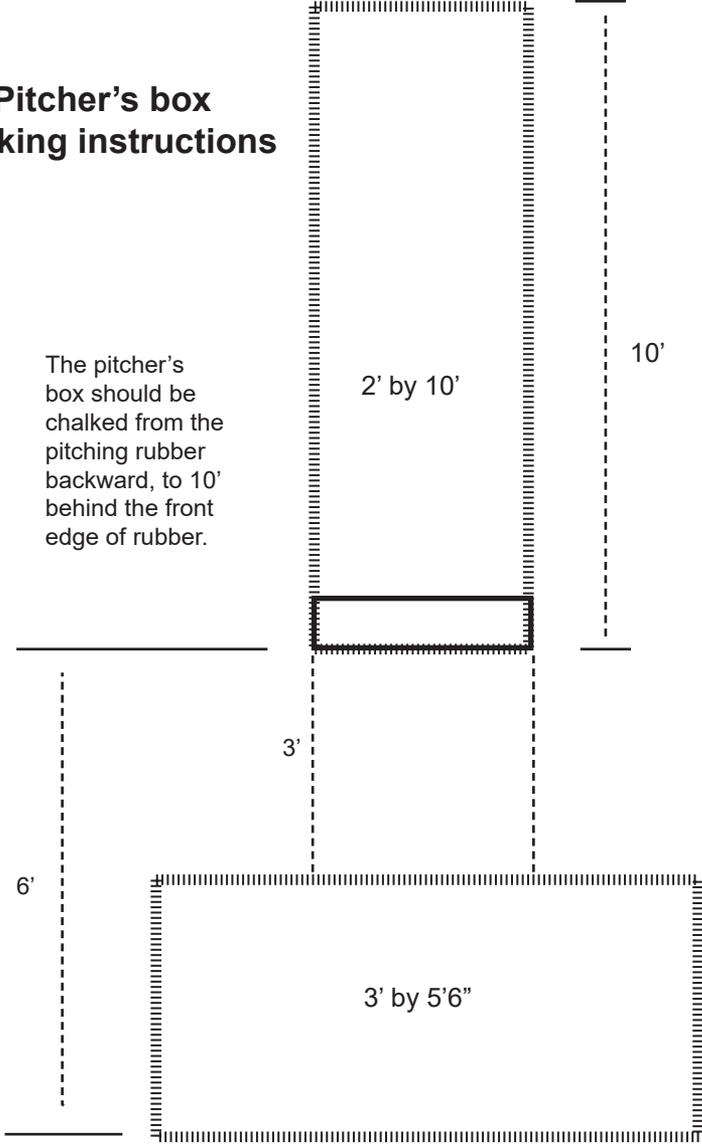
Printed name of person making protest: _____

Team name: _____

League members are playing to have a good time and enjoy playing softball. With **COOPERATION** and effective **COMMUNICATION** among teams, protests should be kept at a minimum.

For a protest to be considered by the protest committee, a completed protest form must be in league president's hands within 72 hours after the completion of the protested game, or postmarked within 72 hours after completion of the protested game.

Pitcher's box chalking instructions



Pitching screen chalking instructions

The pitching screen box should be 3' by 5'6". It should run 3' to 6' in front of the pitching rubber and be centered so that the screen, placed inside, would cover **at least** one-third (8") of the pitching rubber **as long as the screen is inside the box**.

Field and mat specifications

