

2025

Rules and Regulations



Established 1990
www.kcseniorsoftball.org



36th Season

Inside front cover

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The Kansas City Metro Senior Softball League

Founded in 1990 by Wes Weddle, the league has grown to over 900 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 coordinators 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 coordinators.



Wes Weddle

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 the rules of USA Softball (formerly ASA).

Sportsmanship policy

The Board of Directors wishes all members a healthy, fun and civil season in 2025. 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.”*

“We don’t stop playing because we grow old...we grow old because we stop playing”

-George Bernard Shaw-

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):

Clint Berger ('25), *President*, 913-481-7937
Ann Willkett ('25), *Secretary*, 816-830-1408
Paul Heacock ('25), *Treasurer*, 913-707-7079
Mark Kenney ('25), *Membership Secretary* 816-529-8968
Bill Boos ('25), 816-616-6285
Bobby Gregg ('26), 816-288-0704
Barry Gordon ('26), *Vice President*, 913-827-7722
Susan Scholler ('26), 913-579-8568
John A Dehan ('26), 913-897-7500
Monte Johnson (26), 913-221-8493
John Mondì ('27), 913-284-6005
Jeff Harlan ('27), 816-260-8428
Bob Fama ('27), 816-769-4912
Ed Soltz ('27), 913-491-0575
Susan Enyeart ('27), 913-722-8456

B. COMMITTEES and chairs

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

All Star Games/Picnic – GREGG; Boos, Willkett, Johnson, Fama, Brad Uecker, Mike Curley, Tony Lenci

Awards – GORDON; Gregg

Board Nominations – BERGER; Gordon

By Laws – SCHOLLER; Soltz, Gary Pycior, Michelle Ciafullo

Equipment/Safety/Health – KENNEY; Berger, Fama, George Kramer,

Finance – HEACOCK, (Denny Williams – *Asst. Treasurer*); Ray Harre, Bob Dona, Jim Glynn

Legal/Risk Management – HEACOCK; Soltz, Mike Curley

Long Range Planning – DAVE HENDRIKSE; Scholler, Heacock, Gary Pycior

Membership Survey – BERGER; Gordon, Gregg, Willkett, Scholler, Harlan, Mark Spletstaszar, Mike Koontz, Ray Harre, Gary Pycior

Marketing & Recruiting – DAVE HENDRIKSE; Mondì, Gordon, Enyeart, Gary Pycior, Mike Curley, Brad Anderson

Membership Database/Dues–GORDON; Berger, Harlan, Jim Chastain

Mission Statement/Goals – HEACOCK; Kenney, Jim Chastain

New Members/Welcoming – BERGER; Gordon, Kenney, Tim Meder

Operations Notebook – GORDON; Berger, Mike Curley, Dave Hendrikse
Player/Team Ratings – BERGER; Gregg, Jim Chastain, Jack Allen, Gary Pycior

Rules & Protests

Women’s & CO-ED - WILLKETT; Scholler, Enyeart

Men’s Competitive; - BOOS; Dehan, Harlan, Johnson, Bill Nees, Mark Spletstaszer

Draft - GREGG; Gordon, Mond, Mike Curley, Ray Harre, Jim Chastain, John Lofflin, Dave Hendrikse

Social Media – MONDI; Enyeart, Terry Cloutier, Jim Chastain, Terry Nichols< Gary Pycior, Dave Hendrikse

Special Projects – SCHOLLER; Kenney, Enyeart, Steve Krull, Tony Lenci, Kathy Kochersperger

Sportsmanship – DEHAN; Harlan, Johnson, Kenney

Tournaments – GREGG; Boos, Gordon, Berger, Willkett, Gary Pycior

Umpires – DEHAN; Scholler

Military Service Wall - MONDI, Berger

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 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)

John A. Dehan

Monday:

Hartman (Lee’s Summit)

Susan Scholler/Ann Willkett

Frank White Complex (Lee’s Summit)

Mike Curley/John Hendel

Independence Athletics Complex

Gary Pumphrey

Tuesday:

Independence Athletics Complex

Ron Phillips/James Freund

Black Bob 50/55+ (Olathe)

Dale Filsinger/Duane Peitz

Black Bob 65/65+ (Olathe)

James Carter

Black Bob 70/75+ (Olathe)

Bob Farma

Wednesday:

Hartman (Lee's Summit)

Jeff Harlan

Thursday:

Heritage (Olathe)

Monte Johnson

Frank White Complex (Lee's Summit)

Paul Heacock/John Hendel

Hartman (Lee's Summit)

Debbie Brown

Saturday:

Roe Park-Competitive (Overland Park)

Bobby Gregg

Roe Park-Draft (Overland Park)

Gary Pycior

ARTICLE I. DEFINITIONS

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

BORROWED PLAYER: A current paid member from another KCMSSL team that will be filling in on your team. Borrowed players must meet the age, and age adjusted rating to be equal to or lower than the team's rating. Borrowed players must play catcher, right field or right center field for teams with 11 defensive players and bats last in the lineup *from the beginning of the game*. If a borrowed player does not play one of the above referenced positions two (2) runs will be awarded to the opposing team at the beginning of the game.

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 under the sponsorship of the KCMSSL. Not to be confused with the League (KCMSSL).

DIVISION: A group of teams forming part of a conference, determined by the League to be of generally comparable playing abilities and that play a schedule of 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 in team and player ratings. To make games more competitive, the Board of Directors has instituted “equalizers” that will be awarded for teams that have differences in their team rating. Acceptable Equalizers are three runs or five runs for 7 inning games and or four runs or 6 runs for 9 inning games and/or an 11th defensive player (available for teams that normally play with 10 defenders). Neither Conference Coordinators nor Team Managers can waive the equalizers. Regardless of equalizers, each team in double header conferences will be the home team for one game.

Equalizer runs will be awarded beginning in the first inning and shall not be more than one per inning, including the open inning. They shall be awarded in each inning played up to the limit of the equalizer amount. If you are to receive 5 runs as the equalizer and you only play 4 innings, you will only receive 4 of the equalizers runs.

INELIGIBLE PLAYER: An ineligible player is one who fails to meet the age requirements and/or who is not a league member (Article III, Article VI, A & N.1.a.). Such ineligible player and/or the team manager/leader shall be subject to the progressive penalty rule (Article VI, T).

LEAGUE: League, Kansas City Metro Senior Softball League (KCMSSL), the term used to define combination of our total members. Not to be confused with a Conference.

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

LOANED PLAYER: A player from the opposing team to be used for defensive purposes only. Loaned players must play catcher, right field or right center field for teams with 11 defensive players.

PITCHING (and pitcher’s box): 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. The arc of a legal pitch must be from a minimum of 6’-0” above the playing surface to a maximum of 12’-0” above the playing surface.

SESSION: A series of games *Conference* 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 19 inches wide and 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 is 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 48 or 49) on each 50+ roster. Other teams cannot borrow these players, unless the opposing manager waives that rule.
- C.** Women may play on men's teams as long as they fit the age and ratings criteria. The only underage exception is that 40+ women may play on 50+ men's Draft teams.

ARTICLE IV. DRESS CODE

- A.** Each team will provide team jerseys bearing numbers at least six inches tall on the back with no identical numbers. As long as the team name on the jersey or shirt is the same, the jersey or shirt can be a different color or design. Should two players have the same number, their manager must notify the opposing manager. Borrowed and loaned players must wear their own team jersey.
PENALTY: Teams must give one run per out-of-uniform player to the opponent per game.

ARTICLE V. PLAYING RULES

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

B. SOLICITATION

Solicitation of players from the start of the first session to the end of the second session, from another conference team, will not be tolerated. Any reported incident will be investigated and addressed by the Sportsmanship Committee.

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 complex and must serve a two-game suspension. Meaning he/she is not eligible to play or manage in his/her team's next two games. This means the next 2 games of the conference after the game in which being ejected from. A bye or rainout does not count as a scheduled 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.

D. LIGHTNING POLICY

The league follows individual Parks & Recreation Department guidelines involving lightning and other dangerous weather. In locations lacking an on-site Parks official, the Conference Coordinator will issue a 15-minute delay whenever lightning occurs within 8 miles of the fields. If a second strike occurs, the games will be canceled.

E. SMOKING POLICY

Smoking is not allowed on the field or in the dugout. Any smoking must be done far enough away from the dugout and bleacher areas that other players, umpires and spectators cannot smell it.

ARTICLE VI. THE GAME

A. DIVISIONS and PLAYER RATINGS.

1. The league operates conferences for Men's, Women's, Co-ed and Draft teams. (See pages 15-17 for additional rules for the Women's, Co-ed and Draft conferences.) Each conference has a minimum age requirement.
2. Each competitive (non-Draft) team is given a skill-level classification based on the abilities of its players. Most conferences designate what classification(s) of teams can participate. The men's team classifications are Platinum, High Gold, Low Gold, High Silver, Middle Silver, Low Silver and Bronze.
 - a. The Player-Skill-Ratings Committee calculates a "base" skill rating for each player from a high of 10 to a low of 1. This rating is determined by a player's "five-tool abilities" per professional baseball's guidelines: speed, power, batting average, fielding, and arm strength. The committee compares each player's skills to other league players in a five-year peer age group. The peer group for a 55-year-old is every player 53 to 57 years old. A 68-year-old's peer group is every player 66 to 70 years old, etc. (See www.kcseniorsoftball.org for additional details.) NOTE: As a player ages, and his abilities change, his peer group's abilities should devolve proportionately. Therefore, each player's "base" rating remains unchanged as he ages -- unless he incurs a significant injury, surgery, health ailment, etc. In that case, a player may appeal to be re-rated. A third party also may appeal to have someone re-rated based on these factors or personal judgment.
 - b. After being rated, each player is grouped for age-adjusted skill-level purposes into one of these categories: 35-49 years old, 50-54, 55-59, 60-64, 65-69, 70-74, 75-79, and 80+. Each player's base rating is adjusted when he participates in a conference that allows players younger than his actual age group. For example, a 70- to 74-year-old player who is base-rated as an 8 would be considered an age-adjusted 7 if playing in a 65-69 age division and would drop to an age-adjusted 6 if playing in a 60-64 age division.
3. A team's classification is based on the average skill rating of the **12** highest rated players on the roster.

a. A team shall remain at the highest level they have attained during the session they are currently playing in. IE: A team's rating cannot go lower by adding lower rated players during the session they are currently playing in. Also, once a player is dropped from a team's roster, that team shall be prevented from adding the same player back to its roster during the same session. **** Exception – Team rating can go down as a result of player re-ratings.**

4. Team classifications are split into these ranges: Platinum, 10 to 8.0I; High Gold, 8.00 to 7.0I; Low Gold, 7.00 to 6.0I; High Silver, 6.00 to 5.0I; Medium Silver, 5.00 to 4.0I; Low Silver, 4.00 to 3.0I; and Bronze, 3.00 to 1.00.
5. Each team is allowed a maximum of three players from higher skill levels than the team's classification under the rules listed in the following subsections. NOTE: Any age-adjusted rating of older players participating on younger teams is included in this count, if the age-adjusted rating remains higher than the team classification.
 - a. Platinum teams have players rated 10 and lower.
 - b. High Gold teams may have players rated 8 and lower, plus a maximum of three players rated 9 or 10.
 - c. Low Gold teams may have players rated 7 and lower, plus a maximum of three players rated 8 or 9.
 - d. High Silver teams may have players rated 6 and lower, plus a maximum of three players rated 7 or 8.
 - e. Middle Silver teams may have players rated 5 and lower, plus a maximum of three players rated 6 or 7.
 - f. Low Silver teams may have players rated 4 and lower, plus a maximum of three players rated 5 or 6.
 - g. Bronze teams may have players rated 3 and lower, plus a maximum of three players rated 4 or 5.
6. ***All rosters will be allotted a combined maximum of 3 players whose applicable rating, whether baseline or tiered down, is 1 or 2 skill level rating above the team's maximum classification rating figure. In other words, a Bronze rated team will be allotted a combined maximum of 3 players rated #4 and/or # 5 on its roster. IF the manager attempts to add a 4th player rated higher than a #3 (whether baseline or tiered down) to that roster the system will not allow the addition to occur. The manager will be shown an error message at the time the addition is attempted, making him/her aware of that fact. The manager, at that point, has a few known options***
 1. ***The 4th player rated above #3 does not get added; or***

2. *One of the previously added #4 or #5 players has to be dropped, allowing a spot for the new #4 or #5 player to be added; or*
3. *The manager or any one of the 4 players desired to be on the team can complete and submit a 3rd party appeal for, or self-rating appeal form. The bottom line to this option is that one of the appealed players would need to have their rating lowered to a maximum of #3 for the conference in which the team is desiring to play; or*
4. *The manager can request their team be rerated as a “low” Silver team (thus allowing for an even greater number of #4 players to be added, along with a maximum total of 3 players rated #5 of #6).*

Note: Rerating any team to a new classification requires coordination with the subject conference coordinator and the organizations’ League Sheets Administrator...since shuffling, or rearranging of other team in the division, or maybe even the conference, may need to be addressed. Odds are such a change would not be allowed in mid-season.

B. BORROWING PLAYERS.

1. Short-handed teams may borrow league members, only if they are short players, to fill in as long as the player’s age-adjusted rating is equal to or lower than the team’s rating. Example: A High Silver team (with a maximum team rating of 6) can borrow #6, or lower number-rated players but no #7 or higher rated players. (For other rules involving “borrowed” players, see N.1.a. and specific rules for Women’s, Co-ed and Draft teams.)
2. Players may not be rostered on two teams within a single-age conference. Example, a 50+ conference shall not allow a player to be on a Gold team roster and a Silver team roster even if those divisions play separate schedules.

C. INJURED PLAYERS.

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

D. STARTING COUNT.

1. 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 LINE UP

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 and others that choose to use a 9-inning or similar format instead of a double-header schedule). Teams are limited to scoring five runs per inning except for the final inning (Sunday Men's and Thursday 35+ Women's conference will have a 5 run per inning limit with no mercy rule).
2. A game shortened by weather or other factors shall be considered a regulation game *in a 7-inning game, 4 innings are concluded (or 3.5 innings if the home team is ahead) and in a 9-inning game, 5 innings are concluded (4.5 innings if the home team is ahead).* (Note: *If the game is tied after 4 innings for a 7-inning game, or 5 innings for a 9-inning game, 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 reached the sixth inning, the current inning will be completed, and the next inning will be the final, unlimited-run inning. The third out is the beginning of the next inning. In the event of a tie, one extra, unlimited-run inning will be played. If the game is still tied, it will end in a tie.
4. **Flip flop rules:** When the unlimited-run inning starts, if the home team trails by at least seven runs, the original home team will bat first and bat first throughout the remainder of the game; the original visiting team 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 seven-run lead entering the inning, but its lead reaches **10** 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. The flip flop rule will be printed on the back of each score card that the umpire will have.

Note: Any manager who refuses to follow the mandatory flip flop rules will forfeit the game.

- 5. Mercy Rule:** All games will have a mercy rule and shall end as follows: Scheduled 7 innings games will be 20 runs after 4 innings and 15 runs after 5 innings. Scheduled 9 inning games will be 20 runs after 6 innings and 15 runs after 7 innings. The Sunday Men's and Thursday 35+ Women's Conference will not have a Mercy Rule.

G. HOME RUNS.

1. For Platinum and Gold conferences, the over-the-fence home run limit is 6 per game per team. For Silver and all Women's conferences the limit is 3 per game per team. For Bronze conference games, the limit is 1 per game per team. All home runs hit beyond the limit will be counted as an out. Play across different skill level will default to the lower teams' home run number for both teams. Batters and runners need not touch the next base on over-the-fence home runs or four-base awards. For Draft conferences, see page 20.
2. At Roe, any fly ball that clears the sidewalk is a home run. Note: a fielder cannot stand on the sidewalk or outside the sidewalk to catch a hit ball. He would be considered out of bounds, and it would be a home run. Any batted ball landing on the sidewalk or rolling onto the sidewalk is a ground rule double. A batted ball that is touched by a fielder and then hits or rolls onto or over the sidewalk is a ground rule double. A batted ball that hits one of the trees outside the sidewalk in the air is a home run even should the ball, after hitting the tree, lands inside or onto the sidewalk. If a batted ball hits the tree that is on the field side of the sidewalk on field A it is a live ball. Should the ball land on or over the sidewalk after hitting the tree in the air, it becomes a ground rule double. If the ball lands over the sidewalk before hitting the ground, it would be a home run. If a player catches the ball after it hits the tree but before it hits the ground it is still considered a live ball and should be played as such, it would not be a fly out.

H. PITCHING SCREEN.

All teams must use the screen. It's also recommended that pitchers 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. Bat Rule: Official bats: We follow Senior Softball-USA approved bat rules. A bat's manufacturer must be on the SSUSA approved bat list, and the bat must have a 1.20 bpf or 1.21 bpf marking on it or be stamped "NTS certified" with the SSUSA logo. 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.

■ ***Bat warmers WILL be permitted in all conferenced in the KCMSSL.***

3. Senior softball bats will only be allowed to be used in the KCMSSL for women that are 40+ and Men that are 50+ in that calendar year.
4. Only League approved ball with the League logo may be used. It is preferred that the umpire handle the balls and that all balls enter the game enter the game through the umpire.

If a team hits a home run, it throws in another ball to replace it but that ball does not go into play immediately. Instead, the umpire throws in one of the other balls e/she already had. The "new" ball is held back until it is needed. This would prevent teams from throwing in an illegal "hot" ball for a specific batter to hit.

5. 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.

- a. You can replace an injured player with a borrowed player (following all borrowed player rules) however the next time at bat for the injured player will be an out. After that out is taken, the borrowed player will have the ability to bat in the injured player's spot in the line up. The injured player may not return to the game.

N. NUMBER OF PLAYERS.

1. Ten defensive players constitute a team in Platinum, Gold, Silver and Bronze divisions. Eight roster players must be present and ready to play at game time to prevent a forfeit (Exceptions: See N.2). Men's teams made up of all 65+ players, will be able to play with eleven (11) defensive players.
 - a. **BORROWED PLAYERS.** A team may borrow up to two league members only if they are short players, the League Members who are borrowed must have player ratings that are equal to or lower than the team's rating. 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, right field or right center field (for teams with eleven (11) defensive players) his team will give two runs for that borrowed player to the opposing team at start of the game, *except for the Draft Conferences*. When roster players arrive, they will replace borrowed players in the lineup. (See also Rule B on Page 9.)
2. Teams made up entirely of players age 65 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 65 and meet ratings rules. 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 65 who believe their team has a sufficient lack of competitive players and should, therefore, be allowed to field 11 defensive players can petition the Board. 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 compile in the league's online database a team roster with at least 12 players' names, and make sure the players' required league fees and credentials have been submitted.
2. Team rosters may have up to 20 players. 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.)

P. LINEUP SLIPS.

Lineup slips must be presented 10 minutes prior to game time to the scorekeeper, if there is one. If not, either the home team or a person designated by the managers serves as one. Lineup slips may be exchanged at the pre-game meeting.

Q. GAME TIME.

1. Game Times are published on schedules provided by the league. Game Time will begin at the scheduled time with a 5 minute grace period for either team to acquire the minimum number of 8 players. Every minute of game time used in the grace period shall cut into the actual playing time of the game, i.e.; if 5 minutes are taken up in the grace period, the open inning still begin at the 50 minute mark from the start of the game with the effect being only 45 minutes of playing time before the open inning.
2. The umpire will have a game clock located on the back stop for all games.
3. If the schedule does not identify home and visitors, a coin flip will be used. Regardless of equalizers, each team in double header conferences will be the home team for one game.

R. BASE RUNNING.

1. **Courtesy runners** - Unlimited COURTESY RUNNERS are allowed each inning. 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 must report to the umpire and may enter the game only prior to the first pitch to any batter. A courtesy runner is considered in the game when he touches the base. A courtesy runner cannot be replaced by another courtesy runner unless injured severely enough to leave the game. 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. Men's Competitive: *A player can be a courtesy runner only once per inning. Before the game, teams may designate two players who may have a courtesy runner from home and announce the player(s) to the umpire and opposing manager. Courtesy-runners-from-home will be limited to a "single only" on the initial hit, no matter where the ball ends up in the field of play. However, all ground rules apply to the courtesy runner—on a ground rule double, or HR, and an overthrow that goes out of play or in a dugout, the courtesy runner advances as usual (awarded 2B, HR, or second base respectively). A courtesy runner from home does not advance on any passed ball or overthrow that does not go out-of-play or in a dugout. All runners already on base, can advance as many bases as possible, at their own risk, with each batter's at-bat.*

If the courtesy-runner-from-home steps toward 2nd, runs for 2nd, or rounds 2nd and heads for 3rd:

He/she cannot be tagged out. He/she is essentially a "dead-ball-runner"—no one can make a play on him/her.

The courtesy runner from home will be sent back to 1st regardless of where he/she eventually stops.

Runners on 2nd or 3rd cannot be forced out (at 3rd, or home) due to the courtesy runner going to 2nd, but they may advance at their own risk

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. The defensive player with possession of the ball must tag the strike mat after *the runner's foot has touched or 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.

1. 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.
2. 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.

U. K BATTING POSITION RULE:

THE RULE: *The batter must have at least some portions of both feet on or inside the lines of the batter's box at the start of the pitch. A batter who steps out of the batter's box at any time during the pitch and then hits the ball, fair or foul, shall be called out. "Steps out of the batter's box" means one or both feet, totally, touching the ground outside of the lines of the batter's box.*

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 and silver division will follow the league's borrowed players rules. (See N.1.a.) Silver teams, which play 11 on defense, may borrow up to three players from other Silver teams. All borrowed players 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.)

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. Teams cannot pick up players who have not paid to play in that Draft league
4. Maximum number 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 a bye team. The conference coordinator may choose to assign these borrowed players. If there are no bye teams, managers may borrow from their opponent.
 - a. If *borrowed* players come from a bye team, the first *borrowed* player will catch, the second *borrowed* player will play right field, and a third *borrowed* player will play right-center field. If this sequence is not followed, the borrowing team must give two runs per player to the opponent for out-of-position players. These runs cannot be waived.
 - b. If loaned players come from an opponent, the first loaned player will catch. If the short-handed team's catcher cannot play elsewhere, the short-handed manager will choose where in the infield the loaned player is used defensively. If additional loaned players are needed, the short-handed manager will choose where in the infield they will

play defensively. No runs will be given an opponent for these players.

Note: An injured player unable to bat may catch.

5. 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.
6. If a team has eight players, the short-handed team will play 10 on defense (using two loaned players) unless the full team's manager agrees to loan three players each inning. If the loaning team provides only two players, the short team will play 10 on defense and the loaning team will play 11.
7. If fewer than 14 players (both teams) show, the following applies: If one team has eight rostered players of the 14 players, they win by forfeit. If both teams have fewer than eight rostered players, the game will be considered a tie. The teams may play a scrimmage without an umpire.
8. **Courtesy runners from home:** For players unable to run, a designated runner may be used from home. A team may have unlimited designated runners from home. Managers must notify the other manager before the game of these batters.

a. A player can be a courtesy-runner only once per inning. Courtesy-runners-from-home will be limited to a "single only" on the initial hit, no matter where the ball ends up in the field of play. However, all ground rules apply (Per each venue) to the courtesy runner—on a ground rule double, or HR, and an overthrow that goes out of play or in a dugout, the courtesy runner advances as usual (awarded 2B, HR, or second base respectively). A courtesy runner from home does not advance on any passed ball or overthrow that does not go out-of-play or in a dugout. All runners already on base can advance as many bases as possible, at their own risk, with each batter's at-bat.

If the courtesy-runner-from-home steps toward 2nd, runs for 2nd, or rounds 2nd and heads for 3rd:

He/she cannot be tagged out. He/she is essentially a "dead-ball-runner"—no one can make a play on him/her.

The courtesy runner from home will be sent back to 1st regardless of where he/she eventually stops.

Runners on 2nd or 3rd cannot be forced out (at 3rd, or home) due to the courtesy runner going to 2nd, but they may advance at their own risk.

- b. Courtesy runners may be used on base only if the original runner requests one.
- 9. Flip flop rules:** The league's seven-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.
- 10. Outfield playing depth rule:** The outfield grass at 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.
- 11. New players** can register with KCMSSL and join any draft *conference* at any time. Members playing elsewhere in the KCMSSL have 10 weeks after the season starts to join the Saturday conference. The Monday, Tuesday, Wednesday 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.
- 12.** After the draft, the conference coordinator will assign any new players in concert with the league's 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.
- 13.** Championship shirts will be given at the end of each session.
- 14. 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.
- 15.** All other league rules apply, including time limits, unlimited-run innings, extra innings and pitching screen rules.
- 16.** A player positioned as a designated outfielder cannot throw out a runner at first base for a force out, regardless of where they pick up the ball.

Outfielders' boundary line for draft leagues:





Kansas City Metro Senior Softball League



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: _____

Conference (day of week): _____

Division of Play: Men's ___ Women's ___ Age Group: ___ Draft: ___ or Competitive: ___

Your Team's Skill Rating Average (if known) ___ Classification _____

Opposing Team's Skill Rating Average (if known) ___ Classification _____

Rule(s) Believed to Have Been Violated:

Details, Information and Conditions Pertinent to the Decision to Protest:

Desired, or Expected, Outcome:

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

Umpire's Name (if known): _____

Scorekeeper's Name (if known): _____

Person Submitting Protest: _____

Corresponding Protesting Team's 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's Protest Committee Chairperson's hands within 72 hours after the completion of the protested game, or postmarked within 72 hours after completion of the protested game.

Current Protest Committee Chairperson's info:

Bobby Gregg -- bob_gregg@live.com or 7906 E 163rd Ter, Belton, MO 64012-1661

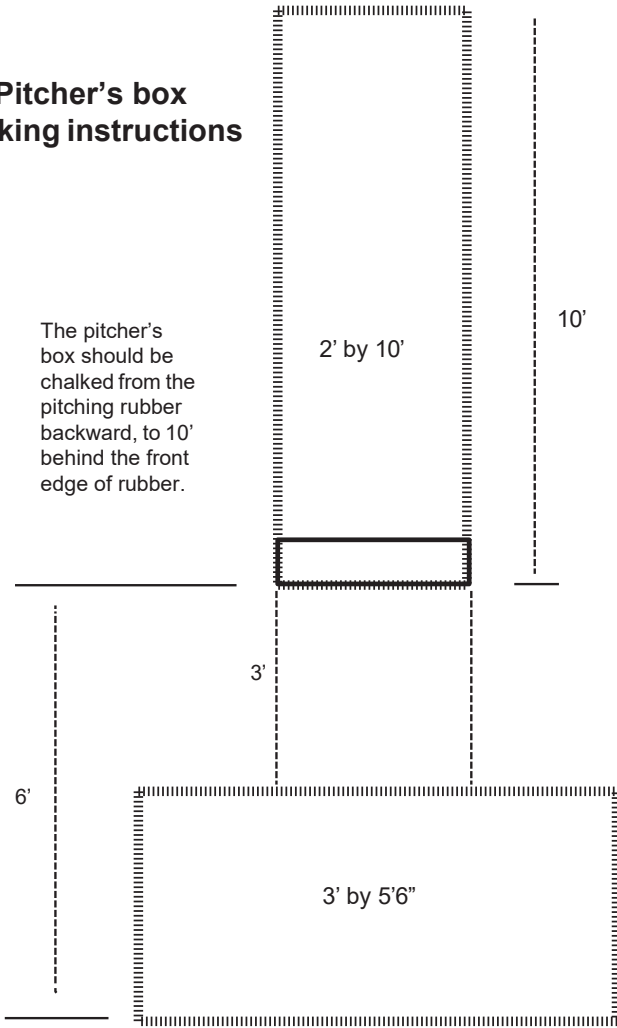
Ann Willkett -- doit14@aol.com or 306 Shannon Ave, Smithville, MO 64089-8271

Bill Boos -- boosbill@aol.com or 1405 Cedar Ridge Cir, Raymore, MO 64083-9090

Revised -- 01-16-2024

Pitcher's box chalking instructions

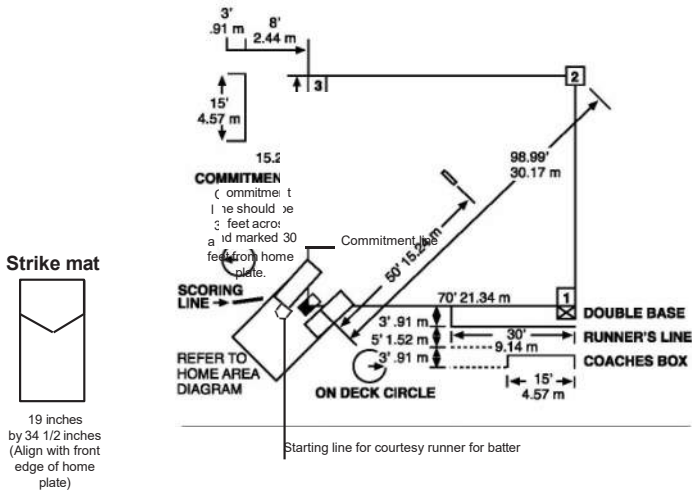
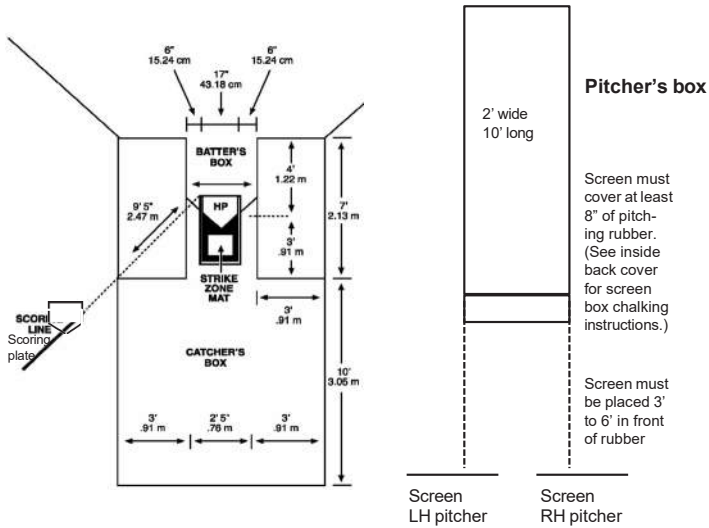
The pitcher's box should be chalked from the pitching rubber backward, to 10' behind the front edge of rubber.



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



Strike mat



19 inches by 34 1/2 inches
 (Align with front edge of home plate)

NOTES