



Nebraska Senior Softball Rule Book

Effective
2021

Table of Contents

Playing Rules and Guidelines.....	3
Goal.....	3
Age Qualifications.....	3
Registration	3
Playing Field (refer to field diagram on last page).....	4
Player’s Equipment.....	4
The Game	5
Playing Rules.....	7
Competition Procedures.....	8
Manager Responsibilities	11
League Division and Championship Rules	11
Summer Tournament	12
Code of Conduct	12
Weather Procedures.....	12
Field Diagram.....	14
Document History.....	16

Playing Rules and Guidelines

Unless specified otherwise, rules published by the Amateur Softball Association (ASA) will be in effect. Team managers, players and umpires affiliated with Nebraska Senior Softball (NSS) shall know and abide by the following special senior softball rules.

Goal

The goal of Nebraska Senior Softball is to promote participation in the game and improve the physical, mental and spiritual wellness of seniors in Omaha and surrounding communities who enjoy fun, fitness and fellowship and who wish to develop new friendships and renew old acquaintances among active senior players

Player Qualifications

1. A player must reach age 50 during the current calendar year to be eligible to play at any time during that year.
2. Skill Qualifications. In the interest of players' safety, competitiveness and the integrity of the game, players shall possess these minimum skills in at least **three out of the four** hitting, running, throwing and fielding drills. New players to the league are expected to meet these standards prior to being drafted or assigned to a team. If a player fails to successfully meet the necessary three out of four tests, a full refund of registration fees will be made and the player will be encouraged to register in the future.
 - a. **Hitting:** Shall be able to hit a pitched softball to the outfield grass, either in the air or on the ground, a minimum of 5 times out of 10 strikes thrown.
 - b. **Running:** Shall be able to run the distance from home to first base in less than 6.0 seconds in at least one of three attempts.
 - c. **Throwing:** Shall be able to throw a regulation softball a minimum distance of home plate to first base in the air to within three feet of the target, in 4 out of 5 attempts.
 - d. **Fielding:** Shall be able to cleanly catch a softball thrown from a minimum distance of home plate to first base to within arm's reach, in 4 out of 5 attempts.

Registration

1. **Electronic or Paper Registration:** Players can complete the entire registration process on line at www.neseniorssoftball.com. Those choosing to register by paper can download the form and mail to the address indicated on the bottom of the form.
2. **Registration Fee:** The fee can be paid electronically through the above web site or by check mailed separately with the paper registration. Fees are applied toward the cost of fields, umpires, softballs, issued caps, and jerseys (spring league only), and other miscellaneous costs of administering the league. A signed registration form AND full payment must be received prior to a player's participation in any practice or regular season activity.
3. **Deadline:** Deadlines will be established by the Board, each season. Returning players must meet this deadline or will become a Pool Player until a suitable vacancy occurs on a team. New players who register after this deadline will be entered as a Pool Player for a minimum of two games to determine their **Draft Round Equivalency (DRE)**. Pool Players will be assigned to a team to fill existing vacancies based on **a Director, Player Personnel recommendation for a Board decision**. Attempts will be made to match Pool Players' skills to existing vacancies.

Playing Field (refer to field diagram on last page)

1. **Pitching Zone:** For the safety of the pitcher, the pitching area is extended beyond the rubber. The pitcher may deliver the ball with at least one foot anywhere within a 2 feet wide by 8 feet long rectangular box immediately behind the pitcher's rubber, which is 50 feet from home plate.
2. **Home Plate:** A standard, white-colored, 5-sided plate, which is overlaid by the Strike Zone Mat. It measures 17 inches across the front, 8 ½ inches down each side and 12 inches diagonally to a point nearest the catcher.
3. **Strike Zone Mat:** A strike zone mat will be used to determine balls, strikes and outs at home plate. It measures 21 inches wide and 35 inches long, with a painted home plate centered at the front of the mat. The top of the mat will be placed at the top of home plate.
4. **Batter's Box Mat:** The batter's box mats will overlay the entire 3 feet by 7 ½ feet batter's box area and will be treated the same as a chalked box. A properly positioned mat will lie with the inner edge six inches from the white portion of home plate, while the end closest to the pitcher, is 4 ½ feet ahead of a line drawn through the middle of the white portion of home plate. This will locate the back edge 3 feet from the line drawn through the middle of home plate. See illustration on the last page.
5. **Bases:** First base, located 65 feet from home plate and measuring 15 x 30 inches will include an orange colored runner's safety bag. The white bag will be positioned in fair territory, while the orange bag is in foul territory.
6. **Commitment Line:** A six-foot Commitment Line shall be marked across and perpendicular to the third base foul line and placed twenty feet from the back left corner of home plate. A straight chalk line shall be marked from third base to the Scoring Line, passing through the Commitment Line.
7. **Scoring Line:** A scoring line will be marked in foul territory, perpendicular to the third base foul line, beginning at the front 3B corner of home plate. The scoring line begins at the back left corner of the right hander's batting box.
8. **Pitching Protection:** The pitcher is required to use either a face mask or pitching screen at all times. Masks will be provided to both the Visitor and Home teams. Pitchers are encouraged to provide their own mask. A pitching screen is available for use, at the pitcher's request, as an added safety measure. PLAYERS ARE ENCOURAGED TO USE THE SCREEN. When used, it will be placed in front of the pitching rubber at a distance not to exceed 6 feet, and offset laterally to the pitcher's glove hand side. After the delivery, the pitcher must take at least one step behind the screen before attempting to field a batted ball. If the umpire determines the screen is not being used for safety purposes, it will be removed from the field.
 - a. Any batted ball hitting the screen will be declared a dead ball/no pitch. A ball hitting the screen after being touched by a fielder however will be treated as a 'live ball' and play will continue. A thrown ball hitting the screen is treated as a live ball.
 - b. The decision to use the screen must be stated to the umpire and opposing manager prior to each pitcher's first pitch of the game and that decision will be enforced throughout the duration of the player pitching in that game.
 - c. When used by only one pitcher, the net will be placed in foul territory beyond that pitcher's dugout when the players team bats. If not used by either team, the net will be removed from the playing field.

Player's Equipment

1. **Bat Standards:** Except as noted below, Nebraska Senior Softball follows the bat specifications of ASA and USA. Bats must bear the ASA or USA certification mark and not be on the ASA/USA **non-approved** bat list (links below). ASA/USA bats specifically **approved** by manufacturer and model number will be permitted even though the ASA/USA label has worn off, so long as the model is identifiable (umpire's judgment). Each bat shall

be visibly inspected and tagged (sticker on the end of the knob or above handle) by a board member, board representative, or umpire before being placed into the game. If a player is not sure of their bat being legal, given it has the ASA/USA stamp, they can go to the following web-sites to verify. These web-sites contain all non-approved ASA/USA stamped bats. If a player has any questions, they should contact the Director of Rules and Umpires.

http://usa.asasoftball.com/e/build_batlist_w_pics_2000.asp

<http://usa.asasoftball.com/e/BB1P2000.asp>

<https://www.teamusa.org/USA-Softball/Certified-Equipment/Equipment-Bats>

Umpires discovering altered or non-approved bats will:

- a. If noticed prior to the batter entering the batter's box, issue a warning to the player and to the team. No out is declared. The bat must be replaced.
- b. If noticed after the batter enters the batter's box, declare a dead ball out and issue a warning to the player and team.
- c. If discovered after the first pitch to the next batter, no out is declared. Warning is issued to the team.
- d. If the next batter also uses a non-approved bat, above actions apply only to him.
- e. Once a player is warned, subsequent usage of an illegal bat during the season will result in ejection from the game.

NSS does not use bat compression testing with the understanding that the NSS Board will act on all complaints until a final decision is made.

Exception: Players who will reach the age of 70 or greater in the calendar year and all women may use any bat with a BPF rating of 1.21 or less. e.g. Miken Ultra II and Senior Combats are allowed. These bats must be labeled with a league-approved tag to preclude unintended use by teammates.

2. **Softballs:** The official ball shall be of approved slow pitch design, 12-inch circumference, .44 COR, Compression Rating of 400 psi, and yellow optic in color. Only balls issued by the league will be used.

The Game

1. Umpires:

- a. The Umpires assigned to work NSS games are responsible for knowing all rules associated with Nebraska Senior Softball and are considered representatives of the league. As such, they are authorized and required to enforce each and every section and part of the Official ASA Rulebook, as modified by NSS Rules and Guidelines.
- b. Replacement Umpires
 - i. In the event a scheduled umpire fails to show up for their assigned game/s a replacement umpire may be used to fill in.
 - ii. The replacement umpire shall come from within the NSS league.
 - iii. To be eligible to fill in as a replacement umpire, that person shall have considerable knowledge of the NSS/ASA rules.
 - iv. All persons who wish to umpire shall submit their name to the team Managers of the current game about to be played. The replacement umpire shall be picked and agreed upon by both team Managers for their game.

- v. All replacement umpires will be compensated at the normal umpire fee for their service.

2. Pitch Count:

- a. Each batter will start with a 1 ball, 1 strike pitch count.
- b. After two strikes, the batter is allowed one courtesy foul ball.
- c. If the pitcher desires to walk a batter intentionally, he may do so by notifying the umpire who shall award the batter first base.

3. Pitch Arc: The pitched ball must rise a minimum of six feet, up to a maximum of 12 feet above the playing field.

4. Length of Game:

- a. Game start times will be at 6:15, 7:30 & 8:45. Both teams shall be ready to start at the official time when umpire states PLAY BALL. Players shall be on the field and batter in the box. Players not on the field will result in batter being given a BALL count for every 20 seconds that go by till fielders are in position. Batters not in the box will be given a STRIKE count for every 20 seconds that go by without being up to bat.
- b. A regulation game is seven innings. The umpire will keep the official game clock. The game clock will start when the umpire declares 'play ball'. If the schedule permits playing at 6:15, 7:30 & 8:45, all game lengths will be 60 minutes. If a 9:30 game is added all games will be 55 minutes.
- c. When 55/60 minutes has expired the umpire will stop play and announce to both managers that the game will end after the current inning plus 1 more is completed. After a completed inning is recorded the umpire shall notify each team of the remaining time left until the 55/60-minute time period.
- d. Flip-Flop Rule: In any game, when the visiting team is ahead by 10 runs or more at the start of the "open inning", the home team will remain at bat. If the home team fails to tie or go ahead the visiting team wins.
- e. Tie games after seven innings will begin one (1) extra inning with a runner on second base who completed the last official at bat the previous inning. This runner must advance to third base before a pinch runner can be used. If the game is still tied after the one extra inning play will end and each team will be awarded 1/2 win and 1/2 loss. The exceptions to this rule are the NSS tournament games and the Championship game as these games will be played until a winner is determined.
- f. Games shortened due to weather, facilities, etc., will be recorded as completed games after the trailing team has batted through five full innings. Additionally, due to the five-run rule, if the Home team cannot mathematically tie or take the lead in the 5th inning, that inning will be considered completed with 5 runs added to the trailing team's score and the game declared 'official'.
- g. A maximum time of 90 seconds will be allowed for the defensive team to take the field after the last out is recorded in each 1/2 inning. The umpire will declare play ball and begin timing a 20 second time period to call either a Ball or strike (Pitcher-Batter) depending on which team is not ready for play.
- h. For all games, 10 minutes prior to the beginning of the game the umpire shall notify the team managers of the of the anticipated game start time so they can have their team ready. If the game start time becomes delayed due to the previous game going over their time limit, the following teams will have 5 minutes to prepare between games. Game clock will begin after the 5-minute time period when the umpire declares PLAY BALL. Section VI-5-a will then be in effect.

5. Five Run Rule: Each team may score a maximum of five runs per inning. In the 7th or final inning of regular play, the visiting team is limited to ten runs, or ten runs more than their opponent, whichever is greater. No mercy rule will be in effect. The five run rule will be in effect for any innings using the international tie-breaker rule.

6. Home Run Limit: A maximum of two over the fence home runs per game per team will be allowed. Additional home runs will be recorded as one base hits with no advancement of other runners except as

forced.

7. **Home Run Time Saver:** When an over-the-fence home run is hit, the batter and any runners on base may return to the dugout immediately without any further base running.

Playing Rules

1. Home Plate, Strike Zone Mat and Commitment Line:

- a. Legal pitches striking any portion of the Strike Zone Mat shall be strikes.
- b. A base runner may return to third base if they do not cross the Commitment Line, but once the base runner touches the ground on or beyond the Commitment Line the base runner must continue to the Scoring Line.
- c. A base runner will be retired at Home when the defensive player has possession of the ball while touching any part of the Strike Zone Mat after the runner passes the Commitment Line but has not yet crossed the Scoring Line. This action is a force out.
- d. Should the base runner attempt to return to third base after crossing the Commitment Line, the defensive player, while in possession of the ball and touching any portion of the Strike Zone Mat will record an out.
- e. If there is an attempt by the defensive player to tag the runner who has advanced beyond the Commitment Line, the runner is automatically safe.
- f. A runner running from third base to home shall be called out when touching the strike zone mat instead of crossing the scoring line.

2. **Batter's Box Mat:** The requirement to stay within the normally chalked batter's box will apply to the mat. Specifically, the batter is allowed to step **partially** off the mat with either or both feet while hitting. The player shall be called out if either foot is **completely** off the mat (or any part of their foot is on the white portion of home plate) during the swing.

3. **Scoring Line:** The runner must touch the ground on or beyond the Scoring Line to record the run. Sliding into the Scoring Line is prohibited except for unintentional tripping, falling, or to avoid a collision (umpire's judgment). Violation results in an out.

4. Pinch Runners:

- a. A pinch runner must be announced. A pinch runner may be inserted at any time.
- b. A batter/runner having successfully reached base, may ask for a pinch runner. He may repeat this an unlimited number of times during the game.
- c. No team shall exceed two pinch running events per inning.
- d. No player shall enter as a pinch runner more than once per game.
- e. No pinch runner shall replace the runner at second base beginning extra innings play until he has advanced to third base. Exception: If injured or ill, the runner may be replaced, but must be removed from the game.
- f. No original runner shall re-enter as a pinch runner for another player in the same inning.
- g. A pinch runner on base when it is their turn to bat will be declared out. The pinch runner called out does not lose their turn at bat.

- h. No pinch runner shall be replaced by another pinch runner except for injury or illness. The replaced runner will be removed from the game.
 - i. Once an entering pinch runner touches a base, the event is official.
 - j. Violation of a pinch runner rule results in an out at the runner's position when the violation is declared.
5. **Avoiding Collisions:**
- a. **Obstruction: Defenders no longer can block a base legally while waiting on a throw to arrive. Now, to avoid being called for obstruction for impeding a runner legally running the bases, a defender must have possession of the ball or be in the act of fielding a batted ball. This should help reduce collisions at the bases.**
 - b. A runner must make every effort to avoid colliding with opposing players while running the bases. If a runner misses a base to avoid a collision, the runner might not be called out (umpire's judgment).
 - c. A batter running to first base shall not touch the white portion of first base if there is a play at first base unless trying to avoid a collision with a defensive player.

Competition Procedures

1. **League Play:**
- a. Whenever possible, each calendar year will be split into spring and fall league seasons, commencing around mid April and mid- August respectively. Games are played Monday and Wednesday evenings. A separate player registration is required for the fall league.
 - b. Location of games will be established each season. Currently games are played at La Vista Sports Complex, 7346 S 66th St, La Vista, Nebraska
 - c. The number of teams will be based on registrations received.
2. **Team Composition:**
- a. Teams will normally consist of approximately 11 players, including a playing manager. To prevent dominant teams from entering the league, no pre-formed teams will be accepted. All new players will be assigned to a team via the draft or pool player process described below.
 - b. By exception and subject to Board approval, a non-player manager/assistant manager may be approved when needed. He must be a former or injured league player, and shall:
 - 1) Complete the standard registration form
 - 2) Purchase the team jersey and cap. (May be waived by board decision.)
 - 3) Comply with all manager responsibilities listed in paragraph IX.
3. **Returning Players:**
- a. Returning players from the previous spring may elect to return to their previous spring team or enter the draft for an extra fee (jersey cost). New players joining the league in the fall will enter the draft the following spring. Spring pool players enter both the fall draft and the next spring draft, however will be exempt from paying for a jersey the second time.
 - b. Players wishing to play with the same team will be pre- assigned in order of the registration post mark. Once the returning player's team roster reaches the maximum number of returning players allowed, subsequent returning players will go into the Player Draft System, or may be assigned as a Pool Player if registration is received after the stated deadline date.
4. **New Players:** New players are those people who have never played with the league in the past or have

missed the most recent full year of play (Spring/Summer and Fall). Each new player will be evaluated for individual skills as describe under Qualifications above. New players who register by the deadline, make at least one pre-season practice, and satisfy the Skill Qualifications will enter the player draft.

5. Pool Players:

- a. A new player whose registration or fee is received after the registration deadline will be assigned as a Pool Player for a minimum of two games to determine their player skills. Returning players who fail to meet the registration deadline will also be assigned as a Pool Player. Pool Players will only be assigned to a team to fill existing vacancies based on Board decisions. Attempts will be made to match new players' skills to existing vacancies.
- b. Pool players who are present at least 15 minutes prior to the start of a game shall be temporarily assigned (for one game only) to a team that has less than 10 of their roster players present. Pool players are not guaranteed of playing each night.
- c. Pool Players, shall be in the batting order the entire game, may play any defensive position and must play a defensive position a minimum of four innings unless they are injured or request otherwise.

6. Player Draft System:

- a. Players who failed to meet the registration deadline the previous year and were assigned to teams for that season or became Pool Players will be returned to the fall draft and/or the spring draft the following year.
- b. All players voluntarily entering the draft, assigned, or made Pool Players in the previous fall season will be returned to the draft in the next Spring season. (Players redrafted due to their team being disbanded in the Fall will be returned to their previous Spring team).
- c. New players must pass the skill qualifications and make at least one practice session in order to enter that season's draft.
- d. Players not assigned to an existing team will be selected by team managers prior to the season, in a fair and equitable draft procedure, on a pre-announced date.
- e. The Board will decide each year how the draft will be run based on current league needs.
- f. A Draft Player Evaluation Committee (PEC) will be established to determine the Draft Round Equivalency (DRE) for the following players at the following times:
 - 1. Prior to the Draft: Establish DRE for all assigned managers and assistant managers.
 - 2. For all non-full League Drafts the PEC will assign a DRE to all new league players prior to the beginning of the season.
 - 3. Throughout each season review all new player DRE assignments for accuracy and make recommendations for change as appropriate.
 - 4. The Director of Player Personnel will lead the DRE committee but will not be a voting member.
- g. During a 48-hour period following the draft, a manager may offer to trade up to three newly drafted players for other specific players. All respective managers must be in agreement.

NOTE: Every second year (2021, 2023, etc.), a draft of all returning and new players will be conducted prior to the spring season. Selections will be made by managers attached to a new set of team names.

7. Player Participation

- a. Every available player including roster and replacement players shall be in the batting order the entire game. **Every available player shall not sit in the dugout more than two innings per game** unless he is injured or requests otherwise.

- b. Once the game has begun, if a player is injured or must leave the game he can be replaced using the regular replacement rules. If no replacement is available then their position in the batting order will be vacated, and no "out" will be charged.
- c. A roster player present at game time, who declares himself unable or unwilling to play, may not reverse their declaration at a later time and enter that game.
- d. Ejection. A player ejected from the game by the umpire must leave the premises. Their spot in the lineup will be recorded as an out the remainder of the game. Teammates (if available) may fill the players defensive position; however, no replacement will take place. Ejection resulting in less than nine defensive players will result in a forfeit.

8. Replacement Player/Game Draft Procedures

- a. The maximum Replacement Players (RP) during the regular season is limited to 4 RPs.
- b. The maximum RPs during playoffs/tournament is limited to 3RPs.
- c. All RPs used during a game MUST sit at least 1 inning if the team they are playing for has more than 10 players.
- d. When a team is short of players for a scheduled league game, the following order of priority will be used to pick up replacements:
 - 1) Replacement player – Will be at least one round lower than the player being replaced for rounds 1-9 and rounds 10-12 being interchangeable
 - i) If a manager is missing a 1st round player the manager has a choice of RP. The manager can EITHER select a player at least 1 draft round lower or the manager can select a 1st round player, if a 1st round RP is selected then the opposing team is awarded a 3 run penalty. This penalty option is only included for a missing 1st round player and is only in place to provide an avenue for 1st round players to be picked up as an extra player.
 - ii) For the purpose of replacement players drafted in rounds 10, 11 and 12 are considered as the same round.
 - 2) Pool Player - A pool player will be assigned to teams by the Director of Player Personnel. A pool player can be requested by any manager. The Director of Player Personnel will ensure relative DRE is achieved in placing a pool player.
- e. A player who arrives late for any reason may be inserted immediately into the game. If the team has not batted through the entire order yet, the player may bat in any spot in the order that has not batted yet. If the team has batted through the entire order, the player will bat at the end of the batting order.
- f. A RP substitution can be made at any time during a game for any reason. The substitution must be reported to the opposing manager. The replacement player will assume the same position in the batting order and may play any position defensively.
- g. In the event that there are not enough legal replacements available to fill a team to 10 players, a team will be allowed to play with 9 players. No game will be started with less than nine players per team including replacements.
- h. If any player has acted as a pinch runner, no replacement player that takes that spot in the batting order may act as a pinch runner. The rule that a pinch runner can only run once per game applies to that spot in the batting order.

Manager Responsibilities

1. Team managers are responsible for the team's actions on the field. They will represent the team in communication with the umpire and the opposing team. In addition to the usual player/coach duties, the manager shall be responsible for the conduct and sportsmanship of their team members. Above all, he shall at all times demonstrate an exemplary model of sportsmanship for members of his/her team to respect and follow.
2. Managers are expected to understand and comply with the Playing Rules and Guidelines. They will proactively enforce League policies and respond to guidance from the Commissioner or any Board member.
3. Managers have both the responsibility and authority to remove players from the field of play for conduct that is detrimental to the basic foundation of sportsmanship and Nebraska Senior Softball or may result in injury to others or themselves. In the event of severe circumstances of player misconduct, the NSS Board of Directors will convene to assess the situation and recommend a course of action to the Commissioner which may include suspension or expulsion. The Commissioner is the final approval authority for any sanctions imposed upon a player. The manager is responsible for reporting all instances of player misconduct or ejection from the game to the Board of Directors.
4. Wear of the uniform. Players are highly encouraged to wear the issued jersey and cap as intended by the manufacturer and avoid altering the jersey by tearing, ripping, or removing sleeves, logos, or other league identifying symbols. Caps should be worn, bill forward, unless a protective mask necessitates either removal or reversal. Proper shoes, baseball/softball pants, shorts, cups, shin guards, and other protective devices are recommended. Players should never remove or cover the logo of any corporate partner of Nebraska Senior Softball when displayed on an issued jersey or cap. The goal of uniform wear is a professional look that represents Nebraska Senior Softball in the most positive light.
5. Each winning manager is responsible for posting game scores on the website by noon the following day.

League Division and Championship Rules

At the beginning of each season the NSS board will make the determination of what type of divisional format that will be used for the season based on number of teams.

The format will consist of two choices: Double Division or Single Division.

1. A Double division will consist of 2 groups, where the total number of teams will be split into 2 Divisions (A & B or a division name)
 - a. At the end of the season the top two teams from each Division will advance to play for the Championship.
 - b. A crisscross format will be used (1A vs 2B & 2A vs 1B)
 - c. For the semifinal game the number 1 seeds from both divisions will be the home team.
 - d. In the Championship game the team with the best overall record will be the home team.
2. A Single Division will be all teams grouped together.
 - a. At the end of the season the top 4 teams will be selected to play for the Championship.
 - b. The format used for the games will be 1vs 4 2 vs 3.
 - c. The 1 and 2 seed will be home team.
 - d. For the championship game the higher seed team will be the home team.

NOTE: In case of ties for any seeds a tie breaker rule will be implemented. Format is as follows and in this order:

- Win, Loss record (Percentage)
- Head to head for the season
- Divisional win, loss record
- Average runs allowed

3. All NSS league rules will be used with the following exceptions.
 - a. Length of game will be 7 innings with no time limit.
 - b. If a tie occurs after the 7th inning, extra innings will be played until a winner is determined (see rule on extra inning). A maximum of 5 runs can be scored in each extra inning.

Summer Tournament

At the beginning of each season the NSS board will make the determination if there will be a Summer Tournament will be included in the yearly schedule. If a Summer Tournament is scheduled, the NSS Player Rules, Guidelines and Procedures will govern play with these specific modifications: (modifications will be added if Summer Tournaments are resumed in the future)

Code of Conduct

All Nebraska Senior Softball League players, guests, volunteers, spectators and umpires are expected to adhere to the following articles, on and off the field. Failure to comply may result in warning, suspension or expulsion from the league.

Article 1 Abide by rules, guidelines and policies of ASA and the Nebraska Senior Softball League.

Article 2 Accept the decisions of umpires and managers in the spirit of good sportsmanship.

Article 3 Refrain from taunting or degrading players, or using abusive or profane language.

Article 4 Avoid bodily contact which may cause injury. **Article 5** Exercise control over family members and guests to the extent of Article 3.

Article 6 Refrain from smoking or consuming alcoholic beverages on the field, inside or outside the dugout.

Article 7 Refrain from the commission of any acts contrary to the goals and objectives of the league.

Weather Procedures

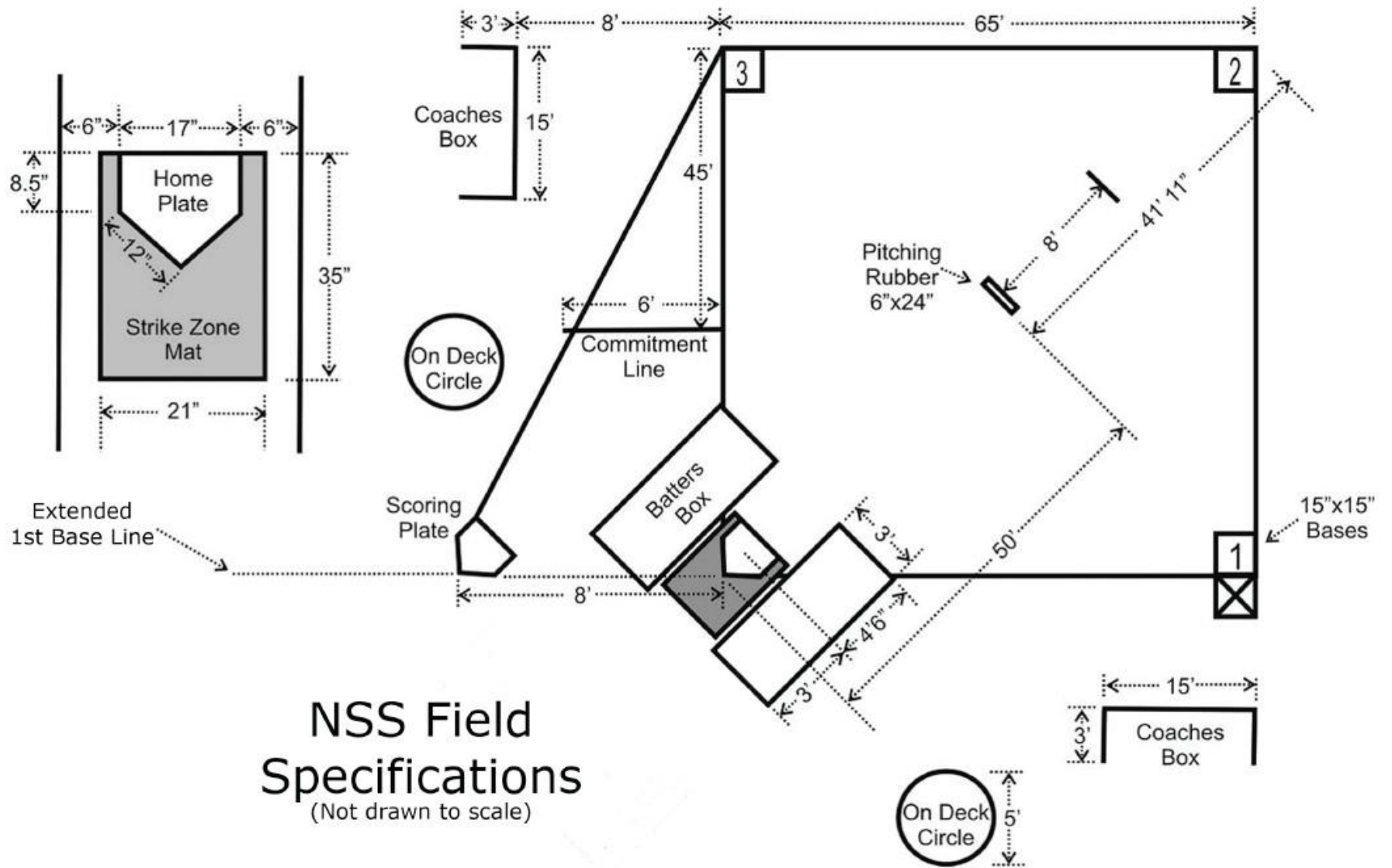
1. **Tornado Warning:** In the event a Tornado Warning (not to be confused with Tornado Watch) is issued for the ball field region, games will be postponed and players should take appropriate action regarding travel to/from the ballpark.

NOTE: The La Vista fields are located on the northern edge of Sarpy County, near the southern boundary of Douglas County. Games in progress will be suspended at the discretion of the umpire.

2. **Hot Weather Procedures:** All games are cancelled if the projected heat index is 105 degrees Fahrenheit or higher at 6:00 PM or later per Accuweather (La Vista location) with the earliest call being made at 3:00 PM.
3. **Cold Weather Procedures:** As a guideline, games will not be played when the ambient temperature is less than 45 degrees Fahrenheit.

Field Diagram

Figure 1 Nebraska Senior Softball Field Specifications



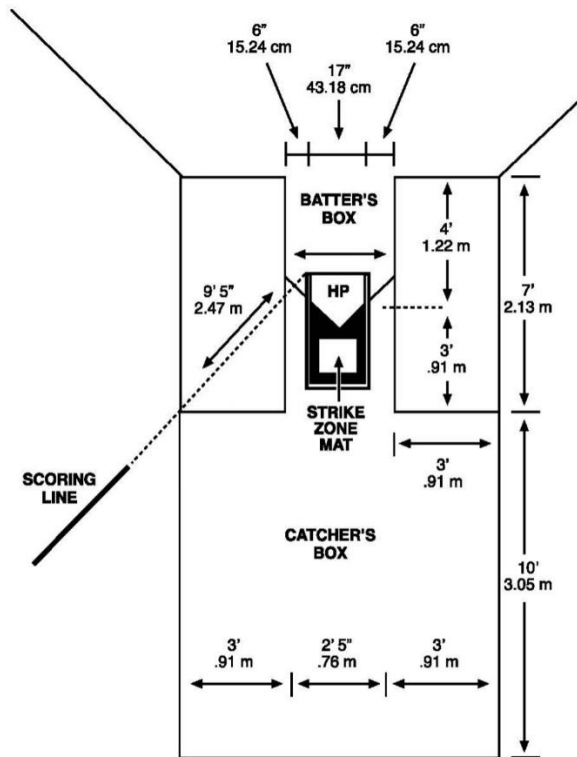
NSS Field Specifications
(Not drawn to scale)

Figure 2 Nebraska Senior Softball Scoring Line Placement Example

OFFICIAL DIMENSIONS

SENIOR SOFTBALL DIAMOND

Batter's Boxes, Catcher's Box, Scoring Line/Plate



Document History

Date	Action	Section	Change
3.20.17	Removed	Playing Field, section 1	Sun & Wind rule
	Removed	Player's Equipment, section 2	Bat Warmers
	Added	Player's Equipment, section 1	Each bat shall be visibly inspected and tagged (Sticker on the end of the knob) by a board member or umpire before being placed into the game. If player is not sure of their bat being legal they can go to: https://usa.*asa*softball.com/e/build_*batlist*_one_page.asp All <u>non-approved</u> ASA bats are listed on this site.
	Added	The Game, section 5: Length of Game, part a	Game start times will be at 6:00, 7:10, 8:20, & 9:30. Both teams shall be ready to start at the official time when umpire states PLAY BALL. Players shall be on the field and batter in the box. Players not on the field will result in batter being given a BALL count for every 20 seconds that go by till fielders are in position. Batters not in the box will be given a STRIKE count for every 20 seconds that go by without being up to bat.
	Added	The Game, section 5: Length of Game, part c	When 55 minutes has expired the umpire will stop play and announce to both managers that the game will end after the current inning plus 1 more is completed. After a completed inning is recorded the umpire shall notify each team of the remaining time left until the 55-minute time period.
	Added	The Game, section 5: Length of Game, part d	The exceptions to this rule are the NSS tournament games and the Championship game as these games will be played until a winner is determined.
	Added	The Game, section 5: Length of Game, part f	A maximum time of 90 seconds will be allowed for the defensive team to take the field after the last out is recorded in each 1/2 inning. The umpire will declare play ball and begin timing a 20 second time period to call either a Ball or strike (Pitcher-Batter) depending on which team is not ready for play. NOTE-For 6:00 games, both teams shall be in position to play at 6:00 when umpire will call play ball.
	Added	The Game, section 5: Length of Game, part g	For all games, 10 minutes prior to the beginning of the game the umpire shall notify the team managers of the of the anticipated game start time so they can have their team ready and acquire any needed replacement player(s) or catcher. If the game start time becomes delayed due to the previous game going over their time limit, the following teams will have 5 minutes to prepare between games. Game clock will begin after the 5-minute time period when the umpire declares PLAY BALL. Section VI-5-a will then be in effect.

5.1.2017	Update	Player Equipment, section 1: Bat Standards	Updated the section to clarify ambiguous terminology and to insert appropriate links.
5.23.17	Update	Playing Rules, section 1: Home Plate and Strike Zone Mat	Updated the section to clarify the rule and add information to ensure safe play.
6.17.17	Update	The Game, section 2: Players and Replacements	Added "terminated player" information.
		Competition Procedures, Section 8: Replacement Player/Game Draft Procedures	Added "terminated player" information.
7.17.17	Update	Weather Procedures: Section 2.	Changed to verbiage from: "As a guideline, games will not be played when the heat index is in excess of 105 degrees Fahrenheit" to " Hot Weather Procedures: All games are cancelled if the projected heat index is 105 degrees Fahrenheit or higher at 6:00 PM or later per the National Weather Service (LA Vista location) with the earliest call being made at 3:00 PM."
10.13.17	Update	Added sections "League Division and Championship Rules" and "Summer Tournament"	
12.11.17	Update	Added "Replacement Umpire" to The Game section 1.	
6.20.18	Update	Updated The Game section 5d.	Updated the verbiage on the Flip-Flop rule to remove visiting team manager discretion.
5.25.19	Update	Committee Review	Removed duplicate entries of some rules. Changed the player replacement rules to the current rules. Moved the section about the championship games and summer tournament after the rules for the regular games. Added scoring line example picture
7.18.19	Update	Updated home run time saving rule	
8.17.19	Update	10 player team replacement rule adj	Added item to player replacement rules for rule that was added to change how 10 player teams are added.