

BOOTLEG LEAGUE 2
FALL SEASON 2020
DISCOVERY PARK, MENIFEE, CA



RULES

Senior Softball USA (SSUSA) tournament rules with the following exceptions:

1. No time limit.
2. Makeup Games: Rained out games will be made up in the order that they were rained out on the next available Monday.
3. Defense: 12 defensive players (which includes a 5th outfielder), though a team may play with a minimum of 9. Teams that field less than 12 players cannot use an infield rover.
4. Offense:
 - a. All attending players on the team, unless injured, under doctor's orders, have to leave early, or have an excuse which the umpire deems valid, must be placed in the batting order at the start of the game. Both managers and players are on the honor system in this regard.
 - b. All players in the batting order at the beginning of a game must play a minimum of three innings in the field.

Late Roster Arrival

- a. If a team is playing with all roster players, a late arrival roster player must be added to the bottom of the batting order.
 - b. If a team is playing with pickup players, a late arrival roster player must replace the pickup player substituting for him or added to the bottom of the batting order if no pickup player is substituting for him.
Reminder: All teams may "pick up" players until they reach 13.
 - c. Late roster arrivals entering the game in the 5th inning must play 2 defensive innings. No late arrivals after the 5th inning. The penalty for breaking the player time requirement is a forfeit.
5. Visiting team bats in the top of the 1st inning; home team bats in bottom of 1st and bottom of 2nd; visiting team bats in top of 2nd and top of 3rd; ...; home team bats in bottom of 5th and bottom of 6th; visiting team bats in top of 6th and top of 7th; home team bats in the bottom of the 7th inning.
 6. Pickup Players must have a rating at, or below, the missing player's rating. Players in draft position 10, 11, 12, or 13 will be rated as a "10".
 7. Run-throughs; no sliding or diving into a base.
 8. 160 Rule: For players age 75+ (Refer to Rule 1., 2nd paragraph below), all 5 outfielders must be positioned behind the 160-foot line and all 5 infielders must be positioned on the dirt part of the infield until the batter swings. It is the batters responsibility to notify the home plate umpire that he is 75+ any time during his at bat. Penalty: Dead ball; batter/runner is awarded first base.
 9. 15-Run Rule: In the top of the 7th, if the visiting team scores 5+ runs and is leading by 15+ runs, its at-bat is terminated. The home team will come to bat, but can only score enough runs to tie the game. Extra innings will follow.

10. Batting

- a. A batter who is walked need not go to first base if he will be using a courtesy runner.
- b. If a ball is thrown out-of-play on a ball hit by the batter-runner, time will be called and the batter-runner may get a courtesy runner to advance to second (or possibly third) base.

Under no other circumstances will a runner not be required to advance to the next base he has achieved.

- c. Once a courtesy runner has been inserted, another courtesy runner may replace that courtesy runner if time is still out. However, once the umpire signals “play ball”, another courtesy runner may not be inserted without penalty of being called out.
- d. The batter-runner shall be granted first base if any of the 5 outfielders participate in throwing him out at first base.

11. Baserunning

- a. A baserunner who, in the umpire’s opinion, makes a commitment to a base may be “tagged” out by the fielder by either touching the runner with the hand holding the ball or by touching the base while holding the ball. This is not necessarily a force play.
- b. Runners must run on either side of the base when the defensive player occupies the base while in the process of “forcing” the runner. A runner reaching the base by itself before he is “forced” will be safe. If a runner is not advancing to the next base, he **MUST** run wide enough, in the umpire’s judgment, to the opposite side of any base from the direction of a thrown ball to avoid interference with the defensive player. If the runner runs on the side of the base the throw is coming from, the umpire will make a judgment call whether the runner should be called out for physical or distracting interference.
- c. The runner must avoid a collision with the fielder on all plays made at all bases, if possible. The runner has the right-of-way to the base path on a thrown ball. While attempting to avoid a collision with the first baseman, the runner may run in foul territory as far off the path as necessary and not touch either base but not to avoid a tag. To be safe at first, the runner must pass the line of the base before the first baseman, with the ball, touches first base. The umpire will judge the runner has reached any base or scoring line when the runner’s foot touches the base, touches the ground next to or past the base, or touches the ground on or past the scoring line.
- d. Runners may overrun (running wide of all) bases to avoid collisions, but not to avoid a tag. Baserunners are encouraged to run through to avoid contact with the defensive player.
- e. A runner touching a base on a run through will be live to be put out by either a “tag”, force out, or called out for running out of the baseline if he is avoiding a tag. A runner not touching a base in a run through must return to the base to advance to the next base. If the runner continues to the next base without touching a base after the overrun, the umpire, on appeal, can call the runner out.
- f. A runner tagged after crossing the commitment line is ruled safe and may return directly to the dugout.

12. Baserunner Safety Rule - 1st and 3rd Base: A runner occupying 1st or 3rd base has the option, for safety reasons only, to vacate his base by moving into foul territory either prior to or after the release of the pitch while facing a left-handed or right-handed batter, respectively. A runner on 1st base does not have this option with a right-handed batter and a runner on 3rd base does not have this option with a left-handed batter.

The runner must reacquire the vacated base before he can advance to the next base, but need not return to the base between pitches.

The runner is subject to being put out by a defensive player, either by tagging him or by touching the previously occupied base (whether a true force out technically exists or not) while in possession of the ball prior to the runner reacquiring the base.

13. Pitching Screen - The sole purpose of the pitching screen is to provide a level of safety to the pitcher against batted balls. It is not intended that the screen be used by the defense as an extra fielder or to unnecessarily restrict a batter’s hitting option.

The pitching screen must be placed not more than 3 feet in front of the pitching rubber and shall overlap by 1/4 to 1/2 the length of the pitching rubber. The pitching screen must be placed on the “glove” side of the pitcher.

- a. If a batted ball hits the front of the screen, it’s a foul ball.
- b. If a batted ball, deflected by the pitcher, hits the front of the screen, it’s a live ball.
- c. If, during a play, a defensive player hits the screen with the ball or causes it to land in the well, the ball is live and in play.
- d. Extra game balls are not to be retained at/on the pitching screen during play.

14. Sun Affecting Batters Rule - If, in the sole judgment of the umpire, the sun is adversely affecting the ability of batters to see the ball, the umpire may allow the pitcher to pitch from up to six feet on either side of the pitching rubber, on the side chosen by the batter. A batter may have a pitcher move according to the prior sentence only one time during a given at bat.

The decision of the umpire to apply this rule is final and not subject to protest or appeal. If the rule is applied, it shall be imposed only at the top of a new inning and applied on a full-inning basis only. The umpire, at his sole discretion will determine how long this rule will apply during a game. Managers do not have input as to whether this rule will be applied; and if applied, when its application will cease during a game.

15. Umpire Disputes - If the umpire feels overwhelmed by the number of players challenging a particular decision, he may require that only the team managers (or their designees) and the chief umpire, if available, participate in the discussion. The umpire's decision is final.

16. Protests - A rule misinterpretation will be resolved immediately at the field.

Judgment calls may not be protested. However, managers may request the responsible umpire to seek assistance from the other umpire.

17. Scorekeeping - Both managers are required to verify the umpire's score just prior to the open inning. Unless a discrepancy can be resolved at that time, the umpire's score will stand.

18. Ejections - A player ejected from a game for violating the SSUSA Players' Code of Ethics will, at a minimum, be ineligible to play for the remainder of the game from which he was ejected. An out is recorded every time the ejected player's position comes to bat.

The Board will, subsequently, review the ejection to determine if it was warranted, and, if so, and at its sole discretion, whether further disciplinary action is appropriate.

When evaluating possible further disciplinary action, the Bootleg Board will consider, but not be limited to reviewing: the severity/flagrant nature of the incident; whether this was a repeat offense; the length of time between repeat offenses; whether the person had committed similar offenses; when such offenses were committed; etc.

19. Players Leaving the Game

If, for any reason, a player is unable to continue during the game, one of the following can occur:

- a. If an eligible replacement can be found before the exiting player's next turn at bat, the eligible replacement may be inserted into the exiting player's batting position with no penalty of an automatic out.
- b. If no replacement player can be found, the next time the exiting player's position comes to bat it will be an automatic out, but only the first time. Subsequent at bats will not be an automatic out.
- c. If a replacement player is found after the first automatic out has occurred, the replacement player will be inserted at the bottom of the batting order. The replacement player is still required to play two defensive innings.
The above does not apply to an ejected player. An out is recorded every time the ejected player's position comes to bat.

20. Playoffs - Round #1 Winner vs. Round #2 Winner

In the event of a 1st place tie, the round winner will be determined by the SSUSA tiebreaker criteria as follows:

- a. Head-to-head
- b. Least runs allowed in games played between the tied teams
- c. Run differential in games played between the tied teams
- d. Least runs scored in all games — this replaces the SSUSA criterion of a coin flip

Senior Softball USA (SSUSA) tournament rules worth noting:

1. A player must turn 55+ years of age during the current calendar year to be eligible to play. A player attaining age 55 in any particular calendar year is eligible to play during the Fall Season of the previous calendar year.
Similarly, a player attaining age 75 in any particular calendar year is considered to be league age 75 during the Fall Season of the previous calendar year.
2. All SSUSA-approved bats are allowed; e.g. Miken Ultra II
3. All batters start with a 1-1 ball/strike count with a “waste foul” after two strikes.
4. Run Limit Rule: 5 runs/inning in all but the open and extra innings.
5. Courtesy Runners: Unlimited, but no player may be used as a courtesy runner more than once per inning.
6. Adverse Weather
Managers may request, with the umpire’s approval, that playing procedures be modified for the purpose of players’ safety when environmental conditions warrant. For example, wind, rain, wet playing surfaces, etc.

Currently, the “Wet Base Rule” is being invoked for baserunner safety while we are using non-stationary bases. The baserunner need not make contact with 2B or 3B but must come close. Judgment call.
7. Double Base Rule: The “intent” of the SSUSA Double Base Rule 8.4(1) is correct, but is confusing and contradictory as stated in the SSUSA Rule Book. Below is a clarification of that rule:
“A defender can record an out at first base if his foot touches ONLY the white base or a portion of the white and orange bases. If his foot touches ONLY the orange base, no out will be recorded.”

Any questions regarding rules not explicitly covered here should be directed to the chief umpire Steve Baranick.

Please, stay safe! Social distancing, wearing masks when practical, etc. are strongly encouraged. If sick or show symptoms of COVID-19, stay home.

Prepared by Steve Baranick

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