

2016 RULES FOR NCSSA SOFTBALL TOURNAMENTS

NCSSA Rules Supersede SSUSA Rules
Rule Changes for 2016 are printed in RED

Jan. 6, 2016

1. The NCSSA did not adopt the SSUSA rule requiring pitchers to wear face guards.
2. The defensive line-up must consist of no more than 10 players except teams 70 or older who may have 11. If 70 and older teams have to play younger teams they may still use 11 players on defense. A minimum of eight defensive players must be available to start a game. If other players arrive they must be put at the bottom of the batting order. The team that has less than 10 players will be the visiting team.
3. The home team will be determined before each game by a toss of a coin between team representatives. Exception Rule No. 4, **and also when mixed groups must play together in a bracket, the team giving the equalizer, shall be the home Team.**
4. Five team brackets: All games will be played as regulation games and teams who are scheduled to play each other twice will receive either 1/2 of a win or 1/2 of a loss for each game played. The home and visitor roles will be switched for the 2nd game played between the two teams.
5. A committee composed of the tournament director or his assistants and the game umpire will make the final decision on protests. Protests must be made to the umpire immediately following the questioned decision or ruling and before play resumes.
6. A team should not be scheduled for more than three games per day, no more than two back to back games, and not under lights for 60 or over divisions Travel distance to schedule bracketing for tournaments will be determined by the team zip code as it calculated on the NCSSA website. The current NCSSA recommended schedule/bracketing format shall be used.
7. A team should play a minimum of five games per tournament. (If less, Tournament Director should note it on the flyer.) All games must be played. A team that plays forfeited games will still be able to win the tournament. No team may refuse to play an opponent but may play any game under protest. Unless mutually agreed upon by both managers, a team that does not play all its games will not be eligible for any prize and will pay a fine of \$50 per game not played to NCSSA and subject to rules 12 and 15. The fine will be awarded to the team (s) involved. Teams are encouraged to recruit players and continue as an exhibition team. Teams who lose games because their opponent withdraws must request any rebate or compensation in writing to the NCSSA Board.
8. Tournament directors will have a cut-off date at least ten days prior to the start of their tournament. Brackets must be approved by their Region Representative. Game schedules must be out at least seven days in advance. Entry fees and the NCSSA approved rosters must be in by the cut-off date. The most recent NCSSA roster is the official roster for that tournament. Tournament Directors are allowed to make adjustments to bring parity to a bracket.
9. NCSSA rosters are limited to 22 players. All NCSSA players are allowed to be on two permanent team rosters but they must be of the same age or older than their roster age group. A registered 80+ team in the NCSSA may have three (3) players 78 years of age, and five (5) players 79 years of age. Rosters of 75+ teams can have five (5) 74+ players on them. 70+ teams must use all 70 or over players. Any team may add two temporary players for a tournament but they must be of the same age or older than their roster age group.
10. A team's tournament roster is frozen at the beginning of their first game. Any team adding three or more players to its latest approved NCSSA roster will not be eligible for awards and the games will not count in the standings and recorded as exhibition only. Player (s) added must be on the team's submitted roster prior to their first game. Managers must declare to the Tournament Director if he has add-ons, who the add-ons are and if his team is playing games as exhibition. Any team failing to declare as exhibition when **playing with an illegal roster** for any given tournament will pay a fine **equal to the cost of the tournament**, payable to the NCSSA, and be subject to Rule 18.
11. All players are restricted to one roster during a tournament. A player who plays on two teams will cause the second team to forfeit any games he plays in. The first team he plays for becomes his only team for that tournament. Exception - At the NCSSA Hall of Fame Tournament, a player who is on two permanent team rosters may play for both teams providing that one team plays on Thurs-Fri, and the other on Sat-Sun.

12. If a team drops out of the tournament after the cut-off date, it will lose its entry fee. Any team dropping out of a tournament after the schedule is out will automatically be suspended commencing **15 days** after that date until the board can review the problem and enact penalty or reinstatement.

13. **Fees: Team registration of \$50 along with the NCSSA approved roster must be in before a team can play.** Team fee includes insurance and team registration for current season to Senior Softball USA. Tournament directors must send \$125 to NCSSA per tournament to register and for insurance before their scheduled tournament date (s).

14. One up home run rule: A team cannot have more than one home run (untouched ball hit over the fence) than its opponent. All subsequent home runs (untouched balls hit over the fence) will be counted as a walk, and base runners may only advance one base if forced. **Homeruns hit over the fence and Four Base Awards**, are walk offs for the batter & base runner (s). Runners don't have to touch any bases. The home team may go 1 up in home runs in the bottom of the last inning.

15. There will be no penalty on a batter who leaves the game with an injury or for an emergency. No out will be assessed. A substitute will take that spot in the lineup. If no substitute is available, that spot in the lineup will be deleted. The player leaving the game may not re-enter that game.

16. Tie breakers in any bracket at the end of a tournament will be resolved in the following manner:

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| 1. WON/LOSS record. | 4. RUN DIFFERENTIAL |
| 2. HEAD TO HEAD competition. | 5. Least runs allowed in all tournament games played between all teams. |
| 3. LEAST RUNS SCORED AGAINST.* | In a 5 team bracket, only the first five games played count in this tie breaker. |
- Only the scores of the teams involved in the tie will be considered in calculating 3 and 4 above. **Once a team is eliminated from the tie, it cannot be brought back into the tie consideration.**

* If a team has a forfeit, then the game with the least runs scored will be removed from the equation of all affected teams. SS-USA rule 13.6

17. Unsportsmanlike conduct. SSUSA Section 16 Disqualification Rule 16.6

18. Discipline: Any violations of these rules will be reviewed by the board and the appropriate punishment shall be administered.

19. **The Flip-Flop rule is amended to be mandatory in any tournament game when the Visitor is ahead by 10 runs or more at the commencement of the "open inning".**

20. The courtesy runner rule from the SSUSA was adopted for NCSSA play. The distance between bases will be 65 feet, with a commitment line 20 feet from home plate.

21. When different groups must be combined in a single bracket, the following be followed.

- 2 groups . . . 3 runs awarded at the beginning of the game to the lowest rated team(s).
- 3 groups . . . 5 runs awarded at the beginning of the game to the lowest rated team(s).
- 4 groups . . . 7 runs awarded at the beginning of the game to the lowest rated team(s).

In tournament play where there are mixed brackets, defined as teams in different rating groups where one team is giving an equalizer, the team giving the equalizer shall be the Home team in all such games.

After a team has played a minimum of four NCSSA tournaments, and has won more than 50% of tournaments entered, that team shall give up an additional 5 runs, over and above any run equalizers, to every team within their Tournament bracket, until the percent of won tournaments falls to 50% or below. These runs will be given at 1 run per Inning, starting with the 2nd inning.

22. Lineup cards will be required at all NCSSA tournaments.

23. First basemen gloves or mitts are legal in NCSSA play for all defensive players.

NCSSA EMPHASIS IS ON RULE 3.8 OF THE SSUSA RULEBOOK
WEARING OF JERSEYS WITH INDIVIDUAL NUMBERS.

Edited by the NCSSA Rulebook Committee