

# 2024 SENIOR CO-ED LEAGUE

## Code of Conduct & Playing Rules

*(Adopted and enforced as a rule governing the managers, coaches and players of PSSSA CO-ED)*

### **PSSSA Co-Ed Manager, Coaches and Players hereby agree to and shall:**

1. Abide by the current PSSSA Co-Ed Rules to the best of your ability
2. Accept the decisions of the umpires and any team manager in good sportsmanship
3. Neither taunt nor degrade my opponent
4. Avoid bodily contact that may cause injury to others
5. Never direct abusive or profane language at officials, opponents, or spectators
6. Exercise control over my family members and friends to the extent of numbers 3 & 5 above
7. Not commit any act that could be considered unsportsmanlike conduct
8. All rules of the SSUSA will apply if not covered in this document by PSSSA Co-Ed League rules

**VIOLATION:** Any person affiliated with PSSSA that is found in violation of any of the above rules of conduct will be subject to disciplinary action, as determined appropriate to prevent recurrence by the PSSSA Board of Directors. Penalty of violation may result in up to and including a lifetime suspension from the PSSSA Co-Ed League. Failure to comply with the decision and action determined will be cause for further disciplinary action.

***“THIS IS A RECREATIONAL LEAGUE - YOU WIN BY JUST PLAYING”***

Both team managers are responsible for emailing scores to Peggy Hougardy.

**Peggy Hougardy: gmasphone119@gmail.com**

### **Eligibility**

- Male(s) or female(s) who turn fifty (50) years old in the calendar year of play are eligible to play on a team
- Individual league fees must be paid prior to playing in the league
- A player may play for only one (1) team
- During the regular season, a player may switch teams with the permission of both team managers
- An add/delete form must be turned in to the director when adding a new player to a team

**NOTE:** To participate in the co-ed **jamboree at the end of the season**, a player must have played in **seven (7)** or more games during the year for the same team.

### **Crossovers**

A player is considered to be a crossover:

- If under seventy (70) years of age for the entire current calendar year. Note: If a player turns seventy (70) during the current calendar year, they will NOT be considered a crossover.
- If they participate in additional baseball or softball leagues during the year, including the off-season.
  - a. This includes playing in softball or baseball leagues in other States, i.e., “Snowbirds”.
  - b. A player may play in 2 non-PSSSA Coed league games without being considered a crossover player.
- If they participate in 3 or more baseball or softball tournaments during the year, (April 1st to April 1st)
- Crossover players must be identified prior to the start of the game.
- Each team is allowed a maximum of four (4) male crossover players on the roster.
  - a. Only three (3) may play at a time.
  - b. The 4th crossover may substitute for any of the starting crossovers.
    1. NOTE: the starting crossover that was substituted for may not reenter the game.
- Female players will not be considered a crossover player.

**NOTE:** Teams may petition the league director (in writing prior to the player participating) to clarify if a player is considered a crossover if there is a doubt.

**GENERAL RULES:** All games shall be played under current SSUSA rules except as otherwise noted in this document.

- a. Each team must have a minimum of eight (8) players to begin a game with a minimum of three (3) females at any time.
  1. If a team is short females, an out will be recorded each time the third female should be in the batting order, and the defense must play with 10 players.

If you have only 2 women at a game:

    - A. You can borrow a lady from the other team (if available and if both coaches agree) OR
    - B. You can play with 2 women (and no more than 10 on defense). Female order positions will either be 1, 3 and 5 OR 2, 4 and 6. The coach will declare one of those positions to be the ghost position. The ghost position is not an actual person but whenever that spot comes up in the order, it's an automatic out.

If you are going to have fewer than 2 women at a game:

    - A. The night before, call the opposing coach and reschedule the game.
    - B. If you don't find out in time to do that, and everyone shows up at the field, you can play a practice game (if you want) but the game won't count in the standings. If both coaches agree, the actual game can be rescheduled.
    - C. If the team has only 2 women and the above auto out (a.1.B) is in force AND there are 2 outs AND the batter prior to the "auto out" is walked (either 4 balls or intentionally) the male batter has the option to accept the walk or continue their at bat until they either put the ball in play or strike out.
  2. A late arriving female may be inserted into this slot and the defense can be restored to 11 players.
  3. If a female is injured or must leave the game early, an out will be recorded for that female and the defense must play with 10 players.
  4. Additional players may be added as they arrive.
  5. If less than eight (8) players, the team will automatically forfeit the game. Forfeits are not used in win/loss stats. UNLESS:
    - A. If BOTH teams agree, a player (or players) may be loaned to the other team and the game counts. The loaned player (or players) may return to their team if players for the short-handed team show up with the newly arriving players replacing the loaned players in the lineup. The loaned players can then be placed at the bottom of the batting order for their team.
- b. Defensively, in an inning, a maximum of eleven (11) players. Five (5) players play in the outfield.
  1. The outfielders must be at least thirty (30) feet behind the base line path. The base path is a straight line drawn between the bases.
  2. During an at-bat, the infielders must be behind the base path line. If an infielder crosses the line before contact is made with the ball, the batter-runner is awarded 1<sup>st</sup> base.
- c. Games will be seven (7) innings; five (5) innings will constitute a game in the event of inclement weather. After five (5) innings of play if a team is behind by fifteen (15) runs, the losing manager may concede the game, (Note: it is not mandatory). The Flip-Flop rule must be used if the home team is ten (10) or more runs behind at the end of the sixth inning.
- d. Batting line up is unlimited. All players shall be in the batting lineup, i.e, continuous batting order excluding substitutes (see Courtesy runners a.1)
- e. Players in the batting order/line-up must play a minimum of one inning on defense.
- f. The batting order/line-up will remain the same throughout the game. Men and women must alternate in the batting order/line-up until the lowest number of men or women has been placed in the batting order/line-up.

1. Late arriving players (male or female) are added to the end of the batting order/line-up.
2. Players may be removed from the batting order/line-up, without penalty, due to injury and/or having to leave the game. No matter where that person, man or woman, was in the order, the order is simply condensed, i.e., no need to redo the batting order to ensure man/woman alternating. UNLESS the injured/leaving player is a woman, and it leaves the team with less than 3 women in the batting order. If that is the case, refer to section a. above.

## PLAYING RULES

- a. A legal pitch must be six (6) feet to twelve (12) feet in height. A strike is called if any part of the ball when pitched touches any part of the home plate/mat. A pitcher must come to a stop and present the ball to be a legal pitch. The umpire will call illegal pitches before it reaches home plate.
- b. Intentional walks are allowed.
  1. pitcher may motion to the umpire that they elect to put the batter on.
- c. If a male batter, (that is followed by a female batter), is walked, it will result in a two-base award. The female batter following has the option to walk or hit.
- d. An extra foul ball is awarded if the batter has two (2) strikes. The third (3rd) strike foul ball is a dead ball. UNLESS caught, the next foul ball results in a dead ball out. If caught, the batter is out and the runners may tag and advance at their own risk.
- e. A maximum of five (5) runs may be scored per team each inning. Exception: scoring is unlimited in the last inning.

## Rain Outs

- a. The manager of the home team will determine prior to a game if the field is playable or not.
  1. The home field manager needs to contact the opposing team's manager an hour and a half (1½) before the game.
  2. If not notified by the home team that the game is rained out, the visiting team shall show up to play.
  3. If the home field is unplayable, the managers shall attempt to relocate and/or reschedule the game.
- b. A game can be called at any time if both managers agree the conditions are not safe.
  1. The managers shall attempt to reschedule the game.

## Tie Games

- a. Tie games will use the international tie breaker rule.
  1. Teams start each half-inning with a runner on second base. The runner is the last batter of the previous inning whose turn at bat had been completed.
  2. If the last batter out used a courtesy runner from home plate, that courtesy runner will go to second base as the runner.

## Base Running

- a. No run by rule. Regular softball rules apply. Sliding is allowed.
  2. Note: a runner **MUST avoid** the fielder that is making a play on them.
- b. Rules governing the use of an extra first base (usually orange in color)
  1. Batter runner must use the orange/extra base if there is a **defensive play attempt**. The defensive player must use the white base.
    - a. Batter runner will be called out if he/she uses the white first base.
  2. Batter runner may use either base on a multiple base hit.
- c. Once a runner has crossed the commitment line between home plate and third base, they must continue towards home plate.
  1. The runner is out if he/she doubles back across the commitment line.

- d. Runners MUST use the scoring line, (see field diagram), as the home plate.
  1. If the runner touches home plate and/or any part of the batter's box, the runner is out.
  2. A defensive player must touch the home plate mat to force a runner out at home. The defensive player cannot tag the runner out at home.
- e. Leadoffs are not permitted. A base runner leaving a base, in an attempt to advance, before the batter makes contact with the ball, or when a batter swings and misses the ball, will be called out: Note: This is a recreational senior league. The league expects players to be honest if they are leading off. EVEN if the umpire doesn't see the lead off, the player leading off should BE HONEST and call themselves OUT.
- f. A defensive player, without the ball, cannot **obstruct** a runner, i.e. cannot block a base and/or stand in the way of a runner.

**Courtesy Running** (Note: Courtesy runners are intended to allow injured or at-risk batters and base runners the ability to play in this league. Courtesy runners are NOT intended to be used as a coaching/game strategy to simply replace a slower runner with a faster runner and this practice is NOT in the spirit of this league.)

- a. Unlimited courtesy runners are allowed each inning.
- b. A player can only be used as a courtesy runner for the same player he/she is running for in an inning.
- c. Prior to the start of the game, a maximum of three (3) spots in the batting order may be designated to have a courtesy runner from home. Starting batters, in these slots, can be substituted for. The starting batter can reenter, but only in the same slot.
  1. The courtesy runner for the batter cannot cross the courtesy runner line, marked on the field, with their foot down, until the batter makes contact with the pitched ball.
    - a. The umpire will call the batter out if the batter swings and misses the pitched ball and the courtesy runner crosses the courtesy runner line, marked on the field.
  2. A courtesy runner for a batter is limited to advancing no further than second (2<sup>nd</sup>) base.
    - a. If the batter hits an out-of-the-park homerun, it shall be counted as such, and the courtesy runner is allowed to score.
    - b. Base runners advance at their own risk.
    - c. The courtesy runner is LIVE AND AT RISK OF BEING PUT OUT IF THEY GO BEYOND SECOND BASE. If they reach 3<sup>rd</sup> or home safely they must simply go back to 2<sup>nd</sup>. This does not include if a runner going home is called for the 3<sup>rd</sup> out.
  3. If the batter runs more than 15' toward first base he/she will be called out. The ball is dead and each baserunner must return to the base legally occupied at the time of the pitch.
- d. If a team uses only one (1) or two (2) designated runners to start the game, they can add the second (2<sup>nd</sup>) and/or third (3<sup>rd</sup>) runner during the game.
- e. In a case of injury, and the other team manager agrees, you can use a courtesy for the injured player. That injured player shall not be used as a courtesy runner for the remainder of that game.
- f. A courtesy runner whose turn at bat comes when he/she is on base will be called out as a runner and will then take his/her turn as a batter.
- g. A courtesy runner cannot replace a courtesy runner.

## Umpires

- a. If using an "Official" umpire, (paid or not), all calls are their responsibility.
- b. If self-umpired:
  1. The team on offense will be the official umpire(s). Umpire(s) must be on your roster.
  2. The offensive team Manager will determine who makes the calls at 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> base(s).
  3. The umpire behind the plate calls balls/strikes, fly ball outs, and plays at the plate.

## Balls

Men will use a twelve (12) inch 375/44 softball. Women, and men over eighty (80) years of age within the calendar year, will use an eleven (11) inch 375/44 softball. All women and 80 year old men may use the 12" ball if they prefer. All

softballs will be optic yellow. These are the standard softballs used by seniors. The home team will supply 2 new softballs, (one men's and one women's), and two back-up balls for the game.

**Bats** ALL bats must have a sticker for the current playing year to be a legal bat.

**For Men:**

- a. Only **single wall** bats with a BPF of 1.20 are permitted in the Senior Co-Ed league for men.
- b. Two (2) or three (3) piece bats are illegal.
- c. Composites bats are illegal. Wood bats are illegal.
- d. Men's bats are to be designated as league approved with a BLUE sticker initialed and dated by the team manager or a person approved by the director.

**For all Women, and Men over 80 years of age, (within the calendar year):**

- a. All "Official Softball" bats that are approved for ASA, NSA are legal.
- b. Any bats that are composite, doubled walled, two or three piece and/or rated at BPF 1.21.

**Penalty:**

- a. **If an illegal bat is used by a batter, the batter will be declared out and all runners will return to the base they occupied at the time of the pitch.**

**Pitcher Safety Screen (PSS)**

- a. The use of the "PSS" is voluntary and optional.
- b. There will be no penalty applied for a batted ball striking the pitcher whenever the "PSS" is in use. If the "PSS" is not used then regular softball rules apply, however the PSS is strongly recommended by the PSSSA's officers and body due to the national recognition of the increased hazards of the game due to the advancement of equipment in the last 10 years.
- c. **The pitcher must be behind the screen except for the pitching arm.** Umpires can call an illegal pitch if the pitcher is not behind the screen when the ball is pitched. Coaches, please alert your pitchers that use a screen.
- d. NO streamers or wind indicators of any kind are allowed to be attached to the pitching screen.
- e. Pitcher must toe the rubber when delivering the pitch.

The "PSS" is a designed piece of safety equipment approved by PSSSA and permitted on the field solely for the pitcher's safety and protection and is **NOT** intended nor approved for use to supplement a team's defense. The "PSS" rule was adopted with the specific intent that the pitcher is to release the pitched ball with his body remaining **behind** the "PSS", **NOT** off to the side or in front of the "PSS". Therefore, the acceptable position of the "PSS" is that it must cover no **less** than 50% of the pitching rubber, whether positioned within the 2' x 10' pitchers' box or placed a maximum of 3' in front of the pitching rubber, when viewed from the catcher/umpire positions.

If the pitcher is not using the "PSS" appropriately or staying behind the "PSS" at the time of the release of the pitch for his own protection, it will then be **the Umpire's responsibility to either assure the "PSS" is being used appropriately or to have the "PSS" removed from the playing field immediately.**

During a game, it is permissible for one team to use a "PSS" while their opponent elects not to use it. If a team elects to use the "PSS", the "PSS" must be in place before the first pitch of that half of the inning and must continue to be utilized until the completion of that half of the inning. A team may elect to use or not use a "PSS" at the start of each inning. If a replacement pitcher is entered into the game he/she may elect to use or remove the "PSS" prior to his/her first pitch and must finish that half of the inning accordingly.

When a "PSS" is not in play it must be moved completely off the playing field and stored behind the fence or in a dugout when not being used by the pitcher on the field.

Any batted ball that makes contact with a "PSS" any time prior to being touched by a defensive player will be an automatic "DEAD BALL." If the batter has less than two strikes it will be called a "FOUL BALL" strike. However, if the batter has two strikes, then it will be a no penalty "DEAD BALL" until the batter completes his time at bat.

Any thrown or touched ball by a defensive player that makes contact with a "PSS" will be a live ball until the ball goes out of play or until the Umpire declares "DEAD BALL".

**EQUIPMENT:** A "PSS" may be constructed of plastic, metal, PVC, etc. It must be free of any sharp or dangerous projections and finished. The Umpire may remove a PSS from the game at any time he/she feels player safety may be in jeopardy.

**MAXIMUM "PSS" HEIGHT:** 7' (84 inches) measured from the ground.

**MAXIMUM "PSS" WIDTH:** No part of the PSS (screen or base) may exceed 4'6" (54 inches) wide.

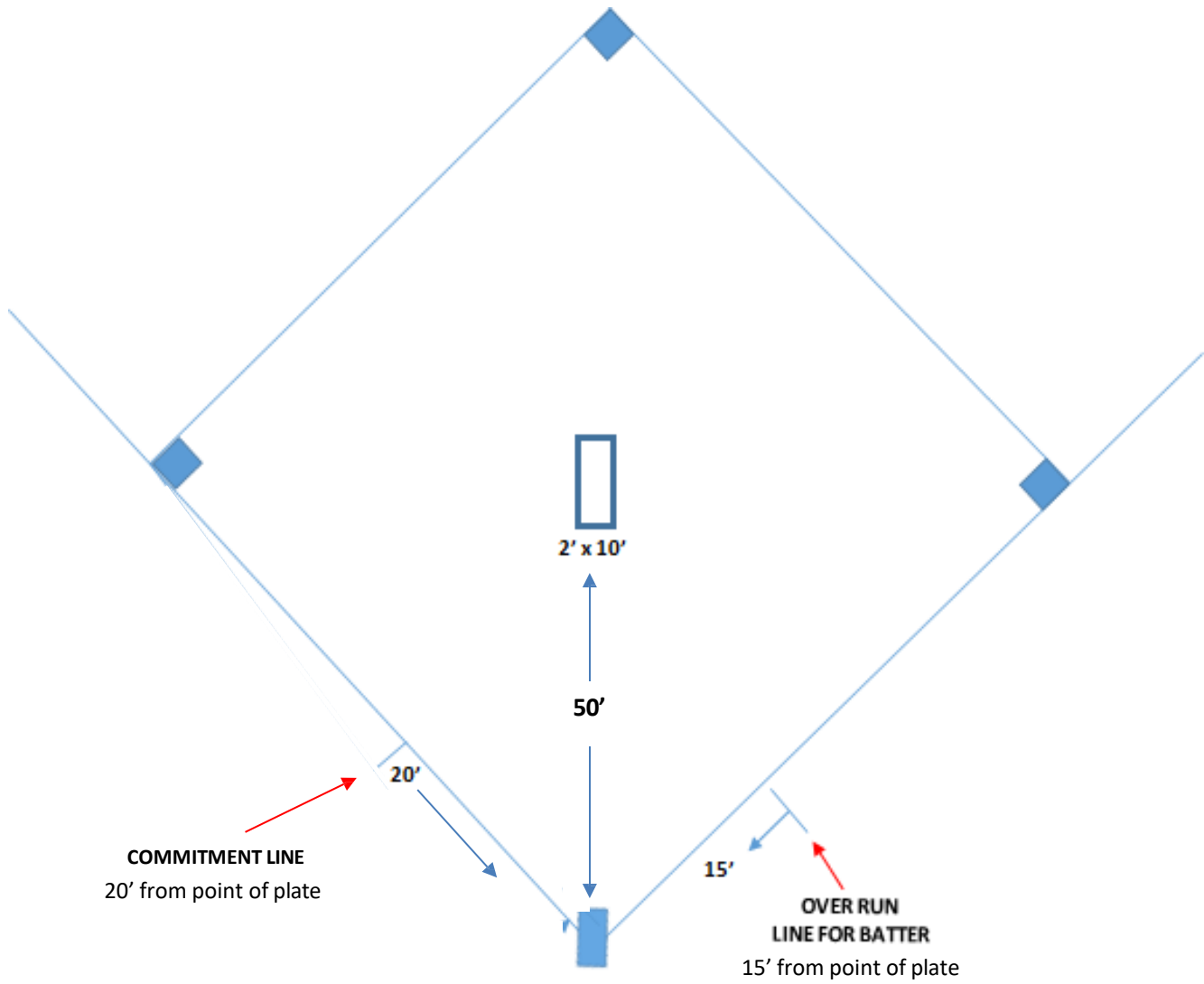
A "PSS" that exceeds the maximum height or width as defined above may be used ONLY IF APPROVED BY OPPOSING TEAM MANAGER.

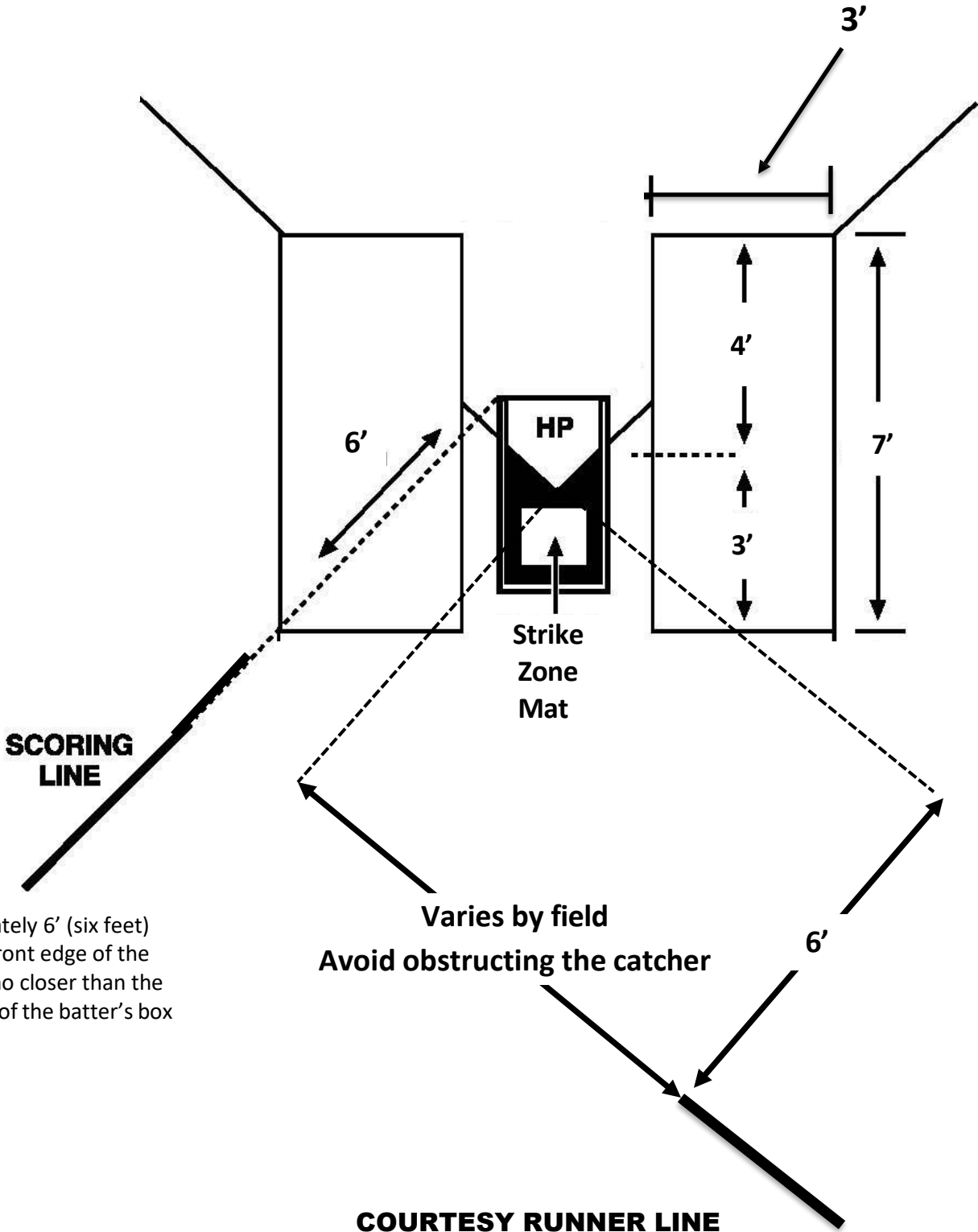
### **Field Layout (see diagram)**

- a. The distance between bases is sixty (60) feet.
- b. The distance between home plate and the front edge of the pitching area is fifty (50) feet and extends back to sixty (60) feet, forming a two (2) foot by ten (10) foot rectangle.
- c. The point of no return (commitment line) is marked perpendicular to the third (3<sup>rd</sup>) base to home foul line at a distance of twenty (20) feet from the point of home plate.
- d. The scoring line will be located ***approximately*** six (6) feet from the left front edge of home plate, parallel to the home to first (1<sup>st</sup>) base foul line.
  1. The minimum distance from the home plate should be further than the back edge of the batter's box.
- e. The batter's courtesy runner line will be marked six (6) feet behind 3<sup>rd</sup> base line extended and at a distance perpendicular from 1<sup>st</sup> base line extended that will not obstruct the catcher.
  1. The *width* from home plate will vary from field to field.
- f. The home plate mat is twenty-one (21) inches wide and thirty-four (34) inches long. The home plate MUST be made of rubber. NO WOOD MATS ARE ALLOWED.

# PSSSA FIELD DIAGRAM

(Co-Ed 60' Bases)





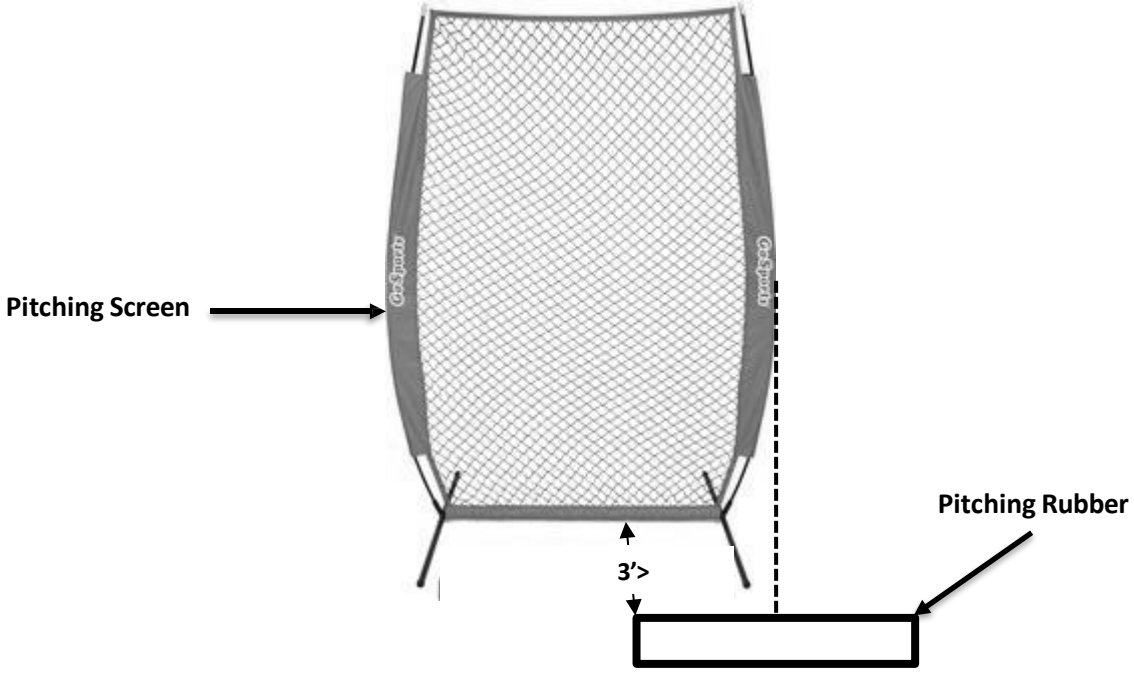
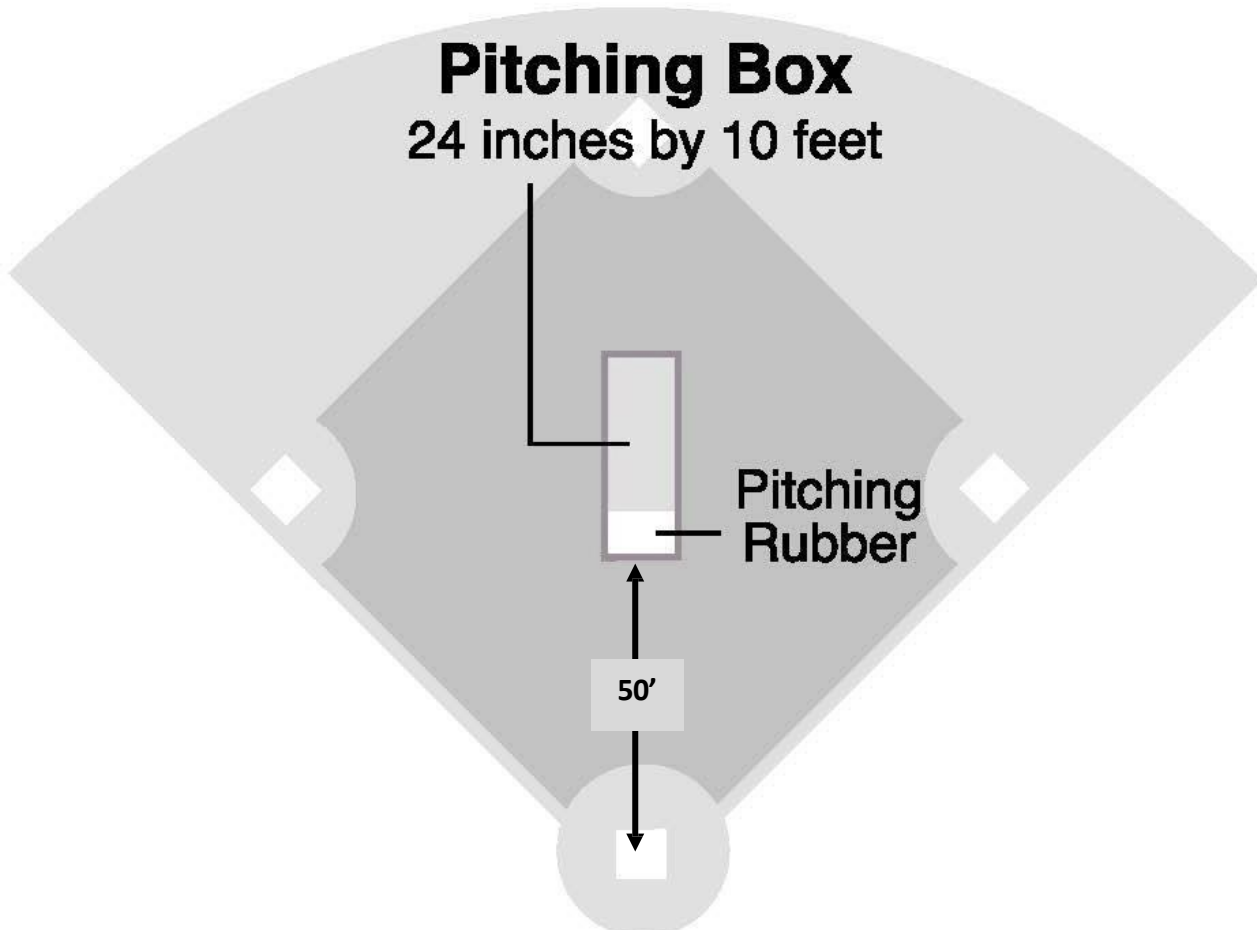
Approximately 6' (six feet) from the front edge of the plate but no closer than the back edge of the batter's box

Varies by field  
Avoid obstructing the catcher

**COURTESY RUNNER LINE**

6' (six feet) behind the point of plate. Width will vary by field, but minimum width shall not obstruct catcher





Edge of pitching screen should cover no *less* than 1/2 (half) of the pitching rubber and placed at a *maximum* of 3' (three feet) in front of the pitching rubber.