

1. **Postgame handshakes or on-field prayer circles will not be allowed as a safety precaution.**
2. PLEASE ADHERE TO THE POLK SENIOR GAMES CODE OF CONDUCT TO AVOID DISQUALIFICATION.
3. Age groups: 50+, 55+, 60+, 65+, 70+, 75+; determined by age of youngest player on Dec 31 of competition year.
4. The roster is limited to 22 players, including non-playing personnel. No more than 20 can be players.
5. Registration and team rules apply to non-playing personnel with the following exceptions: 1) Non-playing coaches, non-playing captains or non-playing bench personnel, may represent no more than two teams in the same sport, each of which must be in different age divisions. 2) Non-playing coaches, non-playing captains or non-playing bench personnel are not subject to age and gender requirements. 3) Players may compete with only one team. Players who compete on a team may serve as a non-playing coach, non-playing captain or non-playing bench personnel for one additional team, provided the teams are in different age divisions.
6. A player can compete with only one team. Teams must be all one sex. Players may be added or substituted before the team's first game with the approval of the Event Manager.
7. Teams must provide bats, gloves, and practice balls. Game balls will be provided.
8. A double elimination tournament is planned. The number of teams within an age group may be limited to keep the tournament to one day. If there is only one team in an age group, it will be combined with another age group and will be guaranteed at least two games. An equalizer will be used if needed. Single team will receive medals in own age group.
9. Shirts will be available only for players who are on the roster at the time of the registration deadline. Medals are given only to players/personnel who play in the Polk Senior Games event.

SPORT RULES

1. This tournament will be conducted in accordance with rules of ISA/Senior Softball USA (ssusa.com) except as modified.
2. Strike Zone Mat: A Strike Zone Mat will be used in all games to determine balls, strikes, and outs at home plate. The top of the mat will be placed at the top of home plate. The mat will measure twenty-one (21) inches wide and thirty-five (35) inches long with a white home plate centered at the front of the mat measuring seventeen (17) inches across the front, 8 1/2 inches down each side, and 12 inches diagonally to a point nearest the catcher. A legal pitch not swung at that strikes any part of the strike zone mat or home plate shall be called a strike by the umpire.
3. Pitcher's Plate/Box: a pitcher's box consisting of the area from the front of the pitcher's plate, 50 feet from home plate, and extending back six feet (6ft) and twenty-four (24) inches wide perpendicular to the pitcher's plate shall be used. The pitcher must release the ball after coming to a complete stop with one foot or both feet in contact with the pitcher's plate or within the pitcher's box. One foot must remain in contact with the plate/box when the pitch is released with an underhand motion. A step simultaneous with the release of the ball may be taken in any direction with the free foot. The pitcher must be facing the batter when delivering the pitch. The catcher must remain within the lines of the catcher's box until the pitched ball is batted, touches the ground or home plate, or reaches the catcher's box. This area should be chalked off.
4. Players and substitutes: ASA rules for re-entry and extra player (EP) will apply. Extra players may play defense at any time provided the total number of defensive players on the field at any time does not exceed the total allowed for that age division.
5. Men in age divisions 50+, 55+ and 60+: Ten defensive players shall constitute a team.
6. Men in age divisions 65+ 70+ and 75+: Eleven (11) defensive players shall constitute a team.
7. Women in age divisions 50+, 55+, 60+, 70+ and 75+: Eleven (11) defensive players shall constitute a team.
8. Line-up cards: Official line-up cards must be presented to the opposing manager and scorekeeper 10 minutes prior to game time. Tournament line up cards will be furnished to all team managers. Name of player, number and position must be indicated on line up card.

9. **Batting Line Up:** A team can bat the allowed number of players or the ability to bat any number of players that are available. This must be declared prior to the beginning of the games and indicated on the line-up card.
10. **Runs per inning:** For all play there shall be a five (5) run per inning rule, with unlimited runs allowed in the seventh or final inning.
11. **Mercy rule:** A mercy rule will be in effect for all games. The rule shall be 20 runs after four innings and 15 runs after five innings, ending the game.
12. **Homerun rule:** The homerun rule shall be utilized for all games. The first ball hit over the fence will count as a home run. Subsequent balls hit over the fence by the same team will count as singles until the opposing team has hit a ball over the fence (homerun). Base runners may only advance one base per single over the fence. This rule shall continue throughout the entire game.
13. **Time Limit:** The length of a game will be seven innings or 60 minutes for all games. After 60 minutes the umpire shall announce that teams will finish the current inning and play one more. The last inning shall be played with unlimited runs. This rule is designed to allow 1 hour and 15 minutes for a game, which is ample time to play 7 innings. Tie games after seven innings or at the end of regulation time will continue until one team is ahead after the completion of any subsequent inning using the International tie-breaker rule. There will be no time limit for championship games.
14. **Women age divisions 70+ and 75+ can run through 2nd and 3rd base without the possibility of being tagged out unless an attempt is made or a turn toward the next base is indicated.**
15. **Courtesy runner:** An unlimited number of courtesy runners may be used per inning. A player may only be used as a courtesy runner once per inning (except Women 70+ and 75+ which a player can be a courtesy runner as many times as needed per inning). A courtesy runner may not be replaced by another courtesy runner except for injury causing removal of the original courtesy runner permanently from the game. A courtesy runner on base when it is his/her turn at bat will be declared out as the runner. Another courtesy runner may not be used to circumvent this rule.
16. **Team clothing must be of like design and color.**
17. **Legal Pitching Height –** The ball must be delivered with perceptible arc and reach a height of at least 6' (feet) from the ground, while not exceeding a maximum height of 12' (feet) from the ground.
18. **The men's divisions will play 12-inch slow pitch (.44 cor and a compression rating of no more than 375 psi). The women's divisions will play 11-inch slow pitch (.44 cor and a compression rating of no more than 375 psi).**
19. **All bats with a *BPF of 1.21 or less will be legal for play. All bats used in play must be stamped with a BPF of 1.21 or less, and must have either a manufacturer installed non-slip grip surface, or a minimum of one wrap of tape. Bats without the BPF stamped on the bat will be considered illegal. A bat is not required to bear an ASA certification mark. Note: this rule is an approved exception to the ASA bat policy. All bats models approved for senior play by ISA, ISSA, SPA and SS-USA will be allowed for tournament play.**
20. **A double first base, a second home plate, 65' feet base paths, **30' commitment line** between 3rd base and home plate and a 6' feet pitching box will be utilized.**
21. **Pitching screens will be used. Any batted ball to hit the screen is a dead ball. This includes direct hits and ground balls. If it occurs on the third strike the batter is out. Prior to the third strike it counts as strike two not an out. Pitchers must position themselves completely behind the screen after they have released the ball prior to making any attempt on defense. Penalty: the batter runner is called safe at first base.**
 The screen must be in contact with the pitching rubber. The pitcher can reset the screen at the start of each half inning. This is to compensate for left handed pitchers vs right handed pitchers. The pitcher is allowed to stand to the side of the screen but in contact with or behind the pitching rubber. Once the ball is released, they must get behind the net prior to contact being made. After the pitcher establish themselves behind the net, they can then position themselves defensively to field a ball.

The SSUSA approved bat list is really very simple. Any non-altered bat that bears the label/markings as meeting the 1.21 BPF (Bat Performance Factor) standard is allowed for SSUSA sanctioned play. There are only a handful of senior bats not meeting that standard, including the original grey Miken Ultra, the yellow Rip-It and a very small production run of Red ComBat's made in Canada for SPN a few years ago. The only other somewhat occasionally encountered non-complying bat is the blue Boombah with a BPF marked 1.205, which does not meet the standard.