



2026 RULES- Updated from 2025 FMM

Revised 02/28/2026, with changes from the 2025 Rules. Changes from the 10/24/2025 Managers Meeting in **bold underline type**, and changes that the CSSA Board has made in **bold type**.

All rules and regulations of the SSUSA (Senior Softball USA) shall apply except where superseded by these CSSA rules. These rules are the result of adapting the NASCS (North American Senior Circuit Softball) Official Guide and Playing Rules book by deleting non-applicable sections and incorporating former CSSA rules where not in conflict with NASCS rules. NASCS is no longer in operation. NO waiving or modification of these rules, by mutual agreement or otherwise, is allowed except where expressly permitted in these rules. SSUSA rules are available at the SSUSA website- www.seniorsoftball.com- by downloading, or by ordering a rules book.

SECTION 1--REGISTRATION:

1.1 Age Qualification- All players must be at least 50 years old sometime during the current calendar year to be eligible to play in the CSSA. In the 70's league, male players must be at least 70 years old, and female players at least 65 years old during the current calendar year. A team violating the age qualification in any game will automatically forfeit that game.

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1.2 Registration Fee- Registration will be on a team basis at a yearly fee set by the Board of Directors of the CSSA. Team application must be made through the sponsorship of a city Senior Center or Recreation Department.

1.3 Code of Conduct- Every manager and player must sign a form (Waiver) saying he has read the CSSA Rules and the Code of Conduct and will abide by them before he/she becomes eligible to play in any CSSA league. The Code of Conduct is a separate stand-alone document and is incorporated by reference by these Rules.

SECTION 2--COMPETITION PROCEDURES:

2.1 Player Eligibility- Only players currently listed on the team roster in the league office shall be eligible to play in league games and tournaments. Players may only be listed on one roster at a time except that players in the 70s league may also participate with one team in any one of the lettered leagues. A team using an ineligible player, including a player who has not met the requirements of Rule 2.2, in any game will automatically forfeit that game. Managers shall have a copy of their Roster, as described below, available for inspection at all games and players must provide a photo ID to prove their identity and eligibility to play if questions arise during a game.

2.2,a Rosters- Rosters, including names, addresses, phone numbers and dates of birth will be submitted to the CSSA Commissioner on or before ten (10) business days after the first League game. Any team may add or remove players to this roster during the year by notifying the Commissioner in writing. If the player comes from another team, the manager of the former team must also be notified. A player transferring from another team and any player new to CSSA will be eligible to play on the date of the written notification. The Commissioner should receive written notification by e-mail, mail or fax no later than the date that the player first participates in a CSSA league game.

In the end-of-season tournament, teams shall be restricted to their roster in effect and on file with the Commissioner ten (10) business days before the last scheduled date. Use of an unauthorized player shall result in a forfeit.

2.2,b Waiver of Liability- A Waiver of Liability form, signed by each player listed on a team's Roster, shall be submitted along with the Roster form. For changes or additions through the season, a Roster Change form and Waiver form, or a Roster Addition/Waiver form, shall be submitted.

2.3,c Forms- Forms for the Roster, Waiver of Liability, Roster Change and Roster Addition/Waiver will be provided to teams/managers to be used for submission of the required information.

2.2,d Deadlines and Penalties- Specific deadlines dates for the required submissions mentioned above will be provided to the teams/managers by the Commissioner each year. **FAILURE TO SUBMIT THE REQUIRED INFORMATION/FORMS BY THE DEADLINE DATES WILL RESULT IN A TEAM'S GAMES (even if the games are played) BEING RECORDED AS FORFEIT LOSSES.**

2.3 CSSA League Classifications- In the CSSA there will be lettered leagues, e.g., B, C, D, E, 70's, so designated by the CSSA Board of Directors. Participation in these leagues will be based on level of competition, with the most competitive being the B league decreasing in competitiveness with each successive lettered league.

2.4 Team Placement- Managers and/or sponsors are expected to enter their teams in the league at the proper level of competitive ability. If league results and/or rosters indicate a team is in the wrong division, the Board of Directors may reassign the team to the proper classification.

SECTION 3--PLAYING RULES & DEFINITIONS:

3.1 Commitment Line- A three (3') foot commitment line shall be marked perpendicular to the foul line and placed halfway between third base and home plate.

3.2 Scoring Line- **ALL DIVISIONS MUST USE THE SCORING LINE:** A scoring line will be used in place of a second home plate. The scoring line shall be a line, at least 3' in length, parallel to an imaginary extended base line from 1st base and perpendicular to the 3rd base line, starting 8' from the 3rd base line and 18" from the imaginary extended 1st base line. (See diagram on Page 10)

3.3 Strike Zone Mat **ALL DIVISIONS MUST USE THE MAT:** The strike zone mat must be used, supplied by CSSA. Mat is 17" wide and 28.5" long with a V shaped cut out with the edges 12" long to fit tight with the point of home plate.

3.4 Double Bag/Mat 1st Base- A double bag/mat of equal size shall be used at 1st base, the double portion of the bag or mat being in foul territory abutting 1st base.

3.5 Runner's Lane- A runner's lane shall be marked along the first base foul line in foul territory, by extending a parallel line thirty (30') feet long and three (3') feet from the foul line from 1st base back towards home plate. (See diagram on Page 10)

3.6 175' Line in the Outfield (ALL DIVISIONS, including all 70's Divisions)- If 10 or 11 players are in the field playing defense both the 10th & 11th players must take a position as outfielders behind the 175' line when women are batting. ~~The 11th defensive player (when used) does NOT have to be behind the 175' line and can be anywhere.~~ All outfielders must remain behind the 175' line, and the infielders must remain in the infield until the ball is struck. If your field doesn't have a **175'** line **marked**, the host manager **AND the visiting manager will work together to** ~~must~~ have some kind of marker (cones, flags, etc.) to show the 175' line, **acceptable to the team/manager with the women batters.**

3.7 Host Team- The host team is the team at whose field the games are played.

SECTION 4--THE PLAYING FIELD:

4.1 Field Requirements- A commitment line, a scoring line, a strike zone mat, a 1st base double bag/mat and a runner's line as set forth in Section 3 are the equipment and striping that shall be added to the playing field. Bases shall be set at either sixty-five (65') or sixty (60') feet for all leagues. Sixty-five (65') is the recommended distance. The playing field should not have a pitching mound. The above rules are recommended; teams will play on the fields as set up and made to conform to these rules as nearly as possible. The pitching distance will be 50-60 feet from home plate, with a pitcher's box as specified on Page 10, Field Specifications. Pitchers can pitch from any location/spot inside the pitcher's box.

4.2, a Ground Rule Double- B, C and 70's Gold Divisions- At any field where the outfield fences are located less than 285 feet from home plate, a fly ball hit over the fence will be deemed a ground rule double.

4.2, b Home Run Rule (All Divisions)- There is no limit to the number of home runs that one team can hit. However, no team can hit more than 1 more home run than their opponent. If a team does hit a home run and they are already "1-up", the home run will be considered a walk- note that a walk is different than a single. For example, if the team batting has a runner on third when a 1-up home run is hit, the runner does not score (unless forced to do so). Also, the home team CAN go one-up in the bottom of the last inning. "Inside the park" home runs are excluded from this rule.

4.3 Field Layout- Refer to the accompanying diagram on Page 10 for layout and dimensions of the playing field and bases.

SECTION 5-- EQUIPMENT:

5.1 Shoes with molded cleats are recommended. Metal or screw-on cleats will not be permitted. Players found wearing such cleats during a game will be ejected from the game unless they replace the illegal shoes with satisfactory ones. If on base when the illegal cleats are discovered, a "dead ball out" will be called.

5.2 All players on a team should properly wear uniforms that are alike in color and style. Uniforms should include visible numbers, with no two (2) identical numbers on a team.

5.3 For each team CSSA will make available one set of fourteen softballs (core .44, 375 lb. compression, optic yellow balls) at a cost to be determined by CSSA each year.

5.4 BATS- Approved/allowed bats for CSSA games-

5.4,a- Bats with the USSSA, USA or ASA stamp/markings are allowed.

5.4,b- “SENIOR SOFTBALL”, or tournament bats that do not have the USSSA, USA or ASA stamp/markings are NOT ALLOWED. SSUSA and 1.21 bats are NOT ALLOWED.

5.4,c- Any bat that has been modified or altered to produce more hitting power than as originally manufactured and certified with the approved stamp/markings above is a non-approved bat and is NOT ALLOWED.

5.4,d- Any player who enters the batter’s box or is discovered using a non-approved bat shall be called out and ejected from the game and thus be subject to the provisions of The Code of Conduct and the bat shall be removed from the playing area.

5.5 PITCHER’S MANDATED MINIMUM SAFETY EQUIPMENT-

Pitchers shall wear a protective face mask while pitching and must wear the mask consistent with the manufacturer’s intended usage of their product. Pitchers are recommended to wear additional protective safety equipment, comprised of head gear (NOCSAE-approved), heart/chest protection and shin guards. Pitchers are not required to wear the recommended additional protective safety equipment but are required to wear the protective mask.

This rule is a modified form of Rule 6.17 of the SSUSA Rule Book. All sections of Rule 6.17, including 6.17(1), 6.17(2), 6.17(3) and 6.17(4) that apply to CSSA are also included herein.

Failure to abide by this rule by either or both team(s), will result in a team, or both teams, forfeiting the game where the pitchers do not wear the mask. Any game played with either pitcher not wearing the protective mask will not be a sanctioned CSSA game and thus have no connection with the CSSA organization.

SECTION 6--PLAYERS AND SUBSTITUTIONS:

6.1 Roster Limit- There is no limit to the number of players on a team roster.

6.2a Re-Entry and Extra Players- Any player in the starting batting order may be substituted for and leave the game and return one (1) time to the batting order reassuming the position he occupied previously except in cases where he is the only player available to replace an injured player, that is, he is the last resort. In this case he will assume the position in the batting order of the injured player. Substitute players not in the original batting order may enter a game only once, except that players not in the original batting order, but listed on the line-up sheet, or on a copy of the team roster available at the game, may act as courtesy runners multiple times in a game subject to the courtesy runner rules enumerated in section 9.2 below. There will be no limit on extra players in a team's line-up, and they may play defense at any time subject only to the re-entry rule and the number of players allowed by the league rules.

6.2b Vacating Players- Any player who vacates his position in the line-up due to injury, having to leave early or being ejected will NOT BE CALLED OUT when the player’s time to bat comes up in the batting order.

6.3a Defensive Players B, C, D & E Divisions- Ten (10) defensive players shall constitute a team. By mutual agreement of the two managers this number may be increased to 11. A team must have a minimum of at least eight (8) players during a game. Failure to have at least this minimum number will result in a forfeit. Additional players may be added as they show up for play; however, at this point they must be listed at the end of the batting order and bat after the other offensive players. All defensive players must appear in the batting order.

6.3b Defensive Players 70's- Eleven (11) defensive players shall constitute a team. A team must have a minimum of at least eight (8) players during a game. Failure to have at least this minimum number will result in a forfeit. Additional players may be added as they show up for play; however, at this point they must be listed at the end of the batting order and bat after the other offensive players. All defensive players must appear in the batting order.

6.3c Defensive Players- Supplying a Catcher- If a team has only 8 or 9 players, it is an option for the opposing team to supply a catcher. The decision can be made by mutual agreement of the two managers.

6.3d Defensive Players- Tournaments- It is permitted to use an 11th defensive player in CSSA tournaments using rule 6.3a

6.4 LINE UP SHEETS AND SCORE SHEETS- Both managers must use the score sheets provided by the CSSA. The Host Team is responsible for keeping the official score and reporting the scores to the Division Standings Secretary per Section 7.9 below.

SECTION 7--THE GAME:

7.1 Game Time- Game time for league play will normally be at 9 AM; managers can agree to a different start time for whatever reason they agree upon, such as traffic, weather, field availability, etc. Second games of a double header will normally start five (5) to fifteen (15) minutes after the completion of the first game. A team must be ready to play within fifteen (15) minutes of the scheduled game time or suffer a forfeit.

7.2a- Postponements and Cancellations- CSSA scheduled game dates are established well in advance of the start of the season and shared with all team managers prior to the start of regular scheduled games. Scheduled league games not played on the originally scheduled games date fall into two categories as listed below in 7.2a,1 and 7.2a,2.

7.2a,1- Originally scheduled games not played because of weather related conditions, death of a player or a member of a player's family or the cancellation of the use of the field by the controlling agency (Rec Center) are considered "postponed games" and should be made up (replayed) per Section 7.2b,1 below.

7.2a,2- Originally scheduled games not played because a team cannot field a team due to injuries, players not being available due to work obligations or being out-of-town for whatever reason, should be considered as "cancelled games" and result in forfeit losses by the team that is short players and unable to field a team. However, if the opposing team is agreeable to scheduling make-up games, then the host team will coordinate make-ups of the "cancelled games with agreement to make-up games" per Section 7.2b,2 below.

7.2b,1 Procedure for Make-Up Games for "postponed games"- The host team manager is responsible to set dates for make-up games in consultation with the non-host team manager. The host team manager should offer at least two reasonable options for make-up dates **within 72 hours of the rain-out/cancellation** and make-up games should be completed as soon as possible. If the host team manager does not make an effort to reschedule the make-up games **within the 72 hours time limit**, then games will count as being forfeited by the host team. If the host team manager offers the two dates mentioned above and the non-host team is not able to play on those dates, **or does not respond to the offered dates within a 72 hour time period**, then the games will count as being forfeited by the non-host team.

7.2b,2 Procedure for Make-Up Games for "cancelled games"- The host team manager is responsible to set dates for make-up games in consultation with the non-host team manager, as the host team manager must coordinate with their Rec Center for field availability, etc. The host team manager should develop at least two

reasonable options for make-up dates **within 72 hours of the rain-out/cancellation**, mainly driven by the team that was not short of players for the originally scheduled game dates. **The non-host manager shall then respond within 72 hours.** If the managers of the two teams are unable to agree on acceptable make-up dates, **within the specified time limits**, then the games will be recorded as “forfeit losses” by the team that was short of players as stated in Section 7.2a,2 above.

7.3 Host Team- Host team is the team so designated in the CSSA official league schedules. This may be changed by the two teams concerned if they mutually agree to swap host dates.

7.4 Home Team- The host team will be the home team for the first game of the double header and the visiting team will be the home team for the second game.

7.5 Mercy Rule- There is no mercy rule in CSSA leagues. In its place there will be a five (5) run limit on runs scored by a team in any one inning. This run limit is suspended for the seventh (7th) inning or for the last scheduled inning in shortened games and for any extra innings that are played.

7.6 Length of Game / Start count / Tie Games-

7.6a- The length of the game shall be seven (7) innings if possible following requirements of this Section 7.6. Total time required to play the double headers games may be shortened by the two managers agreeing to play five innings, using double innings or limiting time between the two games.

7.6b- Starting Count / Foul balls- All batters will start each at-bat with a 1-ball and 1-strike count. Once the batter has a 2-strike count, one waste/courtesy foul ball is allowed, then any subsequent foul ball is counted as a third strike and the batter is out.

7.6c- Tie Games- If the score is tied after the last inning, the SSUSA International Tie Breaker will be used. During the first (only) extra inning the last batter of the previous inning will be placed on second base to start the inning. A courtesy runner may not be used for this player until the player has safely reached third base, **except when the CRFHP is used per Section 9.1,b.** Games will be limited to one extra inning. Tie games will be included in the team’s records and standings.

7.6d- “FLIP-FLOP” Rule- Use 1. or 2. below depending on who is ahead. Use of this rule is required (mandatory) unless BOTH managers agree to waive this rule.

1. The Visiting Team must be ahead by ten (10) or more runs after the completion of the sixth inning. If so, the Home Team will remain at bat and start a new at-bat (beginning their seventh inning at-bat), meaning all runners on base will return to the dugout. It will be an open inning. If the Home Team fails to tie or pull ahead of the Visiting Team, the game ends and the Visiting Team wins. If the Home Team ties or pulls ahead, the Visiting Team comes up to bat and has their seventh inning (open inning) at-bat.

2. The Home Team must be ahead by ten (10) or more runs after the Visiting Team has batted in the top of the sixth inning. If so, the Visiting Team will remain at bat and start a new at-bat (beginning their seventh inning at-bats) meaning all runners will return to the dugout. It will be an open inning. If the Visiting Team ties or pulls ahead, the Home Team comes up to bat and has their sixth inning at-bat, then their seventh inning (open inning) at bat, if needed.

7.7 Umpires- The host team, in coordination with the Rec Center, shall furnish a certified umpire. In cases where the host team and Rec Center act in good faith and an umpire is not available, then a member of the host team will serve as an umpire with responsibilities and powers as outlined in the CSSA Rules. The host team is the primary source from which to draw the umpire(s), but upon mutual agreement the visiting team may furnish the umpire, or the managers can agree to other methods of providing the umpire(s).

7.8 Delays- In tournament games in which there is a time limit, injury or protest time outs may be called at the discretion of the umpire, stopping the game clock until play is resumed.

7.9 Reporting of Results – The Host Team manager is responsible for notifying their Division Standings Secretary of the results of league games as soon as possible after the completion of the games. This shall be accomplished by a telephone call, text message or email as determined by the Division Standings Secretary. Postponements shall be reported by the Host Team manager as soon as they occur. The date for make-up games shall be reported by the Host Team manager to the Division Standings Secretary as soon as both managers agree on a date.

SECTION 8--PITCHING REGULATIONS:

8.1 The CSSA strike zone mat must be used. Legal pitches striking any portion of the mat or home plate will be strikes. The height of a pitch from the playing surface must be between six (6') and (12') feet.

SECTION 9--BASE RUNNING:

9.1,a Reaching First Base- Each batter must reach first base on his own- see an exception in Rule 9.1, b below. If there is a play on a batter going to 1st base, the batter must touch the portion of the double bag/mat extending into foul territory. The batter shall be called out for failing to do so. However, if a defensive player has to move on to the bag in foul territory to make a play, the runner may touch either bag if, in the judgment of the umpire, the runner touched the inside bag to avoid a collision. The defensive player must in all circumstances touch only the white bag in fair territory.

9.1,b Courtesy Runners from Home Plate (CRFHP)- A courtesy runner for a **“disadvantaged player/batter”- someone who has a physical disability or injury preventing them from running normally- NOT just a slow runner-** from home plate to **first base only**, and in an extra inning situation from second base, will be allowed in ~~the E Division and the 70's Silver and Bronze Divisions only~~ **ALL DIVISIONS** with the following stipulations:

- **The batter getting a CRFHP must meet the requirements, i.e. a disadvantaged player/batter, someone who has a physical disability or injury preventing them from running normally-NOT just a slow runner.**
- Only 2 CRFHP allowed per team, identified and agreed in the pre-game conference with the umpire **and the two managers.**
- CRFHP can only go to first base on the first hit and is unlimited with any other subsequent batters.
- CRFHP ~~will be the last recorded out prior to the at bat~~ **must follow terms described in Rule 9.2 below.**
- CRFHP will start 3' behind the third base line, located such that he will not interfere with the umpire or catcher, and cannot move until AFTER the ball has been struck. **Refer to field diagram on Page 10.**
- Batter CAN NOT move out of the batter's box after striking the ball; if he does, then a dead-ball out is called.

9.2 Courtesy Runners:

1. Unlimited courtesy runners are allowed each inning.
2. Only those players listed on the original line-up card may be used as a courtesy runner. Players not in the original batting order, but listed on the line-up sheet, or on a copy of the team roster available at the game, may act as courtesy runners multiple times in a game subject to the courtesy runners rules in this Section 9.2.
3. A courtesy runner may enter the game only during a time-out.
4. A player is a courtesy runner when he enters the playing field and touches a base.
5. A player may be a courtesy runner only once per inning.
6. A courtesy runner whose turn at bat comes up while he is on base will be called out and will be required to leave the field. If this is not the third out, he will take his turn at bat. If it is the third out, he will be the first batter in the next inning. A second courtesy runner cannot be substituted at this time.

7. A courtesy runner may not run for an existing courtesy runner unless the existing courtesy runner is injured; then the existing courtesy runner/player must be removed from the lineup for the remainder of the game.
8. A player who is replaced by a courtesy runner may not be used as a courtesy runner for the remainder of the inning.
9. If any of the above items (2. through 8.) is violated a dead ball out will be called, and the players involved will return to the dugout, or take their defensive position, if this is the third out.

9.3 Base Running, Sliding, Diving- B, C, D, E & 70's: (E Division added for 2011) ALL Divisions
Sliding or diving into 1st base or home plate when scoring is not permitted and such players will be called out. However, a player has the option to slide or dive into 2nd or 3rd base and when returning to any base. ~~Runners shall be called out for contact with a defensive player if, in the umpire's judgment, the contact was deliberate or the runner could reasonably have been expected to minimize or avoid contact under the circumstances and failed to do so.~~ **A runner must make every effort to avoid colliding with opposing players while running the bases or sliding or diving. If in the umpire's judgement a runner fails to avoid a collision with a defensive player involved in the play, the ball will be declared dead and that runner called out. All base runners except the batter will be returned to their previous base unless forced to advance.** In cases of interference or obstruction the proper penalties will be applied and in flagrant cases ejection of the offending player will result.

9.4 Overrunning- Players are not permitted to over-run second and third base without being in jeopardy of being tagged out. This rule applies to all divisions.

9.5 Commitment Line- Once a runner's foot touches the ground on or past the commitment line, the runner may not re-cross it in the direction of 3rd base, i.e., the runner must continue on toward the scoring line. Violations will result in an automatic out.

9.6 Retiring Runners at Home- For all instances, once a runner crosses the commitment line, there will be no tag play at home plate. For a runner to be called out, the defensive player must have possession and control of the ball while touching home plate (not the mat) after the runner has crossed the commitment line but does not yet have a foot down on the ground, on or beyond the scoring line. The runner shall be called out if he touches or crosses over any portion of home plate, the strike zone mat or the batter's box. Runners shall not be called out for contact with a defensive player not in contact with home plate unless in the umpire's judgment the runner deliberately hit or could reasonably avoid contact under the circumstances and failed to do so.

9.7 Scoring Line- To score, a base runner must have one foot down on the ground, on or beyond the scoring line before a defensive player has possession and control of the ball while touching the primary home plate. The runner's foot must be touching the ground, or have touched the ground, prior to the defensive player controlling the ball at home plate.

SECTION 10—DEAD Ball/Ball in Play; Foul Tips

10.1 DEAD BALL-BALL IN PLAY- If a ball leaves the playing field (such as going under the fence), the defensive player will not touch the ball but will raise both hands as a signal to the umpire. The umpire will then come to the location and make a decision. Failure to follow this procedure will result in the ball ruled as in play.

10.2 Foul Tip- A foul tip is a batted ball that goes directly from the bat, not higher than the batter's head, to the catcher's hand(s) or glove and is legally caught by the catcher. The ball is dead on all foul tips and the batter is out if it is the third/final strike.

SECTION 11--PROTESTS AND DISQUALIFICATIONS:

11.1 All protests involving league play must be submitted in writing to the CSSA Board of Directors within forty-eight (48) hours of the end of the double header involving the protest. The Board of Directors will have the final say on the outcome of the protest. Any member of the Board of Directors whose team is involved with the protest will not participate in the decision. A protest committee will be established by the Board of Directors for the pre-season and post-season tournaments.

11.2 The procedure for protesting an umpire's decision during a league game is as follows:

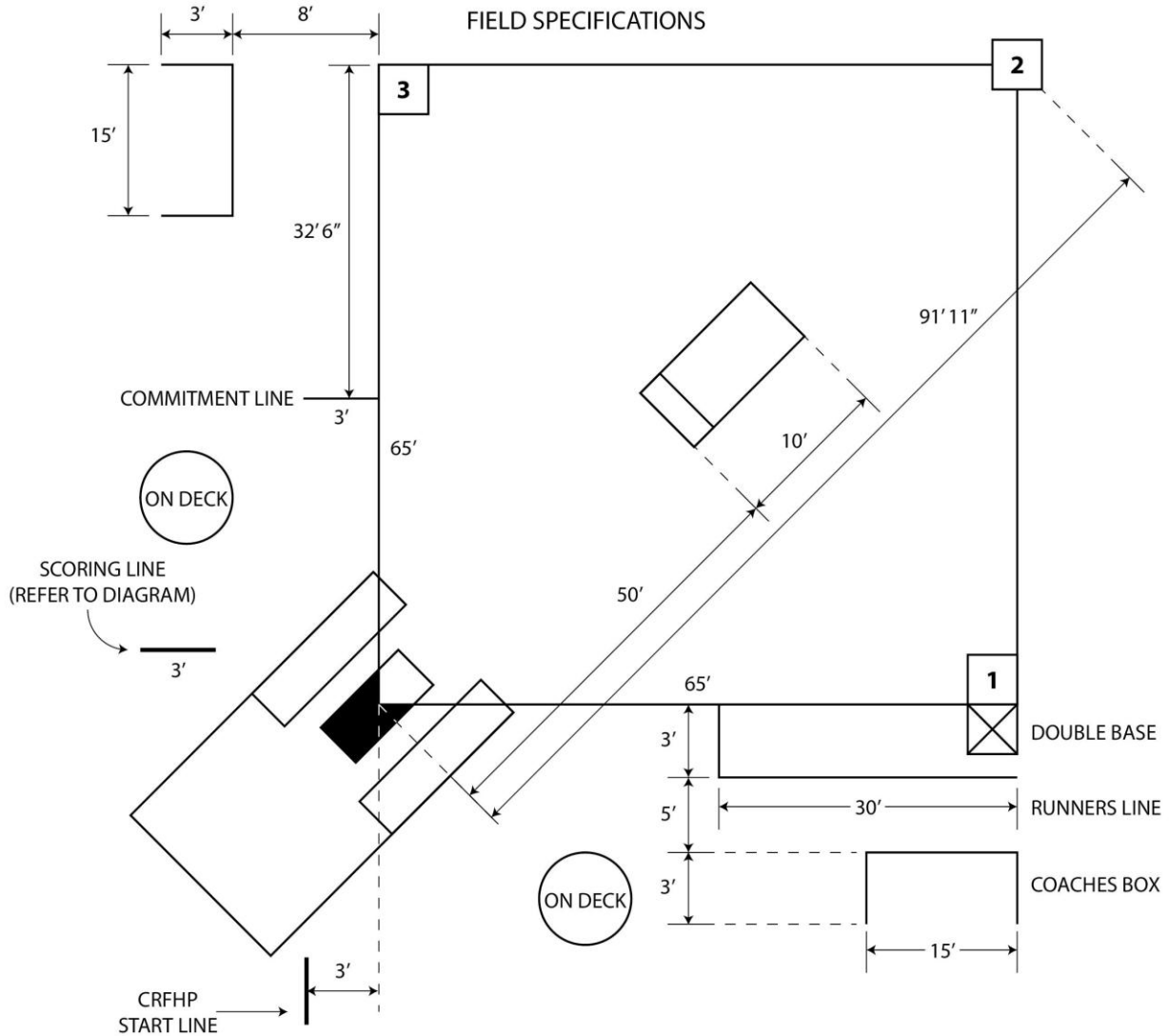
1. The manager protesting the umpire's ruling shall notify the umpire and the opposing team manager that he is filing a protest. The time limit for filing the protest shall be in accordance with SSUSA rules, namely that notification of the intent to protest must be made before the next legal or illegal pitch (Exception: player eligibility). The two managers and the umpire shall each make a note of all the pertinent facts concerning the protest.
2. The protesting manager shall submit a written version of the protest to the Board of Directors within 48 hours of the completion of the game, stating the basis for the protest and all the pertinent facts, including the name and phone numbers of the opposing manager and umpire.
3. The Board of Directors will, after deliberating either by a convened meeting, a telephone poll or an e-mail poll, render a decision and notify the parties involved (including the umpire, if possible) of its decision within 6 to 10 days of the protested game. In protests of games at the end of the season which affect the final standings the Board will act with utmost haste. A quorum of the Board of Directors is not necessary to render a decision, but it shall be incumbent upon the Board to utilize all available members. Any Board member whose team is involved in the protest shall not vote on the decision. Likewise, a board member from a team not involved in the protest should abstain from voting on the decision if he has a vested interest in the outcome.

11.3 The procedure for protesting an umpire's decision during a League Tournament game is as follows:

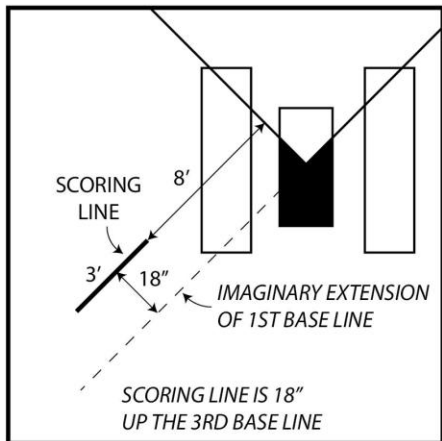
- 11.3,a- The manager shall inform the umpire that he is protesting the decision according to SSUSA prescribed time limits, namely that he must lodge the protest before the next legal or illegal pitch (Exception: player eligibility). The umpire and both team managers shall note all pertinent facts at the time of the protest.
- 11.3,b- The umpire will, at the time of the protest, notify the Tournament Director of the protest, giving the particulars of the protest and the identities of the two managers involved. The managers may accompany the umpire while he goes to the Tournament Director or they may go on their own.
- 11.3,c- The Tournament Director, or a designated representative, will have the ultimate authority for resolving protests. He may consult with any or all Board of Directors members not involved in the protest for advice and recommendations. It is strongly recommended that he have a thorough discussion with the umpire and the managers involved.
- 11.3,d- A decision on the protest shall be made before the game resumes.

11.4 **DISQUALIFICATIONS / EJECTIONS-** Disqualifications and ejections are addressed in the CSSA Code of Conduct.

**COLORADO SENIOR SOFTBALL ASSOCIATION
FIELD SPECIFICATIONS**



SCORING LINE DIAGRAM



FIELD SPECIFICATION SUMMARY

COMMITMENT LINE: A three (3') foot commitment line shall be marked perpendicular to the foul line and placed halfway between third base and home plate.

SCORING LINE: A scoring line will be used in place of a second home plate. The scoring line shall be a line, 3' in length, parallel to an imaginary extended base line from 1st base (perpendicular to the 3rd base line), starting 8' from the third base line and 18" from the imaginary extended 1st base line.

PITCHER'S BOX: The pitcher's plate shall be 24" long and 6" wide, with the top level with the ground and the front of the plate 50' from home plate. The pitcher's box shall extend back 10' perpendicular to the pitcher's plate and marked with chalk or field paint.

Teams will play on fields as set up and made to conform to these rules as nearly as possible.