

ALL WORLD SPORTS/NATIONAL CHAMPIONSHIP SPORTS (AWS/NCS)

BIG LEAGUE DREAMS SPORTS PARK IN PERRIS, CA



RULES

Managers,

AWS/NCS is the governing body for our 1-day tournaments at BLD/Perris. This association provides us with insurance and discounted rates on softballs and awards which enables us to keep the tournament fees at a reasonable cost.

We have been using Senior Softball-USA (SSUSA), not AWS/NCS, tournament rules since many of our tournaments are “tuneups” for upcoming SSUSA qualifiers.

However, in this tournament, we will be using several AWS/NCS rules which will “override” SSUSA rules. Refer to Pages 2 and 3 below for those unique AWS/NCS rules.

Participation Requirements

- 1. Only SSUSA- or NCS-registered teams will be allowed to participate; i.e. no pickup teams.
- 2. Rosters with birthdates must be submitted by the tournament fee deadline.
For example, by the July 3, 2023 fee deadline for the upcoming July 13-16, 2023 Western National Championships.

A one-time only annual \$50 registration fee is also required for teams playing in their first tournament of calendar year 2023.

- 3. Individuals not on any of the participating registered teams, who would like to participate, must be approved by the tournament directors before being placed on a team.

- 1. 4. Illegal Player (e.g. underage, non-rostered, etc.): Refer to SSUSA Rule 4. below.

Please confirm that you have read, understand, and will abide by the participation requirements above; then sign and submit this form with your team roster.

Manager’s Signature _____ Date _____

Respectfully,

Steve Baranick and Chris Yap, tournament directors

AWS/NCS SENIOR SLOWPITCH RULES

AWS/NCS SOFTBALL FOR SENIORS - RULES

REMINDER: In this tournament, we will be using several AWS/NCS rules which will “override” SSUSA rules. Refer to Pages 2 and 3 for those unique AWS/NCS rules.

Masters 35's, 40's, 50's supplemental rules;

Any Dudley Ball may be used: Exception = NO STADIUMS

Courtesy runners 3 per inning + Pitcher can have CR at any time and will not count against the 3 allowed = anyone at anytime as long as they are on team roster.

HOME RUN LIMITS

AAA -6

MAJOR -8

MAJOR PLUS - 12

NO TEAM JUMPING - Players can only play on one team per age division per weekend.

2. Age Divisions & Classifications

2.1 Age Divisions. A valid government picture ID will serve as proof. Players must have ID available at games if questioned by tournament officials.

A. Masters - 35 & 40 plus.

B. Seniors - 50, 55, 60, 65, 70, 75, 80 & 85 plus.

C. Exceptions -

70 Rec/AA are allowed four 69 year olds, AAA two 68 year olds

75 Rec AA are allowed four 74 & two 73 year olds. AAA are allowed four 74 year olds

80 & 85 All classifications are allowed four 79 & two 78 year olds

New Player/ Age Cutoff starts Oct 24th: EXAMPLE 49 year old can start his 2023 season as a 50 & Over player after October 23 2022.

2.2 Classifications.

A. Major Plus - Run limit per half inning will be seven. Home Run limit will be seven over the fence. Home runs over the limit will be outs.

3. Equipment

3.2 Balls

A. **A Dudley ball shall be used.** If we have enough balls we will supply each team with 2-4 balls, if not be prepared to bring your own legal Dudley balls

3.7 Commitment Line shall be 30 feet from scoring line towards third base.

4. Game Play

4.6 Sun in pitcher's eye, umpire's discretion. Pitchers may move up to 3 feet with the side of the box. Must pitch the entire inning from that position only.

4.10 Pitch/Batter Rules

No Intentional infield hits/poopies/bunts - Will result in a called out!

A. Pitching arch will be a minimum of six feet and a maximum of twelve feet from the ground. Pitchers have 6 feet behind rubber to pitch from.

B. Pitchers must present the ball then in one underhand continuous motion deliver the ball to the plate. Pitchers can pitch from no more than 6 ft behind rubber

F. Batters will start with a 1 & 1. No foul to waste on third strike for 40/50's with “waste foul” for 55 & Overs.

G. If a screen is used it cannot be moved/removed once pitch is delivered. A new pitcher may remove the screen.

4.13 Defensive Players -

A. Up to 10 players. 70 and up 11. 80 and up twelve.

4.23 Flip Flop - Will be invoked in game when there is a 12-run differential in favor of the visiting team at the start of the "open inning." If the visiting team is ahead by ten or more runs, the home team will remain at bat. It will be an open inning. If the home team fails to tie or go ahead of the visiting team, the game ends and the visiting team wins. If the home team ties or goes ahead, the visiting team takes its turn at bat. Flip-Flop is not used in Pool Play when playing for seedings.

6. Line-ups: Tournament officials will provide line-up cards if needed. Official line-ups must be submitted to the opposing team and scorekeeper (if available) prior to the last inning of the preceding game and given to the umpire prior to game.

7. Bench area:

E. If offensive teams batter or bat gets hit by a thrown ball the closest runner to Home plate is out

9. Game Length:

A. Bracket play 60 minutes to open / Playoff 65 minutes to open

B. Championship 70 minutes or 7 innings

C: Exceptions may be required due to unforeseen events (ie weather, field restrictions, time constraints, emergencies, etc)

15. Format / 3-Game Guarantee: ALL scheduled pool play games count towards seeding in Championship play unless stated otherwise. Ties in the standings in preliminary pool play will be broken by:

- Best record
- Head-to-head
- Runs allowed
- Run differential
- **Runs scored**
- Coin Flip

- 3GG: We may use pool play followed by double-elimination, or our new 3gg bracket with Gold Bracket / Silver for 0-2 and some 1-2 teams. We may rarely also use play 2 pool play + single elimin - depending on time constraints.
- SUPREME Single-Elimination Playoff Rule: Example 4 teams: If a team backs out do to injury etc., the highest remaining seed after pool play will get the bye and the 2 lower seeds will play with the winner advancing.

16. Protests: The tournament committee will decide all protests. As manager, please be familiar with the rules of the game including proper protest procedure. Any protest of an umpire's rule interpretation must be made before the next pitch in the game. Player eligibility protests must be made prior to the start of the game. Only managers may address umpires or Directors, all others will be required to stay in dugout or defensive position.

17. Ejection Rule: Managers are responsible for team conduct.

First occurrence: Players, managers and spectators will receive one warning to stop unsportsmanlike behavior (ie questioning calls, pitch, language, etc.).

Second occurrence of unsportsmanlike behavior will result in the offending party being ejected from the game.

Third occurrence will result in manager and offending party being removed from the game and team will be accessed an out for offensive team, defensive team will be accessed an out at next at bat.

23. UNSPORTSMANLIKE CONDUCT

NCS Directors have the right to suspend any players or teams from play at anytime for abuse or any unsportsmanlike conduct!

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RULES

1. SSUSA tournament rules unless otherwise noted.
2. All SSUSA-approved bats are allowed; e.g. Miken Ultra II.
3. Age Qualification: A player must turn 55+/60+/65+/70+/75+/80+ years of age during the current calendar year. A player attaining the above age in any particular calendar is considered that age after the SSUSA Worlds of the previous calendar year.
Exception: The 75+ age division may draw up to five players turning 74.
4. Illegal Player: If it is discovered during a game, by a player, manager, umpire, director, etc. (i.e. not only by the offended team), that a team is using an illegal player, the following will apply:
 - a. DEFENSE: If the illegal player is on defense at the time of discovery, he will be removed from the game and an out recorded every time his position comes to bat.
 - b. OFFENSE: If the illegal player is on offense and the infraction is discovered before or during his at bat, a. above will apply.

If the infraction is discovered after his at bat, in addition to his removal from the game and an out recorded every time his position comes to bat, any positive offensive outcome resulting from that at bat and before the next batter has completed his at bat will be nullified.

No player will be allowed to substitute for the illegal player in the lineup.
5. A player may only play on one team in the same tournament.
6. Teams: A team playing in a 2-team division will play one "practice" game against a team outside of its division and 2 out of 3 against the other team in its division for the division championship.
Note: Single-equalizers may be necessary, but no double-equalizers if possible.

Teams are encouraged to wear the same or similar (same color) shirts so as not to appear as pickup teams.
7. Defense: 11 defensive players (10 for 55+/60+ teams), though a team may play with a minimum of 9.
At the beginning of each half-inning, including the first inning, a pitcher may take no more than three (3) warm-up pitches, and must do so within a one (1) minute time frame.

A pitcher who relieves another pitcher, during or between innings, may take no more than five (5) warm-up pitches, and must do so within a one minute and 30 second time frame.

A pitcher relieved in an inning that comes back to pitch in that same inning will receive no warm-up pitches.

A pitcher may take one (1) warm-up pitch to the first batter requesting he move due to the effects of the sun. This will be for one batter only, irrespective of the number of innings that the sun rule stays in effect, and irrespective of whether it's a right or left-handed batter.

Offense: A roster player not in the batting lineup may be inserted as a substitute using the re-entry rule.
8. Games will be seven (7) innings; however, after 1 hr 10 min the umpire will inform the players that they will complete the current inning plus one more unless they're already in the 7th.
International Tiebreaker while time is remaining.

For seeding games, if the score is tied after the open inning and time has expired, the game will end in a tie.

9. All batters start with a 1-1 ball/strike count with a "waste foul" after two strikes.
10. Run Limit Rule: 5 runs/inning in all but the open and extra innings.
11. Flip-Flop Rule: At the start of the open inning if the visiting team is leading by 10+ runs, the flip-flop rule will be invoked.
12. Courtesy Runners: Unlimited, but no player may be used as a courtesy runner more than once per inning.
13. Base-running: No run-throughs. Sliding OK at all bases except 1B and scoring line unless to avoid a collision. Judgment call.
14. Base Runner 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 when the pitcher releases 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 in so doing must not intentionally distract any fielder. The umpire may rule interference. The runner must reacquire the vacated base before he can advance to the next base. 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. This rule is offered as an option to a base runner solely for safety reasons. If the runner vacates a base, he does so at his own risk in terms of the potential of being put out during a subsequent play. Injury Rule - If, in the umpire's sole judgement, a player appears to be seriously injured during a play, whether or not timeout had been called on the play, timeout will be assumed to have been called in order to permit attendance to the injured player. When play is resumed the umpire may, at his own discretion, award bases which, in his judgement, would have occurred had a timeout not been called. 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 batter may require 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. Over-the-Fence Home Run Rule: SSUSA rules. Any fair ball touched by a player on either side of the fence that clears or has cleared the fence in fair territory before touching the ground will be a "four-base award," and will not be included in the total over-the-fence home run count. The batter-runner and base runners will be allowed to "hit and sit".
16. Pitching Screen: No pitching screen.
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. Protests: Will be resolved immediately at the field by the tournament director(s).
19. Obliterating the Batter's Box: A batter, or any player, who in the umpire's judgment, deliberately erases any portion of the batter's box will be called out. A second offense by the same batter/player, in the same game, will result in an inning-ending out. If the person who erases the box (such as a manager or a catcher) is not due to bat next, the next batter for that team will be declared out.
20. Any questions regarding rules not explicitly covered here should be directed to the tournament directors Steve Baranick or Chris Yap.