

## USA SOFTBALL TEXAS STYLE 2020 PLAYING RULES ADDENDUM



**About this Addendum** – This Playing Rules Addendum is intended to distinguish the rule differences from USA Softball – The Official Rules of Softball 2020 – playing rules and the rules that will be used in USA Softball Texas Style events. The USA Softball rule will be referenced, along with the Page Number, and the difference will be described and highlighted in Yellow. Changes effective in 2020 will be highlighted in Green. Any rules not specifically mentioned will be played according to the USA Softball – The Official Rules of Softball 2020 – rule book.

It will be published on the USA Softball Texas Style website, [www.softballtexasstyle.com](http://www.softballtexasstyle.com), by a link on the home page and is readily accessible at that location. A revision date will be referenced in the name of the current file.

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## **RULE 1 - DEFINITIONS**

**Flip-Flop:** (P 21; Insert) In the Masters (Over 40 and Over 45) and the Seniors (Over 50, Over 55, Over 60, Over 65, Over 70 and Over 75) divisions only, if the Visitors are ahead by 10 or more runs going into the Buffet inning, the Visitors (Team A) become the Home Team and the Home Team (Team B) becomes the Visitors. If Team B does not tie or surpass the run total of Team A in the buffet inning, the game ends when three (3) outs are recorded against Team B. If Team B ties or surpasses the run total of Team A, then Team A bats in the bottom half of the buffet inning. The Score at the end of the buffet inning decides the outcome of the game. Flip Flop will also be used in the Adult Program (Mens, Womens, Coed) after the 3<sup>rd</sup> inning if the Home Team is up by the runs required for a run rule.

**Foul Ball:** (P 21; Insert I) I. A 3<sup>rd</sup> strike Foul Ball is a dead ball out, whether caught or not caught. No runners may advance.

**Pitcher's Box:** (P 24; Insert Definition) – The area within which the Pitcher may start his delivery and deliver a pitch from. It is the width of the pitching rubber and extends 6 ft back from the front of the pitcher's plate if the plate is set at 50 feet, and 3 feet back from the front of the pitcher's plate if the plate is set at 53 feet (preferred distance). The Pitcher's Box is not marked and Umpire Judgement is used to determine if a Pitcher is within the Pitcher's Box.

**Pivot Foot:** (P 24; Should read as follows) (Slow Pitch) The pivot foot of the pitcher must stay in contact with the pitcher's plate, or on the ground within the Pitcher's Box, until the ball is released.

**Stealing:** (P 25) Stealing is not used in USA Softball Texas Style Play. Disregard this definition and all rules which mention Slow Pitch with Stealing.

**Strike Mat:** (P 25; Add) The Strike Mat may cover home plate when used.

**Strike Zone:** (P 25; Change as follows) (**Over 40 and Seniors Slow Pitch**) A rectangle, 18" x 36" mat is used which includes the plate and the plate extension. Any legally pitched ball not swung at that lands on any part of the plate or mat will be ruled a strike. The shoulder to the knee strike zone has been eliminated.

## **RULE 2 – PLAYING FIELD**

### **Preferred Distance Table (P 26)**

<b><u>Division</u></b> <b><u>Fence</u></b>	<b><u>Bases</u></b>	<b><u>Pitching</u></b>	<b><u>Min Fence</u></b>	<b><u>Max</u></b>
Women	70'	53'	265'	300'
Men	70'	53'	300'	315'
Over 40 and Seniors	70'	53'	300'	315'
CoEd	70'	53'	275'	300'

**Rule 2, Section 3, G:** (P 28; Add to the end of the Senior Slow Pitch section) A scoring line may be used in place of the Scoring Home Plate. If used, the Scoring Line is an extension of the 1<sup>st</sup> Base Line starting at the back line of the Right-Hand Batter’s Box and extending to the backstop. For a run to score, the runner must touch the ground with his/her foot on or past the scoring line before the defensive player touches the Home Plate Mat while in possession of the ball.

**RULE 3 – EQUIPMENT**

**Rule 3, Section 1, A: Official Bat** (P 32; Add 4)

4. In USA Softball Texas Style Play, a bat which is stamped OFFICIAL SOFTBALL and BPF 1.20 (or less) by the Manufacturer may be used. These markings must be legible to the umpire and/or tournament officials.

**RULE 4 – PLAYERS, COACHES, SUBSTITUTES**

**Rule 4, Section 1, C, 3, B: Players** (P 42; Change to read as follows)

10 Players with 1 or 2 Extra Players (EP) with only 10 playing defense.

**Rule 4, Section 1, C, 3, E: Players** (P 43; Remove and Modify as follows)

REMOVE – They must have two males and two females in both the outfield and the infield and one male and one female as pitcher and catcher. ADD – Males and females may play any defensive position and there are no requirements/restrictions for how many of each are in the outfield, infield, or battery.

REMOVE – Penalties and Effects for wrong number of players in the outfield or infield.

**Rule 4, Section 1, C, 3, G: Players** (P 43; Insert G)

Coed 10 Players, six male, four female, Pitcher (F1), Catcher (F2), First Baseman (F3), Second Baseman (F4), Third Baseman (F5), Shortstop (F6), Left Fielder (F7), Left Center Fielder (F8), Right Center Fielder (F9), Right Fielder (F10). Males and females may play any defensive position and there are no requirements/restrictions for how many of each are in the outfield, infield, or battery. Offensively, the batting order shall be as follows: 1-Male, 2-Female, 3-Male, 4-Female, 5-Male, 6-Female, 7-Male, 8-Female, 9-Male, 10-Male. This means that 3 Male batters will bat in a row (9, 10, 1) each time through the batting order.

**Rule 4, Section 1, D, 2, E:** (P 44; Add) With two outs, the defensive team may not walk the batter, preceding the automatic out, either intentionally or unintentionally, to get to the automatic out.

**RULE 5 – THE GAME**

**Rule 5, Section 8, A, 1-6: Home Run Rule** (P 56; Modify as follows)

- |                                  |                                       |
|----------------------------------|---------------------------------------|
| 1. Ten (10) plus “one-up”        | Men’s A                               |
| 2. Six (6) plus “one-up”         | Industrial, Men’s B, Coed B, Womens B |
| 3. Four (4) plus “one-up”        | Church, Men’s C, Coed C, Women’s C    |
| 4. Two (2) plus “one-up”         | Men’s D, Coed D, Women’s D            |
| 5. Zero (0) plus “inning ending” | Men’s Rec, Coed Rec, Women’s Rec      |

**Note 1: One-Up Home Run Rule** – If both teams have reached the limit of home runs, either team will be allowed to hit an additional home run, to go one home run ahead of the opposing team. (*Example* – With a six (6) home run limit, the home team hits their sixth home run in the 2<sup>nd</sup> inning. The visiting team can then hit a total of seven (7) home runs and may do so in the top of the 3<sup>rd</sup> inning. In the bottom of the 3<sup>rd</sup>, the home team could then hit two (2) more home runs to go “one-up” again, with a total of eight (8). This can continue throughout the game until the bottom of the 7<sup>th</sup>/last inning (time has expired). The home team can only equal the number of home runs by the visitors (in excess of six (6)) in this inning. The visitors can always go “one-up” (including after time has expired), as the home team will have the opportunity to equal that number in the bottom half of the inning. If neither team has hit six (6) home runs by the bottom of the 7<sup>th</sup>/last inning, the home team can hit their sixth.

**Note 2: Inning Ending Rule** – In Men’s Rec and Coed Lower, zero (0) home runs are allowed. All home runs hit by that team result in an inning ending out (3<sup>rd</sup> out of the inning) and the Offensive and Defensive teams switch positions.

**Rule 5, Section 8, B, 1-4: Home Run Rule** (P 57; Modify as follows)

Over 40, Men’s Seniors 50-55-60-65-70-75

- |                            |             |
|----------------------------|-------------|
| 1. Six (6) plus “one-up”   | Men’s Major |
| 2. Three (3) plus “one-up” | Men’s AAA   |
| 3. One (1) plus “one-up”   | Men’s AA    |

**Note: One-Up Home Run Rule** – If both teams have reached the limit of home runs, either team will be allowed to hit an additional home run, to go one home run ahead of the opposing team. (*Example* – With a six (6) home run limit, the home team hits their sixth home run in the 2<sup>nd</sup> inning. The visiting team can then hit a total of seven (7) home runs and may do so in the top of the 3<sup>rd</sup> inning. In the bottom of the 3<sup>rd</sup>, the home team could then hit two (2) more home runs to go “one-up” again, with a total of eight (8). This can continue throughout the game until the bottom of the 7<sup>th</sup>/last inning (time has expired). The home team can only equal the number of home runs by the visitors (in excess of six (6)) in this inning. The visitors can always go “one-up” (including after time has expired), as the home team will have the opportunity to equal that number in the bottom half of the inning. If neither team has hit six (6) home runs by the bottom of the 7<sup>th</sup>/last inning, the home team can hit their sixth.

**Rule 5, Section 9, A, 3: Run Ahead Rule** (P57; Modify as follows)

**Adult Slow Pitch** – A win will be awarded to the team that is ahead by 15 runs after 3 innings, 12 runs after 4 innings and 10 runs after 5 innings. If the visitors are ahead by 15 runs after 3 inning, 12 runs after 4 inning, or 10 runs after 5 innings, the Flip Flop rule will be used. The Visitors (Team A) become the Home Team and the Home Team (Team B) becomes the Visitors. If Team B does not tie or surpass the run total of Team A, the game ends when three (3) outs are recorded against Team B. If Team B ties or surpasses the run total of Team A, then Team A bats in the bottom half of the inning. The Score at the end of the inning decides the outcome of the game.

**Seniors** – There is no run ahead rule for Seniors, as this would eliminate a team’s chance to catch up and take the lead in the Buffet inning. **Flip-Flop** - If the Visitors are ahead by 10 or more runs going into the Buffet inning, the Visitors (Team A) become the Home Team and the Home Team (Team B) becomes the Visitors. If Team B does not tie or surpass the run total of Team A, the game ends when three (3) outs are recorded against Team B. If Team B ties or surpasses the run total of Team A in the buffet inning, then

Team A bats in the bottom half of the buffet inning. The Score at the end of the buffet inning decides the outcome of the game.

**Rule 5, Section 13: Spotting Runs (ADDED)**

Men’s, Women’s and Coed – When teams of different classifications are included in the same bracket, the lower classification team will receive 3 runs per classification difference at the beginning of the game. The game will be played using each team’s respective Home Run Rules. EXAMPLE: A “C” team plays a “Rec” team. The Rec team would receive 6 runs at the beginning of the game, The C team would have 4 Home Runs and the Rec team would have 0 Home Runs.

Over 40 and Seniors – If teams of different classifications or age groups are included in the same bracket, the lower classification or higher age group will receive 5 runs, 2 in the first inning, 1 in the second inning, 1 in the third inning and 1 in the 4<sup>th</sup> inning. The game will be played by the higher classification run rule. In the Over 40 and Seniors Division, the team spotting runs is automatically Home Team.

**Rule 5, Section 14: Awards and Prizes (ADDED)**

In order for a team to receive the Awards and Prizes for a tournament, they must complete the tournament. If they decide to forfeit their final game they also forfeit any Awards and Prizes they would have received for their place of finish. The Awards and Prizes for their place of finish will be passed down to the next team.

**RULE 6C – PITCHING REGULATIONS ( ADULT SLOW PITCH)**  
**SOFTBALL TEXAS STYLE**

*USA Softball Texas Style HIGHLY RECOMMENDS the pitcher (and any other player wishing to) use protective equipment at ALL times.*

**Rule 6C , Section 1 – Preliminaries: (P 74)**

- A. The pitcher may take a position from the front edge of the pitcher’s plate up to three (3) feet behind the pitcher’s plate (53’ pitcher’s plate distance from Home Plate), (If the pitcher’s plate is set at 50’ from Home Plate, the Pitcher’s box would extend 6’ back to 56’) within the 24 inch width of the pitcher’s plate, with both feet firmly on the ground.  
*Effect: Delayed dead ball. Illegal pitch.*
- B. The pitcher must come to a full and complete stop with the ball in front of the body. The front of the body must face the batter. This position must be maintained at least one second before starting the delivery.  
*Effect: Delayed dead ball. Illegal pitch.*
- C. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.  
*Effect: Delayed dead ball. Illegal pitch*

**Rule 6C, Section 2 – Starting the Pitch: (P 74)**

The pitch starts when the pitcher makes any motion with the ball after the required stop. While in the pitcher's box prior to the required stop, any motion may be used.

**Rule 6C, Section 3 – Legal Delivery: (P74)**

- A. The pitcher may use any motion during the delivery of the pitch. The ball must be delivered to the batter within 3 seconds of beginning the delivery motion. The palm of the pitcher's hand may be above or below the ball when released.
  - B. The pivot foot must remain in contact with the pitching plate or within the pitcher's box until the pitched ball leaves the pitcher's hand. If a step is taken it may be forward, backward, or to the side provided the pivot foot remains in contact with the pitching plate or the ground within the pitcher's box.
  - C. The pitch shall be delivered on the throwing arm side of the body and not behind the back or through the legs.
  - D. The pitch shall be released at a moderate speed. The speed is left entirely up to the judgement of the umpire.
- Effect:**
- 1. *Illegal Pitch*
  - 2. *The umpire shall warn the pitcher who delivers the pitch with excessive speed. If the pitcher repeats such an act after being warned, they shall be removed from the pitching position for the remainder of the game.*
- E. The ball shall be delivered with a perceptible arc and reach a height of at least 4 feet from the ground while not exceeding a maximum height of 10 feet from the ground.
  - F. The pitcher shall not deliver a pitch from the glove.

**Effect: Section 3, A-F: Illegal Pitch**

**Rule 6C, Section 4 – Defensive Positioning: (P 75)**

- A. The pitcher shall not deliver a pitch unless all defensive players are positioned in fair territory, except the catcher who shall be in the catcher's box.
  - B. A fielder shall not take a position in the batter's line of vision, or with deliberate unsportsmanlike intent, or act in a manner to distract the batter. A pitch does not have to be released.
- Effect: The offending player shall be ejected from the game.**

**Rule 6C, Section 5 – Foreign Substance: (P 75)**

A defensive player shall not, at any time during the game, be allowed to use any foreign substance on the ball, the pitching hand or the fingers. Under the supervision and control, of the umpire powdered resin may be used to dry the hands. The pitcher may wear tape on the fingers or a sweatband on the wrist or forearm of the pitching arm. Batting gloves shall not be worn on the pitching hand.

**Effect:**

- 1. *Illegal pitch.*
- 2. *If any defensive player continues to place a foreign substance on the ball, that player shall be ejected.*

**Rule 6C, Section 6 – The Catcher: (P 76)**

- A. The Catcher shall remain within the lines of the catcher's box until the pitched ball is batted, hits the ground, home plate, the batter, or reaches the catcher's box.

- B. The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout.

**Effect – Section 6B:** A ball is awarded to the batter.

**Exception:** Does not apply with runners on base or the batter becoming a batter-runner.

**Rule 6C, Section 7 – Quick Pitch:** (P 76)

The pitcher shall not attempt a quick return of the ball before the batter has taken a position in the batter’s box or when the batter is off balance.

**Effect: Sections 1, A-C; 2-4A; 6A and 7**

1. *Illegal Pitch.*
2. *If a batter swings at or contacts any illegal pitch, it is nullified and all play stands.*
3. *If the batter does not swing, a ball is called on the batter.*

**Rule 6C, Section 8 – Warm-Up Pitches:** (P 76)

At the beginning of each half inning, or when a pitcher relieves another, not more than one (1) minute may be used to deliver not more than three (3) warm-up pitches. Play shall be suspended during this time. A pitcher returning to pitch in the same half-inning will not receive warm-up pitches. There is no limitation as to the number of times a player can return to the pitching position as long as the player is legally in the game.

**Effect:** For excessive warm-up pitches, award a ball to the batter for each pitch in excess of three (3). This does not apply if the umpire delays the start of play due to substitution, conference, injuries and other umpire responsibilities.

**Rule 6C, Section 9 – No Pitch:** (P 76)

No pitch shall be declared:

- A. When the pitcher pitches during the suspension of play.
- B. When a runner is called out for leaving a base before the pitched ball reaches home plate, is batted or touches the ground before reaching home plate.
- C. When a pitch is delivered before a runner has retouched their base after being legitimately off that base.
- D. When the ball slips from the pitcher’s hand during the delivery or during the back swing.
- E. When a player, manager, or coach calls time, employs any other word or phrase, or commits any act while the ball is live for the obvious purpose of trying to make the pitcher commit an illegal pitch.

**Effect:** A warning shall be issued to the offending team, and a repeat of this type of act by any member of the team warned shall result in the offender being ejected from the game.

**Effect – Section 9 A-E:** The ball is dead, and all subsequent action on that pitch is cancelled.

**RULE 6C – Pitching – Masters (Over 40 and Over 45), and Seniors (Over 50, Over 55, Over 60, Over 65, Over 70 and Over 75)**



**USA Softball Texas Style HIGHLY RECOMMENDS the pitcher (and any other player wishing to) use protective equipment at ALL times.**

**Section 1- Preliminaries: (P 74)**

- A. The pitcher may take a position from the front edge of the pitcher's plate up to three (3) feet behind the pitcher's plate (53' pitcher's plate distance from Home Plate), (If the pitcher's plate is set at 50' from Home Plate, the Pitcher's box would extend 6' back to 56') within the 24 inch width of the pitcher's plate, with both feet firmly on the ground.  
*Effect: Delayed dead ball. Illegal pitch.*
- B. The pitcher must come to a full and complete stop with the ball in front of the body. The front of the body must face the batter. This position must be maintained at least one second before starting the delivery.  
*Effect: Delayed dead ball. Illegal pitch.*
- C. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.  
*Effect: Delayed dead ball. Illegal pitch*
- D. The pitcher shall not simulate a legal pitch while not in contact with the pitcher's plate or the ground within the pitcher's box.

**Rule 6C, Section 2 – Starting the Pitch: (P 74)**

The pitch starts when the pitcher makes any motion with the ball after the required stop. While in the pitcher's box prior to the required stop, any motion may be used.

**Rule 6C, Section 3 – Legal Delivery: (P74)**

- A. The pitcher shall not make any motion to pitch without immediately delivering the ball to the batter.
- B. The delivery is a continuous motion.
- C. The pitcher shall not use a delivery in which there is a stop or reversal of the pitching motion.
- D. The pitcher shall deliver the ball toward home plate on the first forward swing of the pitching arm past the hip in an underhand motion. The palm of the pitcher's hand may be over or under the ball.
- E. The pivot foot shall remain in contact with the pitching plate or the ground within the pitcher's box until the pitched ball leaves the hand. If a step is taken it may be forward, backward, or to the side, provided the pivot foot remains in contact with the pitching plate, or the ground within the pitcher's box, and the step is simultaneous with the release of the ball.
- F. The pitch shall be delivered on the throwing arm side of the body and not behind the back or through the legs.
- G. The pitch shall be released at a moderate speed. The speed is left entirely up to the judgement of the umpire.  
*Effect:*
  - 3. *Illegal Pitch*
  - 4. *The umpire shall warn the pitcher who delivers the pitch with excessive speed. If the pitcher repeats such an act after being warned, they shall be removed from the pitching position for the remainder of the game.*
- H. The ball shall be delivered with a perceptible arc and reach a height of at least 6 feet from the ground while not exceeding a maximum height of 10 feet from the ground.
- I. The pitcher shall not continue any pitching motion after the ball is released.



- J. The pitcher has ten (10) seconds to release the next pitch after receiving the ball or after the umpire indicates “play ball”.
- K. The pitcher shall not deliver a pitch from the glove.  
*Effect: Section 3, A-K: Illegal Pitch*

**Rule 6C, Section 4 – Defensive Positioning:** (P 75)

- A. The pitcher shall not deliver a pitch unless all defensive players are positioned in fair territory, except the catcher who shall be in the catcher’s box.
- B. A fielder shall not take a position in the batter’s line of vision, or with deliberate unsportsmanlike intent, or act in a manner to distract the batter. A pitch does not have to be released.  
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A defensive player shall not, at any time during the game, be allowed to use any foreign substance on the ball, the pitching hand or the fingers. Under the supervision and control, of the umpire powdered resin may be used to dry the hands. The pitcher may wear tape on the fingers or a sweatband on the wrist or forearm of the pitching arm. Batting gloves shall not be worn on the pitching hand.

**Effect:**

1. *Illegal pitch.*
2. *If any defensive player continues to place a foreign substance on the ball, that player shall be ejected.*

**Rule 6C, Section 6 – The Catcher:** (P 76)

- C. The Catcher shall remain within the lines of the catcher’s box until the pitched ball is batted, touches the ground, home plate, the batter, or reaches the catcher’s box.
- D. The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout.

*Effect – Section 6B: A ball is awarded to the batter.*

*Exception: Does not apply with runners on base or the batter becoming a batter-runner.*

**Rule 6C, Section 7 – Quick Pitch:** (P 76)

The pitcher shall not attempt a quick return of the ball before the batter has taken a position in the batter’s box or when the batter is off balance.

**Effect: Sections 1, A-C; 2-4A; 6A and 7**

4. *Illegal Pitch.*
5. *If a batter swings at or contacts any illegal pitch, it is nullified and all play stands.*
6. *If the batter does not swing, a ball is called on the batter.*

**Rule 6C, Section 8 – Warm-Up Pitches:** (P 76)

At the beginning of each half inning, or when a pitcher relieves another, not more than one (1) minute may be used to deliver not more than three (3) warm-up pitches. Play shall be suspended during this time. A pitcher returning to pitch in the same half-inning will not receive warm-up pitches. There is no limitation as to the number of times a player can return to the pitching position as long as the player is legally in the game.

*Effect: For excessive warm-up pitches, award a ball to the batter for each pitch in excess of three (3). This does not apply if the umpire delays the start of play due to substitution, conference, injuries and other umpire responsibilities.*

**Rule 6C, Section 9 – No Pitch:** (P 76)

No pitch shall be declared:

- A. When the pitcher pitches during the suspension of play.
- B. When a runner is called out for leaving a base before the pitched ball reaches home plate, is batted or touches the ground before reaching home plate.
- C. When a pitch is delivered before a runner has retouched their base after being legitimately off that base.
- D. When the ball slips from the pitcher’s hand during the delivery or during the back swing.
- E. When a player, manager, or coach calls time, employs any other word or phrase, or commits any act while the ball is live for the obvious purpose of trying to make the pitcher commit an illegal pitch.

*Effect: A warning shall be issued to the offending team, and a repeat of this type of act by any member of the team warned shall result in the offender being ejected from the game.*

*Effect – Section 9 A-E: The ball is dead, and all subsequent action on that pitch is cancelled.*

**RULE 7 – BATTING:**

**Rule 7, Section 3, B: Batting Position** (P 84)

The batter shall assume a 1 ball – 1 strike count upon entering the batter’s box.

In the Adult Men’s, Women’s and CoEd program, there will be no courtesy foul.

In the Over 40 and Seniors Programs, there will be a courtesy foul. A foul ball on the Courtesy Foul is a Dead Ball Out, whether caught or not. NO Runners may advance.

**RULE 8 – BATTER-RUNNER AND RUNNER**

**Rule 8, Section 1, C, 4: The Batter Becomes a Batter-Runner** (P 90)

(Coed) A walk to a male batter will result in a two-base award. The next batter (a female) has the option to walk or bat. Should the female batter choose to walk and pass a male batter-runner while advancing to first base, no out shall be called during this dead ball period. IF the male batter walked is the 9<sup>th</sup> or 10<sup>th</sup> batter in the lineup (followed by another Male batter), he shall be awarded one base only.

**Rule 8, Section 9, B, 2: Adult Slow Pitch** (P 107)

Any eligible players on the team roster may be used as a courtesy runner. A courtesy runner may be used once per inning. In Coed courtesy runners must be of the same gender. One courtesy runner per gender may be used per inning.

**Rule 8, Section 9, D: Senior Slow Pitch** (P 108)

1. Defensive players can touch only the original home plate **or mat** and runners can touch only the second home plate **or the scoring line**.
2. Runners must touch the second home plate, **or the ground on or past the scoring line**, located adjacent to the right-handed batter's box in order to be safe at home.
3. Runners tagged by a defensive player instead of touching the original home plate, **or mat**, will not be out.
4. Should a defensive player touch the second home plate and still touch the original home plate, **or mat**, before the runner reaches the second home plate, **or scoring line**, the runner is out.
5. If the runner touches the original home plate, **or mat**, **or runs through the right-handed batter's box**, the runner is out and the ball remains alive.

## **RULE 9 – PROTESTS**

## **RULE 10 – UMPIRES**

## **RULE 11 – SCORING**

## **RULE 12 – USE OF USA SOFTBALL PLAYING RULES**

## **RULE 13 – TEAM AND PLAYER CLASSIFICATIONS**

### **Rule 13, Section 1 – Player Classifications:** (Not in USA 2018 Rule Book)

- A. Men's, Women's and Coed Adult player classifications will be determined by looking up the current year player classification in the U-trip online system.  
**Example:** A Men's B player in U-trip will be classified as a Men's B player for USA Softball Texas Style events. A Men's E player in U-trip will be classified as a Men's Rec player for USA Softball Texas Style events.  
 A Women's C player in U-trip will be classified as Women's C in USA Softball Texas Style events. A Women's D in U-trip will be classified as Women's D in USA Softball Texas Style events. Women's E player in U-trip will be classified as Women's Rec in USA Softball Texas Style events.
- B. Player Bump Points – In the Adult Men's division, a player may only play down up to two (2) classes lower than their current player classification. If they play down one (1) classification that is one (1) bump point. If they play down two (2) classifications that counts as two (2) bump points.  
**Example:** A Men's D team may have a total of three (3) bump points on their roster. They could have one Class B player (2 bump points) and 1 Class C player (1 bump point) to total their three (3) bump points, or they could have three (3) Class C players (1 bump point each) to total their three (3) bump points. A Men's Rec team is only allowed three (3) bump point, so they could have 1 Class C player (2 bump points) and 1 Class D player (1 bump point) or they could have 3 Class D (1 bump point each) players.

- C. Masters (Over 40 and Over 45) and Seniors (Over 50, Over 55, Over 60, Over 65, Over 70 and Over 75) player eligibility is determined by their age as of December 31<sup>st</sup> of the current playing year.

**Example:** A player who turns 50 on or before December 31<sup>st</sup>, 2018 will be allowed to play as a 50 year old in all of the 2018 calendar year.

**Exception:** Teams participating in the Over 70 and Over 75 may have Two (2) players on their roster who are One (1) year younger than the age division indicates. **Example:** An Over 70 team may have two (2) players that will be 69 years of age in the current calendar year.

### **Rule 13, Section 2 – Divisions of Play:** (Not in USA 2018 Rule Book)

#### A. Men's Adult Slow Pitch Program

1. Men's B – Allowed Three (3) bump points from Class A and/or Class AA on the team roster.
2. Men's C – Allowed Three (3) bump points from Class A and/or Class B on the team roster.
3. Men's D – Allowed Three (3) bump points from Class C and/or Class B on the team roster.
4. Men's Rec – Allowed Three (3) bump points from Class C and/or Class D on the team roster.

#### B. Women's Adult Slow Pitch Program

1. Women's B – Allowed Three (3) bump points from Class A.
2. Women's C – Allowed Three (3) bump points from Class A and/or Class B.
3. Women's D – Allowed Three (3) bump points from Class B and/or Class C.
4. Women's E – Allowed Three (3) bump points from Class C and/or Class D.

#### C. Coed Adult Slow Pitch Program

1. Coed B – A Coed B team may have a maximum of Three (3) bump points from Class AA and/or Class A, regardless of gender.
2. Coed C – A Coed C team may have a maximum of Three (3) bump points from Class A and/or Class B, regardless of gender.
3. Coed D – A Coed D team may have a maximum of Three (3) bump points from Class B and/or Class C, regardless of gender.
4. Coed Rec – A Coed Rec team may have a maximum of Three (3) bump points from Class C and/or Class D, regardless of gender.

#### D. Masters - Over 40 and Over 45

The Masters (Over 40 and Over 45) divisions of Upper and Lower will be determined by a team's overall strength and competitiveness in USA Softball Texas Style events. If applicable, their SSUSA ranking may be used to aid in placing them in the correct division.

#### E. Seniors – Over 50, Over 55, Over 60, Over 65, Over 70, Over 75

1. Major – Any player who meets the minimum age requirement for the division may play.
2. AAA - Allowed Three (3) Major players on the team roster.
3. AA – Allowed to have Three (3) AAA or One (1) Major player and One (1) AAA player on the team roster.

**Note:** A team's SSUSA ranking, if applicable, may be used to aid in placing teams in the correct division of Seniors play.