

Guidelines and Rules of Play

The following are the Guidelines and Rules of Play for the Cape Cod Senior Softball Classic:

General

- ASA rules will govern all games except as herein noted.
- In Day 3 single elimination games, the highest seed is home team.
- In the 70+ Division, we will allow up to 2 players 69 years of age.
- In the 75+ Division, a team can have up to 5 players 74 years of age.
- In the 80+ Division, a team can have up to 7 players 78 or 79 years of age. Not more than 3 players may be 78.
- Each game will start with one new ball and one almost new ball in good playing condition.
- No smoking is allowed on any playing field, dugout or behind team benches. Alcoholic beverages are prohibited in dugouts, benches, parking lots and any areas surrounding the playing fields.
- This is a "Family Friendly" tournament; foul and vulgar language will be subject to ejection.

Team Rosters

Teams with SSUSA ratings shall only play with SSUSA approved player rosters. Teams not rated by SSUSA shall have rosters comprised exclusively of players from the leagues of the team managers. Managers may replace injured roster players with the approval of the Tournament Director. Team rosters are limited to 22 members. Non-playing managers and coaches are not included in this player count.

Official Score

The home team score book is the official book. Managers should frequently check the score with the umpire, field host and opposing Manager. If there is any discrepancy, the plate umpire will make the final ruling. The game will not continue until the score issue is resolved.

Equalizer Rule

At the sole discretion of the tournament competition committee, teams judged to be lower rated than others in their assigned division may have 1 run added to their score each inning for innings 2 through 6. If a game goes only five innings, the lower ranked team will not be compensated for the 6th inning equalizer run. In the seeding games, the team giving runs shall be the home team.

Mercy Rules

There is a 5 run per inning scoring limit except for the seventh or later innings. A game mercy rule applies if a team is ahead by 15 runs after 5 (4 ½) innings or any subsequent full inning. There is no mercy rule in Championship games.

Flip Flop Rule

A flip-flop rule will be invoked in any game when there is a 10, or more, 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 and start a new at-bat beginning their seventh or last inning at bat. 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.

Pitch Count

In **ALL Divisions, All batters will start with a 1 + 1 ball/strike count.** There will be a "waste foul" available to a batter after there are two strikes in the count.

Time Limitations

A clock will be used to keep the games on schedule. If the length of your game will delay later games, after 65 minutes of play for seeding games and 70 minutes for bracket games, the current inning will be completed and one additional inning will be played. There is no run limit in the additional inning. If the score is tied at the end of the additional inning, the Tie-Breaker rule is in effect.

Home Runs Limit

A limit of 5 home runs (over a fence) per team per game is in effect at all tournament fields of play. Any home runs exceeding 5 per team per game will be outs. There is no limit for inside-the-park home runs.

Bats

All bats manufactured prior to 2014 marked "1.21 BPF" (Bat Performance Factor) or less, SSUSA approved bats, or bats having an ASA 2000 or 2004 stamp are approved for use. Any bat displaying the label "Exceeds 1.21 BPF is not approved. Any bats introduced by bat manufacturers after 2013 must appear on the SSUSA Approved Bat List. (See attached SSUSA approved bat list.)

Bats shall not be altered in any way that changes the physical characteristics of a legal softball bat.

Bats shall not have exposed rivets, pins, rough, or sharp edges or any form of exterior fastener that would present a hazard.

Umpires may check bats for compliance with these rules before or during the game upon appeal by the opposing team or at the umpire's discretion. If a non-approved or altered bat is discovered during the game, the first offense is an out and the batter is removed from the game and tournament. A second offense by the same team will result in the player and manager being ejected from the tournament. .

Pitcher's Mandated Minimum Safety Equipment

Pitchers must wear a protective face mask while pitching and must wear the mask consistent with the manufacturer's intended usage of their product. Pitchers are encouraged to wear additional protective safety equipment, comprised of head gear (NOCSAE-approved), heart/chest protection and shin guards.

Players

All Divisions will play with a maximum of 11 defensive players on the field and may have as many players in the Batting Order as they want. All players in the Batting Order may play on defense at any time and may re-enter an unlimited number of times.

Teams that are SSUSA rated AAA may have no more than three (3) players rated as Major Players.

Substitute Players

Substitutes must be so identified on the Team Roster but are not included in the Batting Order. Substitutes may enter the game but must bat in the same position in the Batting Order as did the player they are replacing. A player who is replaced may re-enter one time in the same position in the batting order. When a substitute leaves the game he may not return.

Courtesy Runners

A courtesy runner must report to, and be acknowledged by, the umpire before play begins. A courtesy runner may enter the game only prior to the first pitch to any batter. Any player on the roster may be a courtesy runner, and unlimited courtesy runners are allowed each inning. However, each player may be a courtesy runner only once per inning and a courtesy runner cannot replace another courtesy runner already on base except in the case of a game ending injury. A player who has been removed from the base by a courtesy runner may not courtesy run for another player in that inning. An illegal courtesy runner on base is committing a continuing violation and may be called out upon appeal at any time while on base or, if he scores, prior to the first pitch to the next batter.

For teams competing in the 80's Division courtesy runners will be allowed from home plate. All courtesy runner rules from above will apply.

Sliding

Sliding or diving into first base or home plate is not permitted, and any players doing so will be called out. A player may slide or dive going into second or third base and when returning to first, second or third base.

Plays at First Base

If there is a play on the batter-runner going to first base, the batter-runner must touch the extra base in foul territory. The batter-runner will be called out for failure to do so. This is not an appeal play. Exception: If the defensive player is occupying or blocking the batter-runner's base, the batter-runner may touch the regular base to avoid contact and will not be called out. The defense may not record a force out at the safety base. Example: If an errant throw pulls the defensive player off the base he must touch the regular base to record the force out

Flagrant Collisions

Flagrant collisions will be an automatic out and the player will be removed from the game

Runner Leaving a Base Too Soon

A runner will be called out if he fails to keep contact with the base to which he is entitled until the pitched ball is struck by the batter, touches the ground or reaches home plate. If the batter swings and misses, the runner is not out as long as he did not leave his base before any of the above occurred.

Foul Tips

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 final strike.

Tie-Breakers

When teams are tied going into extra innings (or after the final inning under the Time Limitation rule), each team starts each inning with a runner on second base. That runner will be the player in the regular batting order that precedes the first scheduled batter of that extra inning. There will be no substitute runner allowed for the runner at second base until he reaches third base. If the runner scheduled to be placed at second base is not able to continue play, an out will be declared and the next previous player in the official batting order will be the runner at second base. In all Divisions, each batter will start with a one ball, one strike count. There will be a "waste foul" available to a batter after there are 2 strikes in the count.

Strong Wind Conditions

Subject to the judgment of the home plate umpire, the umpire will call strikes but not balls when prevailing winds are strong enough to significantly divert the path of a pitch.

Ejections and Game Ending Injuries

A substitute player may not be used on offense or defense to replace a player who has been ejected for misconduct and an out will be declared each time that ejected player is scheduled to bat. If a player incurs a game ending injury, an out will not be declared each time that player is scheduled to bat. The manager may replace the injured player with a substitute player or continue with one less player.

Protests

If there is a protest, the game will be stopped and the Field Host will contact the Tournament Director, or in his absence, the Tournament Director's designee. The protest will be ruled on immediately. The

game should not continue under any circumstances until there is an official ruling. Game timing will be halted until the resumption of play.

Weather Contingency Plans

If games are shortened due to rain delays, all teams affected will continue play, when possible, with each batter beginning with a one ball, one strike count. There will be a "waste foul" available to a batter after there are two strikes in the count.

If Day 1 is rained out, Days 2 and 3 will be played as originally scheduled

If Day 2 is rained out, Day 3 will be played as originally scheduled

If Day 3 is rained out, the Tournament is cancelled and champions, by Division, will be based on:

- Won-Loss record
- Head-to-Head play
- Lowest average number of runs scored against
- Coin Toss

SSUSA Approved Bats

Updated August 6, 2025:

BATS:

Bats must be marked with the new SSUSA/NTS logo. Older bats must be marked SSUSA approved (or have SSUSA logo), with 1.21 BPF or less.

Adidas

Anarchy

Anonymous Athletics

Axe Bats

California Bat Company

Combat (with Stamp Only)

DeMarini

Dudley Sports

Easton Sports
Ikonic Sports
Juno Athletics
Louisville Slugger
Marucci/Victus
Miken Sports (except the Original Gray Miken Ultra)
Monsta Athletics
ONYX (Elite Sports)
Proton Sports
Pure Sports (except Strike Eagle bats)
Reebok
Short Porch Baseball Company
Spartan Bat Company
Suncoast Softball
Wicked Sports
Worth Sports