

2017 GCSSA RULES OF PLAY

Rev. 2017-Aug-14

A. General GCSSA Rules of Play

1. The current Official Senior Softball-USA (SSUSA) Rulebook Sections 1-9, governs all GCSSA League play unless modified by GCSSA League-Specific Rule changes. GCSSA Rules then take precedence. Some SSUSA Rules are referenced or repeated in this document for clarity.
2. In addition, all GCSSA members agree to abide by the following basic guidelines of good sportsmanship and behavior both on and off the field when conducting any activity related to the GCSSA.
 - a) I will follow both the letter and spirit of our rules of play and Bylaws.
 - b) I will not cheat, take unfair advantage of an opponent, nor tolerate the action of any league member who does.
 - c) I will not taunt or disrespect an opponent, teammate or other GCSSA member.
 - d) I will respect and encourage my teammates.
 - e) I will accept the decisions of the umpires and exhibit good sportsmanship during and after games.
 - f) I will not direct any abusive or profane language at officials, opponents, teammates or spectators.
 - g) I will avoid all bodily contact that may cause injury to others.
 - h) I will exercise control over my family and friends relative to the tenets of good sportsmanship listed above.

B. GCSSA League Specific Rules

1. **The Playing Field**
 - a) **Field Preparation:** Field preparation and line chalking is the responsibility of the team designated as the Home Team for the first scheduled game.

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- i. If in the opinion of the umpire the field has not been properly prepared in accordance with GCSSA league standards by the time the game has been scheduled to start, the umpire shall inform the Home Team manager of the field's deficiencies.
 - ii. The infield is to be watered if it is found to be excessively dry and dusty.
 - iii. The infield is to be clearly chalked for foul lines, dashed infield limit line(Field #1 only), and run-through lines at home plate.
 - iv. The batter's box must be level and the infield should be dragged, as required.
 - v. On Field #2, a temporary left field fence is to be erected.
 - b) The Home Team shall be given a reasonable amount of time to correct such deficiencies before the start of play. If the Home Team refuses or is otherwise unable or unwilling to make the necessary corrections, the umpire may instruct the scorekeeper to record the game as a forfeit by the Home Team, if it is deemed that the deficiencies could be readily made.
2. **Base Path Length:** Base path length will be 70 feet. SSUSA 2.4.
 3. **Visiting Team Responsibility:**
 - a) At the conclusion of the final game, it is the responsibility of the Visiting Team to remove and store the bases and insert the base plugs, and store the strike zone mat and pitching screen in the equipment shed.
 - b) On Field #2, if only a single game is played, it is the responsibility of the Visiting team to both erect the fence prior to the start of play, and to remove and store the temporary left field fence at the end of the game.
 - c) On Field #2, if multiple games are played on the field, it is the responsibility of the Visiting team to erect the fence prior to the start of play. After the final(second or third) game is played, it is the responsibility of the Home team to remove and store the temporary left field fence.
 4. **Strike Zone Mat:** A strike zone mat will be used in all games. A pitched ball which lands on home plate or on the mat is a strike. The mat dimensions will be: 21" wide by 34 ½" long.

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5. Pitcher's Mound

- a) The pitcher's area will extend up to 10 feet behind the existing pitcher's rubber.
- b) A pitching screen may be used. It shall be a portable screen approximately 36 inches in width and 72 inches in height. When used, the pitching screen will be placed 4-1/2 to five feet in front of and parallel of to the pitching rubber and must overlap the pitching rubber by a minimum of four inches.

6. Pitching Screen Rules

- a) When the screen is used, any batted ball hitting the screen will be considered a dead ball, no pitch (pitch count will not change).
- b) A thrown ball hitting the screen will be declared a dead ball and runners will advance to the next base if they are already proceeding to that base.
- c) The pitcher must step fully behind the screen and remain there until the ball is struck by the batter. When the ball is struck with the pitcher fully behind the screen, the pitcher can legally make a play on any batted ball. If the pitcher touches the ball without having been fully behind the screen when the ball was struck, the umpire will call a dead ball. The batter will be awarded first base. Runners will advance one base, if forced. The at bat will be scored a single. No call will be made if the pitcher does not touch or field the ball whether fully getting behind the screen or not. A pitcher not properly using the screen and not wearing a protective mask will receive one warning, then the pitcher will be required to use a mask and may continue to play with or without the screen.

7. Home Plate Area

- a) There will be a run through line at home plate located per the dimensions of SSUSA Field Dimensions Diagram.
- b) Only the front line of the batter's box will be chalked and enforced.
 - i. The front line will be extended to intersect with the foul lines. If the batter has either foot entirely over the line and touching the ground at the time of hitting the ball, the batter will be called "out".
- c) The defense must have some part of the body on the strike zone mat before the runner crosses the run through line to record an out.

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- d) The defense is not allowed to tag the runner on plays at home plate once the runner has touched or passed the commitment line.

C. Softball Equipment

1. Approved Bats

- a) Male players less than 65 may only use ASA certified bats. The bats must have a recognizable ASA certification mark, and NOT be on the “ASA Non-Approved Bat List with 2000 or 2004 Certification Mark.” Any bat without a recognizable ASA certification mark will not be allowed.
- b) Male players 65 and older, and women of any age, may use any unaltered softball bat that complies with SSUSA Rule 3.4.

2. Softball Specifications

- a) GCSSA will comply with SSUSA Rule 3.5. OFFICIAL SOFTBALL (yellow preferred, 12", 44 COR, max 375 lbs compression)

3. Team Shirts

- a) The team shirt as issued to each player should be worn at all times while on the playing field, including when substituting. If that is not possible a numbered shirt closely matching the team color is preferred. Any decent shirt in good taste is acceptable.
- b) Players who fails to wear an appropriate current league team shirt with the age designation stripes will lose the specified age-related GCSSA playing privileges. Wearing a ballcap is optional.
- c) Team shirts will display 2 stripes on each sleeve for players who will be 70 years old or older during the calendar year. Team shirts will display a single stripe on each sleeve for players who will be 65-69 years old during the calendar year.

D. Player Eligibility and Substitution

1. Player Eligibility

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- a) Players must be fifty (50) years old by December 31st of the current calendar year to be eligible to play. For the application of special age rules players must be either 65 or 70 by December 31st of the current calendar year. There is no upper age limit.

2. **Minimum/Maximum Number of Players**

- a) Minimum number of total players for a team (batters and fielders) to start a game is nine (9). A minimum of six (6) of those players must be on that team's roster players. Less than nine (9) total players or less than six (6) roster players to start a game will constitute a forfeit.
- b) If a team starts a game with six (6) roster players and an injury prevents the roster player from continuing, the team may elect to forfeit or continue with a reduced number.
- c) An out will be recorded for any player who is ejected when that player is due to bat. If the ejected player reduces the number of roster players to less than six (6), the team will forfeit the game.

3. **Female Players**

- a) Female players will play under the same batting rules as for a seventy (70) year old male player.

4. **Substitutes**

- a) A manager whose team has less than 10 roster players may recruit substitute players.
- b) A team may select up to three (3) substitutes from players from other league teams to form a team of ten players, maximum. A substitute must be a current member of the league in which the game is being played.
- c) The substitute players come with the ranking they received in the draft or as may be determined by the GCSSA board. For clarity a higher ranked player has a lower numerical draft number.
- d) The manager must select substitute players of equal or lower ranking of the missing roster players. If a manager uses a substitute whose ranking is higher than the missing player it will result in a forfeit. By definition, the highest rank player is a first round draft pick with all other draft round picks sequentially lower in rank.

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- e) The manager determines when the roster player enters a game, but the roster player must be in the game before the next inning is started. (Example: A roster player arrives at the beginning of the 2nd inning. The manager may insert the player immediately or wait until the beginning of the 3rd inning.) When a roster player enters a game, the substitute for that player must leave the game.
- f) Never will there be a situation that will allow a team to have a substitute from another team when ten (10) or more roster players are present and able to play.
- g) A team must have nine (9) players to start a game. If no substitutes are available at the start of the game, the team may start with nine (9) players. After the game has started with (9) players, the manager may insert a substitute up to a total of 10 players.
- h) When an injured player must leave the game, resulting in that team having fewer than ten players including the roster players present and the substitute players who began the game, the team may pick up a substitute player ranked as high as the injured player.

5. Unforeseen Events

- a) The substitution rules may not provide for unanticipated events. If a team experiences short or long term losses of several roster players, to the point where a full team cannot be routinely assembled, a remedy will be provided by the League Board of Directors.

E. After-Season Events

- a) Generally, the league will not have a playoff for the league championship. The results of the full season will determine the League Champion. Tournaments or extended season play will be determined by the Board on an annual basis.

F. The Game

1. **Official Game Start Times:** For Weekday games, first games are scheduled to start at 5:30 or 5:15, and the second games at 6:40pm, 6:45pm and 7pm. Saturday game start times are according to F.2.e.
 - a) All Weekday and Saturday games will be allowed to start earlier than scheduled with agreement of both of the managers, the umpire, and the scorekeeper. Scheduled game time will be used for substitution and forfeit rulings.

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- b) The scorekeeper will start the first game play clock promptly at the scheduled start time and advise the umpire the game clock has started.
 - c) It is the responsibility of the umpire and the managers to start the game promptly at the scheduled start time. Stop play times will not be extended due to a late starting time.
2. **Subsequent Game Start and Stop Times:** If a second (or third) game is scheduled, the first (or second) game will stop play no later than 5 minutes before the second (or third) game start time as listed on the league schedule to allow clearing the field and dugouts and to allow an “on time” second (or third) game start.
- a) For Weekday games, the second game scheduled start times will be adjusted to split available playing time evenly whenever two games are scheduled on the same day, on the same field.
 - b) For Weekday games, a stop play time advisory/warning for the first game will be issued 25 minutes prior to the stop play time (which is 5 minutes prior to second or third game start time). At this time the scorekeeper will advise the umpire of the remaining time and the umpire will announce, “Finish this inning and then play one more, the open inning, time permitting”.
 - c) For the Weekday league, stop play time for the second game will be official sunset.
 - d) For Weekday games, a stop play time advisory/warning for the second game will be issued 25 minutes prior to sunset. The scorekeeper will advise the umpire of the remaining time and the umpire will announce, “Finish this inning and then play one more, the open inning, time permitting.”
- e) **Saturday Games with a True Doubleheader**
- i. The first game will start at 9am.
 - ii. The allotted time for playing both games will be 205 minutes.
 - iii. The second game can end no later than 12:25pm.
 - iv. A 5 minute dugout changeover will occur between game 2 and 3.
 - v. Game 3 will start at 12:30pm and will end no later than 2:15pm.

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vi. For Game 3, the umpire will call make a mandatory announcement at 1:50pm, if applicable, to finish the inning and play one more.

vii. For the Doubleheader Games, the managers must agree under what conditions to end the first game, and control how much time to allocate for each game and the timebreak length between games. See the example below.

viii. If after the open inning(other than the 7th inning), there is 10 minutes or more of allocated time left, an additional inning may be played until time runs out, under the 5-run rule conditions.

f) Saturday Games That DO NOT Play A True Doubleheader

i. The first game will start at 9am and end no later than 10:40am.

ii. The second game will start at 10:45am and end no later than 12:25pm.

iii. The third game will start at 12:30pm and end no later than 2:15pm.

iv. The allotted time for playing Game 1 and 2 will be 100 minutes; 105 minutes for Game 3.

v. A 5 minute dugout changeover will occur after game 1 and 2. If the game runs to the end of the allotted time, the umpire has the discretion to delay the next game start time by up to 10 minutes.

vi. The umpire will make the mandatory announcement 25 minutes prior to the end of the allocated play time to finish the inning and play one more.

vii. If after the open inning(other than the 7th inning), there is 10 minutes or more of allocated time left, an additional inning may be played until time runs out, under the 5-run rule conditions.

viii. **Additional True Doubleheader Details:** The Home manager will be the one to decide if a game is to be continued to completion to the 7th inning. The umpire will announce when there are only 25 minutes left of "allotted" time to play the first game. At that time, the Home manager must decide to continue to play a full

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7 innings or not. This decision may impact how much time is available to play in the second game or reduce the break time between games.

ix. For example, if the game is only in the 5th inning, then playing to the 7th inning may compromise the amount of time to play the second game. So there is no argument, the Home manager will decide how to structure the time, and the umpire will abide with that decision. Regardless, the second game must end no later than 12:25pm.

- g) **Playing After the “Open Inning”:** For both the Saturday and Weekday leagues, if there is at least 10 minutes of allotted time left to play after the “open inning” is completed, then play can continue using the “5-Run Rule”, until the allotted time has run out. If either team is more than 5 runs ahead after the open inning, then the game is ended immediately.
3. **Stop Play Conditions:** If stop play time occurs while a player is at bat, that at bat will finish. If the on deck batter represents either the tying or winning run, that batter will be the last batter of the game. If a game is stopped before the end of an inning, score will revert to the last complete inning. If the home team catches up with the visitors before game time has elapsed, the home team will have no worse than a tie, even if the bottom half of the last inning cannot be completed.
4. **Single Game Length:**
- a) The maximum time limit for both Saturday and Weekday league games is 105 minutes.
- b) If there is no second (or third) game to be played, play 7 innings with ties played off until a winner is determined, or until play is stopped at sunset, or the maximum time limit is reached.
5. **Game Length Extension:** If the second (or third) game start is delayed due to the first (or second) game players clearing the field, the umpire may add up to 5 minutes to second game Stop play time.
6. **Flip-Flop Rule:** Going into the last (open) inning, there is a mandatory flip flop when the visiting team is ten (10) or more runs ahead.
7. **5-Run Rule:** If a team scores five (5) runs in any inning except the “open” inning, play will be stopped and the hitting team will take the field.

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8. **Open Inning Rule:** In the “open” inning, as designated by the umpire, each team may score an unlimited amount of runs. If a team goes ahead in the last inning, they may concede up to 3 outs and take the field.
9. **Designated Team Representative:** Only team managers or acting managers may consult with the umpire about interpretation of rules.
10. **Player Participation:** Teams must bat all players and insure that no player is off the field (sits) more than two (2) defensive innings per game. Players can ask to sit out more than two innings, but that option is solely at the discretion of the individual player.
11. **Outfield Encroachment Line:** An outfielder may not encroach inside the 160' arc until contact with the ball has been made by the batter. This applies to all batters. If such an encroachment takes place and that fielder either fields the ball or takes a throw, the Umpire will call “dead ball” and the batter is awarded the base he/she is running toward plus an additional base. Runners will advance, if forced. No call is made unless an encroaching player fields the ball or receives a throw.
12. **Infield Limit/Grass Line:** All infielders must remain on the infield and off the grass (Field #2) or in front of the infield limit line (Field #1) until the ball is hit for batters 70 or over. For batters under 70, the infielder may take a position no more than 5 yards behind the limit line(Field #1) or infield grass(Field #2)
13. **Definition of Infield:** Subtle markers will be placed on the infield on field one to similar dimensions of Field #2. During the infield preparation for Field #1, chalk shall be placed over the markers using a one or two foot long stripe or a continuous line.
14. **Mutual Consent Rule:** Managers may not mutually agree to waive any league rule. If this takes place a double forfeit will be recorded.
15. **Non-Smoking Areas:** Smoking is not allowed on the playing field or in the dugout. Smokers are encouraged to avoid smoking in the near (25 feet) vicinity of players and fans.
16. **Alcohol Consumption:** Players are not permitted to consume alcohol during their game for safety and ethical concerns. Any player who appears to be under the influence during a game may be ejected by the umpire. Any GCSSA member, who witnesses a player consuming alcohol during the player’s game, may advise the umpire and the umpire may eject that player from the game.

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17. Home Run Rule

- a) Home runs over the fence will fall under the "walk off" concept; whereas the batter and all runners may walk off and not be required to run the bases.
- b) The home run rule in effect will be known as the One-Up Rule. Either team is allowed to hit a home run to go one home run ahead of the opposing team. The rule applies only to over-the-fence home runs. For any home runs in excess of one the ball will be ruled dead, the batter receives a single, and all runners advance one (1) base, if forced.
Example: The visiting team hits a home run in the top of the 1st inning. In the bottom of the 1st inning the home team could hit two home runs to go one-up. In the top of the 2nd inning the visitors could hit two more to go one-up. If they hit a third, it becomes a single and advances the runners one base (if forced), remaining one-up. This can continue throughout the entire game.
- c) The home team may not go one-up in the last inning.

G. Pitching

1. The ball must be delivered with an arc of between six and 12 feet as measured from the ground.
2. Pitches which are too low or too high will be verbally announced "illegal" by the umpire while the ball is near the highest arc.
3. Pitchers are required to wear a National Operating Committee on Standards for Athletic Equipment (NOCSAE) compliant protective mask as required by the SSUSA rules for pitchers, when not using a pitching screen. Both a mask and screen may be used if desired by the pitcher. Other protective gear such as shin guards or a chest protector are optional.

H. Batting

1. **Illegal Bat Use:** Any batter using an altered or illegal bat will be called out and removed from the game immediately. A player under 65 determined to have intentionally or repeatedly used any bat without a visible ASA certification mark, will be called out and removed from the game. The player's team will not be able to substitute for the removed player and an out will be called whenever the removed player's turn at bat comes up. Stepping into the batter's box with an altered or illegal bat constitutes use of the bat. This is

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either an appeal play from the opposing team manager or a call made at the umpire's discretion.

2. **Mistaken Bat Use:** A batter under age 65 who mistakenly uses a teammate's SSUSA-legal bat, will be given a warning whenever the mistake is discovered. The player will be allowed to continue with an ASA bat. All play happening before the discovery will stand. The ball/strike count will not change; if the player got on base before the discovery, that player will remain on base, etc. Second usage in the same game by the same batter will result in the batter being called out and removed from the game.

I. Base Running

1. Courtesy Runners

- a) A designated courtesy runner is allowed for one individual teammate. A non-designated player entering the game as a courtesy runner shall be called out when he/she touches the base and the base must be vacated. Exception: A player who is injured during the course of the game may get a courtesy runner at any time. That courtesy runner cannot be a courtesy runner for another player in the game.
- b) A courtesy runner is considered in the game when he touches the base.
- c) A courtesy runner whose turn at bat comes while he is on base will be called out, removed from the base and then allowed to bat in his normal batting order.
- d) A second courtesy runner cannot be substituted for a courtesy runner, except in the case of an injury that would prevent the original courtesy runner from being able to run.
- e) A runner who is replaced by a courtesy runner may not himself be a courtesy runner in the same inning.
- f) A courtesy runner may not be inserted during an at-bat. An at-bat begins when the batter steps into the batter's box, or is instructed to do so by the umpire. The at-bat ends when the batter safely reaches first base or makes an out.
- g) If a runner violates any of rules c-f above, he/she will be called out and removed from the base.
- h) A courtesy runner will not be used if the runner chooses to run for him/herself.

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2. Running, Hitting and Sliding

- a) **First Base Bag:** A double white/orange base will be used at 1st base. On an imminent throw to 1st base, the runner must use the orange bag only. If the runner uses the white bag on an imminent throw to 1st base, the runner is out. This is not an appeal play.
 - i. A runner may use either base in all other situations where there is no play at 1st base.
- b) **Home Plate Commit Line:** An eight-foot commitment line will be placed 30 feet from home plate in foul territory perpendicular to the 3B line. A base runner touching or crossing this commitment line must continue toward home plate. If the runner re-crosses the commitment line in an attempt to return toward 3B the runner is out and the ball remains live. Other runners may advance at their own risk.
- c) **Home Plate Run Through Line:** A base runner will be retired at home plate on non-force situations without a tag. It is only necessary for the defensive player to catch and hold the ball while touching the strike mat prior to the runner touching the home plate run through line. Tagging the runner is not allowed after the runner touches or crosses the commitment line.
 - i. There will be a run through line at home plate located per the dimensions of the SSUSA Rulebook. The runner need only touch the line or a point past the line to reach home.
- d) **Hitting Age Rule:** A batter who is defined as being 70 years old under GCSSA league rules may not be thrown out at 1st base if either the ball or the fielding player touches the defined outfield area (the grass on Field #2 or on or beyond the infield limit line on Field #1). Other runners may be forced out at other than 1B. Once either the ball or fielding player touches the defined outfield area, the batter is considered safe at 1st base and receives a base hit.
- e) **Sliding Rules**
 - i. A player may slide or dive into second or third base, or when returning to any base.
 - ii. A runner must make every effort to avoid colliding with defensive players while running the bases.

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- iii. A runner approaching second or third base must come to a complete stop and retain contact with the base. If the runner comes off the base for any reason, they can be tagged out.
- iv. If in the umpire's judgment the runner, overruns or slides through the base and significantly impacts the 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. If, in the umpire's judgment, only incidental contact is made, no penalty will be assessed.
- v. If in the umpire's judgment the runner's collision with the defensive player involved in the play negates a double play, the umpire may award a second out.
- vi. If physical contact occurs between a runner and fielder who has blocked the runner's path to the base, obstruction will be called and the runner will be called safe.
- vii. If the fielder initiates or causes the contact due to an off-line throw, bobbled catch or some other reason it will be the discretion of the umpire to determine the cause of the contact and whether or not to call the runner out.
- viii. Slides that result in "taking out" the defensive player will result in immediate ejection.
- ix. It is the responsibility of the runner to come into second or third base, at a full stop or in a manner that will result in a low-speed impact, at the worst. The umpire will use their discretion as to what constitutes a low-speed impact.
- x. A defensive player can not block a runner's direct path to either second or third base on a force out attempt.

J. Field #2 Left Field Non-Rigid/Temporary Fence Rules

1. Fair balls that hit the fence and continue over the fence, or balls that go under the fence to the other side of the fence will be considered a ground rule double.

K. Pace of Game Delays

1. Teams will not intentionally delay the game in order to affect an outcome determined by a time limit. The umpire must issue one warning followed by forfeiture of the game on any subsequent delay. No time outs may be called by teams and no conferences will be allowed

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within 5 minutes of stop play time. This is a judgment call by the umpire and may not be appealed.

2. Upon receiving the ball from the catcher, the pitcher will have 10 seconds maximum to pitch the ball. At the umpire's discretion, a ball will be added to the count and a warning issued that the next infraction will result in the batter being walked.
3. At the completion of each team at-bat, pitchers will have 90 seconds maximum to get to the mound and begin pitching. At the umpire's discretion, a ball will be added to the count and a warning issued that the next infraction will result in the batter being walked.

L. Protested Games

1. A game may be played under protest if the protesting team feels the umpire misinterpreted the rules. Judgment calls by the umpire are not subject to protest. Any violation may be protested, even if an "effect" is not stated.
2. **To protest a game:**
 - a) The team manager or acting manager (only) must advise the umpire at the time of the action being protested. The umpire must then advise the opposing team manager that a protest has been made. The umpire will proceed to the scorekeeper's location and instruct the scorekeeper to note the protest in the scorebook adjacent to the at-bat person's name. No discussion will take place after such a protest declaration. Any action to protest a game must be done before the end of the game.
 - b) The protesting manager must deposit fifty dollars (\$50) with a league board member within 24 hours or there is no protest.
 - c) The manager will complete a protest sheet, which should then be given to the Rules and Safety Committee chairman.
 - d) If the protest is won, the \$50 will be returned. If the protest is lost, the league treasury will retain the \$50 protest fee.
3. **Hearing Procedure**
 - a) A protest hearing will be called within one week of the protest and a decision of the hearing body will be final.

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- b) The hearing body will consist of three (3) people as follows:
 - i. Chief umpire or the board president.
 - ii. One person from the Rules Committee selected by the highest ranking board member.
- c) Protesting manager will select one person drawn from a pool of five (5) names chosen by the league president.
- d) The hearing body after reviewing the factual basis for the protest may authorize the following:
 - i. Deny the protest.
 - ii. Grant the protest and either rule the game is replayed in its entirety, or rule the inning be replayed.
- e) Issue any other ruling consistent with good sportsmanship and fair play that provides appropriate relief to the team having made the protest.

M. Draft Rules

1. Immediate family members will be drafted on the same team, unless they opt out.
2. There will be no pre-designated players assigned to a team prior to the draft.
3. Managers who pick a player-sponsor will become a member of that sponsor's team. A manager cannot pick more than one player-sponsor.
4. Rookies who sign-up, but have not been evaluated by a majority of the managers prior to the draft, are subject to a blind draw that will be done at the end of the draft for those players. They will be re-ranked once they can be properly evaluated.
5. Only managers and immediate family members playing on the same team will be pre-ranked prior to the draft. A special draft committee, not composed of any managers, will be formed to determine the player rankings.

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6. After the final player has been drafted in each league, the managers will be given 15 minutes to make any player trades with any other managers willing to negotiate a trade. Once this period has concluded, the drafted teams will be final.

N. Player Re-Ranking

1. Player Re-Ranking: If it is found that due to a quirk, the player's actual capabilities are significantly better than was known at the time of the draft, the board may act to re-rank the player. A special draft committee, not composed of any managers, will be formed to determine the player's rank.
2. Players who are re-ranked will need to follow the following substitution rules:
 - a) If the player's manager needs to substitute for this player, the player substituted for must be of equal or lower ranking of the ORIGINAL ranking. Ex: If the player was drafted as a #10, but was re-ranked as a #2, then the re-ranked player's manager can only get a substitute that is #10 or lower.
 - b) If another team's manager uses a re-ranked player, he must use the NEW ranking to determine if the player can be substituted for. Ex: If the player was drafted as a #10, but was re-ranked as a #2, then the manager from another team can only substitute him to replace a #2 or #1 ranked player.

O. Manager's Responsibilities

1. **Player participation:** Must ensure player's playing time meets the requirements of paragraph F. 11.
2. **Field Preparation and Equipment Storage:**
 - a) **Visiting Team Manager**
 - i. After the last scheduled game on each field of play, the manager must ensure that the base plugs, pitching screens, bases and strike plate mat are properly stored.
 - ii. The Field #2 manager must do a sweep and ensure both fields have had all the equipment properly stored prior to locking both equipment sheds. If there is no game scheduled on Field #2 or the manager is unable to remain at the park to perform

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his/her duties, then he/she must ensure another manager will take over this responsibility.

- b) The home team manager of the first game must ensure the field is properly prepared according to paragraph B.1.a and B.1.b.

3. **Player's Personal Information and Privacy**

- a) The league will provide personal information of ALL league members to league managers ONLY. Specifically, this will include email addresses, home addresses and phone numbers. This information is not to be publicly distributed in any form, and is to be provided only on a "need to know" basis.
- b) All personal information, specifically email addresses, home addresses and phone numbers regarding IMMEDIATE teammates ONLY, may be distributed by the manager.
- c) The manager may distribute all personal information regarding email addresses, home addresses and phone numbers to SUBSTITUTE managers, if necessary.

P. League Commissioner

1. The Commissioner position will be a non-board member and a GCSSA player who advocates for their league and who reports directly to the board.
2. The key responsibilities will be to observe league activities and make recommendations that will benefit league play, and be the key contact for making player concerns known. Any issues that may be detrimental to league play will need to be reported, as well.
3. The Commissioner is not to make decisions that could impact the outcome of a game. Commissioners will not be interpreting the Rules of Play, or in any way, supersede the authority of the umpire on duty.

Q. Severe Weather Or Air Quality Conditions

1. The board will use the National Weather Service to determine the Heat Index. The heat index takes into consideration both temperature and

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humidity. Here is a chart with the definitions:

Classification	Heat Index	Effect on the body
Caution	80°F - 90°F	Fatigue possible with prolonged exposure and/or physical activity
Extreme Caution	90°F - 103°F	Heat stroke, heat cramps, or heat exhaustion possible with prolonged exposure and/or physical activity
Danger	103°F - 124°F	Heat cramps or heat exhaustion likely, and heat stroke possible with prolonged exposure and/or physical activity
Extreme Danger	125°F or higher	Heat stroke highly likely

2. Games will be cancelled whenever the Heat Index is at or above **100 deg F** in Penn Valley. For reference, here is the Penn Valley heat index

link:<http://forecast.weather.gov/MapClick.php?w0=t&w2=hi&w3=sfcwind&w3u=1&w4=sky&w5=pop&w6=rh&w7=rain&w10u=0&w12u=1&AheadHour=48&FcstType=digital&textField1=39.2298&textField2=-121.2022&site=all&unit=0&dd=&bw=&BackDay.x=59&BackDay.y=8&BackDay=0>

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3. The National Weather Service will also be used to judge air quality. The Air Quality Index definitions are as follows:



Air Quality Index for Ozone

(Based on 8-hr average concentrations)

Index Values (Conc. Range)	Air Quality Descriptors	Who needs to be concerned	What should I do?
0 – 50 (0-54 ppb)	Good		It's a great day to be active outside.
51 – 100 (55-70 ppb)	Moderate	Some people who may be unusually sensitive to ozone.	Unusually sensitive people: <i>Consider reducing</i> prolonged or heavy outdoor exertion. Watch for symptoms such as coughing or shortness of breath. These are signs to take it easier. Everyone else: It's a good day to be active outside.
101 – 150 (71-85 ppb)	Unhealthy for Sensitive Groups	Sensitive groups include people with lung disease such as asthma, older adults, children and teenagers, and people who are active out- doors.	Sensitive groups: <i>Reduce</i> prolonged or heavy outdoor exertion. Take more breaks, do less intense activities. Watch for symptoms such as coughing or shortness of breath. Schedule outdoor activities in the morning when ozone is lower. People with asthma should follow their asthma action plans and keep quick relief medicine
151 – 200 (86-105 ppb)	Unhealthy	Everyone	Sensitive groups: <i>Avoid</i> prolonged or heavy outdoor exertion. Schedule outdoor activities in the morning when ozone is lower. Consider moving activities indoors. People with asthma, keep quick-relief medicine handy. Everyone else: <i>Reduce</i> prolonged or heavy outdoor exertion. Take more breaks, do less intense activities. Schedule outdoor activities in the morning when ozone is lower.
201 – 300 (106-200 ppb)	Very Unhealthy	Everyone	Sensitive groups: <i>Avoid all</i> physical activity outdoors. Move activities indoors or reschedule to a time when air quality is better. People with asthma, keep quick-relief medicine handy. Everyone else: <i>Avoid</i> prolonged or heavy outdoor exertion. Schedule outdoor activities in the morning when ozone is lower. Consider moving activities indoors.
301 – 500 (≥ 201 ppb)	Hazardous	Everyone	Everyone: <i>Avoid all</i> physical activity outdoors.

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4. Games will not be played if the air quality exceeds **150** which has been deemed "unhealthy" for everyone.
5. The link for the Penn Valley Air Quality Index is:
https://airnow.gov/index.cfm?action=airnow.local_city&zipcode=95946&submit=Go
6. In cases where there are localized fire and smoke conditions, the board can also cancel games if it is deemed the conditions are excessive. These rules are meant to ensure players are not unnecessarily subjected to playing in unhealthy weather and air quality conditions, or if smoke/fire conditions are excessive.