

CSAC Spring 2010 Softball League Rules

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All rules will be governed by the ASA, along with the following CSAC rules.

All persons playing in the CSAC Softball League releases the CSAC from all responsibilities due to accident of injury during the softball game or while on the premises of Brentwood Park.

1. All participants must be 18 years old and must sign a roster/waiver prior to playing in any game (no exceptions). The umpire has all roster/waivers and will allow you to add any new player. **Maximum number of players on a roster is 13**. Only the current opposing team may protest the eligibility of a player. No umpire or team not playing that game may question a player's eligibility. Eligibility must be questioned before the last out of the game is recorded. If the opposing team knows players are not legal and wishes to play the game, they may not protest later and the game outcome will stand. All permanent subs must be approved by the Commissioner Committee.
2. All games will begin at game time specified on the schedule (NO Grace Period). If you do not have a legal lineup to begin the game, you will be visitors. You will start batting with all the players present. **Please see rule #6 for batting order.** A forfeit will be declared if you can not bat the 4th player of either sex or you have made 3 outs and can not field the correct defensive numbers (min 6 male & 2 female). You can recruit players from other teams to play on your team if you cannot field 10 players. All substitute players are up to the opposing manager's approval. Each team may use a maximum of 3 subs per game.

Substitutes for the playoffs must be submitted to the commissioner committee and opposing team manager by noon on Thursday before the playoff day. Reasoning and arguments against can be submitted to the commissioner committee by the team managers who are involved by noon on Friday before the playoff day. All substitutes will be approved by the commissioner committee by noon on Saturday before the playoff day.

3. No inning may start after 1 hour. If the score is tied after regulation time, a tie game will be declared and will not be re-played. Once an inning is started, it must be finished; unless you cannot finish the inning due to lack of light the umpire will halt play and revert score back to the previous inning. This is entirely under the umpire's discretion and they will try to complete the inning in play. Each game will have different circumstances and the umpire will do the best they can to complete all games.
4. All batters will start with a 1 ball and 1 strike count when they come up to bat. A foul ball on the 3rd strike will be an out. NO COURTESY FOULS.
5. Pitching Requirements – In general the umpire will not let the pitch be delivered too high, too low or with excessive speed. The pitch shall have a 6 to 12 foot arc from when it leaves the pitcher's hand and hit the mat placed behind home plate (carpet rule). Any unfairly delivered pitch will be called a ball. **No player may question ball and strikes**. Arguing ball and strikes is grounds for automatic ejection.
6. Batting Lineup – Continuous male/female batting order must be maintained with no more than two males or two females batting in a row. If possible, all females must bat once before any male bats twice; and all males must bat once before any female bats twice. This will allow for a set batting order. If there are not enough females for this batting order then a continuous male/female batting order must be maintained with two males batting and then one female batting. Each team will use a male batting order and a female bating order if there is not an equal amount of each sex batting. You can easily do this by using the top half of the score sheet for one sex and the bottom half for the other sex. You will then alternate every batter 2 males/1 female or 1 female/2 males combination, as you desire. In this batting order the important thing is to alternate sex regardless of the number of each sex present. The manager of the opposing team must approve the batting lineup before the start of the game.
7. Legal Lineup – A legal lineup will consist of 10 players – no more than 7 male players playing defense at any one time. You may start and finish with 8 players, if it is 6 male and 2 female. If you have 7 males, no male substitute may be used. If you have 3 females, no female substitute may be used. An exception can be made if the sub will pitch for the team they are subbing for. All players must play at least three innings in a seven inning game.
8. Defensive Fielding Restrictions – All players not injured will bat. There will be free substitution in the field. You do not have to rotate male/female positions in the field. If a female is pitching, a batter should not intentionally hit up the middle due to serious injuries to the pitcher. Whenever a female is batting, ALL outfielders must stay a minimum of 40 feet behind the bases. NO short outfielder allowed when a women is hitting. If, in the judgment of the umpire, any outfielder is too close at the time of the hit, there will be a warning issued. If the umpire thinks any outfielder is too close again, it will be a dead ball - the batter will be awarded 1st base and all other runners will advance only if forced. This is a judgment to be made by the umpire and it cannot be protested.

9. If a male is walked and a female is batting next with 2 outs, the male takes 2nd base and all other runners are forced to the next base.
10. Pinch Runner – You may pinch run for one (1) player per inning with the player, same sex, that made last out. If the injured player cannot continue to play, no out will be charged to drop the player from the batting line-up. If the dropped injured player means your team drops to 9 players, you will then have to play short-handed. If a team drops below 8 players (6 male & 2 female), then the game will be a forfeit.
11. Ejected Players – Any ejected player from a game will be an out every time that spot comes up. Once a player is ejected they may not re-enter that game for any reason. If a player is ejected from two (2) games during the season, this player is subject to League discipline, including no longer playing in the league without refund of any fees. If the umpire writes any player up for unsportsman-like conduct, the league will review the incident and additional game suspensions may be given to that player. Your captain will be notified if any action beyond that game is being considered. If the umpire requests any information, the captain **MUST** give the umpire the information requested or risk being suspended also.
12. Any player accosting in any way an umpire will be removed from the game and further action will be taken (up to ejection from the league). Cursing will not be allowed. All litter must be picked up following each game by the team responsible.
13. If the defensive player has the ball and is waiting to tag the runner, the runner must slide, give himself or herself up, try to return to the prior base or try to avoid the tag. In trying to avoid the tag minor contact could be allowed. If the umpire feels the contact was too rough the runner will be called out. The runner may also be ejected from the game at the umpire's discretion.
14. Protest fee is \$20.00 and must be in writing to the Commissioner Committee within 48 hours. The fee will be returned only if protest is upheld.
15. If any team is ahead by 20 runs after 3 complete innings or 15 runs after 4 complete innings or 10 runs after 5 complete innings, the manager of the losing team has the option of ending the game and calling it over and complete.
16. A base runner may leave the base when the ball is batted or passes home plate. Bases are 65 feet. Pitching distance is 50 feet. (Note: Brentwood Park has confirmed that these dimensions are correct.)
17. Blood Rule – You must stop bleeding immediately and cover the injury or be removed from the game.
18. Bats – Only ASA Softball Bats, wood or aluminum, may be used. If an illegal bat is found, the umpire will remove it from the game. If a batter uses an illegal bat, the ball is dead, the batter is out and no runners may advance. For further information, please contact a commissioner.

19. **Metal cleats are absolutely forbidden.** All players must wear an athletic shoe.
20. Decisions – Only the manager may question the umpire. Players must refrain from abusing the umpire in any manner or will be subject to suspension. Judgment calls cannot be protested, only misinterpretation of the rules.
21. Rainouts – All rainouts games will be moved to the end of the schedule. All game times and opponents will remain the same. **EXAMPLE: Week 3 is rained out. That now becomes the last week of the season. The coach and the umpire should change the date on their respective schedule to 1 week after the last listed.** If you have any questions, please ask a commissioner.
22. Determining League Winners and Playoffs – Standings will be based on winning percentage. The playoff format will be 7th vs. 8th place and 5th place vs. 6th place. The winning team will win the place and the losing team will get the other place (for instance; the 7th place teams vs. 8th place team. The winner gets 7th place and the loser gets 8th place).

The top four teams will play in a tournament. 1st place vs. 4th place and 2nd place vs. 3rd. The winning teams will play immediately afterward for the Championship. Standings will be determined by the wins and losses. If teams are tied, the head-to-head match up will determine who is the higher seed. If there are more than one team tied in wins and losses and head –to-head match ups cannot determine the winner, the higher the seed will be determined by the amount of runs scored.
23. Draft and Player Trades– A draft will be done of players before the season. After the draft players can be traded from one team to another. All trades are subject to the approval of the majority of the Commissioner Committee. If a team is involved in a trade where a team member is a member of the Commissioner Committee, an alternate will be announced. Please see below for draft rules.
24. In any decision that directly affects a commissioner, an alternate will be named. Alternate commissioners cannot be managers. Each manager will select a player from their team to serve as an alternate commissioner before the first game of the season. When an alternate commissioner is required, the alternate chosen from the first team to pick in the draft will be used. If this alternate is not eligible because of a conflict, the alternate from the second team in the draft will be used. This process will continue until an eligible alternate is found.
25. The wearing of jewelry and watches is prohibited.

FORFEIT RULE

If your team forfeits two (2) games in a given session, you will have to forfeit the rest of your games for that session. You will not be entitled to a refund.

Draft Rules

1. Draft order will be determined by picking from a deck of playing cards. Draft order will be determined from higher card to lower card.
2. Order will go (by rank): 1-2-3-4-5-6-7-8-8-7-6-5-4-3-2-1
3. The schedule will be determined by the draft order as well (for instance; the team that picks first will be team #1 on schedule).
4. Each round of the draft will be for a specific sex alternating each round starting with male players. The only potential exception is whenever there are female managers amongst male managers. In this case, the first round will be the manager choosing a player of the opposite sex. Then, the second round, all managers will choose male players and then alternating sexes during subsequent rounds.
5. When a player is drafted, their first choice with whom to play is also picked. If a male's first choice is a female, the female player will carry over into the female draft.
6. Once round two has been completed, everyone will pick cards for the drafting order for rounds 3 and 4. This process will repeat until the end of the draft after every two rounds.
7. Trades can be made at the end of the draft. There is a trade limit of 2 trades per team. These trades must be concluded before everyone leaves the draft. **AT NO POINT** is a manager obligated to accept a trade. Please try to make trades equitable. **ALL TRADES MUST BE REVIEWED BY THE SOFTBALL COMMISSIONER COMMITTEE.**
8. You must pick a person each time your turn comes up. You cannot skip your turn.
9. Any players who sign up after the draft will be assigned to the team who would have been next in the final round of the draft and who is also deficient of that sex of player.
10. **Assistant Manager Rule – A player may draft an assistant manager before the draft. Both the manager and assistant manager must make a written request to the commissioner committee before the draft. The assistant manager will act as that team's first pick by gender.**