

2009 CCU Softball Rules Changes and Modifications

(Complete Rules & Regulations can be viewed and downloaded on ccusports.com in the Softball section)

1. G10. Each team will need to supply his or won catcher's mask, batting helmet with face guard or similar protection. The catcher must wear this protection during the game. **Failure to provide required catcher protection equipment may result in forfeiture and fine per rule G3.**

Games will not be played if there is insufficient protection for the catcher. This is for the safety of the participants. No exceptions will be made. Protection equipment may be shared between the teams.

2. G13. Seven (7) runs per inning limit rule is in effect, exception for the seventh (7th) **or final inning.**

Final inning can occur earlier than the seventh due to time constraints. Both captains will be notified by the umpire prior to the beginning of an inning if the final inning occurs before the seventh.

3. G15. Single wall bats are the only bats allowed in this league. Single wall bats with composite handles are fine. (No composite barrel, titanium, double walls, including half/half double walls, triple walls allowed - **Refer to the CCU Illegal Bats List**). ~~Girls can use single wall fast pitch bats. (Rule of thumb. If your bat suggested retail is over \$200, it is not a single wall or a single wall bat with composite handle.)~~ Any batter caught using an illegal bat will result in an automatic out.

Clarification: CCU Softball will have a list of illegal bats that are not allowed to be used in the league. No exceptions will be made.

4. ~~G16. All Bats will be used in a community. If you have bats you use, the other team can use the bats your team use.~~

Rule eliminated.

4. B8. Females in the lineup may not bat in any consecutive order. Teams with at least 3 F batters need to be alternated, but when you have more, then those can be consecutive. **Line up may not be adjusted after the game has started and an out will be assessed between consecutive females in lineups having three or less females for the duration of the game.**

Clarification of the penalty for batting consecutive females.

5. R3. Runner(s) can leave the base when the ball has crossed home plate. However, there is no base stealing. **Runner(s) will be called out for leaving the base before the ball has crossed home plate.**

Clarification of the penalty leaving base before the ball crosses home plate.

6. R11. Runners will be called out if intentional attempts by the runner to jar the ball loose from any fielder. It will be up to the judgment of the umpire whether the contact is intentional or not. Runner also will be ejected **and a fine of twenty-five dollars (\$25) will be assessed.**

Addition of fine for ejection from a game. All ejections will result in a fine.

7. C3. *All disputes with umpires will be communicated through one team captain or coach only from each team only. Players disputing calls with an umpire may be ejected from the game **and a fine of twenty-five dollars (\$25) will be assessed.***

Addition of fine for ejection from a game.

8. C5. All players are required to attend fellowship/devotions after each game. *All players must attend fellowship devotions after each game. **Any player not attending fellowship after participating in a game will not be eligible for the next game and will not be credited as a game played for playoff eligibility per rule G11.****

*** Exception: If player(s) are required to umpire the following game, they may be excused from attending fellowship after that game and penalties are waived.**

Clarification of the penalty for player(s) not attend fellowship and exception.

9. C6. Taunting is not allowed. Players shall not taunt the opposing team (ie. "Drop it!" "you can't hit", "slow runner") **A warning will be issued by the umpire to both teams. After such warning, player(s) taunting will be ejected from the game.** If fans taunt it will be the coaches responsibility to let him or her know. **Excessive taunting from the team's fans after a warning may result in forfeiture of the game and fined per rule G3.**

Clarification of the penalty for taunting.