

# 2011 CCU SOFTBALL RULES & REGULATIONS

## Games Rules:

G1. CCU Softball is a Co-Ed League. All divisions may field a maximum of ten (10) and a minimum of nine (9) players with a maximum of seven (7) males. Failure to field the minimum of players within the game time limits (which is five minutes after starting time) will be considered a forfeit and result in a twenty-five dollar (\$25) fine. In the event a team fields one less male or female, an automatic out shall be assessed at the designated spot in the lineup.

G2. Each Game will be seven (7) innings with a one hour and fifteen minute (1 ¼ Hrs) time limit. There will be NO extra innings played. Games will be end in a tie after seven (7) innings.

G3. Game times will be strictly enforced. Teams are encouraged to show up a minimum of fifteen (15) minutes before official game time. The game will be a forfeit if team(s) fails to show up within five (5) minutes past the official game time. Forfeits will result in a twenty-five dollar (\$25) fine. No guarantee for warm-ups.

G4. Substitution will be allowed provided the player must play in the field the entire half inning prior to batting. If the previous player returns, he or she must play in the field first and must switch with the person who substituted with him or her and they must return to the same spot in the line up. Team will be assessed an automatic out for violations. Pinch-hitting is not allowed. An extra-hitter (EH) will be allowed in the line-up. The maximum extra-hitters (EH) allowed are 2. You can have one male and or one female but not two males.

G5. Substitution will be only allowed at the beginning of each team's defensive half of the inning. Exceptions will be made due to injury.

G6. **Umpires MUST show up 10 minutes prior to game time to review ground rules and collect line ups from the teams.** Failure to show up for umpiring will result in a twenty-five dollar (\$25) team fine.

G7. Team(s) will be suspended from the league and placed on probation the following year on the third (3<sup>rd</sup>) team fine. (i.e. no shows for umpiring, forfeits, fighting). Players who are involved in a fight will be immediately expelled from the league.

G8. There will be no protest of games played.

G9. Due to safety considerations, metal cleats will not be allowed in any games. If a player has metal cleats on, he or she will have to remove them before he or she may enter the game. Players with metal cleats are NOT allowed to play in the game.

G10. Each team will need to supply his or her own 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.

G11. Play-off Eligibility. All players must have played in a minimum of four (4) regular league games to be eligible to participate in that team's play-off and championship games. Exceptions will be made due to games missed due to injury. However, player still must attend four (4) fellowships to be play-off eligible.

G12. For safety considerations, teams at bat must remain inside dugout, with the exception of the first and third base coach and the batter on deck. Exceptions are approved CCU media personnel.

G13. Seven (7) runs per inning limit rule is in effect, exception for the seventh (7<sup>th</sup>) or final inning.

G14. There will be a fifteen (15) run mercy rule. If the home team is ahead by fifteen (15) or more runs after the visiting half of the 5<sup>th</sup> inning, or the visiting team is ahead by fifteen (15) or more runs after the home half of the 5<sup>th</sup> inning, the mercy is in effect. If time permits and both teams agree to play on, the mercy rule will not be a factor. (Both teams must agree to play.)

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). Any batter caught using an illegal bat will result in an automatic out.

G16. Rule Eliminated.

G17. All players who play in the game must attend the fellowship. Exception only per C5. If the player does not attend fellowship, a one (1) game suspension will be enforced. In the event of a double header, this rule will still be enforced, team(s) must arrange fellowship prior to game.

G18. A player can only play on one team and one division only. Players may not cross from lower division to an upper division or upper to lower division. Players may not cross over from one team to another team even if they are in the same division.

## Fielding Rules:

F1. Outfielders shall be positioned a minimum of fifteen (15) feet behind the edge of the dirt infield at all times. Fifteen (15) feet line will be established prior to the beginning of each game. Outfielders can move after ball is hit. This will be a judgment call on the discretion of the umpires.

F2. Infielders shall be positioned behind the infield grass (If there is no first base or third base grass, then an imaginary line along the diamond would be the point of no approach before contact is made) at all times until point of contact has been made which infielders can move. PENALTY for F1 and F2. Let the play be completed. If the batter hits into an out, 1<sup>st</sup> base will be awarded. If the batter gets a hit, the batter will be awarded one (1) extra base. All runners will advance one (1) base regardless.

F3. Fielders shall not interfere with the runner within the base path when there is no fielding play. (i.e. On a base hit, the fielder cannot be standing on 1<sup>st</sup> base as if to receive a throw if there is no play.) Runner will be awarded the base they were headed to and one (1) additional base in the event of an interference call.

F4. The infield Fly Rule will be effect. Infield Fly Rule: Runners on 1<sup>st</sup> and 2<sup>nd</sup> or bases loaded with less than 2 outs. The umpire calls out batter automatically.

F5. Fake tags will not be allowed. The batter will be awarded one (1) base for each violation.

F6. The defensive pitcher must play between 2<sup>nd</sup> base and the pitcher, within 1<sup>st</sup> and 3<sup>rd</sup> base, and parallel to home plate. The defensive player can position himself or herself next to the offensive pitcher, but he or she cannot play in front of the offensive pitcher at any time. Also, team may not move the pitcher into the outfield for an extra outfielder. Defensive pitcher must be on grass and not on the dirt infield.

F7. To avoid injuries at home plate: when an offensive team is about to score, no more than two (2) defensive players are to be at or around home plate. Based on the umpire's judgment, runner can be called safe due to multiple defensive players interfering with the runner.

F8. Home will be played like 1<sup>st</sup> base. Runner will be called out if the ball is caught and the fielder is in contact with home plate before the runner crosses line of home plate. In order to avoid collision, runners are required to avoid stepping on home plate. An out will be called if runner touches home plate. **In order to avoid injuries, there is NO sliding at home.** Base runner is safe as long as the runner runs past the home plate line prior to defensive player catching the ball (with possession) and stepping on home plate. Catcher has two options on plays at home; one is to have foot on home plate while making catch or the catcher has the option of tagging the runner out.

## Batting Rules:

B1. Each team will pitch to their team. A maximum of four (4) pitches will be allowed to each player per at bat. All foul balls will be considered a pitch. An automatic out will result due to failure to put the ball in play within the allotted four (4) pitches.

B2. There will be no strikeouts. (IE: A player who swings and misses at the first three pitches will be allowed one more pitch.)

B3. There will be no pinch-hitting. An automatic out will be assessed for any player who "pinches hits".

B4. If the "offensive" pitcher is hit or touches the batted ball, the ball is considered a dead ball and the batter will be out.

B5. Bunting is NOT allowed. All batters must take a full swing. The batter will be called out if, in the umpire's opinion, the batter is bunting. **A full swing is defined as a swing that goes all the way around past 270 degrees.**

B6. Batter shall not throw the bat at any time. There will be a warning which then all batters that throw the bat will be called out for each violation. The player will be ejected and suspended for a minimum of one (1) game to ejection from the league for intentionally throwing a bat.

B7. Each team will be allowed up to two (2) extra hitters (EH) in their lineup, either one (1) male or female, or one (1) male and one (1) female. All defensive requirements are still in effect. (IE. team must still have a minimum of three (3) female players on defense). You can have 2 female EH's

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.

B9. If the ball that is pitched, hits the ground before it crosses the plate, the ball is dead and is counted as one (1) of the four (4) pitches.

B10. "Offensive" pitcher must stand a minimum of 45' (feet) from the plate before pitch is made. This distance will be estimated by the umpire, but will usually be close to the middle of the pitching area.

B11. The "offensive" pitcher shall not interfere with the play on the field. If the pitcher interferes with the play the runner/batter will be called out to where the intention of the ball is thrown. (i.e. Pitcher taking a throw from the outfielder's throw. Pitcher standing in the way of infields throw to first base.)

## **Base Running Rules:**

R1. Pinch running will be allowed for only one player only. The player (batter) must first get on base safely before the pinch runner can replace the batter and run for that player. Runner must be the same gender and must be the person who made the last out in the lineup. Pinch running is also allowed to replace a player injured on the play, but the pinch runner must be the last batter out (same gender).

R2. Runner may over run first base and home plate only. Runner can be tagged out for over running second and third. If a double bag is used at first base the player may step on the outside (orange) bag. If player is running to second base the runner may touch either bag before advancing to 2<sup>nd</sup> base. However, on an overthrown ball to first, the runner does not have to touch the inside (white) bag, if runner is passed bag on the throw. If a rug/mat is used at home plate, the runner must touch the rug or mat to score. If runner steps on home plate the runner will be called out.

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.

R4. Runner must give a fielder every opportunity to field the ball. Runner will be called out if, in the judgment of the umpire, the runner interferes with the fielder. All subsequent runners shall return to the previous base.

R5. Sliding is allowed when running to 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> bases. However, intentionally taking out the fielder or intentionally interfering with a fielder, in the judgment of the umpire, will result in the runner being called out and other subsequent runners will return to the previous base.

R6. Runners may advance at their own risk when the Infield Fly Rule is called. Runners must “tag up” and may not leave the base until the ball is touched or hits the ground.

R7. There will be a line of no return (approximately fifteen (15) feet up the 3<sup>rd</sup> base line) established prior to each game. Runners crossing this line may not return to 3<sup>rd</sup> base and must proceed past home plate. Runner will be out if he/she returns to 3<sup>rd</sup> base.

R8. To avoid collisions, runner must avoid home plate. Runner shall run pass imaginary line extending the 1<sup>st</sup> base line pass home plate. If runner touches home plate runner is called out, even on a home run. Run will not count and the runner will be called out. **There is NO sliding at home.**

R9. Runners will be awarded one (1) base on a dead ball overthrow from an infielder and awarded two (2) bases on a dead ball overthrow from an outfielder. Runner must “earn” bases on overthrows not a called a dead ball. On overthrown balls, which are in play, bases are not guaranteed. Dead ball areas will be established prior to each game.

R10. To avoid collisions at 1<sup>st</sup> base and there is no double bag, a line will be drawn in the dirt extending past the base of the 1<sup>st</sup> base bag for use by the base runner. If runner is going to 2<sup>nd</sup> base, runner must touch 1<sup>st</sup> base before going to 2<sup>nd</sup> base. However, if the ball is overthrown runner may advance to second without touching first base, but the runner must be have been past the bag on the throw. If double bag is used see R2.

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.

## **General Conduct Rules:**

C1. There will be no profanity, allowed spoken, or gestured. Player(s) will be immediately ejected from the game and a fine of twenty-five dollars (\$25) will be assessed. Player will be suspended until fine is paid.

C2. Fighting will not be allowed and will not be tolerated. Player(s) throwing a punch, whether he (she) connects or not, will be immediately suspended from the league and also for the following season after. Also, a fine of fifty dollars (\$50) will be assessed to the team.

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.

C4. If either or both teams during the game feel the umpire(s) was not performing to standard, either team may file a complaint to the CCU Committee.

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.

C6. Taunting is not allowed. Players shall not taunt the opposing team (i.e. "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.

## **Umpire Rules:**

U1. Three umpires at all times and one scorekeeper from the scheduled umpire team. If there is less than four people umping there will be a fine of \$25.

U2. Home plate and scorekeeper keeps the pitch count. If any disagreement home plate umpire makes final decision.

U3. Home plate has final decision on all disputed calls.

U4. Home plate umpire is responsible of home plate calls and any calls regarding grass infield, foul balls, and home plate calls.

U5. First base umpire is responsible for first, second, right-center and right field calls.

U6. Third base umpire is responsible for third, left-center and left field calls.

**U7. Umpires must be at the game 10 minutes prior to game time to review ground rules and get line ups from teams.**

## **Rain Outs and Foul Weather Guidelines:**

The league's first and foremost concern is the safety of its players. Therefore, teams must adhere to these rules regarding rain and foul weather conditions.

W1. A complete game may be called, due to rain after 5 innings (4 ½ if the home team is leading).

W2. Games may be played in the rain only if the field is deemed playable (determined by the head umpire). Unplayable conditions include large puddles, muddy infields, slippery/unsafe outfields, heavy downpour, etc.

W3. The head umpire may call postponement of game due to rain.

W4. If the weather is questionable (i.e. rain on morning of schedule game) team captains should coordinate amongst themselves to reschedule, if needed. Please notify umpires and the chairperson prior to schedule game.

W5. Teams unable to play make-up games will be issued a "tie" in the standings at the end of the season.

## **Misc. Rules:**

MR1. Each field should have a binder that includes the CCU game rules, copy of the field reservation, schedule, etc.

MR2. Only players/coaches from teams may umpire games.

MR3. The use of helmets must be used for any batter age 13 or under. Batter must wear helmet while batting and running. For any player over 13 years of age, helmets will be optional."

**MR4. There will two types of balls that will be in play. The Standard ball will be used for all males over 13 years of age. A smaller ball will be used for females and any player age 13 or under. Players eligible to use the smaller ball will be identified as 13 or under to the umpires prior to each game and must wear protective helmet per rule MR3.**

**\* Rules in Bold Updated – March 2011**