

2015 CCU Softball Rules & Regulations

(Bold text indicate a change or clarification of last year's rules)

(Updated: April 2015)

Games Rules:

G1. 2015 CCU Softball hopes to field 4 divisions this year, each with its own team requirements. For the purposes of this year's rules, "youth" is defined as anybody that have graduated from high school this year or younger.

In the Open division, there is NO co-ed requirement. A minimum of 9 players is needed to start the game.

In the Co-ed division, there is a co-ed requirement of 2 females in the starting lineup and playing defense at all times. A minimum of 9 players needed to start the game. In the event one of the two female players get injured in the midst of the game and the team has no additional female substitutes, the game may continue but the injured female player's position on the field and in the starting lineup will remain unoccupied. When the injured female player's turn comes up to bat, that would be an automatic out.

In the Recreational division, there is a co-ed/youth requirement of some combination of THREE females plus youth players in the starting lineup and on the field playing defense at all times. A minimum of 9 players (including the co-ed/youth requirement) is needed to start the game. In the event of an injury and a team is unable to fill the injured player's spot and thereby unable to meet the co-ed/youth requirement, that person's spot in the lineup and on the field will become vacant. Each time the spot comes up for batting, an automatic out will be recorded. The co-ed/youth requirement must be maintained through the game.

In the Youth division, there is a youth/beginners/co-ed requirement with some combination of youths and beginners/female players totaling FIVE players in the starting lineup. The lineup throughout the game need to maintain EITHER a minimum of FIVE players who are high school age or younger OR up to TWO college aged players with two or fewer years in CCU play PLUS high school or younger players for a total of FIVE (female players 21 yrs. or older do not count towards this requirement IF they have 5 or more years of CCU softball experience OR played organized softball at the high school level). In the event of an injury and a team is unable to fill the injured player's spot and thereby unable to meet the co-ed/youth requirement, that person's spot in the lineup and on the field will become vacant. Each time the spot comes up for batting, an automatic out will be recorded. The youth/beginners/co-ed requirement must be maintained through the game. In addition, the smaller "hard" softball will no longer be used. Only the "soft" regular softball will be used this season for the youth division.

Youths/children are not limited to playing in the Youth division...they can play at any division at the discretion of the team leader. Please keep safety in mind.

All divisions may field a maximum of ten (10) players on the field. Failure to field the minimum of 9 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. If a team chose to field 9 players to start the game, the team may not add the 10th player for the duration of the game. Only players present at the field at the time lineups are due (typically 10 minutes before start time) may be entered into the lineup. Players "on the way" are not eligible to be in the lineup.

G2. Each Game will be seven (7) innings OR within the one hour and fifteen minutes (1 ¼ Hrs) time limit whichever comes first. Extra innings may be played but only IF the full inning can be completed within the time limit. If in the estimation of the umpires that a full inning cannot be completed within the time limit, then the game is over and ends in a tie. The only exception to this rule is the championship games where the games will be played until there is a winner.

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. We will continue the use of the expanded extra hitter rule started last season. Only players present at the field may be entered into the lineup which is due to the umpire 10 minutes before start of game. Players "on their way" may not be put into the lineup. First ten positions on the lineup will be for those who are playing the field. If a team has 10 or more players present, the 10 positions on the field need to be filled out first before employing the EH (extra hitters). A team may use 1 to 5 EH hitters in the lineup, with a maximum of 15 total hitters in the lineup. The EH spots need to be filled out prior to the start of the game. If a team has 16 or more players present at the time the lineup is due, player #16 onward will need to start on the bench and be substituted into the game at the discretion of the team captain. For players arriving after the lineup has been submitted, they may be substituted into the lineup AFTER the game starts at any spot provided that they have played a FULL half inning prior to batting. Players that are being substituted for may NOT re-enter the game at a later time (no re-entry). A player that start the game at the EH position may switch to a field position provided that a corresponding move is made (another person at a fielding position will need to be reassigned as an EH on the lineup/scoresheet). However, players on the active lineup MAY NOT switch spots in the batting order. The extra hitter rule is OPTIONAL. Teams are NOT required to employ this rule. Teams can chose to play only the minimum required number to start a game (9 players on the field and in the lineup). In the event of an injury and there's no additional player available on the bench, the injured player's spot will become an EH (if it is not already an EH). Then, if the injured player was playing a field position on defense, someone in an existing EH spot will need to take the vacant fielding position. The vacated spot in the lineup will then become invalid for the rest of the game and skipped. No automatic out will be counted against the team when that spot in the lineup is due up to hit. At all times, if a co-ed/youth

requirement applies, that needs to be maintained both on the field and in the lineup. See rule G1 in the event a co-ed/youth requirement is no longer being met as a result of an injury.

G5. 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.

G6. Team(s) will be suspended from the league and placed on probation the following year on the third (3rd) team fine. (i.e. no shows for umpiring, forfeits, fighting). Players who are involved in a fight will be immediately expelled from the league.

G7. There will be no protest of games played.

G8. 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.

G9. Each team will need to supply their 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.

G10. 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.

G11. 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.

G12. Seven (7) runs per inning limit rule is in effect, exception for the seventh (7th) or final inning.

G13. 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 5th inning, or the visiting team is ahead by fifteen (15) or more runs after the home half of the 5th 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.)

G14. 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.

G15. 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.

G16. 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 establish 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, 1st 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 1st 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. The rule applies only when there are fewer than two outs, and there is a force play at third base (i.e., when there are runners at 1st and 2nd base, or the bases are loaded). In these situations, if a fair fly ball is in play, and in the umpire's judgment it is catchable by an infielder with **ordinary effort**, (or by an outfielder running into the infield) the umpire shall call "infield fly" (or more often, "infield fly, batter's out"); the batter will be out regardless of whether the ball is actually caught in flight. Umpires typically raise the right arm straight up, index finger pointing up, to signal the rule is in effect. Ordinary effort given all circumstances must exist for the infield fly rule to be invoked. Thus, weather, wind, lighting, positioning of the defense, and the abilities of the players involved in the play must be taken into account. An infield fly in a major league game, thus, might not be so in a junior high school game due to the ability of the players involved.

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 2nd base and the pitcher, within 1st and 3rd 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 1st 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 "pinch-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 one warning. Any subsequent thrown bats will result in an automatic out being called. If the ball is hit into play by the player, the play will be called dead and any players on base will return to where they started. If a player is deemed by the umpire to have thrown the bat intentionally, the player will be ejected and suspended for a minimum of one (1) game.

B7. Females in the lineup may not bat in any consecutive order. Line up may not be adjusted after the game has started and an out will be assessed between consecutive females in the lineup.

B8. 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.

B9. "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.

B10. 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 or standing in the way of infield throw to any of the bases.)

Base Running Rules:

R1. Pinch running will be allowed for injury purposes only (pinch runner need to be of the same gender as the player to be pinch run for). A player should be healthy enough to both hit and run the bases so pinch running in general should not be needed.

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 2nd 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 runner steps on home plate the runner will be called out.

R3. Runner(s) can leave the base when a pitched 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 1st, 2nd and 3rd 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 3rd base line) established prior to each game. Runners crossing this line may not return to 3rd

base and must proceed past home plate. Runner will be out if he/she returns to 3rd base.

R8. To avoid collisions, runner must avoid home plate. Runner shall run pass imaginary line extending the 1st 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 1st base and there is no double bag, a line will be drawn in the dirt extending past the base of the 1st base bag for use by the base runner. If runner is going to 2nd base, runner must touch 1st base before going to 2nd 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) were not performing to standard, either team may file an inquiry to the CCU Committee to investigate.

C5. All players are required to 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 G10.*

* 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 team leader's responsibility to keep the fans accountable for their actions. 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 and one scorekeeper consist of an umpiring team. If there are 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. Either a member of the committee OR the head umpire may call postponement of game due to rain. Advance notice will be given whenever possible. CCU Softball has a Facebook page which is used for announcements.

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 commissioner prior to rescheduling any games.

W5. Teams unable to play make-up games postponed by bad weather 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 be three types of balls that will be used this season depending which division a team is in. The standard 12" "hard" softball will be used for males over 13 years of age when hitting in the Open and Co-ed/Rec divisions. A smaller 11" hard softball may be used by females when hitting in the Open and Co-ed/Rec divisions (this is optional, not required). Male players (13 yrs. or younger) playing in the Open and Co-Ed/Rec divisions will hit with the 12" ball. For ALL players in the Youth division, a softer standard sized 12" training ball will be used.