

CDSSL CRAIG DIVISION RULES AND UMPIRE MANUAL

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1. PREAMBLE

Conduct

Our league is founded on good sportsmanship. Abuse of umpires, other players and spectators will not be tolerated. In general, use of bad language or inappropriate physical action may lead to suspension of playing rights.

Protests

Only managers will be allowed to discuss calls with umpires. If it is a judgment call, no protest allowed. Only what a manager considers a misinterpretation of the rules is a valid

cause for a protest. The protest must be given to the plate umpire by the protesting manager before the next pitch is thrown. Umpires will report the protest to the UIC who in turn will determine whether a hearing is necessary to resolve the issue.

Discipline

Crashing into fielders that can be avoided will not be tolerated. Players committing that offense will be subject to being ejected.

Any player or manager being ejected from a game will also be suspended for an additional game.

Any player or manager harassing an umpire before a game will be subject to being ejected from that game plus an additional game suspension.

Any player or manager harassing an umpire after a game will be subject to a one game suspension and an optional two game suspension depending on the umpire's decision.

2. RULES Rule I: Introduction

Our rules are a mixture of ASA and non-ASA rules. Any situations not covered by these rules will be governed by the Modified Pitch options in the Official Softball Playing Rules of the Amateur Softball Association of America.

Rule II: The Playing Field

1. The official playing fields shall be those designated by the league.

2. The home team is responsible for having the field ready to play.

a. The home team must have the field ready to play by 8:45.

b. To help speed up the game the on-deck batter backs up the catcher. Umpires will be instructed to enforce this.

3. Pitching distance is 46 feet.

4. Length of bases is 60 feet.

5. To get the field ready, the following must be done:

a. Fields have to be lined.

b. A commit line shall be drawn perpendicular to the baseline halfway between third base and home plate.

c. A start line for a challenged batter's courtesy runner shall be drawn parallel to the third base line on a line with the alternate plate that is far enough away from the batters box to safely prevent a collision.

d. A batter interference line for challenged batters will be placed on the home to first baseline 20 feet from home plate perpendicular to the first base line.

e. Any excess water or loose stones must be removed and the field raked.

f. Double first base, if not already installed, must be installed and the single first base, if originally installed, is placed off the field.

g. A second home plate shall be placed eight feet from the regular home plate on a line parallel to the first base foul line.

h. After the 11AM game, the home team is responsible for returning the double first base plus the second home plate to the shed and putting the single first base (if originally installed) back on first base. The team must also collect the bat racks from each dugout and put them into the shed.

i. After the 11AM game, both teams are responsible for cleanup of any debris or garbage left in their respective dugouts.

Rule III: Equipment

1. The official softball used for league play shall be the 375/44 ball.

2. The catcher must wear a mask with a throat protector. The pitcher must also wear a mask, although a throat protector is not required.

3. Helmets are not required.

4. Metal cleats are not allowed. A player found to be wearing metal cleats must remove them immediately or be ejected from the game.

5. The league must provide each player with his team's shirt. Players must wear the shirts provided by the league. If a player is not wearing the proper shirt, he may play but will receive a warning. If he has been issued a proper shirt and does not wear it in subsequent games, he will not be allowed to play.

6. Players have the option of wearing hats but will have to be team hats, with sponsor's name, if worn.

7. All equipment is to be off the field during play.

8. Legal bats as per ASA rules will be used. Any violation will result in the removal of that bat and game ejection of the player using that illegal bat.

Rule IV: Players and Substitutes

1. Teams are required to have 12 players available to play the field, unless there are extenuating circumstances. If a team roster has more than 12 players and more than 12 are at the game, the team fields 12 players and rotates players to sit out for an inning. Each manager is expected to make sure that no player sits out more than one inning per game, unless a player requests to sit out for longer. All players bat, whether they sit out or not.

2. Each team can designate one top-rated player, before the season. If that top-rated player is unavailable and the team has 12 or more players at a game, the manager can sub a top-rated player from another team. Otherwise, if the team has 12 or more of its regular players available, the manager may not substitute for regular players who miss a game.

3. Both teams must field the same number of players for each game. If a team has a player drop out because of injury, the other team must remove a player from the field. The removed player remains in the batting order.

4. There is no limit on the number of substitutes for regular season or playoff games.

5. Each player receives a rating from the managers prior to the season. When looking to find a sub, a manager may go as high as 1 point higher than the player he is subbing for. The exception to this is the players who are rated at 7, the highest rating. They can only be subbed for other players rated at 7, or if a team has no players rated 7, the highest rated player on that team, as designated by the manager at the start of the season.

6. Players cannot be asked to sub more than one week in advance. In addition, no subbing from other divisions is allowed.

7. Late arriving players will be given adequate time to warm up and must be placed at the bottom of the batting order and are in the game when the team manager informs the opposing team manager and the home plate umpire.

8. Courtesy runners will be provided if a player requests one. The courtesy runner stands behind the plate with his back foot on the line painted on the field. The courtesy runner may not run until the batter makes contact with the ball. If the umpire sees the runner leave before contact, he can call the batter out.

Anybody can be a courtesy runner, but can only run once an inning where possible. Courtesy runners for challenged batters can only run as far as second base on a hit by the challenged batter. After they are on base, there are no restrictions on the courtesy runner.

9. Each player must play a minimum of 4 innings in a full length game. At the player's request he can be used as a designated hitter only.

10. A player who misses two consecutive games and has failed to notify his manager will be subject to dismissal.

11. If a player leaves the game he will be dropped from the batting order. An automatic out will not be recorded when his spot in the batting order comes up. Players can return to the game, but must return to their original position in the batting order. Re-entry is unlimited at any defensive position.

12. Each division will need to provide their guidelines to the umpire(s) to entertain any complaint about an illegal substitution. The umpire(s) will decide the legality of that substitution based on the guidelines provided.

13. An injured player may remain in the game at his discretion.

14. Teams must bring rosters up to full strength whether on a temporary or permanent basis as long as there is a replacement player with the proper rating. The manager has the option to not add a player if the replacement player is rated lower than the replaced player.

Rule V: The Game

1. The fitness of the ground to start a game shall be decided by the team managers and groundskeeper on the day of the game. Ruling will be based on the majority choice.

2. Batting practice shall take place prior to the game, time permitting. Alternating players from each team will do it. Each batter will be allowed three swings as time permits. All players must be off the field five minutes prior to game time without exception.

3. Length of games is 7 innings.

4. Early game starts at 9:00.

5. Late game starts at 11:00.

6. Either team can score 5 runs in an inning. If they are behind, they can score enough runs to tie. Exception is if an over the fence home run occurs, all runs score. No limit on runs scored in the final regulation inning or extra innings.

7. A game shall be official if five or more complete innings have been played, or if the home team has scored more runs in four or more innings than the visiting team has scored in five or more innings. If game is called before it's official, game is picked up from that point at a later date. Playoff games must be played to conclusion and resumed at a later date if necessary.

8. In the case of a tie for first place between 2 teams at the end of the regular season, the team with the better head-to-head record will be the regular season champion and playoff first seed.

9. No more than 5 position infielders are permitted. A player acting as a 5th infielder must have both feet fully on the infield dirt before the pitch is thrown. Outfielders must remain on the grass until the batter makes contact.

10. Outfielders may not throw out a batter at first base. If a ball passes the infielders onto the grass, the batter will get a single, and can advance at his own risk. The exception is if a ball passes the infield onto the grass, a permanent infielder (including the fifth infielder if he has started the play with both feet on the infield dirt), may chase it and attempt to throw out the batter at first. Outfielders may throw out runners at any other base on any hit.

Rule VI: Pitching Regulations

1. Situations covered by these rules will be enforced, even if different from the ASA modified pitching rules.

2. No prior approval required to pitch.

3. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.

4. The pitcher must not use windmill or slingshot.

5. The delivery must be an underhanded motion with the wrist below the hip at the point of release.

6. The pitch shall be delivered on the throwing arm side of the body and not behind or through the legs.

7. Pitcher must push off with the pivot foot in contact with the pitching rubber and must take a step with the non-pivot foot forward, towards the batter, within the 24-inch length of the pitcher's plate.

8. Shoulders and driving hip must be square to home plate when the ball is released.

9. The release must be on the first forward swing of the pitching arm past the hip and have a complete, smooth follow-through with no abrupt stop of the arm near the hip.

10. Pitcher has 20 seconds to release the next pitch after receiving the ball or after the umpire indicates "play ball".

11. The pitcher shall not deliver a pitch unless all available defensive players are positioned in fair territory except the catcher who must be behind the plate.

12. Any infraction of 1-11 is an illegal pitch. If a batter hits an illegal pitch, the offensive team has the option of either taking the play or having the pitch called a ball.

13. If the ball slips out of the pitcher's hand during the delivery, a ball is declared on the batter.

14. An illegal pitch results in a possible review of that pitcher by the managerial pitching committee consisting of all the team's managers.

15. No more than 3 warm up pitches allowed per inning. In the 1st inning, or when entering the game as a relief pitcher, the pitcher is allowed a maximum of 5 pitches.

Rule VII: Batting

1. If the batter has two strikes and hits a foul ball he is not out unless the ball is caught on a fly.

2. If the batter swings at a pitch and misses, but the ball touches the batter, especially his hands or wrist, or the ball is hit on the follow through, it is a dead ball strike and if third strike, batter is out.

3. If the batter doesn't take the batter's position within 10 seconds after being directed by the umpire, a strike is called on the batter.

4. The strike zone is defined as from the armpits to the top of the knees. The pitch is not a strike if it passes through any part of the top or bottom of the strike zone including hitting the plate and the batter doesn't swing.

5. If a legally pitched ball hits the batter in the strike zone, it's a dead ball strike and if third strike, batter is out.

6. Bunting is not allowed. If a batter bunts the ball he is out and the ball is dead. It is not a bunt if no contact is made. If a player bunts at a ball and no contact is made, a strike is called but he is not out unless it is the third strike.

7. A batter may not run on a dropped third strike. He is out.

8. On an over the fence home run, it is the batter's option to run the bases. This option also applies to runners on base at the time the home run was hit. Should the batter and/or runners decide to circle the bases, they are released from the liability to touch each base and the alternate home plate. If the batter had a courtesy runner, he will not be called out if he runs and passes the courtesy runner line.

9. Batting out of order. Appeal play only. Example: A is scheduled to bat and B bats:

- a. While B is batting, and the error is discovered, A comes to bat and A assumes the existing ball/strike count.
- b. B completes the turn at bat and the defensive team appeals before the next pitch. A is called out, all scores and advances are nullified, all outs that occur stand and the batter following A in the lineup comes to bat. If B is the batter following A in the lineup, B's turn at bat is skipped and the batter following B in the lineup bats.
- c. If the defensive team appeals after B bats and the pitcher delivers a pitch to the next batter, the appeal is not valid. Play continues and those scheduled to bat between A and B miss their turn.

10. If a batter forcefully throws his bat, it's a dead ball and the batter is out. If, in the estimation of the umpire, it was an intentional act, the player is ejected from the game and subject to disciplinary action by the league.

11. If the pitcher desires to walk the batter intentionally, he may do so by notifying the plate umpire who shall award the batter first base.

12. If a player just wants to field but not bat, his manager must get the approval of the other manager to allow that.

Rule VIII: Batter-runner and Runner

1. The ball is dead if pitch not hit by batter. Stealing is not permitted.

2. A runner may not leave the base to which he is entitled until ball is hit or passes the batter. If a runner leaves before that, it is a dead ball and the runner is declared out.

3. All plays at second or third base are force plays. Runners must attempt to avoid collisions with the fielder on every play. If a fielder is on the base to attempt a possible play, the runner must run to the inside or outside of the base to avoid a collision. The runner does not have to touch the base, and is allowed to run past it. If there is a force play attempt, the umpire will decide if the runner reached the plane of the base before the fielder caught the ball. The fielder must be standing on the base when attempting a force play.

If the runner passes the base and turns toward the next base, it is assumed he is attempting to run to the next base and he may be tagged out or forced out. If a runner is returning to a base he occupied before a play, he must also avoid a collision with the fielder by running outside or inside of the base.

4. All plays at home are force plays. The runner must run to the alternate home plate, and the catcher must stand on the regular home plate. The catcher may not tag the runner at any time. If the runner touches the commit line, he may not return to third base. If he goes back toward third, he is out.

5. There is no leading or sliding allowed at any time.

6. Obstruction on a base runner: Def: A FIELDER

IMPEDING THE PROGRESS OF A RUNNER OR BATTER- RUNNER WHEN THAT FIELDER IS NOT IN POSSESSION OF THE BALL NOR IN THE ACT OF FIELDING THE BALL INCLUDING FAKE TAGS. CONTACT IS NOT

NECESSARY TO IMPEDE A RUNNER'S PROGRESS.

In the event of base runner obstruction, umpire immediately calls a delayed dead ball (DDB). If defensive team tags or forces the obstructed runner within the area of protection, the ball is dead and the runner is awarded the base that in the umpires judgment, would have been the base entitled to if the obstruction didn't occur. If the runner goes past that point, the ball is live and the runner is at risk to be put out.

7. Obstruction on a batter: Def: A DEFENSIVE TEAM MEMBER WHO HINDERS OR IMPEDES A BATTER

STRIKING AT OR HITTING A PITCHED BALL.

In the event of batter obstruction, umpire immediately calls a delayed dead ball and the offensive team has the option of taking the results of the play or having the pitch called a ball.

8. The runner is out when running to any base in regular or reverse order and the runner runs more than three feet from the base path (see definition) to avoid being touched by the ball in the hand(s) of a fielder. The ball remains live.

Base path: Def: A LINE DIRECTLY BETWEEN A BASE AND THE RUNNER'S POSITION AT THE TIME A

DEFENSIVE PLAYER IS ATTEMPTING TO TAG THAT RUNNER. DIFFERENT FROM THE BASELINE WHICH IS AN IMAGINARY LINE DIRECTLY BETWEEN BASES.

9. If batter-runner runs outside of the 3 foot lane he is entitled to, to avoid a tag, it's a live ball and the batter-runner is automatically out. The 3 foot lane is from the 1st base foul line to 3 feet in foul territory starting from halfway between home plate and 1st base and ends at the back edge of 1st base.

10. If a runner passes another runner, the passing runner is automatically out and the ball remains live.

11. If more than one runner on a base, the base belongs to the lead runner unless he is forced to go to the next base.

12. Interference: Def: THE ACT OF AN OFFENSIVE

PLAYER OR TEAM MEMBER, UMPIRE OR SPECTATOR THAT IMPEDES, HINDERS OR CONFUSES A DEFENSIVE PLAYER ATTEMPTING TO EXECUTE A PLAY.

CONTACT IS NOT NECESSARY. If interference occurs without the possibility of completing a double play by a runner on base, the interfering runner is out, the ball is immediately dead and the batter-runner is awarded first base.

13. If a batter-runner retreats toward home plate to avoid being tagged, that is interference. For any interference by the batter-runner, the ball is dead, the batter-runner is out and other runners, if any, return to the base last touched at the time of the interference.

14. If a batted ball hits the runner, and the runner is off the base, the runner is out;

a. if the ball didn't pass any fielder other than the pitcher.

b. if the ball passed a fielder without being touched and there is another fielder capable of making a play.

In both cases, ball is dead and the batter-runner is awarded 1st base.

15. If a batted ball hits the runner, and the runner is off the base, the runner is not out;

a. if the ball passed a fielder other than the pitcher and there was no other fielder capable of making a play.

b. if a fielder, including the pitcher, touched the ball before hitting the runner.

In both cases, ball is live.

16. If the runner is on the base when hit, runner not out. Ball is dead if in the umpire's judgment a fielder had a chance to make a play The batter-runner is awarded 1st base and all runners forced, advance one base. If no fielder had a play, again in the umpire's judgment, the ball is live.

17. If ball hits the umpire before passing a fielder other than the pitcher, the ball is dead and the batter-runner awarded 1st base and all runners forced, advance one base. If ball hits umpire after passing a fielder other than the pitcher and no other fielder could make a play, ball is live.

18. If a runner interferes with the attempt of a double play by the defense, the ball is dead and both the offending runner and the runner closest to home are declared out.