

Carroll County Sports Complex

2009 Carroll County Men's Softball League Rules

NSA rules govern this league unless otherwise stated in these rules.

CARROLL COUNTY MEN'S SOFTBALL LEAGUE

The Carroll County Co-ed Softball League will be made up of three divisions. Teams will play a doubleheader each night they are scheduled. The Tuesday and Wednesday Divisions will be open to all teams; the Monday Division will be made up of teams sanctioned Class "E" for the current season. No teams sanctioned higher than "E" will be permitted to participate in the Monday league. USSSA classification rules will apply.

DEVIATIONS FROM NSA RULES

Base Burglar: A base burglar may be used for one player per inning. The base burglar must be a player who is not in the game. If the base burglar enters the game, he may no longer be used as the base burglar.

Foul ball: A foul ball must be caught to be recorded as an out.

Pitching: Pitchers may pitch within 6 feet back from the rubber. This will be enforced in a straight line behind the rubber.

"Whiff" Rule: If a batter swings and misses at any pitch they are out.

ENTRY FEES

League Entry Fees: League entry fees must be paid by the first game of the season, or by the date set by the League Supervisor. Failure to do so will result in forfeiture of games until the fees are paid. Checks should be made payable to the Carroll County Commissioners.

EQUIPMENT

Bats: Any bat that is USSSA approved will be allowed for use in the league unless voted on by a majority of coaches. Any bat that is on the USSSA non-approved bat list will be illegal in this league. First offense for using an illegal bat will be a warning. Second offense will be an ejection of the player caught using the bat. Third offense will be a three week suspension from ANY league at the Sports Complex.

Shoes: Metal spikes are prohibited.

Softballs: As voted on at the February 8 league meeting, the official league ball will be the Baden .44 core/400 compression softball. Ball may be white or optic yellow. The home team will supply one new and one "as new" ball for their game. You hit/you chase. Teams that do not chase balls they hit must provide a new ball until they have recovered all balls hit.

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GAME

Bases: For safety purposes, this league will use a double 1st base. Runners must tag the orange base on all plays at first; however, they can touch the white portion when rounding bases. It is at the umpires judgment and discretion to call interference at 1st base if the runner does not use the safety (orange) base.

Bats: If a batter carries his bat to 1st base and touches the base he is out.

Blood Rule: If a player is bleeding he must leave the game immediately. A player not in the game may take his place in the field to finish an inning and not be considered a substitute. This may be anyone who is not in the game or a DH. If he is a base runner the last out may run for him.

Count: All batters begin their at-bat with a 1 ball, 1 strike count, with one foul ball to waste after two strikes. The next foul after that is an out.

Courtesy Runner: A base runner injured running or sliding into a base may have a courtesy runner run for them one time. If he reaches base a second time with the same injury he must run for himself or have a legal substitute. Courtesy runner will be the last out.

Designated Hitter(s): Teams may use 2 DHs, but you can only end a game with 1 less player than you started with.

Ejections: If a player is ejected and you do not have a sub to replace him, the game is over and considered a forfeit. You may go 1 less for any other reason and continue with an out unless you only started with 8.

Forfeit time: Forfeit time is game time for the first game of a doubleheader with a 30 minute grace period for game two.

Gloves: You may not use a catcher's mitt or 1st baseman's mitt at any other position.

Home Run Rule: Three homerun limit and then one up. Teams that hit homeruns before the opposing teams hit three or match the total you have hit, it is an out and there is no advancement by the runner(s). Inside the park homeruns shall not be counted towards the homerun limit. Homeruns must be run out. Any umpire changing this rule will be disciplined and the team asking to change the rule will forfeit their games that night.

Innings: All games will be 7 inning games with a 1 hour time limit.

Pitching: The pitcher must present the ball before pitching. Pitcher is allowed 3 pitches to start the game and 1 each inning thereafter. If any other player besides the pitcher takes a warm-up pitch, he must pitch until the first batter of the inning has completed his at bat. The pitcher has 5 seconds from the time the batter is ready in the box to make his next pitch or a ball will be awarded to the batter. The arc is 6' from release point to 10' in the air. If the ball hits any part of the plate, including the black, it is a ball.

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Rescheduling of Games: Teams must give 24 hours notice to the League Supervisor if they are unable to play a scheduled game.

Run Limits: Run limits will be enforced as follows: 20 runs after 3 innings, 15 after 4, and 10 after 5. The losing team must have batted 3, 4, or 5 times.

Substitutions: Only starting players may be re-entered into the game one time. Improper re-entered players that are reported will be ejected. There is no penalty for a legal substitute that has not reported. They will be considered in the game when they are found in the game.

Teams short players: A team may play with a minimum of 8 players. In this instance, the opponent will provide a catcher to throw back pitched balls ONLY. Automatic outs will be declared in the 9th spot. If you start with 8 or 9 players, you must let the other team know if anyone else is coming before the 9th player comes (if you start with 8) or the 10th player bats (when you start with 9) so outs can be given for the shorthanded players. When you start with 8, the 9th place in the order will always be an out until a 9th player shows up.

You cannot start the 2nd game of a doubleheader with 8 players. This will be considered a forfeit and the forfeiting team will be responsible for paying the umpire the full cost (\$28) of the second game.

You can only end a game with 1 less player than you started with. If you start with 8 and lose a player the game is over and considered a forfeit.

Time Limit: All games have a one hour time limit unless it is the last game of the night or the doubleheaders start time is 7 PM. The 11 PM curfew is in effect for all games.

PLAYER CONDUCT

Alcoholic Beverages: Alcoholic beverages are not permitted at the Sports Complex. Players that appear visibly intoxicated will not be allowed to participate in any games. (*Article V, Subsection 155-22 Intoxicating Beverages, Carroll County Code of Public Local Laws and Ordinances, Parks and Recreation*).

Conduct: Players are expected to conduct themselves in a sportsmanlike manner at all times. Inappropriate conduct by players, managers, teams, or fans will result in penalties including but not limited to game ejection, game forfeit, suspension, or expulsion. Fighting, cursing, or use of physical force will not be tolerated.

Parking: Players may not park in the grass (except in designated overflow area), along the driveway, or by the concession building. Parking by the concession building is allowed with a valid handicapped permit. (*Article III, Subsection 155-11 Parking, Carroll County Code of Public Local Laws and Ordinances, Parks and Recreation*). Fines will be assessed to violators.

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Smoking: Smoking and use of other tobacco products is prohibited within 100 yards of the benches, bleachers, and concession building. (*Article V, Subsection 155-22.1 Smoking and Tobacco Products, Carroll County Code of Public Local Laws and Ordinances, Parks and Recreation*). Abuse of this rule may result in ejection and suspension.

PROTESTS

Protest Procedure: Protests cost \$50 cash and must be reported before the last out of the game. You must get the umpire to sign your book and have the reason for the protest written down. If you lose the protest your \$50 will not be returned.

Umpires Judgment: Umpires judgment IS NOT protestable.

RAINOUTS & OTHER CANCELLATIONS

Rainouts: In case of rain or questionable field conditions, please call the Sports Complex rainout line at 410-857-4832 for field conditions. If the fields are closed, do not use them. Use of fields when the Sports Complex is closed is trespassing. Umpires calling a game for rain or lightning constitutes the closure of the Sports Complex fields.

Lightning: Games will be stopped immediately upon lightning strikes in the area. Games will stop for 20 minutes. Players must leave the playing field, benches, and bleachers when a game is stopped for lightning. Play may resume when lightning strikes have ceased for a period of 20 straight minutes.

ROSTER

Age: All players during the summer league must be at least 18 years old. Fall ball players must be 16 or older.

Maximum Roster Size: Maximum of 25 players allowed on roster. Rosters are open until you play your second doubleheader. They must be turned in to the umpire before you start your second game that night or all games played after that will be a forfeit. Teams that fail to turn in their roster will be subject to forfeits until the roster is turned in. **IT IS YOUR JOB TO GET THE ROSTER TO THE LEAGUE SUPERVISOR!**

Players – more than one team: You may have only three players on your roster that play for a team in another division and only two from the same team. Players may not play for more than one team per division unless a team is shorthanded and the other team agrees to play. The game will count towards the standings. You may not add a player from another team to make more than nine or if you are short you may not add players to have more than nine.

Rosters: Rosters are open until you play your second doubleheader.

Signing Roster: All players must sign their team roster prior to playing in a game. All players under 18 must have a parent/guardian sign roster on their behalf.

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Switching Teams: A player may leave one team to play on another during the course of the season. For this to happen, both coaches must notify the League Supervisor, in writing, of the change. Once a player has changed teams, he may not return to the original team that season. A player may not switch teams after the 10th game of the season. You must return the team you leave's equipment before you are able to play with your new team.

TOURNAMENT

Division Tournaments: A double elimination tournament will be played at the conclusion of the regular season.

Player Eligibility: A player must play in a minimum of 8 games to be eligible to play in the tournament. These 8 games must be played on the team you are going to play in the playoffs with. Players may not play for more than one team in the tournament. Any player caught playing for more than one team in the tournament will be kicked out of the tournament.

Team Requirements for Tournaments:

Deposit: The Sports Complex reserves the right to require a refundable \$50 deposit per team to ensure their participation in the League Tournament. The money will be refunded after they play their second game of the tournament. The money will be used to reimburse the umpire(s) if a team fails to show up for the tournament, or has to forfeit.

Softballs: Each team will be responsible for providing one new and one "as new" league approved ball for each game of the tournament.

Umpires: Teams will be responsible for paying for ½ (\$14.00) of the umpires pay for each game played. The Sports Complex will pick up the cost for the umpires in the Championship and "IF" games in each division.

UMPIRES

Payment: Umpires will be paid \$56 per doubleheader. Each team is responsible for ½ (\$28) of umpire pay for each game. Teams forfeiting will be responsible for the full \$56. Umpires do not have to accept coins. Umpires must be paid before the start of the first game.