

# Carroll County Sports Complex

## 2012 Carroll County Co-ed Softball League Rules

ISA Rules govern this league unless otherwise stated in these rules.

### CARROLL COUNTY CO-ED SOFTBALL LEAGUE

The Carroll County Co-ed Softball League will be made up of two divisions. Teams will play a doubleheader each night they are scheduled. The Friday Division will be open to all teams; the Sunday 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 Sunday league. USSSA classification rules will apply.

### DEVIATIONS FROM ISA RULES

**Base on Balls:** A female batter has the option to take 1<sup>st</sup> base **ONLY** after a male batter has walked with two outs.

**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 ISA approved will be allowed for use in the league unless voted on by a majority of coaches. Any bat that is not on the ISA 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. If wearing cleats they **MUST** be softball or baseball cleats!

**Softballs:** Men will hit 12" softballs, women 11" softballs. Each team will be responsible for providing one new and one "as new" of both size softballs per night. Core rating shall be no more than .44 and compression shall be no higher than 400 compression. All softballs must be approved for play by either ASA, ISA, NSA or USSSA. You hit your own ball/you chase your own ball. Always have a back up balls available.

**Uniforms:** While uniforms are not required, they are highly encouraged. Players must have sleeves on their shirts, unless the team's uniform shirt is sleeveless. Uniform shirts must cover entire chest and stomach area (i.e. no bare skin). Players must wear shirts to play, and women may not play in exposed bras or sports bras.

### GAME

**Base Burglar:** A base burglar may be utilized as per ISA rules.

**Bases:** For safety purposes, this league will use a double 1<sup>st</sup> 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

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the umpires judgment and discretion to call interference at 1<sup>st</sup> base if the runner does not use the safety (orange) base.

**Bases on Balls:** Men shall proceed to 2<sup>nd</sup> base when they are walked. With two outs, female batters have the option to take 1<sup>st</sup> base after a male batter walks.

**Batting Alignment:** A minimum of five females must be on defense. If only 9 players are present, 5 males and 4 females are permitted but will take an automatic out in the 10<sup>th</sup> spot for the absent female. Co-ed teams may use extra female players both in the lineup and in the field. Men may not bat consecutively. 14 batters may be used. You must finish with the same number of batters you begin with; otherwise the vacant spot(s) will be counted as an out.

**Count:** All batters begin their at-bat with a 1 ball, 1 strike count, with one foul ball to waste after two strikes.

**Courtesy Runner:** An injured batter may have a courtesy runner after reaching base safely, male for male, and female for female. The courtesy runner is the batter making the last out. A player's injury must occur in the game to use a courtesy runner, and a courtesy runner may be used only one time per batter, per game. Team managers must inform the umpire when a courtesy runner is used.

**Forfeit time:** Forfeit time is game time for the first game of a doubleheader with a 30 minute grace period for game two. Teams MUST e-mail the League Supervisor at least 24 hours prior to requesting a postponement of a game.

**Home Run Rule:** Three homerun limit and then one up, otherwise any ball hit over the fence will be an out, and there will be no advancement by the runner(s). Home team can always go one up. 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 4' from ground to 10' in the air. If the ball hits any part of the plate, including the black, it is a ball.

**Playing in more than one division:** Players may play in both Friday and Sunday Division, however, players may only play on ONE Sunday team.

**Rescheduling of Games:** In the event a team has to reschedule a game, the opposing team shall pick a date and time (with the prior approval of the date/time with the League Supervisor) to reschedule the game. If the team requesting the rescheduling cannot play on that date, the games will be considered forfeits and wins will be given to the team not requesting the reschedule.

**Run Limits:** Run limits will be enforced as follows: 18 runs after 3 innings, 15 after 4, and 12 after 5. The losing team must have batted 3, 4, or 5 times. The league will utilize the flip-flop rule.

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**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 9<sup>th</sup> and 10<sup>th</sup> spots.

Players MAY NOT fill in on other teams.

If a team has 5 men and 4 women, an out is declared in the 5<sup>th</sup> women's spot in the lineup. More women than men may play.

**Tie Games:** In the event of a tie game, at either the completion of 7 innings or the expiration of time, an extra inning may be played at the discretion of the umpire. Games that remain tied at the end of the additional inning shall remain tied.

### **GAME SCORING AND RESULTS**

**Reporting of Scores:** All teams are required to report results to the League Supervisor within 24 hours of the completion of the game. Scores can be either e-mailed to mpurkins@ccg.carr.org or called in to 410-857-4832.

**Scorebooks:** All teams will be required to record an official record of every game in a scorebook. Scoring should be confirmed by teams at the completion of each inning. Records must be accurate and legible. The home team scorebook is the official scorebook of record. The use of pen and first and last names is highly encouraged.

### **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.

**Smoking:** Smoking is allowed in the designated smoking areas. Abuse of this rule may result in ejection and suspension.

### **PROTESTS**

**Board of Arbitration:** The Board of Arbitration shall include the following: League Supervisor, Umpire-in-Chief, and League Representative will hear all protests. A First Alternate will be named should the League Representative be unable to attend or their team is involved in the protest.

**Protest Procedure, Regular Season:** Teams wishing to protest a game must follow the following protocol: First, the manager must inform the umpire of the protest before the final out of the game being protested. Second, the League Supervisor must be informed, by e-mail, of the protest within

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24-hours of the conclusion of the protested game. This will be the responsibility of the protesting manager, and must explain what is being protested. Third, there will be a \$50 protest fee. This fee must be paid before the protesting teams next scheduled game in order for the protest to be reviewed. If a protest is upheld, the team will receive the \$50 protest fee back. If the protest is not upheld, the league keeps the \$50.

***Protest Procedure, Tournament:*** In the tournament, a protest must come to the League Supervisor or Umpire-in-Chief immediately following the protested game, and \$50 must be presented immediately. Same review process will be used as for regular season protests.

***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 & Thunder:*** : As per Department of Recreation & Parks policy, lightning strikes or thunder will result in a 20 minute delay of game. Teams must leave the field, benches, and bleachers for a lightning or thunder delay. Games may resume upon a consecutive period of 20 minutes without a lightning strike or thunder. The umpire reserves the right to cancel a game due to excessive delays. A lightning or thunder delay on one field shall be enforced on all fields.

### **ROSTER**

***Age:*** All players must be 16 years old or older to play.

***Maximum Roster Size:*** Maximum of 25 players allowed on roster. Rosters must be turned in to the League Supervisor the second week of the season. 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!**

***Roster Changes:*** Roster changes can be made at any time during the season. A player **MUST** sign the roster prior to playing in a game.

***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.

***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/she may not return to the original team that season. A player may not switch teams after the 12<sup>th</sup> game of the season. This rule applies to switching teams within your league only.

### **TOURNAMENT**

***Division Tournaments:*** The two divisions shall operate separately from each other for their year end tournaments. The League Supervisor reserves the right to adjust tournament schedules based on weather and teams entered. Tournaments will be played using a double elimination format.

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***Player Eligibility:*** A player must play in a minimum of 5 games to be eligible to play in the tournament.

***Seeding:*** The teams will be seeded in order of best record to worst record. Home team status will be awarded to the team with the higher seed. For Championship Game, team in the Winner's Bracket will be awarded home team status. For the Friday/Sunday combined tournament, Friday teams will be higher seeds.

***Tiebreaker:*** Tiebreaker for seed shall be determined as follows: 1. Head to Head Record, 2. Coin flip.

### **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 when the team shows up to play. 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:*** Same as regular season. Hit/chase your own balls.

***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 \$60 per doubleheader. Each team is responsible for ½ (\$30) of umpire pay for each game. Teams forfeiting will be responsible for the full \$60. Single game umpire fee is \$36.

***Pre-game Umpire Meeting:*** The game umpire will meet with both managers to go over game rules prior to the start of the first game. Teams will pay umpire at this time and a coin flip will be used to determine home/away status. Home/away status will reverse for the second game.