

CHRISTIAN COMMUNITY SOFTBALL LEAGUE “SPECIAL” Rules

(All ASA rules shall apply unless superseded by these rules.)

A. PLAYER ELIGIBILITY:

- Players must be entering high school in the fall (or older) in order to participate and affiliated with the church.
- If player's eligibility is questioned, the Athletic Supervisor will check upon request of the manager.
- Managers are required to keep a copy of official rosters at each game.
- If a manager believes an illegal player is being used, s/he should immediately bring the concern to the attention of the umpire, after the player in question has entered the game. Any question that arises after the game's conclusion will not be considered.

B. PLAYER ATTIRE:

- Shirts and closed-toed shoes are required. Metal spikes are NOT allowed. Anyone found wearing metal spikes on the field of play once play has begun will be suspended for the rest of the game.
- Exposed jewelry (watches, bracelets, earrings, etc.) or any other item judged dangerous by the umpire, may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry; if worn, they must be taped to the body.
- Plastic visors are not allowed.

C. EQUIPMENT & PLAYING FIELD:

- The entire white portion of the plate and the carpet/mat will be used to determine balls and strikes.
- One (1) 12" and one (1) 11" ball will be provided by the league. The home team will provide back-up game balls. Game balls shall be 12", 375 lbs. max. compression, 0.52 max. core ASA softballs for men, and 11" 375 lbs. max. compression, 0.44 max. core ASA softballs for women. The third base coach will handle the exchange of balls with the pitcher. The home team will be given both game balls at the end of the game.
- Outfielders will not be allowed to cross the outfield stripe (75 ft. behind each base) until the pitcher has released the ball. If an outfielder does cross the line early and the play results in an out, the batter will be awarded first base and any player on base will advance one base.

D. PLAYERS, COACHES, SUBSTITUTES:

- Ten player teams will be used. There shall be a minimum of three (3) women and a maximum of seven (7) men comprising each 10 player team and who shall be allowed in the field at one time. If a team is short female players (less than three females but more than one) they may begin play with less than 10 players in the field.
- Substitution must be on a woman-for-woman or man-for-man basis when only three women are in the line-up. A man may substitute for a woman when at least three women remain in the line-up as long as it is not in one of the first six batting positions.
- Free substitutions will be allowed in conformance with above, players shall re-enter the game in the same position in batting order.
- Umpires are given the discretion to eject players for harmful, profane, abusive or unsportsmanlike language or conduct or deliberate contact, before, during and after the game. The Athletic Supervisor or umpire has the authority to forfeit any game in which a gross or flagrant infraction of league rules has been committed. The umpire is also encouraged to use the Iowa ASA provisions for penalizing profane language and unsportsmanlike conduct.
- Children are not allowed in dugouts or on the playing field.

E. THE GAME:

- The infield may not be used for practice before the start of the game, except for the pitcher\catcher. Teams may warm-up in the outfield if time permits.
- Visiting team reads the League's mission statement and Home team provides a prayer prior to each game.
- Game time is forfeit time and is officially determined by the umpire.

- A team must have at least 8 players to start a game, including at least one woman.
- If a team drops to less than 8 players during the game, the game will be declared a forfeit by the umpire, unless the situation is caused by an injury to a player.
- If a team begins a game with less than 10 players, then a player arriving late may be inserted into the line-up.
- A team will not be assessed an automatic out if they have less than 10 players in the game (pursuant to batting order rules) or if they lose a player (and drop below 10 players) due to injury.
- A regulation game shall be 55 minutes (beginning after prayer) or seven (7) full innings. The home team will be allowed to bat in their half of the inning if they are trailing after the time limit.
- Run-Ahead Rule: 12 or more runs at the end of five (5) innings; 15 or more runs after four (4) innings, or at the end of 55 minutes, the game will be declared complete.
- Tie-Breaker Rule: Games that are tied at the end of 55 minutes (or seven full innings) will continue to be played as normal for one extra inning. If neither team has broken the tie after the extra inning, each additional inning will commence with each team placing a runner on 2nd base. The runner shall be the person who is scheduled to bat last in that half inning.
- Walk Rule: If a male batter, hitting immediately before a female batter, is walked on three pitches, he shall proceed to second base. If there are less than two outs, the female batter will hit. If there are two outs, she may choose to hit or proceed to first base. If the male batter is walked on more than three pitches (meaning he has taken a strike or swung once), he shall proceed to first base.
- Intentional/Automatic Walks: Automatic walks (pitcher will indicate his/her intention to the umpire) will be allowed.
- Home Run Limit: All home run balls hit over the fence will be limited to three per game per team. Thereafter, all balls hit over the fence will be singles and players may advance one base.

F. PITCHING: A pitcher is allowed three warm-up pitches the first inning and one warm-up pitch each succeeding inning. New pitchers entering during the game will be allowed five warm-up pitches.

G. BATTING:

- The first six batters of the batting line-up must alternate man-woman or woman-man. If a team has less than three men or three women, automatic out(s) will be assessed in the first six positions at the manager's discretion.
- A team manager may insert an additional man AND an additional woman as the 11th and 12th place hitters, etc. in the line-up. If this option is exercised, the alternating male-female batting order must be observed to coincide with the top of the line-up.
- Teams should present their line-up cards to the umpire prior to the start of the game.
- At-Bat Count: A three ball, two strike count will be used for all batters (each batter begins with a 1 ball, 1 strike count). No courtesy fouls are allowed.

H. BASE RUNNING:

- All obstruction and interference calls will be enforced at the judgment of the umpire.
- Courtesy runners are allowed as long as they are not used for an advantage for that team. In the case of a special disability, notify the manager of the other team prior to the game that a courtesy runner will be used (last person out of the same gender will be the courtesy runner.)