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 is allowed. Managers can only argue what they consider a misinterpretation of the rules. The protest must be given to the plate umpire by the protesting manager before the next pitch is thrown.

Discipline

Any runner or fielder who makes physical contact with other runners or fielders that can be avoided will not be tolerated. Players committing that offense will be subject to being ejected. Any player or manager who is ejected from a game will also be suspended for an additional game.

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

2. RULES

Rule I: Introduction

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

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 or other player from the hitting team, must back 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 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 batter's box to safely prevent a collision.**
    d. **A batter interference line for batters who use courtesy runners 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. **Batting racks will be placed next to each team's dugout.**
i. **The scoreboard, if needed, will be placed on its stand.**
j. **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, and return the scoreboard to the shed. The home team must lock the shed after cleanup is finished.**
k. **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 52/300 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 will provide each player with his team's shirt. Each player must wear the shirt provided by the league, unless he is a substitute. 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 a hat. If a player does wear a hat, it must be the team hat, with the sponsor's name.

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

8. Legal bats as per USA rules will be used. Any violation will result in the removal of that bat and game ejection of the player using that illegal bat. Any hit made with the illegal bat will result in an out, and all runners will return to their original base.

Rule IV: Players, Substitutes and Wait List

General Player Guidelines

1. In general, players will not be allowed to play the field without batting. In a given game, if a player requests to only play the field, his manager must get the approval of the opposing manager before the game starts. If a player is injured during a game, he may request that he be allowed to bat without playing the field.

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

3. 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.

Players

1. **In general, both teams must field the same number of players for each game. The maximum number of players in the field is 12. If one team starts a game without 12, the other team does not have to sit any players and will play with more fielders than the other team. If a team has a player drop out because of injury, the opposing team must remove a player from the field. The fielder from the opposing team who is removed from the game remains in the batting order, and can be rotated back into the field if another fielder is removed in his place. An injured player may return to the game at his discretion at a later time. At that time the other team can add their removed player back in to keep the teams at an equal number in the field.**
2. **If there are 12 or more players on both teams' rosters, each team is required to have 12 players available to play the field, unless there are extenuating circumstances. If any team has fewer than 12 players on their roster, then both teams play with the lower number of players in the field. For example, if one team has 12 on their roster and the other team has 11 on their roster, then both teams play with 11 players in the field.**
3. **If a team roster has more than the maximum of 12 to play the field, and more than the maximum of 12 are at the game, the team fields the maximum number of 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 are sitting out an inning or not.**
4. **Teams do not have to have the same number of batters.**
5. **If a player leaves a game for any reason other than an injury, the opposing team does not have to sit a fielder.**
6. **Late arriving players will be given adequate time to warm up and will bat in the position indicated in the lineup the manager gave to the opposing manager. All rules about the number of players in the field for each team still apply. The late arriving player must wait until the start of an inning to take the field. If the team started the game with less players than the other team, the late arriving player can be inserted in the field without having to remove anyone else. If the late arriving player puts the team over the allowed number of fielders, the manager must remove a different fielder when the late arriving player takes the field.**

Substitutes

1. **Players cannot be asked to sub more than one week in advance. Subs can only be picked from other teams in Craig division and no subbing from other divisions is allowed.**
2. **There is no limit on the number of substitutes for regular season or playoff games.**

3. **No substitutions are allowed once a game has started. Only players in the original lineup presented to opposing manager can play.**
4. **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 players rated 5.0 and below. Players rated 5.5 and above can only be subbed with a player rated .5 point higher.**
5. **Each team will designate two top-rated players, before the season. If one or both top-rated players are unavailable for a game and the team has the maximum number or more players at a game, the manager can sub one top-rated player from another team. This would put the team at one over the maximum number, with only the maximum playing the field.**

Wait List

Definition. A list of players who can be used as replacements if a team loses a player for the season.

1. **Players not placed on a team by the start of season may go on a waiting list.**
2. **Players on waiting list must be registered by July 1st.**
3. **Players on waiting list must be listed online with team rosters. Ratings for those players will be distributed to all managers.**
4. **If a team should lose a player during regular season play, it will be allowed to pick up a replacement player of equal rating from the waiting list.**
5. **If an equally-rated player is unavailable, then a player can be chosen within a .5 rating difference.**
6. **Any player chosen must be approved by all managers.**
7. **If more than one team needs a player at the same time, then managers must agree who gets first choice which players are to be added on which team.**
8. **Any players added during season must be added to online roster as soon as possible and rating made know to all managers.**
9. **Players can only be added during regular season games and not during playoffs.**
10. **New players will not be allowed to play in playoffs unless they have played in at least two regular season games**

Players not picked for a team by end of season will have their registration fee returned.

Rule V: Courtesy and Pinch Runners

Definition:

Courtesy runners are those who run for a batter. They start with their back foot on the courtesy runner line, and can only run when the batter makes contact with the ball.

Pinch runners can be used for a batter who reaches base.

Courtesy and pinch runners are only used for players that are injured, hurt or have an otherwise justified reason. They are not to be used for slow runners.

Before the game, managers must let the opposing manager know who will be using a courtesy runner. Courtesy runners can run for a batter only if the batter requests one.

Courtesy and pinch runners are determined by selecting the last batter in the lineup from the previous inning. If that person also uses a courtesy/pinch runner, then the next previous person in the batting order becomes the courtesy or pinch runner. Pitchers and catchers can be skipped over if they are currently pitching or catching. If you should need a 2nd courtesy/pinch runner you use the next previous batter in the order. In the first inning you start with the last batter in the lineup. A courtesy/pinch runner cannot be called out if he happens to be on base when it is his turn to bat. Just replace him with the previous batter in the order. In no circumstances can a runner who is eligible to be a courtesy or pinch runner be skipped over for a faster player, or any other reason.

Courtesy runners can only run as far as second base on a hit by the batter. After he is on base, there are no restrictions on the courtesy runner.

If a batter is using a courtesy runner and runs when he makes contact with the ball, if any part of his foot breaks the plane of the batter interference line, the batter is out and the courtesy runner returns to the dugout.

Players will never be pressured to ask for a pinch runner, under any circumstances. Pitchers and catchers may request a pinch runner whenever they are on base. If a substitute pitcher or catcher takes over, that person may request a pinch runner. The previous pitcher and/or catcher may no longer request a pinch runner, unless they return to either of those positions.

Rule VI: The Game

1. **Managers will exchange written lineups before the game that will include any subs being used and the player they are subbing for. It will also include all players who will be using courtesy runners.**
2. **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.**

3. **Batting practice shall take place prior to the game, time permitting. Alternating players from each team will hit. 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.**
4. **Length of games is 7 innings.**
5. **Early game starts at 9:00.**
6. **Late game starts at 11:00.**
7. **Either team can score 5 runs in an inning. If a team is behind by more than 5 runs, 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.**
8. **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 a game is called before it's official, it 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.**
9. **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.**
10. **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.**
11. **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 USA modified pitching rules. Any infraction of these rules 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. If the batter does not hit the pitch, it is called a ball.**
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 and the wrist not further from the body than the elbow.**
6. **The pitch shall be delivered on the throwing arm side of the body and not behind or through the legs.**
7. **The pitcher starts from a complete stop with the pivot foot on the pitching rubber. 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. The pitcher's pivot foot shall remain in contact with the pitcher's plate throughout the delivery.**

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. **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.**
11. **There is no quick pitching allowed. A quick pitch puts the batter at risk. Umpires will judge a quick pitch as one delivered before the batter is reasonably set in the batter's box.**
12. **If the ball slips out of the pitcher's hand during the delivery, a ball is declared on the batter.**
13. **No high arc. 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.**
14. **Any infraction of 1-13 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. If the batter does not hit the pitch, it is called a ball.**
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.**
16. **Starting pitchers cannot sub for other starting pitchers.**

Rule VII: Batting

1. **If the batter has two strikes and hits a foul ball he is not out unless the ball is a 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. **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.**
4. **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.**
5. **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.**
6. **A batter may not run on a dropped third strike. He is out.**
7. **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.**
8. **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.

9. 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.
10. 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.

1. Rule VIII: Batter-runner and Runner

The ball is dead if a pitch is 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. In general, the fielder has the right of way if he is trying to make a play. The runner must avoid contact whenever possible. Runners do not have to touch the base, so there is no reason to run to the base if the fielder is on or near 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.
4. 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.
5. 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 regular home plate before the alternate plate, he is out. If any part of the runner's foot breaks the plane of the third base commit line, he may not return to third base. If he goes back toward third, he is out.
6. There is no leading or sliding allowed at any time.
7. **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.**
8. 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 umpire's 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.
9. **Obstruction on a batter:** Def: **A DEFENSIVE TEAM MEMBER WHO HINDERS OR IMPEDES A BATTER STRIKING AT OR HITTING A PITCHED BALL.**
10. 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.

11. **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.**
12. **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.**
13. **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.**
14. **If a runner passes another runner, the passing runner is automatically out and the ball remains live.**
15. **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.**
16. **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.**
17. **If a runner interferes with the attempt of a double play by the defense, the runner is called out, the batter is awarded first base, the ball is dead and any other runners return to their bases. 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.**
18. **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.**
19. **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.**
20. **In both cases, ball is dead and the batter-runner is awarded 1st base.**
21. **If a batted ball hits the runner, and the runner is off the base, the runner is out unless;**
    a. **the ball passed a fielder other than the pitcher and there was no other fielder capable of making a play.**
    b. **a fielder, including the pitcher, touched the ball before it hit the runner. In both cases, ball is live.**
22. **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.**
23. **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.**