



TOWN OF CARBONDALE ADULT SOFTBALL RULES Summer 2015



Team captains are responsible for making team members aware of all the rules, as well as the season schedule. **The 2009-2010 USSSA Slow Pitch Rule Book with the following clarifications and/or additions will Govern the Town of Carbondale's softball leagues:**

PLAYER ELIGIBILITY/ROSTER REQUIREMENTS

- A. All players must be eighteen (18) years of age or older by June 1, 2015.
- B. Rosters are limited to twenty (20) players.
- C. **All team entry fees are due in full at time of registration.** Rosters must be filled out prior to first game of the season. Any additional players added during the season must sign the roster prior to playing in a game. *If a team is short players for a game, it will become a game time decision between the Team Captains and the umpires whether or not the team short is allowed to pick up players. If the opposing team does not allow the team short to pick up additional players, the team must either play with the required 8, or they must forfeit.*
- D. Any player whose identity is in question by the opposing team must produce identification at the beginning of his/her team's game.
- E. Each player must appear at bat in order to be considered a participant in the game.
- F. **Each player, including base coaches will be required to sign a roster/waiver release form before playing in their first game.** Players playing who are not on the roster are considered an illegal player.

UNIFORMS

- A. Uniforms/Jerseys are recommended
- B. Any exposed jewelry MAY NOT be worn. Players must take jewelry off before the game. Example: watches, earrings, rings, etc. If a player is unable to remove their jewelry, it must be covered with tape.
- C. No **metal cleats** are allowed. Players caught wearing metal cleats will be asked to remove them.

PLAYING TIME

- A. **Complete Games** – A game will be considered a complete game and no new inning started:
 1. At the completion of seven (7) innings and if the game is not tied.
 2. At the completion of sixty (60) minutes and if the game is not tied. Game time will be stopped during any major delays (2 or more minutes). **Exception: slow play will not be included.**
 3. **The 20 run rule is in effect after 3-1/2 or 4 innings.**
 4. **The 10 run rule is in effect after 4-1/2 or 5 innings.**
- B. If a game has to be called due to inclement weather, darkness, or any other potentially hazardous conditions, the game shall be considered complete if 5 full innings have been played or 4 ½ innings if the home team is ahead or if 55 minutes are up. If the game is stopped because of dangerous conditions before the above happens and there is less than 4 ½ innings the game will be started from the last inning completed.
- C. The home team will keep the official score book. Captains must provide the opposing team a line-up 10 minutes prior to game time.
- D. Game time is forfeit time.

GENERAL RULES

- A. **Infield Fly** – is a fair-batted pop-up ball (not a line drive), which can be caught by an infielder with ordinary effort. Any defensive player may catch the ball in the infield area. The batter is out if he hits an infield fly with runners on first and second or on first, second, and third bases with less than 2 outs.
- B. Substitutions will follow USSSA guidelines.

- C. Courtesy runners will be allowed only in the case of injury. The last batter of the same sex failing to reach first base must be the designated runner.
- D. For injury reasons and voluntary removal of a player from a team's line-up the team may finish with as few as eight players and there will be no automatic out recorded, that player's spot in the line-up will be skipped. However, the batting order must be amended to continue alternating male/female. Teams must inform the score keeper of the change.
- E. **Double Play Rule-** Runners from any base must make an attempt to avoid any interference in a double play. Penalty: Both runners will be called out.
- F. Players giving fake tags will be warned once. The second time they will be ejected.
- G. Teams that forfeit three games within the season will be deleted from the schedule and no refund given.
- H. Each team is responsible for the cleanup of the dugout area after the game.

MEN'S LEAGUE

- A. Teams are permitted to start with eight (8) players and end with as few as eight (8). Players may be added at any time throughout the game. (Co-Ed teams see Co-Ed League rules for number of players.)
- B. Teams may bat a maximum of fourteen (14) players. However, only ten (10) players may take a defensive position throughout the game.
- C. Men's League will be umpired by one plate umpire and one field umpire.

PITCHING REQUIREMENTS

- A. At the beginning of the game a pitcher is awarded three warm-up pitches to the catcher, or to another teammate. Every subsequent inning the pitcher is awarded two warm-up pitches.
- B. Prior to pitching, the pitcher shall take a position with his/her pivot foot firmly on the ground and in contact with the pitching plate. The pivot foot must be in contact with the pitcher's plate when the ball is released.
- C. After assuming the pitching position, the pitcher must present the ball **IN FRONT OF HIS/HER BODY** (for at least one second) in either one or both hands, before starting the delivery motions.
- D. The pitcher may hold or grip the ball in any manner before delivery.
- E. After the pitcher presents the ball he/she may make any wind-up or arm motion desired, either in front of his/her body, above his/her head or behind his/her back including stops and pauses in these motions.
- F. Only a definite underhand motion is permitted in the delivery of the pitch
- G. The pitcher may release the pitched ball in any manner when delivering the pitch. This includes any and all types of deliveries.
- H. Once the pitcher begins his delivery motion, the umpire shall not give a call or signal for "time" unless an unusual happening occurs.
- I. The pitched ball must be released within five seconds from the time the pitcher has the ball and the batter has taken his position in the batter's box.
- J. The pitcher must face home plate on the delivery of the pitch.
- K. The pitched ball must arc six feet minimum to twelve feet maximum from the ground. A strike will hit any part of the plate or extension mat.
- L. An illegal pitch will be called when the arc is under six feet or higher than twelve feet.

BATTING

- A. Batters will start with a one and one count.
- B. The strike zone is that space between the six and twelve foot arc from the ground that hits any part of the plate or extension mat.
- C. Batting out of order is an appeal play, and must be made by the defense. If an incorrect batter is discovered before he/she completes a turn, and appealed, he/she is out.
- D. If not discovered until a pitch is made to the next batter, the batter is then legal.
- E. A foul tip caught by the catcher is an out if the ball was over the head of the batter.
- F. The batter is out if:
 - a. He/she bats illegally and is discovered.

- b. He/she hits the ball with an illegal or altered bat.
- c. He/she hits two foul balls on what would be the third strike.

BASE RUNNING

- A. If the field has a safety bag at first base, the base runner must hit this base if not advancing to second. If the runner is rounding the base toward second, they may tag the regular white base. Teams will be warned before the game begins to hit the safety bag. Any player that fails to hit the safety bag will be called out.
- B. Base runners may not leave the base they are on until the ball is hit. Teams will be warned before the game begins to not leave the base. Any player that leaves a base during the act of pitching will be called out.

FIELD RULES

- A. **North Face “Bill Hanks” Ball Field**-If a ball bounces or rolls into the grassy areas of this field, it will be considered a ground rule double. At this time the outfielder closest to the ball must raise both hands as soon as the ball is no longer playable. If the ball flies into the grassy areas, it will be considered a home run. A total of 4 home runs will be allowed per game while playing on this field. If both teams reach 4 home runs, then the “one up” rule will be applied. (See above)

TIE GAME RULES

- A. Starting with the top of the 8th inning, or after time has expired and each ½ inning thereafter, the offensive team will begin its turn at bat with the player who made the last out in the previous inning placed at second base with one out and the batter will begin with a count of three balls and two strikes. The batter will be allowed to hit one foul ball.

UNSPORTSMANLIKE BEHAVIOR

- A. Use of profane or abusive language or gestures is NOT PERMITTED.
- B. Coaches, players, or team members shall not, at any time, nor from any place:
 - a. Incite, or try to incite by words, signs, or demonstrations, either opponents and/or spectators.
 - b. Use foul language which will in any manner refer to or reflect upon opposing players, umpires, spectators, or RECREATION COORDINATORS.
 - c. Any player violating the above rules will be ejected from the game.
- C. Good sportsmanship must be maintained at all times.
- D. All grievances must be communicated through the team manager or coach.
- E. ALL PLAYERS MUST ABIDE BY THE UMPIRE’S DECISION. Players ejected from the game are automatically suspended from the next scheduled and played game (including tournament play), and possibly for the remainder of the season. Any player ejected from two (2) games during league play will be suspended for the rest of the season, and may be on probation for the next season.
- F. If a player physically abuses an umpire in any way during or after a game, the player is out for the rest of the season, and legal action may be pursued on behalf of the umpire.

BLOOD RULE

- A. A player/substitute, manager and/or coach, team member, or umpire who is bleeding or who has an open wound shall be prohibited from participating further in the game until the bleeding has stopped and the wound is covered.
- B. If treatment can be administered in a reasonable amount of time, the individual will not have to leave the game. The length of time that is considered reasonable is the umpire’s decision.

MAKE-UP GAMES

- A. Make-up games will be scheduled when and where there are fields available—**if a team is unable to play it will be a forfeit.**
- B. RAIN DAY PROCEDURE - If you are in doubt as to whether a game has been canceled, the following

steps should be followed:

1. Check with your captain or call the CRCC at 970.510.1290. Updates will also be posted to www.carbondalerec.com.
2. Rain outs and conditions will not be determined until 4:00 pm each day.
3. The umpire has the final decision to determine whether or not the field and/or weather conditions are suitable and safe for play.

DISPUTES

- A. IN THE CASE OF A DISPUTED CALL, THE CAPTAIN IS TO MEET WITH THE OFFICIAL TO RESOLVE THE PROBLEM.
- B. Appeal Policy: ALL appeals must be made by the Captain to Jessi no later than 48 hours after the incident. All appeals must be accompanied by a \$50 deposit. If the appeal is decided in your favor, the \$50 will be returned.

LEAGUE STANDINGS

- A. Win/Loss Record
- B. Head to head competition
- C. Fewest runs allowed in head to head competition
- D. Fewest runs allowed in total games

TOURNAMENT

- A. Teams will be seeded according to the league standings.
- B. First place will receive an award.
- C. IF YOU CANNOT FIELD A TEAM FOR THE TOURNAMENT PLEASE INFORM THE LEAGUE MANAGERS AS SOON AS POSSIBLE—TEAMS THAT SIMPLY FAIL TO SHOW UP WILL NOT BE ASKED BACK THE FOLLOWING SEASON.

MISCELLANEOUS

- A. The Town of Carbondale Recreation Department reserves the right to change any and all rules at any time during the season. The league coordinator and umpires will enforce all rules, regulations, and policies.
- B. Only USSSA bats are approved for league play. A list will be provided at each field. The bat list and the rules are available at www.USSSA.com.
- C. No glass bottles are allowed on the Town of Carbondale fields.
- D. *****ALCOHOL CONSUMPTION-The Town of Carbondale has a NO OPEN CONTAINER LAW. There will be NO ALCOHOL allowed on any of the fields before or during the game—this includes the dugouts and on the field of play.**
- E. **INTOXICATED PLAYERS**-No player shall enter a game or appear on the field of play under the influence of alcohol in such a manner as to not have complete control of his/her self. Players seen drinking during a game, or determined to be visibly intoxicated while playing will be removed from the field.
- F. *****If teams would like to schedule practice on any of the fields, they must pay the field reservation fee and sign a reservation form at the CRCC.**

CONTACT INFO

- A. For field maintenance issues please contact Steve Groom at 970.379.9978.
- B. For all administrative questions, including scheduling, player conflicts, and all other questions, comments, and concerns, please contact Jessi Rochel at 970.379.9501 or jrochel@carbondalecto.net.