



# CHARLESTON SPORTS & SOCIAL CLUB

## Official Softball Rules 2011

**Unless otherwise stated, ASA rules govern this league.**

### GAME REGULATION:

Game time is start time. After 5 minutes late teams will be penalized 1 run and after 10 minutes forfeit. All games will last 55 minutes or 9 innings, whichever comes first. No new inning will begin after 50 minutes (if you start an inning you will finish the inning). Games will be official after 5 innings or 4 1/2 if the home team is ahead. Games can end in a tie (except for playoffs)

### Equipment:

CSSC will provide all bases, a catcher's mask batting helmet and balls. A few bats and gloves are supplied by the CSSC. All bats must be approved by the ASA 2000 certification mark, it will be left to the judgment of the umpire if a bat can be used or not. You can find the complete non – approved ASA bat list at [www.softball.org/about/certified\\_equipment.asp](http://www.softball.org/about/certified_equipment.asp). Catchers should wear the mask at all time behind the plate.

### Batting Line Up

There must be a "2 men to 1 female" batting ratio at all times throughout your lineup. Some teams may have fewer females. To accommodate this, the coach must designate which female will bat twice to obtain the 2 to 1 ratio. Only those females will be allowed to Bat twice. If more female then men are in the lineup, you still may not have more than 2 men batting in a row. All late arriving players may be inserted at any time. Late arrivals must be inserted at the bottom of the batting order. The fielding team may place late arriving players in the field as they arrive. Coaches **MUST** make the umpire and opposing team aware of these additions.

- Unlimited amount of players are allowed in your starting lineup.

### Fielding

You may play with a maximum of ten players on the field. With ten players on the field at least four must be female. With a full team of 10 players:

of the five infield positions P, 1B, 2B, SS, 3B at least two must be female and at least one female outfielder. The catcher may be either male or female.

The minimum number of players to start the game is 6 (2 of the 6 players must be female). If you are short females, you may not add males to cover the 10 defensive positions in the field. No more than 6 males are allowed in the field, but there is no limit to the number of females.

Players may freely move from field position to field position, but the batting order must stay the same.

Outfielders **MUST** be behind the 130 foot markings until the ball is hit. If the outfielder is closer than the 130 foot line, (and makes a play) all runners are considered safe. (65-foot diamond)

## **Pitching**

The ball must be delivered with perceptible arc and reach the height of at least six feet from the ground, while not exceeding a maximum of 12 feet from the ground.

A strike is any ball below the top of the batters shoulders and over Home plate. If a pitch hits any part of home plate or lands in front of the plate it will be called a Ball.

## **Home Run Rule (if playing in the grass)**

Your team can hit one home over the fence. For example, your team cannot hit their second home run over the fence in the same inning (this will be a ground rule double)

## **Walks**

If the defensive team walks a male batter with a female up to bat next he is awarded second base automatically and if there are two outs the female batter will have the option to walk or bat.

## **Scoring:**

There is a 9 run limit per inning. After the 9<sup>th</sup> run crosses the plate, the inning ends regardless of the number of outs.

Exception: If a team is behind in the last inning

## **UMPIRING:**

CSSC will provide an umpire for the games

CSSC Umpire has the final call on every play

Umpire will keep the official score

## **FORFEITS:**

If a team does not have the minimum number of players by 10 minutes after game time, a \$ 50 forfeit fine will be assessed. The money will go towards your opponents bar tab the following week. Teams that receive a forfeit fine must use it the following week or lose it. (No, carry over). If a team contacts Charleston Sports and Social Club by 24 Hours prior to the start of the game, a forfeit fine will not be assessed. This will allow the opposing coach to inform his team of the forfeit.

## **FINES:**

All fines must be paid before your next game. Teams not paying will have 2 points taken off their win total for each week that fine is not paid.

## **OTHER RULES:**

NO alcohol is permitted in the parking lot and no Glass at the JCC.

NO PARKING on the field.

PLEASE police yourself.

Coaches are responsible for controlling their team. We are all adults.

Coaches are responsible for keeping track of batting order, innings, and

Score in their score book.

NO SLIDING

The umpire has final ruling.

No metal cleats.

**ALL CONTACT MUST BE AVOIDED AT ALL TIMES.**

## **EJECTIONS---**

Metal cleats

Unsportsmanlike conduct.

Arguing with the umpires.

IF ejected, you cannot play at the following week's game.

# **TEAMS:**

All players must be 21 years of age or older.

You must wear the CSSC Shirt provided and be a paid player. You will receive the drinks special at the bar ONLY if you are wearing your team shirt.

## **Roster:**

**1. Number of Players.** There is no maximum number of players allowed on a team roster. All players must be listed on the roster and sign the CSSC waiver to participate.

**2. Adding Players.** Players may be added at any time until the final tee shirt order date. After that time, until the third week of play, a team may add players by purchasing an individual late addition shirt (35\$ per shirt for teams of 12 or more players) or drop a player before it may add a player. The dropped player must provide his/her tee shirt to the added player. After the third week of play, team rosters are frozen. Teams must provide an updated roster to the league at the end of the third week. See the website for additional roster forms.

## **Uniform:**

**Tee Shirts:** The CSSC will provide each team with a tee shirt for all paid team members. All players **MUST** wear the CSSC tee shirt for each game.

**Permitted Alterations:** Players may add their names, numbers and other similar personal information to their tee shirt. Players may also add depictions of the American flag. Player's additions may not cover the CSSC or sponsor logo

**Excluded Alteration:** Players may not add any corporate information to their tee shirts, including website addresses and or company names. Players may not include any offensive materials on their tee shirts. CSSC has the exclusive right to determine whether additions are offensive.

**Penalty:** Players who do not wear the official CSSC Tee shirt will be sidelined for that game unless the other team's captain or representative allows otherwise. Players who are caught exchanging shirts will also be sidelined, and if the player is not listed on the team roster, the team will forfeit the game. Team with players who violate the alteration guideline must purchase new CSSC shirts (\$35.00/shirt), and team will forfeit all games until it has paid for the new shirts.

**Please remember to support the sponsor bars!!!!**

**Charleston Sports and Social Club**

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