



# **RULES OF PLAY**

## **ARTICLE 1: SOFTBALL RULES OF GOVERNANCE**

### **1.01 General**

As a registered USA Softball (ASA) member, the Rules of Play will follow the current USA Softball (ASA) Official Rules of Softball except where noted within these rules of play.

## **ARTICLE 2: SCHEDULE**

### **2.01 General**

The Board shall publish the schedule on the website by the start of League play. The schedule will list the date, time, and place of each League game. In the event of inclement weather, coaches will be notified of any field closures.

## **ARTICLE 3: GAME START**

### **3.01 Game Start Time**

The start time of all CPSA games shall be the scheduled game time. However, if prior games end early, an umpire may start a game early if both managers agree. And, if games are running behind, teams should be ready to play after the previous game. After the pre-game meeting held by the umpire with both team managers, the umpire will announce the official game start time.

### **3.02 Home Team Determination**

Home and away will be determined by the city manager, making the home vs away fair for all teams.

## **ARTICLE 4: FORFEITS**

### **4.01 General**

Official game time plus 5 minutes is forfeit time. The waiting period is counted as part of the scheduled playing time. Any team not able to field nine (9) players by the forfeit time of their game shall forfeit the game. A forfeited game shall be scored as 20-0 in favor of the team, not at fault. The team that forfeits

the game is responsible for paying the forfeiture fee of \$50. A double-forfeit game shall be scored 20-20 and considered a loss for both teams. In this case, both teams will pay the total forfeiture fee. To avoid the forfeiture fee, teams must notify the City Athletic Director by 7 pm Saturday before game time.

## **ARTICLE 5: GAME TIME LIMIT**

### **5.01 General**

The game time limit is 50 minutes, and a new inning shall not start after this time limit. The home plate umpire will be the official timekeeper. If the game is tied at the end of seven (7) innings, or at the end of the regulation game time limit, a maximum one (1) inning tiebreaker will be used. Starting with each half inning, the offensive team shall begin its turn at bat with the player who made the last out is placed on second base (commonly known as the International Tiebreaker rule). If there is not a winner after one (1) tiebreak inning has been completed, then the game score shall be final (except during the end-of-season tournament).

## **ARTICLE 6: RAINOUT POLICY**

### **6.01 General**

On days with possible adverse weather and/or field conditions, the League will email all members at least two (2) hours before the first scheduled game or earlier if known. Without any updated information to the contrary, teams should report to the fields. Once teams are told to report to the fields for play or when teams are at the fields for play and adverse weather and/or field conditions happen, the umpire will be responsible for determining if field conditions will allow the remaining scheduled games to be played.

## **ARTICLE 7: PLAYING FIELD RULES**

### **7.01 General**

If a ball goes under one of the gaps in the outfield fence, the outfielder must raise their hands to indicate that the ball is out of play. The hitter will be stopped at second base, and any other runners will be allowed to advance two bases beyond where they were when the ball was hit.

## **ARTICLE 8: EQUIPMENT AND UNIFORMS**

### **8.01 Uniforms**

Teams are required to have visible numbers on the back of their shirts, and similar shirt colors are preferred but not required. There must not be anything inappropriate or vulgar on the uniforms, as determined by the CPSA Board of Directors.

## **8.02 Bats**

All bats must pass or have either a USA/ASA stamp or pass the tests by a bat testing machine (if available) to be eligible to be used in CPSA League softball games.

## **8.03 Balls**

All softballs used in the League will be provided by the League. The Women's division will use 11" 52/300 core balls, and the E, D, C, and upper divisions will use 12" 52/300 core balls.

# **ARTICLE 9: LINE-UP AND GAME PARTICIPATION**

## **9.01 Line-up Sheets**

The line-up sheet is the list of offensive players in the order in which members of that team must bat and will be established before the game starts. As a minimum, the line-up sheet should state the first names and uniform numbers. The line-up may contain 9, 10, 11, or 12 batters.

## **9.02 Submitting an Official Line-up**

At least five (5) minutes before the start of each game, the batting order will be submitted on the official line-up sheet to the official scorekeeper. The line-up sheet will consist of all rostered players, both starting players, and substitutes, who are at the game and in the dugout. The official scorekeeper will attempt to verify that only the legal number of players physically represented at the game is listed on the line-up sheet. If a line-up sheet is found to contain a player's name who was not at the game before their name was placed on the line-up sheet, the Executive Board could review the violation for written reprimand and/or game forfeiture. The starting players will be listed in batting order sequence with all substitutes noted at the end of the line-up sheet. The home team's scorebook will be considered official when an official league scorekeeper is not available.

## **9.03 Losing a Batter to Injury or Ejection**

It is at the discretion of the league and designated medical personnel to determine if an injured player is eligible to continue playing. If a player is injured during play and is removed or removes themselves from the game, they cannot return.

A. 11 or more batters- If a team elects to bat 11 or 12 players and that team loses a player due to injury or ejection and does not have an available substitute on the bench, that team may continue to play; however, the team will be assessed an out every time that player's batting position comes up in the batting order.

B. 10 batters- If a team is batting 10 players and the team loses a player due to injury and does not have an available substitute, the team may continue to play and will not be assessed an out when that player comes up in the batting order. If the team bats 10 players and a player is ejected with no available substitute, the team will be assessed an out when that player comes up in the batting order.

C. 9 batters- A team that elects to bat nine (9) players and loses a player due to injury or ejection and does not have any available substitutes on the bench, will automatically forfeit the game.

#### **9.04 Courtesy Runners**

USA Softball (ASA) rules will be used for courtesy runners. There will be one courtesy runner allowed per inning. That said person will have to be on the active lineup and not a substitute.

#### **9.05 Late Arriving Players**

When a team begins a game by batting nine players, a late-arriving tenth player may report to the umpire and may enter the game as soon as the umpire determines it to be appropriate, as long as four (4) full innings have not been completed (4 innings = regulation game). This player will become the tenth person in the batting order. Any other late arriving players must report to the umpire and will only be considered as a regular substitute. The batting order cannot be expanded past 10 players once the game begins.

#### **9.06 Mercy Rule**

The mercy rule will be in effect during the regular season, according to USA (ASA) Softball rules. When we cross divisions the upper team will only be allowed 10 per inning.

#### **9.07 Only CPSA Members May Participate**

Anyone (including players, coaches, managers, scorekeepers, etc.) participating on the field or in the dugout in a CPSA game must be a CPSA member in good standing.

### **ARTICLE 10: EJECTIONS**

#### **10.01 Documentation**

If a player is ejected from a game, the City Athletic Director will ask the umpire to provide a written description of the events that led to the ejection. The player will only be allowed to play before the start of the next game the following week.

#### **10.02 Review**

All game ejections will be reviewed by the Commissioner or his/her designee. If the Commissioner determines the ejection to be flagrant, he/she may suspend the player for up to two (2) additional games. This additional suspension is not subject to appeal but may be reduced or overturned by a two-thirds vote of the Executive Board. Additionally, if the Commissioner considers the act a violation of the CPSA Softball League Code, he/she may call for a disciplinary hearing.

## **ARTICLE 11: PROTESTS**

### **11.01 General**

In general, protests follow the procedures of USA Softball (ASA) Rule 9 (Protests) in the current edition of the USA Softball (ASA) Rules of Softball, except for playoff game protests (see Article 12). If possible, for protests of rule interpretation, the City Athletic Director will resolve the protest at the field of play before play resumes.

### **11.02 Player Rating Protests**

In addition to the type of protests defined by USA Softball (ASA) (rule interpretation, illegal player, and ineligible player), a team may file a protest regarding a rating point, if they feel that a player should have a specific point added. The protesting team must indicate to the umpire and opposing team manager or team representative what point(s) is/are being protested. Each protested point is considered a separate protest; therefore, a \$50 fee would be required for each protested point. The protest must be made during a CPSA league game in which the protesting team is playing against the player's team. The protest must be made before the umpires leave the playing field or if the umpires will be officiating the next game, before the start of the next game. Protests will be reviewed by the Executive Board by end of the day and a decision will be issued. If the protest is upheld by the Executive Board, then the protest fee will be refunded. The Executive Board may also vote to place the protested player on the Rating Review list for the RRC to review and vote before a final decision on the protest is determined. The CPSA Commissioner will determine the protest hearing procedures and communicate them to the protest hearing participants. NOTE: if the resulting change creates a situation where the player and/or team was ineligible for the protested game, the result of that game would be changed to a forfeit. If the protested player plays in any subsequent games before the Executive Board voting on the protest, the result of the Executive Board's vote will change the result of all games played including the protested game and all subsequent games played after the protested game before the vote of the Executive Board.

Note: This section does not apply to the Women's division

## **ARTICLE 12: END OF SEASON TOURNAMENT**

### **12.01 General**

For all end-of-season tournament games, the League will provide softballs and at least one (1) umpires for each game and may provide two (2) umpires for final games and the if game. The game time limit will be the same as used for regular League games. Rules for determining home and away teams are in the CPSA Softball League Code, Article 11.

### **12.02 Protests**

For the end-of-season tournament games, all protests will be resolved by the Executive Board immediately, before both teams leave the field. All applicable protest fees must be paid to an Executive

Board member immediately following the game for the protest to be heard. If the protest is upheld, protest fees will be returned.

## **ARTICLE 13: GAME RULES THAT DIFFER FROM USA Softball (ASA) RULES**

### **13.01 Base Stealing**

There will be no base stealing allowed in league games.

### **13.02 Legal Pitch Height**

A legal pitch is between 6 and 12 feet high.

### **13.03 Out-of-the-Park Home Run Limits**

A. The following are the divisional limits for out-of-the-park home runs

- E Division, 0 per team per game
- D Division, 0 per team per game
- C Division, 1 per team per game
- Upper Division, 3 per team per game

B. Once a team has reached their maximum out-of-the-park home runs, any additional out-of-the-park home run will end the inning, and no potential runs will be counted. Cross division home run rules will go by the upper-division home run rule. For the D and E Division, any home run will end the inning. Any E division hitting home runs will go under review by the executive CPSA Board

### **13.04 Courtesy Foul**

One courtesy foul will be awarded after the second strike.

## **ARTICLE 14: PICK-UP PLAYERS**

### **14.01 General**

A pick-up player is a roster addition for one game only, and must be a league member in good standing and maybe on the current roster of another team (provided they have paid the applicable fee to participate in the season).

1. If the team captain knows before the game day that they will not have 10 rostered players in attendance and they want to pick up players, they must submit the pickup player form by 7 pm before game time, and notify the City Athletic Director. The Board of Directors will approve by Saturday at midnight.

2. For emergency, same-day pickup players, captains must notify the City Athletic Director or another member of the board immediately. Approval must be obtained before that player is allowed to play. If it is determined that the team captain was aware that they would have less than 10 rostered players before game day and did not follow rule 14.01.1, the first violation will be a warning and any subsequent violations will result in a forfeit.

3. If a player agrees to substitute for another team, and the scheduled game for their rostered team begins, they must leave the team they are subbing with, no matter what effect it has on the team, and join their rostered team.

#### **14.02 Roster Rules**

1. Number of Pick-up Players Allowed. The team picking up players must have seven (7) of their own rostered players in attendance, or else it will be considered a forfeit. If the team has seven (7) rostered players, they can add three (3) pickup players, if the team has eight (8) rostered players, they can add two (2) pickup players, and if the team has nine (9) rostered players, they can add one (1) pickup player.

2. Roster Limitations. A pick-up player must not cause a team's roster to violate rating limitations for the division of play. That is, the player's rating must fall within the acceptable range for the division and the player's rating must not cause the team's rating to go above the acceptable range for the division. It is permissible, however, for a pick-up player to temporarily increase a roster size above the maximum number of players. Note: This section does not apply to the Women's Division.

3. Division of Play. For this rule, if a game is between teams from two different divisions, the higher division will be deemed the division of play for that game. For example, if a C Division team is playing against a D Division team, the D team may pick up players such that their resulting roster would fall within the roster limitations for a C team. Note: This section does not apply to the Women's Division.

#### **14.03 Line-up Sheets**

Pick-up players should be noted on the line-up sheet by circling the player's name or placing a "PU" by the player's name. A pick-up player may not be added after the game begins. If you have a pickup player on your team, that game does not count as additional games towards GSWS. Only games played with your rostered teams will count toward the GSWS.

#### **14.04 Uniforms**

If the team that uses a pick-up player does not have an available uniform for the pick-up player to wear, the pick-up player should wear the uniform of the team on which they are rostered, even if it results in a duplicate uniform number.

