

# 2021 Official Rules. (Published 05/17/2021)

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**All RULES in Green will be enforced strictly to ASA rules by the Pay Ball Umpires Association Umpire calling the game.**

**They remain printed here strictly for reference and may or may not accurately reflect ASA wording.**

**Rules in Red are league specific in game rules.**

**Rules in black are 'house keeping' in nature.**

## 1. Operations

- 1.1 If a weather stop is ordered, ALL play is canceled for that evening.

1.2 Games with four complete innings that are called by weather will be logged as an official game. The score logged is the score at the last full inning played.

1.2.1 Games with less than four complete innings will be made up. Play will resume with the batter in the box when game was called.

1.2.2 A game called on account of darkness under twilight rules are to be completed at a date and time TBD by both managers unless BOTH managers mutually agree to log the game as an official game.

1.3 6:30 games are expected to begin play by 6:40 MAX or automatic forfeiture.

1.4 All teams shall use an optic yellow leather softball with a .52 cor and a 275/300 compression.

1.5 All first bases shall now use the double wide orange and white safety base.

1.6 Games rained out on Monday shall be attempted to be played at a time and date TBA.

It is up to both managers to work out a time and place to makeup the game. Be prepared to setup an alternate field on the soccer and football fields in the event that one or more of the fields is in use.

## 2. Field Setup – Tear-Down - Line-up exchange

2.1 Home field managers on field 3 and 4, Shamrock and Hiller Park will insure the tear down of the field at the end of the 6:30 game. (Except on twilight game nights, the 7:30 game managers are responsible.)

2.2 Winning team managers playing the last scheduled games on North Conference fields will insure the tear down of the field and the turning off of the lights. You will need the assistance of the Field Ops Director or Manager or the VP or the Prez since managers do not have a key to lock the shed once the lights are turned off at McHenry Township.

2.2.1 Field setup/tear-down at Lions Park in Cary will be handled by Cary Parks.

2.3 Home team managers playing the last scheduled games at Shamrock Park or Hiller Park will insure lock up the Knaack equipment box at their respective field.

2.4 Strike mat official dimensions 36 inches from the back of the mat to the two forward points. Width is 18 inches wide. If possible, Managers please make your own strike mat and keep it handy as a spare.

2.4.1 Strike zone is the two-dimensional rectangle on the ground comprised of both home plate and the strike mat.

2.5 Pitching rubber is 50 feet. Measured from the rear point of home plate to the front edge of the pitching rubber.

2.6 Base distance for 1st and 3rd; Measured from the pointy rear part of home plate to the in-ground base receptacles for 1st and 3rd base is 60ft. Distance from the pointy part of home plate to the in-ground base receptacle for 2nd base is 85ft. The distance from 1st to 2nd is 60ft. The distance from 2nd to 3rd is 60 ft.

2.7 Teams shall exchange line-ups before the first pitch either before or immediately after the home plate prayer.

### 3. Age limit

3.1 Age limit is 17 years old.

3.2 Special waiver for 16 a year old at the discretion of the manager and with league approval by league President. Player turning 16 at any time during the regular season is eligible for waiver.

3.3 Minors (17 and under) may NOT sign the roster form. Instead, page 5 must be signed by their parent or guardian.

### 4. Fielders & Pitchers

4.1 A game may be played with a minimum of 8 fielders, even for a full game.

4.2 A MAXIMUM of TEN players may take the field if at least one fielder is female.

4.2.1.1 If you only have 8 players, you may start and finish the game with 8 players. You are allowed up to two subs from the roster of another team.

NOTE: The league recognizes two types of sub players. Those from another team's roster and those listed on your own roster. For those from another team, you are allowed up to 2 if you have 8, 1 if you have 9 and 0 if you have 10 players.

For subs on your own team's roster handed in at the beginning of the season, it is advisable to have two or more players on your roster that are available as subs at the last minute. If for example you had 4 subs on your team's roster, you could call all 4 subs in a pinch. These on-call subs on your team's roster may NOT be on the roster of another team.

4.2.1.2 If you only have 9 players. You are allowed 1 sub from another team.

4.2.1.3 If you only have 10 players. You are allowed ZERO subs from another team.

4.2.2 If you have nine men on the field and NO ladies on the field, you may have ten batters (DH) in the lineup.

4.2.3 If you have at least one female on the field, you may have eleven batters in the lineup. This rule applies for the duration of the game. An exception is the Alternating Player Rule. See Rule 7.1.2 below.

4.2.4 In summation, in order to have 10 fielders, at least one of them must be female for every inning you take the field.

4.3 Obstruction, this is when a fielder who does NOT have the ball in their glove impedes the movement of a runner.

4.3.1 The runner is awarded the base or bases if in the umpires' judgment the runner would have made it to that base if the obstruction did not occur.

4.4 The maximum arc of a pitch must lie between over the batters head to a maximum 12 feet above the ground. The umpire is advised to declare an illegal pitch by shouting "ball" while the ball is in flight. The "ball" call is negated if the batter elects to swing and the ball is in play, fouled or strike. Managers are advised to have a quick conference with the home plate ump after the first illegal pitch is NOT called while the ball is in flight. Clarify with the umpire and resume play.

Gentleman's Agreement: Although technically not against the rule, having outfielders in the infield dirt is considered a violation of a gentleman's agreement not to do so. Outfielders should be no closer than 10 ft from the edge of the infield.

Note: Strike zone is the two-dimensional rectangle on the ground comprised of both home plate and the strike mat.

## 5. Batters

5.1 Men may use ANY kind of wood bat, baseball or softball.

To be clear, any partial wood bat that has non-wood composition in the barrel or the handle is not legal for male batters aged 54 and younger.

NO non-wood bats or partial non-wood bats may be used by any male player aged 54 and younger. Any male player 54 or younger using a non-wood bat or a partial non-

wood bat after the first pitch has been thrown shall be called out and no runners may advance in the event of a hit. No exceptions are to be granted.

5.1.1 Senior Exception. A male batter aged 55 or over may use any bat of any composition. The senior male batter must have had their 55th birthday on or before the day of the game, no exceptions are to be granted.

5.2 Lady players of ANY age may use any bat of any composition.

5.2.1 If the male player before a female player is walked without a strike thrown, then the female batter has an option to immediately take 1st base without batting OR she is free to step into the box and bat. The decision to 'auto-walk' must be made before she steps into the box and takes the first pitch. This is ONLY valid when the count to the batter before they get their first pitch is a 1 and 1 count, typically innings 1 - 4.

5.2.2 If the next batter after a female batter is also female and the first female auto-walked, the second consecutive female batter does not auto-walk.

5.2.3 A missing lady player in the lineup will now constitute and auto-out when her place in the order occurs. Please inform the opposing team and the umpire. This auto-out will occur as the number ten spot in the order without exception.

5.2.4 With two outs, the male batter may NOT be walked in order to reach the auto-out spot and end the inning.

5.3 If a batter steps on or across or in front of home plate and makes contact fair or foul they are out.

5.4 If a batters LEADING footstep on the line representing the forward mark of the batter's box, which shall be marked as 1 bat length forward of the leading edge of home plate, that shall be considered stepping out of the batter's box and the batter is out.

5.5 Special Ground Rules.

5.5.1 Shamrock Park Applies at all times no matter if people are present in the picnic shelter or playground or not. Boundary is the railroad ties for the playground and the concrete patio of the picnic shelter.

a.) DEAD BALL OUT; A ball that lands in the picnic shelter, or on or inside the boundary of the railroad ties of the playground. Also, a ball that rolls or bounces in and strikes a person in said area.

b.) GROUND RULE DOUBLE; A ball that rolls or bounces in but does not strike a person. Runners advance 2 bases.

c.) None of the above applies to the sidewalk.

d.) AUTO-Home Run: A ball that lands on the picnic shelter roof.

5.5.2 McHenry Township Park Applies to any fair ball that lands before the outfield fence then proceeds to bounce or roll past either foul pole.

a.) Ball is a ground rule double. Runners advance 2 bases.

5.5.3 Hiller Park Applies to any fair ball that goes past the sidewalk in left field WHEN soccer teams or any other organized teams are in the grass beyond the sidewalk.

a.) Ball is a ground rule double. Runners advance 2 bases.

### 5.6 Infield Fly Rule

When it applies: (3-2-1-0 helper aid) 3 runners on base OR 2 runners on base (1st and 2nd only) AND 1 or 0 outs and the batter hits a pop-up.

How to apply: Batter is auto out if ball lands fair near an infielder or is caught fair by an infielder, runners CAN advance. Live ball until play is over. Does NOT apply for line drives. See below for who an infielder is.

ASA Wording in BOLD below.

An INFIELD FLY is a fair fly ball (not including a line drive) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule.

When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare Infield Fly for the benefit of the runners. If the ball is near the baselines, the umpire shall declare Infield Fly, if Fair.

The ball is alive, and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly.

5.7 A batter hitting a 2<sup>nd</sup> foul ball after the 2<sup>nd</sup> strike is automatically out. No runners may advance.

## 6. Runners

6.1 On any play at the plate, the runner must avoid contact with the fielder. If the runner does not slide and makes contact with the fielder at home plate, the runner is out at the discretion of the home plate umpire.

6.1.1 A play at the plate shall be defined as the ball in flight or bouncing towards home plate regardless if the fielder is in position or not.

6.1.2 Further, the location of the ball must clearly be at or nearer to home plate than the pitching rubber (approximately 50 feet) and is subject to the umpire's discretion.

6.2 Runners moving from 1st to 3rd base must avoid aggressive contact with fielders at all costs even if a fielder is obstructing the base path in violation of rule 4.4 above.

6.2.1 In the event the runner makes aggressive contact, this shall stop play for an unsportsmanlike like conduct procedure as outlined below in Rule 9.3.

6.3 Runners running to first base on a single must run to the orange safety base or they are out at the discretion of the umpire.

6.4 Runners 'rounding' the horn to go to second may touch the white base or the orange safety base. They must avoid contact with the first baseman at all costs.

6.5 Substitute base runner. They can ONLY be the last BATTED out.

6.6 Runners may NOT wear metal cleats. Only plastic, or rubber cleats allowed.

## 7. Substitutions

7.1. Substitutions may come back into the game but must be inserted into the exact spot in the batting order AND must play defense first BEFORE batting.

7.1.1 The manager re-inserting a player must call a timeout and show the umpire and the other manager, the score book showing the re-inserted

player is being put back into their original spot in the batting order, but not necessarily the same field position.

### 7.1.2 ALTERNATING PLAYER.

#### Implementation Guidelines:

To invoke, please announce to the other manager you will be using alternating players immediately before or after the home plate prayer. Be prepared to hand them a copy of the complete lineup that includes the alternating players.

IF you invoke, ALL players who show up (up to a max of 22 players) MUST be put into the lineup. You may not have some players share a spot and some players sitting on the bench. It's ALL or NONE! \* (\*See Caveat D. below.)

In EVERY inning, at least one female player MUST be on the field in order to field 10 fielders.

Using this rule, there are 2 tracks, a fielding track and a batting track. They are independent of one another.

Fielding Track explained: In the fielding track, the primary player plays all odd numbered innings. The alternate player plays all even numbered innings.

Batting Track explained: In the batting track, the players sharing the spot in the BATTING order take turns batting every time their spot in the order comes up. This is regardless of what inning the game is at. In the case of batting around in the order, it would be possible to have both players sharing the spot in the order bat in the same inning.

You may also have two players alternate at the DH batting position.

#### ALTERNATING PLAYER CAVEATS:

(a.) If a player sharing a position is injured, then the remaining player in the shared spot takes over sole ownership of the the remaining at-bats and fielding duties.

(b.) Replacement. In the event a player has to leave that is NOT sharing a spot in the batting order you may move a player from a shared spot into the empty spot AFTER a meeting with the home plate umpire and the other manager. The person eligible to be moved into the empty spot shall be the

person who made last out in the last shared position in the order. If that is NOT possible, whomever is available from the roster can be put into the empty spot.

(c.) If you only have one lady fielder and you pair her up with an alternate male player, you may NOT have 10 fielders during ANY inning.

7.2 Substitute base runners can be inserted in place of the batter that has reached base. The last person who made a batted out must be the runner.

7.2.1 In the event there are no outs, the last batted out person in the previous inning must be the runner. (If 1st inning and no outs, last batted out from last game.)

7.4 Designated runner for batter at home plate. A senior aged 55 or over or a batter with an obvious physical permanent handicap shall be allowed to have a designated runner to run from home plate to the base(s). Batter MUST have a permanent physical impediment from running. Injured players may NOT use this rule!

7.4.1 Designated runner shall be the runner who made last batted out.

7.4.2 Designated runner shall line up against the backstop and behind the line the 3rd base foul line would make if extended to the backstop. Runner will run on contact with the pitch and is allowed to run to any base (extra base hit).

7.4.3 AN injured player whose injury occurred during the game may have a sub runner from home.

7.4.4 Designated runner stepping over the line BEFORE contact is made with the bat, batter is out, and no runners may advance.

7.5 Late arriving players. A player arriving late must be put into the batting order at the last spot in the order once the game begins. You may not 'skip' the absent player and then have them bat higher up in the order once they arrive.

7.6 Substitute player. A team may get 2 sub players if they only have 8 and 1 sub player if they only have 9 players. Sub(s) must be an active roster player from another team or from their sub list.

7.7 Defensive insertion of player(s) are allowed at any point in the ball game. Please call a timeout and approach the umpire.

## 8. Umpires

8.1 A Mgr. may discuss a rule with an umpire but may not argue a call.

## 9. Player conduct

9.1 Any argued call with any umpire is subject to an automatic ejection at the umpire's discretion.

9.2 All managers and players are expected to conduct themselves in an exemplary fashion at all times before during and after the game(s). We are here to set an example. A great man once said, preach the gospel at all times and use words if necessary.

9.3 Unsportsmanlike conduct shall be defined as being; Any negative comment directed at the opposing team or individual(s) or umpire(s) or fan(s), Any player using foul language, Aggressive contact on the base paths as described in Rule 6.2.1 above,

9.3.1 Mis-conduct as listed above will HALT play immediately and trigger an unsportsmanlike conduct time-out by the umpire(s). Umpire may use discretion and either issue a warning (preferably) or eject the offending person(s).

## 10. Speed Up Rules (Slaughter Rule, Firecracker and 2 and 2 Count)

10.1 Slaughter rule. A team losing by 13 runs at the end of the 4th, 5th or 6th inning, loses the game by slaughter.

10.2 Circuit Breaker High Score (Firecracker); (ONLY applies at the bottom of the 4th, 5th and 6th inning). The team to reach 20 runs or 1 run higher over 20 runs than the other team wins the game at the bottom of the 4th or 5th or 6th inning.

### 10.2.1 Examples:

Example 1; Home is winning 19-18 at the bottom of the 4th. Home team scores a run, game is over when 20th run crosses home plate.

Example 2; At the top of the 5th inning, Visitor is winning 18-15. Visitor scores 2 runs at the top of the 5th inning to get to 20 runs, but home team scores 6 runs to have 21 runs, home team wins, even though visitor team got to 20 runs first.

Example 3; Home is winning 19-18 at bottom of 6th, at top of 7th, visitors score 2 runs and takes the lead 21-18. HOME team gets last at bats in 7th to try and tie or win game. If they tie, game continues until winner emerges with highest run count.

NO WAIVER for South Conference.

10.4 North Conference: A mandatory 2 and 2 count will now be in force at the top of the 5th inning for every game without exception. A waiver may be obtained if there are no games behind you and at the consent of BOTH managers. Managers are advised to canvas their players BEFORE giving consent.

South Conference 2 and 2 starts at top of 5th OR 7:15 for 6:30 games. 45 minutes into the 7:30 or 8:30 games OR top of the 5th, whichever comes 1st in all 3 games. NO WAIVER for 8:30 games due to running meter for lights.

## 11. Game scores

12.1 Report all game scores via our online scores reporter form at [www.churchsoftball.org](http://www.churchsoftball.org) (Select the forms menu.) If questions, contact scorekeeper Dave Rodriguez at 1-224-240-6096 or email [softballscores2019@gmail.com](mailto:softballscores2019@gmail.com)

12.2 Failure to do so will result in the game being logged as a forfeiture.

## 12. Regular Season and Tournament Eligibility

12.1 All players and subs MUST sign the code of conduct form before they are eligible to play. All players and subs MUST have their name formally submitted via the roster submission form that will be signed by the head clergy as well as the team manager.

12.2 To be eligible for tournament play, a player must have played 3 games in the regular season.

## 13. Injury Protocol

The Injury Protocol is mandatory and must be followed for every serious injury when a player is injured for whatever reason.

13.1 Stop the Game

13.2 Both teams should retreat to their dugouts except for managers, umps, family and any medically trained personnel willing to assist.

- If serious enough, players are encouraged to form a prayer circle and pray for the injured/incapacitated player.

13.3 Evaluate the injured player.

- MANDATORY 9-1-1 call NO MATTER WHAT THE INJURED PLAYER SAYS for any instance of the following;
  - A player's head or torso being hit by a batted or thrown ball or bat.
  - A player's head making hard contact with the ground, fence, light pole, etc.
  - Two or more players heads colliding.
  - (There is no charge for the Paramedics arrival and evaluation. There is a charge to the patient for transport to the hospital.)
- For an injury NOT involving the above scenarios;
  - If majority rules that injury is serious, but player does not want Paramedics, try and talk them into just getting looked at an Urgent Care facility or ER.
  - If no family is present in the stands, provide a player to take them to an Urgent Care facility or ER or if the player wishes to call a family member to pick them up and bring them in to get checked.
  - In ANY case of a player being transported to the hospital;
- Do NOT LEAVE THE injured player alone at the hospital until a friend or family member of the player arrives to relieve you.

Phone league Prez. Doug Peterson at 815-382-1880

13.4 Medical Issue/Emergency MANDATORY Call 9-1-1 immediately.

13.5 For a cardiac incident, begin CPR immediately while someone calls 9-1-1.

13.6 For a possible stroke, call 9-1-1. Then perform the FAST assessment;

- F stands for face FACE: Ask the person to smile. Does one side of the face droop?
- A stands for arms ARMS: Ask the person to raise both arms. Does one arm drift downward?
- S stands for speech SPEECH: Ask the person to repeat a simple phrase. Is their speech slurred or strange?
- T stands for time TIME: If you observe any of these signs, call 9-1-1 immediately.
- In the event no one on either team knows CPR, check other teams at other fields.
- For a non-cardiac/respiratory issue, call 9-1-1. This could include diabetic shock, seizure, etc.

13.7 Resume game at Umpire/Managers discretion, i.e.

- When player turns out to be fine, whether they re-enter the game or not
- When another player or injured players family/friend has agreed to drive them to Emergency Clinic/Department
- When Paramedics have taken over the situation.