



Charlotte Softball Association Rules

All players and coaches are expected to know and follow the following league rules. Coaches will be held responsible for unruly players and spectators.

1. GENERAL RULES:

- A. ROSTERS:** All players are required to sign the player roster form before any game.
 - a. The age limit to play is 16
 - i. A player under 18 will need to turn in a signed parent waiver.
 - b. Rosters are due by the end of the second week of play, any team on a bye will be required to turn it in the following week.
 - c. Players' eligibility counts will NOT start until the roster is turned in. Only 1 week will be retroactively put in for play eligibility.
 - d. A rostered player is subject to the leagues participant code of conduct and is required to follow all rules outlined in the code of conduct found on the website.
 - e. Only players on a league roster for the current season are eligible to play in the league.
 - f. The cutoff date for roster changes will be mid-season. Coaches can fill out a roster change form on the website.
 - i. Exceptions to the rule will be if a player gets hurt. You may remove the player and add a player of the same gender. All additions must meet the minimum game requirement for playoffs. Game count will not start until the roster change form is completed.
 - ii. Roster changes are final and cannot be reversed.
 - iii. Once a player is removed from a roster, they cannot be re-added or added to another team's roster.
- B. DUES:** All league fees are due by the second week with the roster,
 - a. A \$50 late fee will be applied per week the payment is late.
- C. Rain out games will be added to the end of the season.**
- D. There will be NO DRINKING allowed in the dugouts.**



2. GAME RULES:

A. EQUIPMENT:

- a. The screen will be placed in front of the pitcher's plate. The net must cover at least half of the pitcher's plate. The feet must be fully extended straight; the net can be up to 4ft in front of the pitching plate.
- b. The only bats approved for play are USSSA 220 and 240 stamped bats

B. TIME LIMIT:

- a. Time limit is 1 hour. Once time expires, the umpire will notify each team that time has expired. You will finish the current inning and play one more inning. Regardless of the inning, the last inning will be an open inning.
- b. A ten-minute grace period will be granted for the first game providing teams have less than a legal line up (8 players). The grace period comes off the game clock.

C. HOMERUNS:

- a. Homeruns will be hit and sit.

D. GENERAL GAME RULES:

- a. Pick-up players must be rostered players in Carmalita Softball Association and in the league for which they are getting picked up in.
- b. Pick-up players cannot be from a team that is playing at the same time without prior approval from the player's coach. If this were to happen, the games played by the pick-up player will be forfeited and the team who picked up the player will not receive credit for the game.
- c. Eight players will make a legal lineup for playing purposes.
- d. At any time during the game, if a team has less than the full field of players in the lineup, a player can be added to the end of the lineup. If a team has picked up to the league limit and a rostered player shows up, the rostered player must substitute for a pickup player.
- e. A lineup card must contain the players' last name and first initial. If there is more than one player with the same last name and first initial, a full first name must be provided. If you have any pickup players, they must be indicated with a star next to their name on the umpire's lineup card.
 - i. No nicknames will be accepted
 - ii. If you have pickup players on your lineup, a sub listed on the bottom of the card will not receive credit for the game.
- f. Only rostered players and rostered coaches are allowed in the dugout or on the field. Anyone not on a roster cannot be in the dugout or on the field.
- g. All batters will start with a 1 and 1 count.
- h. If a ball is overthrown into a dugout with or without gates or over a fence; from the infield, there is a one base penalty and from the outfield there is a two-base penalty.
- i. If a ball hits the net, the first time it is considered a dead ball. If the net is hit again in the same at bat, it will be counted as a strike.



- j. Only an on-deck batter, one base coach for first and one base coach for third may be outside the dugout; all other players must remain in the dugout during the game.
- k. The run rule will be 15 runs after 5 innings. This remains the same in the playoffs.
- l. Each team shall agree with the umpire on the runs scored at the end of each inning. The umpire shall put the runs scored as they cross the plate on the scoreboard and both teams should agree. However, the umpire will rule if the teams don't agree.
 - i. The score cannot be changed after the next half inning has started.
- m. If a player is injured and there is no substitute, there will be no penalty when it is their turn at bat. However, a team may pick up a player to finish the game providing they have less than 10 players.

E. RUNNING RULES

- a. Anyone can get a runner at any time. If a runner is caught on the base when it is their turn to bat, it will be declared an out on the base and they will be given their turn to bat.
- b. A runner may not get substituted for another runner for any reason except for injury. If there is an injury, the player will be removed from the game and not allowed to continue or return.
- c. The runner going to first must touch the outside bag if there is a play at first. Tagging the inside bag or straddling the bases will result in an automatic out being called.
- d. If there is no play at first or the player is going to second, the player can use the inside bag.
- e. Sliding into first base or home plate will result in an automatic out being called.
- f. Runners going home must cross the outside plate or line once they cross the commitment line. Any player trying to go back across the commitment line will be out. All plays at home are force outs. If a player tries to tag the runner going home that has passed the commitment line, an automatic safe will be applied to the runner.
- g. There is no baiting when going home. A player cannot stand by the commitment line to then cross the line to bait the defender to tag them. An automatic out will be given.
 - i. If there are runners on base, they will return to their base from the prior at bat.

F. DISPUTES:

- a. Protests - Coaches must protest a game before the third inning. A protest fee of \$100 will be due at the time of the protest. If the protest is won, the fee will be returned to the coach.
 - i. The protest must be submitted before the completion of the 3rd inning.
 - ii. If a game is under protest, the game must continue and finish in its entirety until protest results can be provided by an administrator.
- b. Throwing a bat in anger either towards the dugout, ground, or in the air could result in ejection based on umpire judgement in the manner of the bat throw.
- c. Ejections are the current game AND the team's next game.
- d. Any ejected player must leave the dugout and the complex immediately. The player must be out of sight and sound. If a player causes a disruption to that game or any game going



- on, an umpire can add up to 3 games of suspension. If the player continues to be unruly after 3 games are applied, the player will be suspended for the remainder of the season.
- e. If an ejected player does not sit out the appropriate game(s) a forfeit will be applied, even if the game is completed. This will result in all players on the team not receiving credit for that game.
 - f. An out will be called only for the first at bat after a player is ejected.
 - i. The game cannot end in an out from the ejected player.
 - g. If a suspension is longer than what is left of the player's season, the suspension will carry over to the next season.
 - h. Any F-bomb is a team warning first, the next player to say it will be ejected. If the player is unknown the coach will be ejected if they are in the lineup. If the coach is not in the lineup, the leadoff batter will be ejected.
 - i. Music is allowed but must be clean. Any music deemed explicit will result in a coach ejection as stated above. If continued, the game will be forfeited by the offending team.
 - j. Spectators are expected to follow league rules pertaining to alcohol, cursing, and music as outlined above.

G. PLAYOFFS:

- a. Higher seeded teams remaining in the winner's bracket get the choice of home/visitor in playoffs
- b. Home/visitor in the loser's bracket and in an "IF" game will be determined by a coin toss.
- c. Pick-up players in playoffs must meet minimum game eligibility.
- d. Players are required to play a minimum of five games in the regular season to be eligible for playoffs. Teams will fill out a sheet with their lineup for the night, eligibility will be determined from these sheets. If a name cannot be read, it cannot be counted.



Carmalita Commercial Men's League

1. The home run limit will be determined before the game with a bid between coaches. The lowest bid is 5 and the highest bid is 10, the umpire will take the median. An exception will apply if both teams opt for unlimited.
 - a. When an A team plays a B team only 4 home runs will be allowed per team.
2. There will be a 10 runs per inning limit, until the 6th and 7th OR the last inning of the game.
 - a. Teams who are down more than 10 may score enough runs to tie but not exceed the opponent's total.
 - b. The 10-run inning limit will not be used in playoffs
3. The pitching arc will be 5ft to 10ft from the ground and will be the umpire's sole judgement. Any questions about balls and strikes may result in an ejection after the first warning.
4. Game balls must not exceed 400/44 and must have the compression and core on them, unless provided by the league. Onyx balls are not allowed
5. Players who are over 40 or older may use a senior bat. A player must provide their ID to the league for age verification
 - a. A list will be posted on the website for players who are approved to use a senior bat. Any player using a senior bat that is not on the approved list will be ejected even if over the age requirement
6. Teams are allowed 2 females on their roster, they are eligible to play in the need of pick up players only
 - a. Female pick up players must follow Men's League bat rules
7. A team may pick up 3 players to make 11.
8. Pickup players can play anywhere but must bat at the end of the lineup
9. Playoff pick up players are limited to 1 player for a total of 10. A pickup player can be from your division or lower.
10. No courtesy foul will be provided.
11. Teams have the option of using 11 players in the field.
 - a. One infielder may play in the grass
11. Unlimited runners per inning.
 - a. You cannot sub a runner for a runner

Commercial Coed League Rules:

1. The minimum amount needed to play is 8, with a minimum of 3 being of the same gender. A 5/3 split will be required to play a game.
2. Teams must rotate players if an uneven amount is present.
3. Players can play anywhere in the field.
4. The coed line will be used for women; players must remain behind the coed line until the ball is hit.
5. The home run limit is 1 per inning. Use it or lose it.
 - a. A homerun hit by a girl will not count toward the limit.
6. The pitching arc will be 6ft to 12ft from the ground and will be the umpire's sole judgement. Any questions about balls and strikes may result in an ejection after the first warning.
7. There will be a 7 runs per inning limit, until the 6th and 7th OR the last inning of the game.
 - a. "Catch Up" - Teams who are down more than 14 may score enough runs to tie but not exceed the opponent's total.
 - b. The 7-run inning limit will not be used in playoffs
8. Courtesy foul will be given.
9. Male players that are walked can go directly to second base, they are not required to touch first.
10. The balls used must be the ones that the league provides (Worth Super Duper).
11. Senior bats can be used by ladies and men over the age of 50. Any male player must have provided their ID to the league for age verification.
 - a. A list will be posted on the website for players who are approved to use a senior bat. Any player using a senior bat, not on the approved list will be ejected even if over the age requirement.
12. Pickup players are limited to 3 in the regular season and 1 male and 1 female in playoffs.
 - a. Pickup plays are only allowed to play at Catcher, First Base, or Right Field.
 - b. Pickup players must bat last respectively to their gender.
13. Runners can only run for one player per inning. If the player they ran for gets a second at bat in the same inning, they can run for them again. Guy for guy and girl for girl.
14. Rabbit Runners will be allowed with a written and signed doctor's note approving the play is allowed to play with the assistance of a Rabbit Runner.
 - a. The note must include when the player is expected to be released from needing a Rabbit Runner. If the player needs an extension, a new note must be provided.
 - b. A Rabbit Runner must be pre-approved by the league administrators. Approval does not come from an umpire or opposing team.
 - c. The player must play catcher; they are not allowed to DH. If a team has enough players to field a whole team defensively, the player needing a rabbit runner must sit out and not risk further injury.
 - d. If a player needs a rabbit runner to play, no subs of the same gender will be counted toward minimum game eligibility.

- e. The Rabbit Runner must start from the middle of the back stop with their right hand touching the fence, the batter utilizing the Rabbit Runner must not attempt to run out of the box in any way. Doing so will result in an out being declared.
- f. Rabbit Runners must stop at first on the batted ball and cannot round for second or an out will be declared.
- g. A player that needs a Rabbit Runner cannot be a pickup player