

# CLAIREMONT CHURCH SPORTS LEAGUE

## PLAYING RULES 2006

1. Each game will be preceded by a prayer joined in by both teams at home plate. The Home Team will lead the prayer.
2. Regulation game is seven innings. Game times are **6:15, 7:30, and 8:45**. No inning starts after 1 hour & 5 minutes!! But you finish the inning once it has started.
3. Forfeit time is 10 minutes after start times. 6:25, 7:40, 8:55. **Seven** players may start a game. If a team has 9 or more players it must field a catcher from their own team roster.
4. Umpires will be contracted from the San Diego Umpires Association.
5. The rug (mat) will be 30" x 17", measuring 30" from the tip of the plate to the rear of the mat, and with the plate is the strike zone. Any portion of the ball touching any portion of the mat or plate shall be called a strike, provided the ball has reached the proper height. Runner must touch the runners mat.
6. A pitched ball must reach a height higher than the batter's head and hit the plate or mat to be ruled a strike. A pitched ball not attaining the proper height and called a "low pitch" by the umpire before the ball reaches the plate. However, if the umpire fails to call "low pitch" before the ball reaches the plate or is struck by the batter, the ball will be ruled in play. Fake deliveries by the pitcher are not permitted.
7. Regular cleated baseball shoes are not permitted. Plastic or rubber cleated shoes such as Little League or soccer shoes may be worn. Bare feet are not permitted at home plate.
8. Batter is ruled out on second foul after second strike. Batter is ruled out if, in the umpire's judgment, the batter is guilty of gross violation of the standard batter's box outline, such as stepping across the plate or stepping far out in front of the plate to hit the ball.
9. A runner may lead off only after the ball has been released from the pitcher's hand. No stealing is permitted. Base runners may advance one base if the ball goes out of play, but may take as many bases as he can as long as the ball remains in play. The runner may advance one base plus one extra base if in the umpire's judgment, the runner was at least halfway toward the next base. Defensive player does not have to tag base runner on pick-off play, just tag base (as in force out) before runner gets safely back. All or any base runners may advance at their own risk after pick-off

attempt, but must return to base and “ tag up “ before advancing. Unnecessary roughness is not permitted, and a player may be ejected from a game for such play. Defensive player has the right-of-way to field the ball, even if he is in the base line. Runners hindering the defensive player shall be called out. The base runner, however, is entitled to go beyond the three-foot base path limit in order not to obstruct the defensive player.

10. Managers and umpires will settle disputes or protest regarding an umpire’s decision only. Players will not be permitted to argue with officials. Managers will be responsible for the control of their player’s language and behavior at all times. The Manager’s Board will review all protests and their decision will be final.
11. Runners may not advance on a battery error. Bunting or chopping (umpire’s judgment) are not permitted. Batter is ruled out.
12. Each team may bat all members of the team on the bench at any game. There will be no pinch-hitting or running (except in an injury situation, with the last out). Otherwise, complete free substitution is permitted.
13. Infield-fly rule will be enforced.
14. Home team is responsible for keeping a running score to be compared with the umpire after each inning.
15. S.C.M.A.F. rules will prevail when not stated above.
16. After a play is completed the ball is still in play and runners may still advance at their own risk until the umpire calls TIME.
17. Base runners must give up or go down if defensive player has the ball. Sliding is permitted on all bases, **except home**.
18. The home team bench is the first base side dugout.
19. A ball hit to the right side of the field and rolls foul into the ditch will be awarded the base the batter is going plus one base at the umpire’s judgment.
20. The batter will start out with a count of 1 ball and 1 strike when they come to the plate.

21. There is a limit of 3 players on each team that don't attend their team's church.
22. The left field out of play area is a straight line between the light poles. You can catch a ball before that line and carry out, but you if you catch a ball out of play it is just a foul ball. After last light pole it is live.
23. No excessive **Profanity** shall be allowed. The umpire shall issue one warning then the player may be ejected from the game.
24. There shall be a half way mark between third base and home. Once a runner passes or touches the half way mark they must go home.
25. Once the season starts and the rosters are set you can not add players to your rosters.
26. Home team for the 6:15 game will chalk the field and the Visiting team for the 8:45 game will put away the bases, turn off the lights and lock up.

REMEMBER THAT THIS LEAGUE WAS FORMED FOR FUN AND ENJOYMENT.

GOOD LUCK!!! League Director, Steve Davis 619/ 275-4206

Recognizing the many new product on today's marketplace, the San Diego County Softball Umpires Association has implemented the following for the *illegal* bat rule. Bats containing titanium alloy are not legal. Bats shall have a bat performance factor (BPF rating) not exceeding 1.20.

This association will reserve the right to remove any other bat that is not listed if we deem that it is illegal. Remember that you play in a recreational league and this enforcement is paramount for your own safety! If you have any questions regarding the above information please call John Grondona / SDUA. at (619) 261-0826