

2018 Charles River Softball League Game Rules and Policies (September 3, 2018)

Teams in the Charles Rivers Softball League (CRSL) play by games rules and policies established by ASA with modifications implemented by the Middle Essex Summer Softball League and further revised below.

- ***Schedule***

- The season starts on Sunday, September 9 and ends on Sunday, October 28
- There is no scheduled game on Columbus Day (October 7)

- ***Format***

- 10U, 12U, and 14U
 - Double-headers with Game 1 beginning at 9 am
 - No new inning can start after 90 minutes and there is a hard stop after one hour and 45 minutes
 - Game 2 should begin by 11:00 am but can start earlier if there is agreement by both teams (In games with three-team double-headers
 - The host team will be the home team in Game 1, and the travelling team will be the home team in Game 2
 - Each team will split the umpire fees for the two games
 - In games with three-team double-headers:
 - The time limits for Game 1 ***must be strictly enforced***
 - Game 2 may begin as late as 11:10 am to give second travelling team an opportunity to take infield.
 - Host team is the home team for both games and solely responsible for the umpire fees
- 18U
 - Single, 9-inning game beginning at 9:30 am
 - Hard stop at two hours and 30 minutes
 - Host team solely is responsible for the umpire fees
 - In games with three-team double-headers:
 - Both games are 7-inning games and have a hard stop after one hour and 30 minutes
 - The time limits for Game 1 ***must be strictly enforced***
 - Game 2 may begin as late as 11:20 am to give travelling team an opportunity to take infield
 - Host team is the home team for both games and solely responsible for the umpire fees
- For all age divisions
 - Each team will provide one game ball per game
 - Host team will arrange for scheduling umpires
 - All players must use a helmet with a cage

- **Rules**

- 10U
 - 35' pitching rubber distance
 - 11" balls
 - 6-inning games
 - Teams can play up to 10 players in the field
 - Walks
 - No walks!
 - After a pitcher gets to four balls, a coach from the hitting team will enter the game and pitch.
 - The umpire will keep the current count, and the coach will pitch until the batter either puts the ball in play or strikes out
 - After one of the above outcomes, the coach will return to the bench and hand the game ball back to the previous pitcher to continue the inning
 - Stealing (defined as straight steals or advancing on a wild pitch or passed ball)
 - Steal attempts are on pitcher release; runners may only steal one base per attempt (players may not take a second base on an overthrow)
 - Players may not steal 2nd base or home (or advance on a passed ball/wild pitch)
 - Players may not steal a base when a coach is pitching
 - No infield fly rule
 - No dropped third strike rule
- 12U and 14U
 - 40' pitching rubber distance for 12U; 43' pitching rubber distance for 14U
 - 7-inning games
 - Teams can play up to 10 players in the field
 - Steal attempts are on the pitcher release/live ball/unlimited stealing
 - Dropped third strike applies
 - Infield fly applies
- 18U
 - 43' pitching rubber distance
 - Teams can play up to nine players in the field
- Four-run limit per inning (with no continuation)
- Unlimited scoring in the final inning (or declared last inning)
- No slashing
- No mercy rule
- No forfeit if a team does not have at least eight players – get the game in and borrow players if needed
- No ASA shorthanded rule (automatic out) if a team does not have nine players
- If the home team does not get to complete their final at-bat because of the time limit, the score reverts to the last completed inning