

Carlsbad Adult Recreational Softball (C.A.R.S.) 2019

General matters and Official rules

General Matters:

- This league is recreational and is structured for fun for everyone. If a player does not respect the league's set rules, that player will be expelled.
- **Executive Committee:** The executive committee will consist of a maximum of five members whose player fees will be waived for the year. Should the executive committee not consist of five members then the executive committee may call for new members during the year-end playoffs for the following year.
- **Age:** All players must be 19 years or older, at the time of the game.
- **Attendance:** It is the captain's responsibility to ensure they have the correct number of players each week. Please have the courtesy to advise your captain (preferably one day notice) when you won't be able to attend a game.
- **Team Costs:** Each team entry will be \$1,450 per team, one team check or one e-transfer. Team captains can split the team cost among their players as they see fit, provided that the total sum is paid before the beginning of the season
- **Season:** The regular season will consist of a 18 game schedule, beginning in early May. Teams will play one night per week. Once the season has been concluded, a year-end week-end playoff tournament will determine the playoff champion
- **Playoffs:** The playoff will begin immediately after the conclusion of the season. Details can be found on our league website.
- **Game Score Reporting:** Upon completion of an evening of games, the umpire shall report all game scores and Homeruns to the executive committee.
- **Website:** League website is <http://www.carlsbadsoftball.com/> . This is where you'll find the league announcements (i.e. game cancellations), schedule and standings. Please also visit our Facebook page for any updates.

Rules:

1. Fielding

- 1.1** Each team can field a maximum of (6) men and a minimum of three (3) women. Each team must be capable of fielding 7 regular roster players, without counting spares. Failure to comply will result in the game being forfeited.
- 1.2** Teams can field a maximum of five (5) infielders including catcher.
- 1.3** Players in the outfield (stay on grass) cannot come into the infield before the player has hit the ball. All infielders will remain in the infield (sand/gravel) till ball is hit. Failure to comply will result in the pitch being retaken.
- 1.4** Infielders will be permitted to stand one step inside the baseline prior to the ball being hit; Failure to comply will result in the pitch being retaken
- 1.5** Players in the outfield cannot throw the ball to the pitcher to stop the play.
- 1.6** Should a player become injured during the game and the team cannot field the minimum fielding requirements, it will be at the opposing captain's discretion to approve an injury replacement to continue the game. If denied, the team will forfeit the game
- 1.7** Any outfielder cannot throw to 1st base when the batter is female. Failure to comply will result in the female being awarded 2nd base.

- 1.8 If at any time a ball hits the cage during play by the fielding team the play will be considered dead. All runners will return to the nearest base, if a runner has passed the commitment line at home base they will be awarded home, if they haven't crossed the commitment line they will go back to 3rd base.
- 1.9 No smoking at any time on the field of play.

2. Rosters/Spares

- 2.1 Spares are permitted as required and must be of equivalent or lesser playing ability than the player being replaced.
- 2.2 Notwithstanding 2.1, a playoff game can be played with no more than two (2) spares. Playoff spares (non roster players from other league teams) must have played in at least 6 games to be eligible for the Playoffs.
- 2.3 Score books will be issued for each team and each team will be responsible for their score and Home Run's. After each game each team will then send in their score via text, to Lynn Sabourin 613-854-9245. If there is a discrepancy between team scores the umpire will have backup info.
- 2.4 Score books **must** be signed by the umpire at the end of each game below to team roster. Please ensure that all names are legible. Attendance will be kept on file to determine Playoff eligibility.
- 2.5 If a player is going to be late to the game, the team captain must notify the umpire prior to the beginning of the game
 - 2.6.1 If the team elects to not remove a player when the late player arrives, the late player shall be included in the batting order. Should the late player be present when it's their turn, they are permitted to participate in the game. Should the late player not be present at the time of their turn, the team shall receive an automatic out. Failure to notify the umpire of a late arrival will result in the player not being permitted to participate in the game.
 - 2.6.2 If the team elects to substitute a player for the late player, then the late player is not included in the batting order. Upon their arrival, the late player takes the position of the removed player. The late player must be of equivalent or lesser value than the player being removed.
- 2.6 Prior to the first game of the season, all players must sign a waiver form.
- 2.7 On any given day if a team has a minimum player line up consisting of 10 players with 3 girls there are to be no players from other league teams permitted to play

3. Batting line-up

- 3.1 Each team have an open batting line-up provided they account for a minimum of four (4) women slots and maximum of eight (8) men slots. Should a team only have three women during one game, they shall rotate through the 4 women slots.
- 3.2 Notwithstanding 3.1, should a player not be capable of playing the field, they will not be permitted to bat unless they have played a minimum of three (3) innings in the field.

4. Game cancellation

- 4.1 The executive committee will take the decision to cancel the game and will notify the captains at least 30-45 minutes prior to the scheduled start time of a game. It is the captains' responsibility to notify the remaining players.
- 4.2 Notwithstanding 4.1, should a game be cancelled, the executive committee will determine a make-up date for the game. Should a make-up game not be possible, then the regular season will be shortened

5. Innings played

- 5.1. All games must be completed within one hour and fifteen minutes (75mins total) and will play a maximum of seven (7) innings. No new inning shall begin after 65min
- 5.2 Notwithstanding 5.1, the umpire shall decide and announce when the last inning will be played.
- 5.3 A maximum of five (5) runs is permitted per inning except for the last inning, which will permit unlimited runs.
- 5.4 An inning is considered completed when the batting teams makes three (3) outs or if the max number of runs have been achieved for the inning.
- 5.5 Should a game be cancelled for whatever reason (i.e. rain) and a minimum of 4 innings have been completed, then the game shall be considered final and will count in the standings as a completed game.
- 5.6 If at the beginning of the 5th inning of play one team is leading by 15 or more runs last inning will be called regardless of time

6. Batting

- 6.1** Each batting team provides a pitcher.
- 6.2** Notwithstanding any other rule, the pitcher will throw a maximum of three (3) pitches per batter. If a ball is not hit after three (3) pitches, the batter is out. A batter hitting a foul ball on the third pitch will be declared "out".
- 6.3** There are no walks.
- 6.4** Bunting is not permitted and will be enforced by the batter being out (full swings are required).
- 6.5** A batter who hits a foul ball can be caught by the catcher regardless of the height it travelled.
- 6.6** If the pitcher intentionally touches a hit ball or is accidentally hit by the ball, the batter is automatically out.
- 6.7** The pitcher shall be permitted to have one foot outside the pitcher's circle upon releasing his pitch. Failure to comply will result in the pitch being considered a "dead-ball".
- 6.8** Upon completion of a pitch, the pitcher must keep one foot within the pitcher's circle until completion of the play. Failure to comply will result in the batter being called out.
- 6.9** A metal cage is mandatory for all teams. The cage shall be placed within the pitcher's circle. If a ball is hit and it makes contact with the metal cage it will count as one (1) pitch (not an out). If the pitcher is hit by the ball from the batter, the batter is out.

7. Runners on base

- 7.1** In case of interference or a fake tag without the ball, the player involved will be given an additional base.
- 7.2** Sliding is permitted everywhere but the home plate.
- 7.3** Runners do not touch home plate but must cross the line marked by the umpire. The runner shall be considered safe once their foot touches or crosses any part of the line.
- 7.4** A runner that over-runs the first base in direction of the second base will be considered in play. Conversely, a runner that over-runs the first base in the foul ball zone will not be considered in play.
- 7.5** At first base, the runner must touch the "orange" bag while the first basemen must remain on the "white" bag.
- 7.6** Runners cannot advance from their bases until the batter makes contact with the ball; failure to comply will result in the runner being called out.
- 7.7** On a force play, a runner on base cannot go back to its original base; failure to comply will result in the runner being called out.
- 7.8** "In-field fly" rule will apply when the umpire deems it appropriate.
- 7.9** Once a runner crosses the commitment line between 3rd base and home plate (i.e. runner touches area past the white line), they must continue to home plate and the forced play is in effect (i.e. the player cannot return to 3rd base). The catcher does not touch the runner but rather must touch home plate.
- 7.10** Tag-up from any base is permitted provided that the runner remains on their base until the ball has been caught. Failure to comply will result in an out if the fielding team returns the ball to the original base of the runner.
- 7.11** Courtesy runners are permitted during a game if a player is injured and cannot run. Once the batter (he or she) has reached a minimum of first base the last out of the same sex shall be their substitute runner.
- 7.12** If there is a forced play, you do not have to touch the runner just the base.
- 7.13** If a ball goes out of play from the defense the ball will be called dead. Runners will advance to their next base that they are not on and then be awarded an additional base

8. Homeruns

- 8.1** Once the ball is hit over the fence and within the field of play (aka not foul), the batter will be awarded a homerun.
- 8.2** Once the player has hit the ball within the field of play and has touched all four bases, the batter will be awarded a homerun. This to be considered an "in the park homerun" therefore won't count towards the "plus 1" homerun count.
- 8.3** All homeruns will be reported by the umpire to the leagues statistician.
- 8.4** For each game, teams will use a "Plus 1" system for homeruns. Therefore, teams cannot hit two (2) consecutive homeruns without remaining only 1 homerun ahead of the opposing team. Failure to comply will result in the hit being considered an out. The homerun differential can never be +2 for any given team. For example, Team A hits a homerun in inning 1; homerun awarded. Team A hits another homerun in inning 2; homerun isn't awarded and the batter is out. Team A must wait for Team B to hit their homerun before Team A can hit their 2nd

homerun of the game.

8.5 All over the fence HR are to be “walk off” therefore the batter must touch first base without a bat or an out will be called.

9. Issues

9.1 Any issues that may come up during games, only team captains should bring these forward to a member of the executive. If this could have an effect on the outcome of a game, then ask one of the members of the executive that is not playing in the game. If none are present, the umpire will make the decision on the issue.

10. Umpire

10.1 To avoid quarrels, the umpire has the final decision at all times. During a game, if no umpire is present, the team at bat will provide the umpire(s).

10.2 The Umpire is responsible to have the field ready (lines applied, bases installed, score board ready) at least 15 minutes prior to game time

10.3 The Umpire is responsible to ensure the games start on time

10.4 The Umpire will keep a record of the scores and Home runs

11. Respect

11.1 Each player must respect all other players of the league and control his language, their behavior and their assigned position.

12. Equipment

12.1 NO jewelry or watches are permitted on the field.

12.2 A SHOE shall be considered legal if it is made with either leather or canvas uppers or similar materials. The soles may have soft or hard rubber cleats or replaceable cleats, provided they meet all the legal requirements. The use of shoes with metal cleats, exposed metal, or toe pieces is PROHIBITED. Shoe sole or heel projections other than the standard shoe plate are prohibited. The all-purpose molded plastic cleat softball shoe is legal. Shoes must be worn by all players and coaches on the diamond. (Source: SPN rulebook 2011)

12.3 All bats used for during a game must be USSSA 1.20 (thumb print) certified. Should a team play a game with a non- certified bat, the executive committee may declare the game forfeited.

League Substance Policy

There is to be NO alcohol, cannabis or any other illegal drugs to be consumed during play (bench, field, bleachers, kids park, porta potty, parking lot or anywhere else within Harkness Park.

First time offence – player will be ejected from game

Second offence – player will be ejected from game and suspended 5 games

Third offence – player will be ejected from game, suspended for the remainder of season, playoffs and team captain will suspended for 5 games.

Contacts

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HAVE A GOOD SEASON!