

CCRA Softball Rules

1. Absolutely No Profanity Ejection
2. Absolutely No Alcoholic Beverages Ejection
3. Absolutely No Smoking of any kind Ejection
4. No Persistent Disputes with Umpire Ejection
5. No throwing of bat in disgust Ejection
6. No unsportsmanlike behavior Ejection
7. A player who creates a collision in order to dislodge a ball from a fielder is called out and ejected from the game.
8. No faking of tags, can result in ejection from game.
9. If you are ejected from a game, you are disqualified for the remainder of that game and for the next three games. If a player is ejected, they must leave the premises. Failure to do so is an ejection from the league and forfeiture of the game or games.
10. On a double play situation, the runner must slide or get out of the way to avoid a collision. If you do not, interference is called and the runner nearest home plate is called out. If you get out of the way and the fielder drops the ball the runner is safe. If the player attempts to go to the next base he loses this provision. This rule applies at any base, not just 2nd base. On interference, play is dead and time is called.
11. There is a 10 minute grace period for the 1st game of the evening only.
12. The 10 run rule is in effect
13. A 15 run – 1 hour time limit rule is in effect
14. A practice game can be played because of forfeiture and will conclude 10 minutes before the next scheduled game.
15. Failure to submit a completed roster at the correct time will result in forfeiture of game(s) until it is submitted. Each roster must be signed by its church pastor. If teams are combined, it is the responsibility of the league team to have the rosters submitted. 1st roster is due by your 1st game/2nd, and final, roster due by July 1st. Additions to roster. I will explain combining of teams must be approved by the board. It is our desire to balance the league, not to create the best team. Make your request to John Vencill and the board will make a decision in the best interest of the league.
16. A player must be in attendance for 90 days (3 months) immediately preceding the beginning of their eligibility. A player cannot be added to a roster after 50% of your scheduled games.

17. During tournament play, you must play at the assigned time(s).
18. All players must wear identical shirts with church name or logo or be plain. No distasteful lettering or graphic designs. Each shirt must have a different number on the back.
19. No metal cleats. No sharp cleats.
20. Ages – Women – 13 before September 1st of the season
Ages - Men - 16 before September 1st of the season
21. No slinging of bat. (Batter is out)
22. Do not pass ball around the infield after an out.
23. Do not hit ball on the field prior to game or after a game.
24. Hustle on and off the field.
25. Pitching – The ball must have a moderate Arc, height (6-10 ft.). This is slow pitch. The umpire will judge the arc and speed of the pitch. Pitcher must pause after stepping on the pitcher's rubber. Extended mat at home plate will be used to call balls and strikes.
26. Warm-up in the area on the 3rd base-side between the retaining fence and the street or outside fence along right field foul lines. Be ready to play when the previous game ends.
27. Batter begins with 1 ball – 1 strike count. However, you get the 3rd strike you are out.
28. 2 bases at 1st base, white for fielder, orange is for runner, on a play 1st play at 1st base on a batted ball. If no play at 1st base, disregard orange base. Encourage your 1st baseman to position themselves so as not to interfere with the runner. Hopefully, we can put another base at home plate for the runners. We are trying to eliminate all collisions and minimize injuries.
29. Make-up games are on Saturday. If you forfeit it is just a loss. We are just trying to give you an opportunity to play.
30. Four forfeits and your team is put on probation for the next year and a \$15.00 per game forfeit fee is assessed.
31. Courtesy runner will begin at first base.
32. Two fair balls over the fence per team per game. Any fair ball after two in the same game is an out.
33. Balls hit over right field fence:
 - 1) To right of 1st scoreboard light pole - Single
 - 2) Between scoreboard light poles – Double
 - 3) To left of light pole at left of scoreboard – Home Run

34. I will discuss the situation in the pool area. Solution – no HR's into pool area when in use.
35. Only one coin toss. Winner of the coin toss can choose home or visitor for the 1st game or defer to the 2nd game.
36. In order to be in starting line-up, a player must be in the facility before the umpire says play ball. Additions to line-up. I will explain.
37. There will be two home plates. One for the runner and one for the fielder. Every play at home plate is a force out. Catcher must tag his/her home plate and runner must run to his/her home plate. If runner fails to go directly to his/her base at home plate, the runner is automatically out. There will be a line between home plate and third base. It is called the line of no return. When the runner crosses the line of no return, he/she must immediately go to home plate. He/she cannot return to third base. Failure to go immediately to home plate is an out.
38. Catcher must wear a hockey style mask.
39. We are using bats furnished by the league.
40. This is a beautiful facility, please respect it. When your game is over please police the dugout area. Exit outfield end of dugout.
41. Enjoy the field. Enjoy the game. Enjoy the friendship you can build with other players.
42. A team can start and play a game with eight players. Your opponent will furnish you a right fielder which can be rotated to accommodate your opponents batting order.