



USSSA 2021 Official Slow pitch Playing rules govern this league unless otherwise stated in these rules.

CARROLL COUNTY COED SOFTBALL LEAGUE

The Carroll County Co-ed Softball League will be made up of two (2) divisions. Teams will play a doubleheader each day they are scheduled. Players may not play on more than one team. Lower teams may not have any player sanctioned above "E" on their roster.

EXECUTIVE BOARD

League play is governed by an executive board. Any issues that arise during the course of play should be brought to the attention of one of the Board Members. The 2020 Executive Board is comprised of the following:

League Supervisor:	Matt Decker
Umpire-in-Chief:	Greg Quick
Deputy UIC:	Ben Garver

LEAGUE SPECIFIC RULES AND DEVIATIONS FROM USSSA RULES

LEAGUE ENTRY FEES: League entry fees must be paid by the first game of the season, or by the date set by the League Supervisor. Failure to do so will result in forfeiture of games until the fees are paid. Checks should be made payable to the Carroll County Commissioners.

EQUIPMENT

Bats: All bats are required to be tested and have a "CCSC 2021" approval sticker to be eligible for use in league play. Bats must be clearly marked with USSSA 1.20 BPF. Senior, fast pitch and ASA only certifications are not eligible for use in league play, including league tournaments.

Upper and Lower Division players may swing any bat that is clearly marked with USSSA 1.20.

Any bat that fails to register legal (220 PSI or above) on the Carroll County Sports Complex compression tester will be considered illegal for use in our leagues. The Sports Complex will not preset the tester on any number other than zero (0).

Bats are subjected to random testing by umpires or league officials at all times. If a batter hits a pitcher, or other defenseless player, the bat will be removed from play at the umpires' discretion for testing.

Any player caught using a bat that has previously failed testing will be ineligible to play in any Carroll County League for a period of one (1) year.

Bats may have pine tar added to the grip provided any pine tar does not extend up the taper above the key graphic information on the bat such as the sanction mark, serial number, model or manufacturer name, official softball, etc. Any dirt or pine tar that obscures key graphic information or adds to the thickness of the

bat above the sanction mark cannot be used in league play until the dirt or pine tar has been removed.

Fields: Practices will be permitted as long as they are scheduled through the Complex Manager.

Shoes: Metal spikes are prohibited.

Softballs: Men will hit 12" softballs, women 11" softballs. Each team will be responsible for providing one new and one "as new" of both size softballs per night. All teams will hit the USSSA Classic M(.40/325) or Classic W (.44/400).

Uniforms: While uniforms are not required, they are highly encouraged. Players must have sleeves on their team issued jerseys, unless the team's uniform shirt is sleeveless. Uniform shirts must cover entire chest and stomach area (i.e. no bare skin). Players must wear shirts to play, and women may not play in exposed bras or sports bras. Players may play in sleeveless shirts that have sewn openings. Players MAY NOT play in team jerseys that have the sleeves cut off, and may not play in tank tops or "wife beaters". Any player that arrives to play in any attire that violates this rule will not be allowed to play until they conform to the rule.

GAME PLAY

Base Burglar: A base burglar may be utilized. Requirements are as follows:

- A. Can be any player listed on the legal roster that is not in the lineup.
- B. May only run for one player per half-inning but is eligible to run multiple times per half-inning for the same player.
- C. May be utilized as a regular substitute; however, that team loses the base burglar option for the remainder of the game unless they have another eligible substitute.
- D. Runner must be male or female for male, female for female.

Bases: For safety purposes, this league will use a double 1st base. If the first play is at 1st base, either from the infield or outfield, a batter/runner may be called out for touching the white base. This is an appeal play. If the play is elsewhere, the inside base may be tagged in a continuation or possible continuation toward 2nd base. The batter/runner running toward 1st base may cross over to the inside bag to avoid a collision if a wild throw occurs. The fielder may tag the outside of the bag to record the out in this situation. This is only permissible on the initial play at 1st base. If a batter/runner on the first play at 1st base touches "ANY" part of the orange bag, that runner is considered to have touched the bag legally. If the runner touches "ANY" part of the white bag in a continuation or possible continuation to 2nd base, the runner is considered to have touched the bag legally.

- Base Coaches:** The team at bat must provide at least one base coach with a backup ball in his/her possession to expedite play. All base coaches must sign the teams' roster\waiver form. Any base coach under 18 years of age, must provide a permission\waiver form from that players legal parent or guardian.
- Bases on Balls:** Men shall proceed **STRAIGHT** to 2nd base when they are walked. The female batter has the option to take 1st base after a walk to a male batter following the walk.
- Bats:** If a batter carries his bat to 1st base and touches the base they are out.
- Blood Rule:** If a player is bleeding he must leave the game immediately. A player not in the game may take his place in the field to finish an inning and not be considered a substitute. This may be anyone who is not in the game or a DH. If he is a base runner the last out may run for him.
- Courtesy Runner:** A base runner injured running or sliding into a base may have a courtesy runner run for them one time. If he reaches base a second time with the same injury he/she must run for himself, have a legal substitute or the team may utilize their base burglar for the inning if not already used. Courtesy runner shall be male/female for male, female for female.
- Ejections:** If a player is ejected and you do not have a sub to replace them, the game is not over provided the team has at least 9 players following the ejection. If the team does not have a sub to replace the ejected player, an out must be taken for that spot in the batting order. If the team has less than 9 players following the ejection the game is over and considered a forfeit. You may go 1 less for any other reason and continue with an out unless you only started with 8. Any player ejected is ejected for the next two played games.
- Any batter that swings at a ball which has bounced up after striking the ground or home plate shall be automatically ejected.
- Any player ejected is ejected for the next full week from all softball league play at the Carroll County Sports Complex, including Men's and Church leagues. Any player ejected during a league tournament is ejected for the remainder of the tournament. Players may request an appeal of the one week suspension by contacting the League Supervisor within 24 hours of ejection.
- Flip/Flop Rule:** In the inning when the run rule is exceeded and the home team is losing, the home team will remain at bat and become the visiting team. If the team (new visiting team) does not score enough runs to reduce the run difference below the run rule, the game is over. If they reduce the run difference to below the run rule then the new home team will bat. If they subsequently score enough runs to exceed the run rule, the game will be over; if they do not, the game will continue under that format. If the situation reverses, the teams would flip/flop again. In cases of two or more flip flops during a game, each team will get an equal number of at bats unless the final home team is leading at the end of the last regulation inning.

Forfeit time: Forfeit time is game time for the first game of a doubleheader with a 30 minute grace period for game two. The forfeiting team must cover umpire fees based on the following:

First Forfeit Offense:	\$60.00
Subsequent Offenses:	\$90.00

All forfeit fees must be paid to the League Supervisor, Umpire-in-Chief, or the umpire whose games were lost before the forfeiting team will be allowed to play again. Properly rescheduled games (see below) are not subject to forfeit fees and penalties.

The team that was present for the games and unable to play due to forfeit may utilize the assigned field for practice at their own risk for the time slot intended to play the games.

Home Run Rule: **10 home runs allowed per game then they are outs for all divisions.**

The batter and any base runners may return to the dugout after hitting a home run without being required to touch a bag.

Inside the park homeruns shall not be counted towards the homerun limit. To expedite play, baserunners are only required to advance one base following a home run. Any issues with runner advancement are appeal plays.

Innings: All games will be 7 inning games with a 1 hour time limit, and the teams will finish the current inning.

Payment: Umpires will be paid \$60 per doubleheader. Each team is responsible for ½ (\$30) of umpire pay for each game. Teams forfeiting will be responsible for the full \$60. Umpires do not have to accept coins or checks. Umpires must be paid before the start of the first game.

Pitching: The pitcher must present the ball before pitching. Pitcher is allowed 3 pitches to start the game and 1 each inning thereafter. If any other player besides the pitcher takes a warm-up pitch, he must pitch until the first batter of the inning has completed his at bat. The pitcher has 5 seconds from the time the batter is ready in the box to make his next pitch or a ball will be awarded to the batter. **The arc is 3' from the release point to 10' from the ground.** Pitches must be delivered in an underhand delivery, and no side pitches will be allowed. While the strike zone of each umpire is subject to their judgment, a hump should be present in any delivered pitch.

Pitchers shall pitch from the 50-foot rubber. Pitchers may pitch within 6 feet back from the rubber. This will be enforced in a straight line behind the rubber. Pump fakes/juking and fast pitching is not permitted. A pitcher shall receive one warning and will be removed from the mound if warned a second time.

Pitchers may pitch without protective headgear at their own discretion with the full assumption of all liability and risks of injury. However, the league **strongly** encourages use of protective head gear for all pitchers.

Multiple Divisions: Players may not play for more than one team in the same division. To avoid forfeits, teams may pick up players from another division but cannot bat more than 10 (5 males and 5 females).

Rescheduling: In the event a team will not be able play a certain day, the reschedule will be permitted. Team's must give notice by 8am Saturday morning to avoid the forfeit fee. Team's will be responsible for coordinating their own make ups and confirm field availability with the league coordinator.

Run Limits: Run limits will be enforced as follows: 15 runs after 4 innings and 10 runs after 5 innings. If the home team is trailing, by any number of runs, they get to bat in their half of the inning. The league will utilize the flip-flop rule.

Stealing: There will be no stealing in this league.

Strike Count: All batters begin their at-bat with a 1 ball, 1 strike count, with one foul ball to waste after two strikes. The next foul after that is an out.

Substitutions: Any of the starting players, except the Designated Hitter (DH) and Base Burglar (BB), may be withdrawn from the game and re-entered once. NOTE: The original player and their substitute cannot be in the game at the same time. Improper re-entered players that are reported will be ejected. There is no penalty for a legal substitute that has not reported. They will be considered in the game when they are found in the game.

Teams short players: A team may play with a minimum of 8 players. In this instance, the opponent will provide a catcher to throw back pitched balls ONLY. Automatic outs will be declared in the 9th and 10th spots.

Up to one (1) players may fill in from opposing teams within the same division when a team has only eight (8) regular players only with the consent of the opposing coach. Male fill in players may not be used if the team can field nine players using available women. Use of fill-in players cannot increase the lineup to more than nine players. Fill-in players must be removed from the lineup if and when a regular player arrives. The opposing teams has the option of:

- Allowing the team to play with 9 players using fill in players
- Allowing no fill in players

If a team has 5 men and 4 women, an out is declared in the 5th women's spot in the lineup. More women than men may play.

Tie Games: Any game that remains tied through 7 innings or expiration of time will finish as a tie.

Time Limit: All games have a one hour time limit. Teams will finish the inning they are in when time has expired.

"Whiff" Rule: There will be no "Whiff" rule in this league. However, and the judgment of the umpire, a player may be called out for purposely swinging and missing at a pitch.

UMPIRES

Pre-game Meeting: The game umpire will meet with both managers to go over game rules prior to the start of the first game. Teams will pay umpire at this time and a coin flip will be used to determine home/away status. Home/away status will reverse for the second game.

GAME SCORING AND RESULTS

Scorebooks: All teams will be required to record an official record of every game in a scorebook. Scoring should be confirmed by teams at the completion of each inning. Records must be accurate and legible. The home team scorebook is the official scorebook of record. The use of pen and first and last names is highly encouraged.

PLAYER CONDUCT

Alcoholic Beverages: Alcoholic beverages are not permitted at the Sports Complex. Players that appear visibly intoxicated will not be allowed to participate in any games. (*Article V, Subsection 155-22 Intoxicating Beverages, Carroll County Code of Public Local Laws and Ordinances, Parks and Recreation*).

Conduct: Players are expected to conduct themselves in a sportsmanlike manner at all times. Inappropriate conduct by players, managers, teams, or fans will result in penalties including but not limited to game ejection, game forfeit, suspension, or expulsion. Fighting, cursing, or use of physical force will not be tolerated.

Parking: Players may not park in the grass (except in designated overflow area), along the driveway, or by the concession building. Parking by the concession building is allowed with a valid handicapped permit. (*Article III, Subsection 155-11 Parking, Carroll County Code of Public Local Laws and Ordinances, Parks and Recreation*). Fines will be assessed to violators.

Smoking: Tobacco products are not permitted at the Sports Complex. Any tobacco usage is prohibited and any player or spectator caught smoking shall be immediately ejected. This includes anywhere in the Sports Complex. E-cigarettes are permitted for use.

PROTESTS

Protest Procedures: Regular Season:

Teams wishing to protest a game must follow the following protocol: First, the manager must inform the umpire of the protest before the final out of the game being protested. Second, the League Supervisor must be informed, by e-mail, of the protest within 24-hours of the conclusion of the protested game. This will be the responsibility of the protesting manager, and must explain what is being protested. Third, there will be a \$50 protest fee. This fee must be paid before the protesting teams next scheduled game in order for the protest to be reviewed. If a protest is upheld, the team will receive the \$50 protest fee back. If the protest is not upheld, the league keeps the \$50.

An opposing coach\manager may protest a bat used by the other team at any time during play for a non-refundable fee of \$50. The protested bat will be removed from play by the umpire and turned over to League officials for barrel compression testing. If League authorized staff are available for testing, the protested bat will be tested and, if passing, will be returned to the player and may be used in the game.

League Tournament:

In the tournament, a protest must come to the League Supervisor or Umpire-in-Chief immediately following the protested game, and \$50 must be presented immediately. Same review process will be used as for regular season protests.

An opposing coach\manager may protest a bat used by the other team at any time during play for a non-refundable fee of \$50.00. The protested bat will be removed from play by the umpire and turned over to League officials for barrel compression testing. If League authorized staff are available for testing, the protested bat will be tested and, if passing, will be returned to the player and may be used in the game.

Umpires Judgment: Umpires judgment ***IS NOT*** subject to protest.

RAINOUTS & OTHER CANCELLATIONS

Rainouts: In case of rain or questionable field conditions, please call the Sports Complex rainout line at 410-857-4832 for field conditions. If the fields are closed, do not use them. Use of fields when the Sports Complex is closed is trespassing. Umpires calling a game for rain or lightning constitutes the closure of the Sports Complex fields.

Lightning & Thunder: As per Department of Recreation & Parks policy, lightning strikes or thunder will result in a 20 minute delay of game. Teams must leave the field, benches, and bleachers for a lightning delay. Games may resume upon a consecutive period of 20 minutes without a lightning strike or thunder. The umpire reserves the right to cancel a game due to excessive delays. A lightning or thunder delay on one field shall be enforced on all fields.

TEAM ROSTER

- Roster Submission:** All rosters must be turned in to the League Supervisor by March 15. Any players added after this date are to be approved by the League Supervisor before the player can participate.
- Player Age:** All players must be 16 years old by December 31 of that year. Any player, or base coach, under 18 years of age must provide a permission\waiver form from that players' legal parent or guardian.
- Maximum Roster Size:** Maximum of 25 players allowed on roster. Rosters are open until you play your second doubleheader. Players may play in both divisions **with the approval of the League Supervisor.**
- Roster Changes:** Roster changes can be made at any time during the season. A player MUST sign the roster prior to playing in a game.
- Signing Roster:** All players must sign their team roster prior to playing in a game. All players under 18 must have a parent/guardian sign roster on their behalf.
- Switching Teams:** A player may leave one team to play on another during the course of the season. For this to happen, both coaches must notify the League Supervisor, in writing, of the change. Once a player has changed teams, he/she may not return to the original team that season. A player may not switch teams after the 10th game of the season.

LEAGUE TOURNAMENTS:

- Division Tournaments:** The two divisions shall operate separately from each other for their yearend tournaments. The League Supervisor reserves the right to adjust tournament schedules based on weather and teams entered. Tournaments will be played using a double elimination format.
- Player Eligibility:** A player must play in a minimum of 50% +1 of the games to be eligible to play in the tournament. Teams must keep an accurate record and scorebook to determine play eligibility. Failure to do so will result in players being ineligible to play.
- Seeding:** The teams will be seeded in order of best record to worst record. Home team status will be awarded to the team with the higher seed. In the event of an "if" game, a coin flip will be used to determine the home team.
- Tiebreaker:** Tiebreaker for seed shall be determined as follows: 1. Head to Head Record, 2. Coin flip.
- Time Limit:** The time limit will be waived for winners' bracket games through to the Championship game.

Team Requirements for Tournaments:

Softballs: Same as regular season. Hit/chase your own ball.

Umpires: Each team will be responsible for paying for ½ (\$15.00) of the umpires pay for each game played.