



USSSA 2021 General Slowpitch Playing Rules govern this league unless otherwise stated in these rules.

CARROLL COUNTY MEN'S SOFTBALL LEAGUE

All teams are required to submit roster to the League Supervisor by the 2nd game. Any additions to the roster following this date must be submitted to the League Supervisor for Board review and approval prior to proposed addition participating in league play for that team.

For the 2021 Summer season, teams may have no more than 3 players from a different night.

EXECUTIVE BOARD

League Supervisor: Matt Decker
Umpire in Chief: Greg Quick
Umpire Rep: 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 used in play must be properly marked with USSSA 1.20 BPF and pass a compression test. Senior and bats with ASA only certification are not eligible for use in league play, including the tournament.**

All bats used in play must be tested by the Carroll County Softball League and properly display the Carroll County Softball League certification sticker for 2021. Any bat that fails the testing will be recorded and ineligible for use in any Carroll County League. If a player is found using an untested bat, the umpire will remove the bat from play and the bat will be tested by the league representatives.

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).

If a batter hits a pitcher, or other player, the bat will be removed from play at the umpires' discretion for testing. Any bat used during play may 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.

Bat Testing: During the season, bat testing will be on an as needed and as available basis. Only the League Supervisor and the Umpire-in-Chief are able to test bats. Players needing bats tested should contact the League Supervisor to see when bat testing is available on any league night.

Fields: Practicing on the infields for any of the five fields at the Complex is permitted as space allows. Please contact the League Supervisor for available space before coming out for practices.

Shoes: Metal spikes are prohibited.

Softballs: League balls shall be properly marked as USSSA Classic M (.40/325). All balls shall be Optic Yellow. You hit your own ball/you chase. Always have a backup ball available.

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.

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.

If the base runner uses the orange portion at any time after the first attempt at first base and is not in contact with the white portion, then the runner is considered off the base.

Base Coaches: The team at bat must provide at least one base coach with a back up ball in his possession to expedite play. All base coaches must sign the teams' roster/waiver form and must at least 18 years old by December 31 of that year. Any base coach under 18 years of age, but at least at least 18 years old by December 31 of that year, must provide a permission/waiver form from that players' legal parent or guardian.

Bats: If a batter carries his bat to 1st base and touches the base he is 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.

Catchers: Catchers must be in front of the home plate umpire and within the outer edges of the batter's box to receive pitches.

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 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 will be the last out.

Line-up: Teams may use three (3) DHs, but you can only end a game with 1 less player then you started with.

Ejections: If a player is ejected and you do not have a sub to replace him, 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 full week from all softball league play at the Carroll County Sports Complex, including Coed and Church leagues. Any player ejected during a league tournament is ejected for the remainder of the tournament. Every ejection is subject to review by the League Supervisor and Umpire in Chief and may be rescinded based on player reactions and other criteria. Players may request an appeal of the one-week suspension by contacting the League Supervisor within 24 hours of ejection.

Any batter that swings at a ball which has bounced up after striking the ground or home plate shall be automatically ejected.

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: Home run rules for all Men's league divisions are as follows:

10 home runs per game then they are outs. Players are not required to touch a base for the home run to count.

Inside the park homeruns shall not be counted towards the homerun limit.

Innings: All games will be 7 inning games with a 1 hour time limit.

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 will 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 release point from ground to 10'-0"" in the air. 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 are not permitted.

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

Rescheduling: Teams must give notice by 8:00am of game day to the League Supervisor if they are unable to play a scheduled game. Teams should also contact the opposing manager.

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. Fly balls caught in foul territory after the courtesy (waste) foul is used are considered a dead ball foul and runners may not advance.

Substitutions: Any of the starting players, except the Designated Hitter(s) (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 spot. If you start with 8 or 9 players, you must let the other team know if anyone else is coming before the 9th player comes (if you start with 8) or the 10th player bats (when you start with 9) so outs can be given for the shorthanded players. When you start with 8, the 9th place in the order will always be an out until a 9th player shows up.

You can only end a game with 1 less player than you started with. If you start with 8 and lose a player the game is over and considered a forfeit.

Up to one (1) players may fill in from opposing teams when a team has only eight (8) regular players only with the consent of the opposing coach. Use of fill-in players cannot increase the lineup to more than ten 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

Time Limit: All games have a one hour time limit unless it is the last game of the night a second set of doubleheaders is not scheduled. The 11 PM curfew is in effect for all games. A game that is tied at the end of seven innings shall be continued by playing additional innings if the time limit has not been reached.

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 NOT permitted for use.

PROTESTS

Protest Procedures: Protests cost \$50 cash and must be reported before the last out of the game. You must get the umpire to sign your book and have the reason for the protest written down. If you lose the protest your \$50 will not be returned. Protests will be reviewed by the League Executive Board.

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

Player Age: All players, or base coach, must be at least 18 years old by December 31 of that year. Any player, or base coach, under 18 years of age, but at least at least 18 years old by December 31 of that year, must provide a permission\waiver form from that player's legal parent or guardian.

Maximum Roster Size: Maximum of 25 players allowed on roster. Rosters are open until you play your second doubleheader. They must be turned in to the umpire before you start your second game that night or all games played after that will be a forfeit. Teams that fail to turn in their roster will be subject to forfeits until the roster is turned in. IT IS YOUR JOB TO GET THE ROSTER TO THE LEAGUE SUPERVISOR!

Players may only play for one team in each division. Players cannot fill in for other teams.

Signing Roster: All players must sign their team roster prior to playing in a game.

Player ID: All players must have valid, state issued ID in their possession at the playing field and must present that ID at the request of an Umpire. This is used to verify name and age.

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 may not return to the original team that season. A player may not switch teams after the 10th game of the season. You must return the team you leave's equipment before you are able to play with your new team.

LEAGUE TOURNAMENTS:

Player Eligibility: A player must play in a minimum 50% of a team's games +1 to be eligible to play in the tournament. These games must be played on the team you are going to play in the playoffs with. Players may not play for more than one team in the tournament for that division. Any player caught playing for more than one team in the tournament will be removed from the tournament.

Time Limit: The time limit will be waived for winners' bracket games through to the Championship game.

Team Requirements for Tournaments:

Deposit: The Sports Complex reserves the right to require a refundable \$50 deposit per team to ensure their participation in the League Tournament. The money will be refunded after they play their second game of the tournament. The money will be used to reimburse the umpire(s) if a team fails to show up for the tournament, or has to forfeit.

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

Umpires: Single umpires will officiate tournament bracket games up to the winner's bracket final, championship and "IF" game where two man umpire crews will be provided. Teams will be responsible for paying for ½ (\$15.00) of the umpires pay (\$30.00) for each game played. Teams must pay \$25.00 towards umpires during 2 man crew games in later rounds of tournament.