



NSA 2019 General Slowpitch Playing Rules govern this league unless otherwise stated in these rules.

CARROLL COUNTY CHURCH SOFTBALL LEAGUE

It is hoped by the League Representatives that the purpose of this League will be solely for fellowship and recreation. The League requests that each team perform to the height of good sportsmanship and that the competitive spirit not be allowed to overrun common sense and good fellowship.

EXECUTIVE BOARD

A President and a Vice President shall be elected for a two (2) year term after an odd number season. 1st and 2nd Alternates shall be determined by order of succession every year, with positions alternating from different teams in the League. No team may have more than one (1) representative on the Executive Board.

EXECUTIVE BOARD FOR 2019:

Sports Complex:	Matt Decker
President:	Charlie Claggett, Westminster Baptist
Vice President:	Rob Grossnickle, Union Bridge Brethren
1st Alternate:	Paul Eyler- Life Point I
2nd Alternate:	Danny McGinnis- Life Point II
Umpire-in-Chief:	Brad Gist

Order of succession to the 2nd Alternate position in subsequent years:

Crosswinds I
Calvary Baptist
Westminster Baptist
Union Bridge Brethren
St. John's Catholic
Ascension Episcopal
New team(s) for 2019 in order of entry to league (if applicable)
Crossroads
St. Leo's
Westminster United Methodist
Grace Lutheran
Life Point I
Life Point II

LEAGUE SPECIFIC RULES AND DEVIATIONS FROM NSA 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:

Players may swing any bat that is stamped with the USSSA 1.20 thumbprint. ASA and NSA bats are NOT ALLOWED unless they are also stamped with the USSSA 1.20 thumbprint. Senior bats are not allowed. Bats must also have the 2019 CC Sports Complex approval sticker.

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 any other defenseless player, the bat will be removed from play at the umpire's discretion for testing. There is a \$50 protest fee to have a bat removed for testing during a game.

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.

See **CCMSL_DOC_2013_02 League Bat Testing Policy** for the complete League Bat testing policy integrated in total as part of these League rules.

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:

Practicing on the infields for any of the five fields at the Complex is not permitted other than the conditions noted below relating to forfeited games.

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 or Classic W.

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.
- 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\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 player's legal parent or guardian.

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:

Shall be granted as the last out made at the umpires discretion.

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 Men's leagues. Players may request an appeal of the one week suspension by contacting the League Supervisor within 24 hours of ejection. Any player ejected during a league tournament is ejected for the remainder of the tournament.

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

Extra Hitters:

Up to five extra hitters may be allowed and shall be declared so by the team electing to use them at the start of each game. If a team starts with any extra hitters, they must end the game with the same number of extra hitters, barring injury. Extra hitters can be added at the end of the batting order after the start of the game up to a maximum of 15 batting positions.

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:

The first game of all doubleheaders shall begin promptly at 6:30 or 8:30 p.m. GAME TIME IS FORFEIT TIME! Eight (8) players shall constitute enough players to start a game. The forfeit time for the second game shall be 7:00 p.m. For late games scheduled to begin at 8:30 p.m. forfeit time for game two shall be 9:00 p.m. Two complaints reported to the League Commissioner will result in possible action by the Executive Committee, possible probation, forfeiture, etc. A team that forfeits will be required to pay the entire cost (\$60) of the umpire that night.

For 8:30 games, teams should be at the field ready to play 15 minute prior to game time (8:15). In the event that the 6:30 doubleheader ends early, 8:30 games will begin no earlier than 8:15 and will be subject to a 1 hour and 15 minute time limit.

Players MAY NOT fill in for other teams!

Home Run Rule:

One (1) home runs per inning, then they are singles with the following exceptions:

1. If the same hitter who has hit a home run in the inning comes to bat again in the same inning, that hitter is eligible to hit another home run.

2. If the same hitter who has hit a home run in the inning comes to bat again in the same inning and is walked, intentionally or unintentionally, any other subsequent hitter in that inning is eligible to hit one additional home run and become the home run hitter for the inning.

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.

Payment: A League-provided umpire shall officiate any game played. Each team will be responsible for providing ½ of the umpires pay per game. The teams shall pay the umpire before the game begins. Any team that does not pay the umpire shall forfeit the game, and be responsible for the full amount of those games forfeited.

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 5' from ground to 10' 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/juking and fast pitching are not permitted. A pitcher shall receive one warning and will be removed from the mound if warned a second time.

Rescheduling: In the event a team has to reschedule a game, the opposing team shall pick a date and time (with the prior approval of the date/time with the League Supervisor) to reschedule the game. If the team requesting the rescheduling cannot play on that date, the games will be considered forfeits and wins will be given to the team not requesting the reschedule. Team must give a 24 hour notice to reschedule and not be charged with a forfeit.

Run Limits: Run limits will be enforced as follows: 15 runs after 3 innings, 12 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: A one ball and one strike rule shall be in effect during all games. A second foul ball with two strikes on a batter shall constitute an out.

Substitutions: Free substitution for any position player including extra hitters is allowed as long as the substitute and original starter bats in the same batting order position. At any point during any game should a player be unable to continue, due to injury, and no replacement is available, that spot in the batting order shall be stricken.

Time Limit: All games will be subject to a one hour time limit. A game may end in a tie if 7 innings have been completed and the hour time limit is up, at the discretion of the umpire.

UMPIRES

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. Single game umpire fee is \$36.

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

Reporting Scores: Both managers shall be responsible for reporting the results of all games to the League Scorekeeper, within 24 hours of the completion of the game(s). This should be done either via e-mail, telephone, or personally speaking with the scorekeeper. Repeated failure to report scores could result in possible forfeits or fines.

Scorebooks: Each team shall be responsible for keeping a scorebook for each game. Lineups shall be written in ink and first and last names must be used. The reason for this rule is that, in the event the eligibility of a player for Tournament play is questioned, the Tournament Coordinator can review the scorebook of the team in question to determine the eligibility of said player.

PLAYER\TEAM CONDUCT

Code of Conduct: All players, coaches, and managers will be required to sign a League Code of Conduct. The Code of Conduct must be turned in to the Executive Board before the first game of the season. Failure to do so may result in forfeiture of games.

All players, coaches, managers, and fans will be expected to follow the Code of Conduct. As voted on during the 2006 season, first violation of the Code of Conduct will result in an automatic two (2) game suspension from League competition. Suspension entails not be allowed in the Sports Complex facility during the suspension. A second violation by a player will result in a suspension for the remainder of the season, and, at the discretion of the Executive Board, the team manager can be suspended for the following two (2) games.

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).

- League Meetings:** Teams must attend all meetings (this need not be the manager). Failure to do so may result in a league imposed fine of \$25 per meeting missed.
- 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.
- Penalties\Reporting:** Any penalties assessed a team by the League shall be reported in a letter to the church represented by such team.
- Probation:** Probation will be levied against any team, not to punish that team, but to help a team to fall in line with League rules and objectives. Probation will be levied against teams not abiding by League bylaws, against teams that are repeatedly reported for unsportsmanlike conduct, and against teams that have not paid all fees and fines by established deadlines. After one year of probation, the status of those teams will be assessed by the Executive Committee, with those teams possibly being removed from the League.
- 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 or “vaping” are not permitted for use.

PROTESTS

- Board of Arbitration:** A Board of Arbitration will be composed of the Officers of the League. In the case of protest, the team managers will meet with the officers. The game will continue from the point of protest, if upheld. Protests shall be reported to the Board of Arbitration within 24 hours, if at all possible.
- Bat 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:** All games scheduled for play at the Carroll County Sports Complex will be subject to rainouts as called by the Complex Manager. During rain events, managers should call the Complex weather line at 410-857-4832. The Complex will

announce closure by 5:30 p.m. If the Sports Complex is closed any games scheduled for other field locations will be cancelled as well.

Rainouts and other postponements shall be made up on the first available BYE night on the League schedule, on the fields and at the times those games were originally scheduled to be played. In the event that more than one rainout or postponement occurs before the next schedule bye, then the teams shall make those games up on the next scheduled BYE. Should all BYE nights built into the schedule be used, every effort should be made to make up games on available nights at the Community College or at the Sports Complex.

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: The minimum age limit for players will be no lower than 16 years of age and a player must be 18 years of age to pitch or catch. Any player, or base coach, under 18 years of age must provide a permission\waiver form from that player's legal parent or guardian.

Church Affiliation: The majority of the players shall be affiliated with the church for which they are playing. Affiliation shall be defined as a regular attendee of the church represented by the team. "Regular Attendee" shall be defined by each church individually. There shall be no more than 6 non-affiliates per team. Teams may pick up members of former teams and these members will not count against the non-affiliate number, unless that team returns to play in the league.

Maximum Roster Size: The roster for each team will be limited to 30. Roster members not affiliated with the church must be designated as such. A non-playing manager may be listed on the roster but will not be counted as one of the 30. Rosters must denote the manager and assistant manager. Preliminary rosters must be turned in to the Executive Committee of the League prior to the first game of the season. Only those whose names appear on the final roster are eligible to play in the remaining games and/or the playoffs. A roster is required for all teams; Teams that do not turn in rosters before the start of the season will forfeit all games until a roster is received by the Executive Committee. 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.

LEAGUE TOURNAMENT:

In 2017 season, the Carroll County Church Softball League renamed their annual end of season tournament the J. Norman Hulla Memorial Carroll County Church Softball League Tournament in honor and memory of Norm Hulla. Norm was one of the founding fathers of the league in the 1970's, and served for many years as the league scheduler and scorekeeper, as well league president and board member.

Player Eligibility: If a player is on the final roster, he/she is eligible for the playoffs or tournament if he/she has played in at least 5 regular season games. The Executive Board is responsible for organizing and running the League tournament. All teams must turn in a tournament roster to the Executive Board noting all players who are eligible to play in the tournament.

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. For Championship Game, team in the Winner's Bracket will be awarded home team status.

Tiebreaker: Tiebreaker for seed shall be determined as follows: 1. Head to Head Record, 2. Coin flip.