



ISA 2023 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.

Teams will play a doubleheader each day they are scheduled.

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 2023:

Sports Complex:	Becky Kishter
President:	Lee Chapman, Ascension Episcopal
Vice President:	Charlie Claggett, Westminster Baptist
1st Alternate:	Mark Click, St. John Catholic
2nd Alternate:	Tim Edwards, Westminster United Methodist
Umpire-in-Chief:	Gene Burgee
Deputy UIC:	Matt Purkins

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

Life Point I
Life Point II
Crosswind
St. Stephen's Episcopal

New team(s) for 2023 in order of entry to league (if applicable):

Calvary Baptist
Westminster Baptist
Union Bridge Church of the Brethren
St. John Catholic
Ascension Episcopal
Westminster United Methodist

LEAGUE SPECIFIC RULES AND DEVIATIONS FROM ISA 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: Carroll County Commissioners.

EQUIPMENT - -

Bats:

All bats used in play must be properly marked with ISA 1.20 BPF and pass a compression test, displaying the 2023 CCSC approval sticker.

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 2023. 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 umpire's discretion for testing. Any bat used during play may be removed from play at the umpire's 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, Umpire-in-Chief, and Deputy UIC are permitted 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 with advanced notice and permission by the Complex Manager.

Softballs:

League balls shall be properly marked as ISA (.44/400). All balls shall be Optic Yellow. Always have a backup ball available.

Uniforms:

Teams must have matching t-shirts or jerseys of the same color. Players must have sleeves on their team issued jersey/t-shirt unless the team's uniform shirt is sleeveless. Players may play in sleeveless shirts that have sewn openings. Players MAY NOT play in team jerseys/t-shirts that have the sleeves cut off and may not play in tank tops or "wife beaters." Uniform shirts must cover entire chest and stomach area (i.e., no bare skin). Players must wear team shirts to play, and women may not play in exposed bras or sports bras. 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.

Courtesy Runner:

Shall be granted as the last out made at the umpire's 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. 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 disciplinary actions may be taken.

Extra Hitters:

Up to 5 extra hitters may be allowed and shall be declared so by the team electing to use them at the start of each game.

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:	\$70.00
Subsequent Offenses:	\$105.00

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 "Rescheduling" 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 per game then they are outs. Inside the park homeruns shall not be counted towards the homerun limit. The batter and any base runners may return to the dugout after hitting a home run without being required to touch a bag.

- Payment:** Umpires will be paid \$70 per doubleheader. Each team is responsible for ½ (\$35) of umpire pay for each game. Teams forfeiting will be responsible for the full \$70. Umpires will not have to accept coins or checks. Umpires must be paid before the start of the first game.
- Rescheduling:** Teams must give notice no later than 8:00am of game day to the League Supervisor if they are unable to play a scheduled game (to avoid forfeit fees listed above). Teams are also responsible for contacting the opposing team manager.
- 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.
- 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.
- Tie Games:** Any game that remains tied through 7 innings or expiration of time will finish as a tie.
- Time Limit:** All games are subject to a 1-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. Teams will finish the inning they are in when time has expired.
- Whiff Rule:** There will be no “Whiff” rule in this league. However, at 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 - -

- 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:** 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. 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 the League competition. Suspension entails not to 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.

Players are expected to always conduct themselves in a sportsmanlike manner. 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 (refer to *Good Sportsmanship Policy/Code of Conduct*, Carroll County Recreation & Parks website at ccrecpark.org for more details).

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*).

Parking:

Players or spectators are not permitted to park in the grass anywhere in the Complex (except in designated overflow area), along the driveway, or by the main Complex building. Parking by the main 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, and towing may occur at owner's expense.

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 (1) 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 or using tobacco products shall be immediately ejected. This includes anywhere in the Sports Complex. E-cigarettes/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.

Umpire's Judgement: Umpire's 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. If the Sports Complex is closed due to rain any games scheduled for other field locations will be canceled 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 occur. 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 League schedule be used, every effort should be made to make up games on available nights by scheduling with the Sports Complex Manager.

Lightning & Thunder: As per Department of Recreation & Parks policy, lightning strikes or thunder will result in a 20-minute delay of play/practice. Teams must leave the field, benches, and bleachers for a lightning delay. Play 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 & ID: The minimum age limit for players will be no lower than 16 years of age by April 30, 2023. 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 signed permission/Waiver form from their legal parent or guardian. All players age 18 or older 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.

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 six (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 thirty (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 thirty. Rosters must denote the manager and assistant manager.

Players cannot fill in for other teams.

Roster Submission: A team roster is required for all teams. 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. Teams that fail to turn in their roster before start of the season will forfeit all games until a roster is received by the Executive Committee. A player **MUST** sign the roster with waiver prior to playing in a game. The final team roster must be turned into the League Supervisor before start of first scheduled game. **IT IS YOUR JOB TO GET THE ROSTER TO THE LEAGUE SUPERVISOR!**

Signing Roster: All players must sign their team roster and waiver prior to playing in a game. All players under the age of 18 must have their legal parent/guardian sign the roster on their behalf.

LEAGUE TOURNAMENTS - - 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 as 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 five (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.

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

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

Team Requirements for Tournaments:

Umpires: Single umpires will officiate tournament bracket games up to the winner's bracket final, championship and "IF" game where 2-man umpire crews will be provided. Teams will be responsible for paying for ½ (\$17.50) of the umpire's pay (\$35.00) for each game played. Teams must pay \$30.00 towards umpires during 2-man crew games in later rounds of tournament.