

**UNITED CHRISTIAN SOFTBALL LEAGUE  
2009 RULES**

**Team Coach/Manager Responsibilities:**

1. Each team is allowed one vote on all league matters. This vote will come through the team coach or his representatives.
2. To keep an account for each player's church attendance.
3. To reschedule unplayable games with league president.
4. To have one qualified umpire present on the night of a scheduled game.

**League Rules:**

The official ASA Slow-Pitch Rules Book will control league play except where the following special rules apply:

1. To vote on league matters, a team representative must be present.
2. Each team will pay an entry fee to be determined annually.
3. Each team captain must submit a team roster to the league president before league play begins. Any addition to the roster must be submitted to the league president 24 hours before the game. If the league president has not been notified before game time, the coaches must agree before the player can be used. The player still must be approved by the league president before the next game. For post-season play, a player must be on a roster 3 weeks (6 games) before the tournament.
4. To be eligible to play, a player must be 13 years old by May 1<sup>st</sup> of the playing season.
5. To be eligible to play on a league team, a player must attend services at a church 3 times a month. The intent of this rule is to allow teams within the league to field a team, but not to recruit players from other teams. A player can only play on one team.
6. The team captains must agree on field conditions, keeping in mind safety and the conditions of the field.
7. A 48 hour notice must be given to the opposing coach to reschedule a game. A forfeit will result if this notice is not given, unless agreed upon by the coaches.
8. Any game that has to be rescheduled will be done only one time. The coaches must agree upon the rescheduled date. If rained out twice, a reschedule can only be made if it does not interfere with a first schedule.
9. A rescheduled game must end 15 minutes before a regularly scheduled game.
10. A team may have any number of players to start a game.
11. A time limit of 60 minutes from the official start time will be used. The home team for the game in question is responsible for the official time of start and the time limit to be applied.
12. To make play faster, when a tie exists after 7 innings, each team will place a runner on 2<sup>nd</sup> base (one who made the last out) and two outs will be allowed per half innings. If the score remains tied after each team bats, then the process is repeated.
13. If at 6:10 pm a team is not ready to start play, an official forfeit will take effect.

14. No new inning will be allowed to start after 7:55 pm (unless tie still exists). Both teams scheduled at 6:00 and 7:00 pm will be done and off the field at 8:00 pm, no matter how many innings have been officially played.
15. The designated home team of the first game will lead in prayer before the start of games.
16. Any team that forfeits 3 games during the season or during the post-season tournament may be refused entry into the league the following year.
17. Tobacco products, alcoholic beverages, use of profanity, excessive arguing, or abusive language or behavior will result in ejection of that player from the game. An ejected player must leave the area completely and not remain and watch the rest of the game(s).
18. Each team member will have corresponding shirts and numbers, if at all possible.
19. Steel spikes will not be allowed.
20. The umpire will control the length of time between innings. Please keep the game moving along!
21. A base runner must avoid collision with a defensive player. To avoid a collision, a base runner must slide or run around the defensive player. A base runner may not go out of the base path in order to avoid the tag. If the base runner does not try to avoid the collision, he is out and may be removed from the game.
22. Home plate will be treated like first base. A chalk line will be placed 20 feet from home plate on the third base line. After the runner has advance beyond this line, he may not return to third base. The catcher need only touch home plate before the runner arrives for a force out after the runner has passed the 20 foot line. The catcher must not block the plate. If the catcher does block the plate, then the runner may be called safe by the umpire. The base runner shall be called safe if he touches the plate or the mat (behind the plate) before the catcher touches the plate.
23. A defensive player may not be in the base path without possession of the ball.
24. After 5 innings, the 15 run rule will take effect. The 10 run rule will take effect after 6 innings until the end of the game.
25. The lowest arch of the pitch will be above the pitcher's head. No maximum height will be enforced.
26. For any pitch to be called a strike, it must land in the strike zone which shall be any part of home plate or the mat directly behind home plate.
27. A protest of any nature must be submitted by the team coach. Protests that cannot be settled with the umpire during the game must be submitted to the league president within 24 hours or it will not be considered.
28. The batting lineup may consist of up to 12 players. If you use this lineup, you will have to use it the whole game or the position of any player removed from the lineup will be an out. *This rule is an option and may be waived if both teams agree.*
29. In the case of an overthrow which stays in bounds, the batter and any other base runners are permitted as many bases as they can get. In the case of an overthrow where the ball goes out of bounds, all runners get possession of the base after the base they were closest to when the overthrow was made.

30. A player will start each at-bat with a 1-1 count (1 ball, 1 strike). A foul ball after 2 strikes will be considered a strikeout.
31. We will use ASA rules about re-entry for all games. This states that a starting player may be replaced once per game and may re-enter the same position in batting order. If this starter is taken out of a game a second time, he is then out of the game. The player replacing the starter may only enter the game once per game. This player needs only to appear in any game situation.