



Seacoast Church Softball Union (SCSU) LEAGUE RULES AND REGULATIONS



Roster Rules

1. The League is to be considered co-ed and teams may consist of any number of male and female players.
2. Players must be 16 years or older with the exception of no more than 3 athletically able players per team being at least 14 years old. Any exceptions to this policy must be cleared with the league commissioner.
3. Players must play for the church that they attend unless they have specific permission from the League Commissioner. The deadline for switching teams is April 1.
4. Players may not play for more than one team within the same season.
5. Teams are not limited to players that attend their church and may actively recruit from the community or churches that do not have participating teams with the assumption that the majority of the roster will be active participants of their church (for example, on a team on 16 players at least 9 must be active participants of the church).
6. Coaches assume full responsibility for the actions of any player on their roster and it is considered their active duty to see that all players abide by the rules and spirit of the League.
7. Players must appear in **FIVE** or more regular season games to be eligible for the playoffs. This rule is understood to be enforced on an "honor system" only. If a team is found to be "loading up" for the playoffs, they may be dealt with at the discretion of the League Commissioner.

League Composition and Alignment

1. The number of teams in the League may vary from year to year and churches may submit more than one team for entry.
2. The League will be comprised of up to three divisions annually based on the interests and unique goals and desires for their teams and based on the following understanding:
A Division: Will consist of teams with a "highly competitive" mind set and "highly competitive" skill set with mostly veteran players and a high degree of overall team talent.
B Division: For those churches with "good to average" overall team talent that are looking to participate in competitive softball.
C Division: For those churches that place the highest value on the recreational nature of the game and look to incorporate a high mix of young and old players alike in the spirit of friendly Christian competition. Overall team talent should be considered to be "average to below average."
3. The League Commissioner will defer to individual teams in their selection of divisions for the most part, but may need to respectfully request that a team consider switching divisions based on the overall needs of the league, established history, or if he feels that competitive balance in a division would be adversely aligned.
4. Final authority in the event of a divisional alignment disagreement between the League Commissioner and a team will be determined by a simple majority vote of the Board of Directors.
5. It is understood that each division may play a different number of regular season games as the requirements for fair inter-divisional scheduling require.

Game Rules

1. All games are scheduled for 9 innings. Regular season games at Millenium will be 7 innings.
2. The announced starting time for all games is 6:00 p.m. unless otherwise mutually agreed upon by BOTH captains. Each team is allowed an extension of 30 minutes from that time to field a team. Failure to do so will result in a forfeit.

3. Once a minimum number (8) players have arrived from both teams, the game will commence. Warm up time is forfeited by late arrival.
4. After 5 innings, the trailing team has the option to call the game after 5 innings if they trail by 20 or more runs. If the home team already leads by twenty going into the bottom of the fifth, they need not bat. After 7 innings if the difference is 15 or more, the game is over.
5. All game results must be reported in a timely fashion (i.e. within a 24 hours wherever possible via email or phone call). Score sheets are not necessary, just the final score of the game.
6. A team will be allowed a MAXIMUM of two postponements for reasons other than inclement weather. These must be made up at the convenience of the other team(s) involved.
7. Every effort should be made to make-up postponed games. Any more than 2 unplayed games remaining by the end of the regular season will be recorded as forfeits against the record of the offending team. If a team forfeits **THREE** or more games during the regular season, that team is barred from playoff participation.
8. It is the responsibility of the home team's captain to notify opposing captains of all changes in time, place and postponements.
 - a. Rainouts: Either **2 hours** prior to the game or at a meeting of the captains on the field prior to the game.
 - b. Non-weather related postponements: At least a **2 days notice** under penalty of forfeit.
9. **Home teams** are required to supply bases and home plate (if needed). The home team **MUST** also provide one new game ball at the start of the game. Additional balls that are in good shape should be made available for game use as needed. Teams should alternate replacing of the balls for the game after the initial ball is supplied by the home team. (* SCSU League etiquette related note, if your team hits an out of the park home run that is not retrievable, your team should provide the next softball.)

Umpires

1. During the regular season, a volunteer from the team "at-bat" (offensive team) will umpire the game. Wherever possible, teams should try to have the same people work the entire game for sake of uniformity. There will be a list of people qualified to umpire games available at the start of the season. Upon the agreement of both coaches, the league will make its best effort to provide an umpire from the list for \$20(\$10 payable by each team prior to the game). The umpire may work for a reduced rate, or for free(at the discretion of the umpire). The league cannot guarantee that an umpire will be available for every requested game.
 - 1A.If a team doesn't send a representative to an umpire clinic, they will not have the option of turning down a request for a paid umpire from an opposing team.
2. Coaches should review the ground rules with all potential umpires prior to the start of the game.
3. Discussions may involve **only team captains and the umpires** and it is understood that teams will be supportive of those who volunteer their services.
4. The **umpire's judgment is final**. Excessive arguing or foul language may be reported and dealt with at the discretion of the League Commissioner.
5. During the playoffs, umpires will be assigned whenever possible by the League Commissioner and the participating teams will be responsible to split the costs for the umpire's services prior to the start of the game.

Line Up Rules

1. Each team will consist of a maximum of 10 defensive players and a limit of 20 offensive players. The minimum number will be determined by team captains at the start of the game.

2. A team may choose to employ up to 10 extra hitters (EH). An EH may trade places with any fielder at any time during the game. However, all players must stay in their same spot in the offensive portion of the line-up.
3. There are no restrictions on male/female composition of the line-up.
4. The "Re-entry" substitution rule remains in effect: Any of the starting players may withdraw and re-enter once, provided such player occupies the same batting position whenever they are the line-up. A substitute who is withdrawn may also re-enter once provided such player occupies the same batting position whenever they are the line-up.
5. All substitutions should be promptly communicated verbally or in writing to the coach or scorer of the opposing team.
 - a. Mistakes occasionally will happen, but it is expected that coaches will be able to quickly resolve any disputes in accordance with the "spirit" of our league.
 - b. Repeated violations of this policy should be reported to the League Commissioner.
6. Players that arrive after the game has begun may only be added to the end of the current line-up (unless they enter as a sub).

Batting/Fielding Rules

1. The league will adhere to the majority of USSSA's playing rules, including using a 1-1 count. There is one foul ball allowed with 2 strikes. If another foul ball is hit the player is out.
2. Baselines will be set at 65' and pitching distance should be 50' - please make teams aware if for some reason the pitcher's plate is shorter and there is no possibility to move it.
3. Intentional walks are allowed at any time.
4. Pitching arch should reflect the USSSA rule of 3 off the release to 10 feet above the ground (i.e. the strike will be a little bit "flatter").
5. A runner may not take away a defensive play away from another player (This includes the catcher). If the umpire rules this has happened, the batter is awarded first base and the other base runners advance one base.
6. **Touched or untouched** FAIR balls going out of play are two bases, period. **All runners**, except for the hitter-runner, **score**.
7. Out of the park, untouched home run limits are as follows:
A Division: 5 home runs per team per game
B Division: 3 home runs per team per game
C Division: 2 home runs per team per game
 [Note: These limits apply ONLY to out of the park, untouched home runs. If the batter scores before the fielders can successfully return the ball to home plate without error it should be scored as a home run, but would NOT count against the home run limit established for that game. Therefore, it is possible to see additional home runs in fields that are more open and where the ball does not readily go out of play.]
8. Per game home run limitations (per above) default to the limit of the lowest participating division for BOTH teams (i.e. A vs. A = 5 per team per game; A vs. C = 2 per team per game).
9. If BOTH teams reach their limit then a "plus 2" rule automatically goes into effect at the top of the next inning where each team will then be allowed 2 additional home runs. The "plus 2" rule may only be applied once during a game. **Rule 9 applies only in games within the same division.**

[Example: In a B vs. B match-up, if Team1 hits 3 hrs by the bottom of the 3rd inning & Team2 hits its 3rd in the top of the 4th, the teams may not hit another out of the park, untouched home run until the top of the 5th. (i.e. Team2 CAN NOT hit another home run in the top of the 4th & Team1 CAN NOT hit a home run in the bottom of the 4th. Each team will gain 2 add'l home runs starting in the top of the 5th inning).]

Equipment:

1. Metal spikes are forbidden.

2. Balls: All divisions will use a .44 core softball (12" assumed). The same COR softball should be used for the entire game when possible.
3. Bats:
 - a.) To be considered "legal" for play, ALL bats must be less than 32 oz and rated 1.2 BPF (Bat Power Factor), PLUS:
 - 1) All bats must have the ASA 2004 certification logo



- b.) The League Commissioner reserves the right to add ANY bat to the list of banned bats at ANY time during the regular season or playoffs if he finds that it violates the spirit of our league and/or the safety of it's participants.
 - c.) Notification of any new additions to the SCSU "banned bats list" will be communicated in writing to all League coaches.
 - I. If a batter is caught using a "banned bat" at any time during an at-bat, the batter will be called out and a report must be filed with the league commissioner by the coach of the "offending" team in a timely manner.
 - II. If that player is caught using a banned bat again during any subsequent game in the regular season or playoffs and the league commissioner rules that the player acted in active rebellion rather than ignorance, the player will be suspended for the duration of the season. Sanctions may also be applied against the team coach if it is found that they acted with passive indifference to the matter.
 4. Mats may be placed behind home place to assist in strike/ball calls, but are understood to also only provide a **general guideline**.

Playoff Rules

See schedule for playoff breakdown.

Tie-breakers

ALL divisions: 1st – overall record, 2nd – head to head 3rd – run differential head to head 4th-division record 5th-record vs common opponents(if inter-divisional play in effect) 6th-coin flip