

COLONIAL CO-ED SOFTBALL LEAGUE 2016 • POLICIES & RULES

League Policies:

1. The fee for 2016 is \$20 per player, max \$50 per family. The fee should be paid prior to the first game of the season for each player. The purpose of the fee is to cover the expenses of this ministry for the following items:
 - a. Field maintenance and upkeep
 - b. Softball equipment
 - c. Team jerseys
 - d. Playoff Trophies
 - e. Portable RestroomThis year, to encourage outreach, sign up a friend/guest from the Indy area to play with you and we'll waive the \$20 registration fee for you and your guest.
2. All players on the team may be in the batting line-up for each game. This is not mandatory. If players arrive late, they may be added to the end of the lineup and enter the game.
3. If a team has less than 9 to start, the opposing team must supply a catcher for them. The role is to catch on pitches only and not to make any plays at home plate or otherwise. Such catcher should clear the plate as to not interfere with any play.
4. Games will last 1 hour long or 6 innings, **whichever comes first**. Team Leaders will want to keep track of the time and get in as many full innings as are possible within that time frame.
5. The minimum age for participation is high school students entering their freshmen year.
6. All games should start and end with a prayer. The League Commissioner and Team Leaders should ensure this is occurring.
7. Colonial Hills Baptist Church will endeavor to create a safe and comfortable atmosphere for all participants, families, and fans. In order to provide this we ask the following:
 - a. A portable bathroom will be provided during all games. The church building will be locked and inaccessible to those participating in the league.
 - b. Concessions will be available at all games (cash/check). Please enjoy!
 - c. Trash cans will be available at the field and CHBC requests that all participants and fans make every effort to keep the grounds clean and neat.
8. Team Jerseys: Team jerseys will be provided for each registered player and distributed at second game. Players may play in shorts or pants (keep in mind the gravel infield). No metal spikes may be used during games.
9. Game Changes/Cancellations: In the event that weather is forecasted to prohibit play, the League Commissioner will contact all the team leaders by 3PM with an update to the status of the games. The Commissioner and Team Leaders will also then discuss a rescheduling of the games.
10. Weather Conditions: The League Commissioner and Team Leaders should collectively decide the imminent threat of lightning and weather at the start of the game. If lightning is present, the game should be called. The Commissioner and Team Leaders may wait 15 minutes for passing storms then re-assess playing conditions.
11. Season Awards: At the end of the season, the following awards will be given:
 - a. Offensive Player of the Year for each team
 - b. Defensive Player of the Year for each team
 - c. League MVP (male and female)

Game Rules:

ASA official rules shall govern all play with the exception of the following league rules:

1. All ground rules should be reviewed prior to the start of each game. For example: Home runs, ground rule doubles, out of play, etc.
2. REVISED 6/13/14 — Each game will last a total of 6 innings or 1 hour with the following exceptions:
 - a. If both coaches deem the playing conditions to be too dark, the game may end after the bottom half of any inning.
 - b. If weather causes a permanent stoppage of play, the current game will be considered complete if at least 3 full innings have been played. If the game is stopped during an inning and cannot be resumed, determination of the game reverts to the previous full inning played (i.e., 3 full innings – complete game).
3. REVISED 6/13/14 — The League will provide a “full-time” umpire behind the plate. A Team Leaders (from one of the sitting teams) will be tasked as an infield umpire. All calls made by the umpires are final.
4. The league will utilize a ball/strike mat behind home plate and a 6-foot to 12-foot arc rule. If a ball is pitched within this arc range and hits any part of the mat the pitch is deemed a strike.
5. Each batter will start with a 1-ball 1-strike count. REVISED 5/30/13 — There will be no automatic foul-outs or foul-tip-outs after the 2nd strike. Only a swing and a miss on the third strike equals a strike out.
6. REVISED 5/30/13 — There will be no infield fly rule.
7. REVISED 5/30/13 — There will be NO automatic extra base on an overthrow at 1st base. However, one base will be allowed if the throw goes beyond/over/under, etc. the first base overthrow fence.
8. During play, every effort should be made to avoid dangerous contact. Plays at bases should always include slides.
9. A team may pinch run any player who has been injured during the game, or whose play would place such player at risk of further injury. The batter must reach first base prior to receiving a pinch runner. This pinch runner will be designated the last player to have made an ‘out’ for the injured player’s team. The injured player may continue to play in the game at his own discretion.
10. REVISED 6/13/14 — Each team may hit through their lineup only once per half-inning, regardless of the number of outs made during that sequence.
11. Catchers may not block home plate nor may runners make contact with a player covering home. If a catcher or other player is blocking home plate and the runner must veer from home plate to avoid collision, the runner shall be considered safe by the umpire. If a base runner does not slide during a close play at home plate the runner will be considered out. Please make every attempt to avoid serious collision.
12. If the event of a tie, the visiting team should start at bat. The following rules apply:

The inning begins with two outs and with the last person making an out in the previous inning on 2nd base. The 1-1 count remains in effect. One inning would be played, unless the tie would remain after both teams have the opportunity to complete their half innings.