



2010 RULES

Revised: 11/19/09

All rules and regulations of the ASA shall apply except where superseded by these CSSA rules. These rules are the result of adapting the NASCS Official Guide and Playing Rules book by deleting non-applicable sections and incorporating former CSSA rules where not in conflict with NASCS rules. No waiving or modification of these rules, by mutual agreement or otherwise, is allowed except where expressly permitted in these rules.

SECTION 1--REGISTRATION:

1.1 Age Qualification

All players must be at least 50 years old sometime during the current calendar year to be eligible to play in the CSSA. In the 70's league a player must be at least 70 years old during the current calendar year. A team violating the age qualification in any game will automatically forfeit that game.

1.2 Registration Fee:

Registration will be on a team basis at a yearly fee set by the Board of Directors of the CSSA. Team application must be made through the sponsorship of a city Senior Center or Recreation Department.

1.3 Rules of Conduct:

Every manager must sign a form saying he has read the CSSA Rules of Conduct and will abide by them before he/she becomes eligible to play in any CSSA league.

SECTION 2--COMPETITION PROCEDURES:

2.1 Player Eligibility

Only players currently listed on the team roster in the league office shall be eligible to play in league games and tournaments. Players may only be listed on one roster at a time except that players in the 70s league may also participate with one team in any one of the lettered leagues. A team using an ineligible player, including a player who has not met the requirements of Rule 2.2, in any game will automatically forfeit that game.

2.2 Rosters:

Rosters, including names and dates of birth will be submitted to the League Secretary on or before ten (10) business days after the first League game. Any team may add

or remove players to this roster during the year by notifying the League Secretary in charge of rosters in writing. If the player comes from another team, the manager of the former team must also be notified. A player transferring from another team and any player new to CSSA will be eligible to play on the date of the written notification. The league secretary in charge of rosters should receive written notification by mail or fax no later than the date that the player first participates in a CSSA league game.

In the post league-play tournament, teams shall be restricted to their roster in effect and on file with the League Secretary ten (10) business days before the last scheduled date. Use of an unauthorized player shall result in a forfeit.

2.3 CSSA League Classifications:

In the CSSA there will be lettered leagues, e.g., A, B, C, D, E, 70's. Participation in these leagues will be based on level of competition, with the most competitive being the A league decreasing in competitiveness with each successive lettered league.

2.4 Team Placement:

Managers and/or sponsors are expected to enter their teams in the league at the proper level of competitive ability. If league results and/or rosters indicate a team is in the wrong division, the board of directors may reassign the team to the proper classification.

SECTION 3--PLAYING RULES & DEFINITIONS:

3.1 Commitment Line:

A three (3') foot commitment line shall be marked perpendicular to the foul line and placed halfway between third base and home plate.

3.2 Second Home Plate ALL DIVISIONS MUST USE THE PLATE:

The host team must use a second home plate in place of the scoring line. The point of the plate shall be located eight (8) feet from the point of the primary home plate. The base of the secondary plate is on the imaginary scoring line.

3.3 Strike Zone Mat ALL DIVISIONS MUST USE THE MAT:

The strike zone must be used, supplied by CSSA.

3.4 Double Bag/Mat 1st Base:

A double bag/mat of equal size shall be used at 1st base, the double portion of the bag or mat being in foul territory abutting 1st base.

3.5 Runner's Lane:

A runner's lane shall be marked along the first base foul line in foul territory, by extending a parallel line thirty (30') feet long and three (3') feet from the foul line from

1st base back towards home plate. (See the attached playing field diagrams.)

3.6a 175' Line In the Outfield D, E:

If 10 or 11 players are in the field playing defense both the 10th & 11th players must take positions as outfielders behind the 175' line when women are batting. All outfielders must remain behind the 175' line and the infielders must remain in the infield until the ball is struck. If your field doesn't have a line you, the manager, must have some kind of marker (cones, flags, etc.) to show the 175' line. **(70's leagues was removed in 2010)**

3.7 Host Team:

The host team is the team at whose field the games are played.

SECTION 4--THE PLAYING FIELD:

4.1 Field Requirements:

A commitment line, a second home plate, a strike zone mat, a 1st base double bag/mat and a runner's line as set forth in Section 3 are the equipment and striping that shall be added to the playing field. Bases shall be set at either sixty-five (65') or sixty (60') feet for all leagues. Sixty-five (65') is the recommended distance. The pitching area must be properly designated with a pitching rubber. The playing field should not have a pitching mound. The above rules are recommended; teams will play on the fields as set up and made to conform to these rules as nearly as possible. The pitching distance will be 50-56 feet from home plate.

4.2 Ground Rule Double A, B, C:

At any field where the outfield fences are located less than 285 feet from home plate, a fly ball hit over the fence will be deemed a ground rule double.

4.3 Refer to the accompanying diagram from the section titled FIELD SPECIFICATIONS in the NASCS book of Official Guide and Playing Rules for diagrams and dimensions of the playing field and bases.

SECTION 5--EQUIPMENT:

5.1 Shoes with molded cleats are recommended. Metal or screw-on cleats will not be permitted. Players found wearing such cleats during a game will be ejected from the game unless they replace the illegal shoes with satisfactory ones. If on base when the illegal cleats are discovered, a "dead ball out" will be called.

5.2 All players on a team should properly wear uniforms that are alike in color and style. Uniforms should include visible numbers, with no two (2) identical numbers on a team.



5.3 For each team CSSA will furnish one set of fourteen softballs (core .44, 375 lb. compression, optic yellow balls) at a cost to be determined by CSSA each year.

5.4 BATS:

Teams and players may use any bat that is listed on the USSSA approved bat list. Since new bats are continually being introduced and older bats may be reclassified, players and managers are encouraged to periodically check the USSSA website, (www.ussa.com), for updated information in order to avoid using an illegal bat. In addition, ALL TEAMS & PLAYERS, MUST ABIDE BY THE RECREATION DISTRICT SOFTBALL BAT RESTRICTIONS WHEREVER TEAMS ARE PLAYING. Any player who uses a non-approved bat shall be called out and the bat shall be removed from the playing area.

SECTION 6--PLAYERS AND SUBSTITUTIONS:

6.1 Roster Limit:

There is no limit to the number of players on a team roster.

6.2a Re-Entry and Extra Players:

Any player in the starting batting order may leave the game and return one (1) time to the batting order reassuming the position he occupied previously except in cases where he is the only player available to replace an injured player, that is, he is the last resort. In this case he will assume the position in the batting order of the injured player. Substitute players not in the original batting order may enter a game only once, except that players not in the original batting order may act as courtesy runners multiple times in a game subject to the courtesy runner rules enumerated in section 9.2 below. There will be no limit on extra players in a team's line-up and they may play defense at any time subject only to the re-entry rule and the number of players allowed by the league rules.

6.2b Vacating Players:

Any player who vacates his position in the line-up due to injury or having to leave early will NOT BE CALLED OUT when the players time to bat comes up in the batting order.

6.3a Defensive Players A, B, C, D & E:

Ten (10) defensive players shall constitute a team. By mutual agreement of the two managers this number may be increased to 11. A team must have a minimum of at least eight (8) players during a game. Failure to have at least this minimum number will result in a forfeit. Additional players may be added as they show up for play; however, at this point they must be listed at the end of the batting order and bat after the other offensive players. (**Note:** All defensive players must appear in the batting order.)

6.3b Defensive Players 70's:

Eleven (11) defensive players shall constitute a team. A team must have a minimum of at least eight (8) players during a game. Failure to have at least this minimum number

will result in a forfeit. Additional players may be added as they show up for play; however, at this point they must be listed at the end of the batting order and bat after the other offensive players. (NOTE: All defensive players must appear in the batting order.)

6.3c Defensive Players - Supplying A Catcher

If a team has only 8 or 9 players it is an option for the opposing team to supply a catcher. The decision can be made by mutual agreement of the two managers.

6.3d Defensive Players - Tournaments

It is permitted to use an 11th defensive player in CSSA tournaments using rule 6.3a

6.4 LINE UP SHEETS AND SCORE SHEETS:

Both managers must use the score sheets provided by the CSSA. The Host Team is responsible for keeping the official score.

SECTION 7--THE GAME:

7.1 Game Time:

Game time for league play will be at 9 AM. Second games of a double header will normally start five (5) to fifteen (15) minutes after the completion of the first game. Modifications for weather and other extenuating circumstances will be allowed. A team must be ready to play within fifteen (15) minutes of the scheduled game time or suffer a forfeit.

7.2a Postponements:

Games may only be postponed because of weather-related conditions, death of a player or a member of a player's family, or the cancellation of the use of the field by the controlling agency. Approval of the board of directors is required for any other reason.

7.2b Make-Up Games:

Host teams are responsible to set dates for make-up games in consultation with the non-host team manager. All league games (make-up games included) shall be completed by three (3) days after the last scheduled league date. If this is not done, the games will count as being forfeited by the host team or by the non-host team if it does not agree to a date of at least two (2) options.

7.3 Host Team:

Host team is the team so designated in the CSSA official league schedules. This may be changed by the two teams concerned if they mutually agree to swap host dates.

7.4 Home Team:

The host team will be the home team for the first game of the double header and the visiting team for the second game.



7.5 Mercy Rule:

There is no mercy rule in CSSA leagues. In its place there will be a five (5) run limit on runs scored by a team in any one inning. This run limit is suspended for the seventh (7th) inning or for the last scheduled inning in shortened games and for any extra innings that are played.

7.6 Length of Game:

The length of the game shall be seven (7) innings. Games of double headers may be shortened to five innings or by abbreviated ball and strike counts upon mutual agreement of the two team managers. There is no time limit on CSSA league games. However, after seven (7) innings the ASA International Tie Breaker will be used. During the first extra inning the last batter of the previous inning will be placed on second base to start the inning. A courtesy runner may not be used for this player until the player has safely reached third base. In subsequent extra innings the last batter of the previous inning will be placed on third base. No courtesy runner will be used for this player.

7.6a "FLIP-FLOP" Rule (Use 1 or 2 depending on who is ahead)

1. **The Visiting Team must be ahead by 8 or more runs after the completion of the sixth inning. If so, the Home Team will remain at bat and start a new at-bat (beginning their seventh inning at-bat), meaning all runners on base will return to the dugout. It will be an open inning. If the Home Team fails to tie or pull ahead of the Visiting Team, the game ends and the Visiting Team wins. If the Home Team ties or pulls ahead, the Visiting Team comes up to bat, and has their seventh inning (open inning) at-bat.**

2. **The Home Team must be ahead by 8 or more runs after the Visiting Team has batted in the top of the sixth inning. If so, the Visiting Team will remain at bat and start a new at-bat (beginning their seventh inning at-bats) meaning all runners will return to the dugout. It will be an open inning. If the Visiting Team ties or pulls ahead, the Home Team comes up to bat and has their sixth inning at-bat, then their seventh inning (open inning) at bat, if needed.**



7.7 Umpires:

The host team shall be responsible for furnishing a certified umpire. Failure to do so shall result in forfeiture of the game by the host team. In cases where the host team acts in good faith (e.g. umpire fails to show because of an auto accident on the way to the game, umpire becomes ill during the game, or is injured, etc.) A member of the host team will serve as an umpire with responsibilities and powers as outlined in Rule 10 of the ASA Rule Book. The host team can also furnish a base umpire with responsibilities and powers as outlined in the ASA Rule Book, but is not obliged to furnish the base umpire. The host team is the primary source from which to draw the umpire(s), but upon mutual agreement the visiting team may

furnish the umpire(s). Substitute umpires are not permitted to play in the game they umpire. The Board of Directors shall rule on any protests concerning the matter of the good faith of the host team.

7.8 Delays:

In tournament games in which there is a time limit, injury or protest time outs may be called at the discretion of the umpire, stopping the game clock until play is resumed.

7.9 Reporting of Results:

The Host Team is responsible for notifying their Division Standing Secretary of the results of league games as soon as possible after the completion of the games, and no later than twenty-four (24) hours after the START of the games. This shall be accomplished by a method agreed with the Standings Secretary, i.e. telephone call, email message or other. Failure to do so shall result in forfeiture of the games by the Host Team. Postponements and make-up games schedules shall also be reported to the Standing Secretary by the Host Team.



SECTION 8--PITCHING REGULATIONS:

The CSSA strike zone mat must be used. Legal pitches striking any portion of the mat or home plate will be strikes. The height of a pitch from the playing surface must be between six (6') and (12') feet.

SECTION 9--BASE RUNNING:

9.1 Reaching First Base:

Each batter must reach first base on his own. If there is a play on a batter going to 1st base, the batter must touch the portion of the double bag/mat extending into foul territory. The batter shall be called out for failing to do so. However, if a defensive player has to move on to the bag in foul territory to make a play, the runner may touch either bag if, in the judgment of the umpire, the runner touched the inside bag to avoid a collision. The defensive player must in all circumstances touch only the white bag in fair territory.

9.2 Courtesy Runners:

1. Unlimited courtesy runners are allowed each inning.
2. Only those players listed on the original line-up card may be used as a courtesy runner.
3. A courtesy runner may enter the game only during a time out.
4. A courtesy runner is "in the game" when he touches a base.
5. A player may be a courtesy runner only once per inning.

6. A courtesy runner whose turn at bat comes up while he is on base will be called out and will be required to leave the field. If this is not the third out he will take his turn at bat. A second courtesy runner cannot be substituted at this time.
7. A courtesy runner may not run for an existing courtesy runner unless the existing courtesy runner must be removed from the line-up for the remainder of the game.
8. A player who is replaced by a courtesy runner may not be used as a courtesy runner for the remainder of the inning.

9.3a Sliding A, B, C, D & 70's:

Sliding or diving into 1st base or home plate when scoring is not permitted and such players will be called out. However, a player has the option to slide or dive into 2nd or 3rd base and when returning to any base. Runners shall be called out for contact with a defensive player if, in the umpire's judgment, the contact was deliberate or the runner could reasonably have been expected to minimize or avoid contact under the circumstances and failed to do so. In cases of interference or obstruction the proper penalties will be applied and in flagrant cases ejection of the offending player will result.

9.3b Sliding E Division:

Sliding is not permitted at all bases and a base runner shall be called out for sliding except in the case of returning to a base after a caught infield line drive, in which case a slide or head first dive is allowed but not required.

9.4 Overrunning E Division:

A base runner is permitted to overrun the base when going to 2nd or 3rd base. When returning to any base the runner is not permitted to overrun the base, without being subject to a "tag" put-out.

1. The word permitted means that besides the normal base running when the runner stops at 2nd or 3rd, the base runner may overrun the base if the base runner wishes.
2. The word overrun means that the base runner may run past 2nd or 3rd base to the left or the right within 3 feet of the base or may touch the base on the overrun. The runner who has overrun the base cannot proceed to the next base without going back and touching the base that was run past.

In the E Division, a force out play applies at all bases, NO tag play is needed.

9.5 Commitment Line:

Once a runner's foot touches the ground on or past the commitment line, the runner may not re-cross it in the direction of 3rd base, i.e., the runner must continue on toward the scoring plate. Violations will result in an automatic out.

9.6 Retiring Runners at Home:

For all instances, once a runner crosses the commitment line, there will be no tag play at home plate. The defensive player must have possession and control of the ball while touching home plate (not the mat) after the runner has crossed the commitment line but does not yet have a foot down on the second home plate. The runner shall be called out if he touches or crosses over any portion of home plate, the strike zone mat or the batter's box. Runners shall not be called out for contact with a defensive player not in contact with home plate unless in the umpire's judgment the runner deliberately hit or could reasonably avoid contact under the circumstances and failed to do so.

9.7 Second Home Plate:

To score, a base runner must have one foot down on the second home plate before a defensive player has possession and control of the ball, while touching the primary home plate.

SECTION 10--DEAD BALL-BALL IN PLAY:

If a ball leaves the playing field (such as going under the fence), the defensive player will not touch the ball but will raise both hands as a signal to the umpire. The umpire will then come to the location and make a decision. Failure to follow this procedure will result in the ball ruled as in play.

SECTION 11--PROTESTS AND DISQUALIFICATIONS:

11.1 All protests involving league play must be submitted in writing to the CSSA Board of Directors within forty-eight (48) hours of the end of the double header involving the protest. The Board of Directors will have the final say on the outcome of the protest. Any member of the Board of Directors whose team is involved with the protest will not participate in the decision. A protest committee will be established by the Board of Directors for the pre-season and post-season tournaments.

11.2 The procedure for protesting an umpire's decision during a league game is as follows:

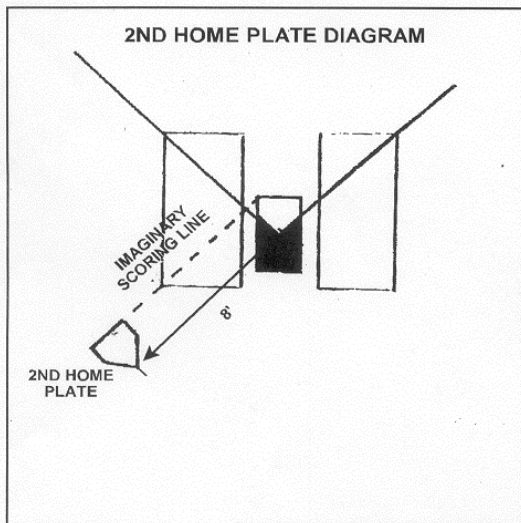
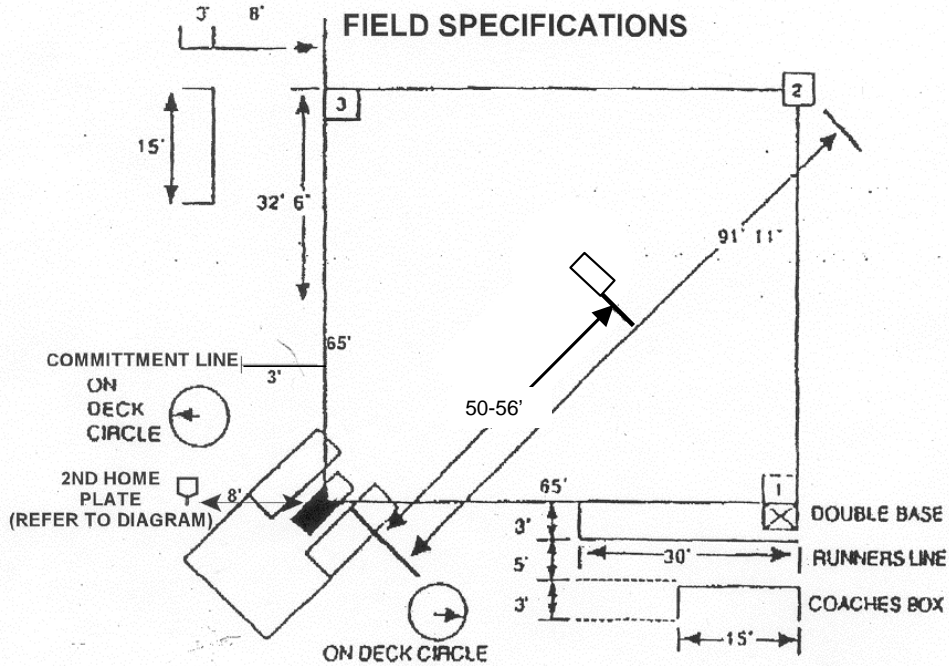
1. The manager protesting the umpire's ruling shall notify the umpire and the opposing team manager that he is filing a protest. The time limit for filing the protest shall be in accordance with ASA rules, namely that notification of the intent to protest must be made before the next legal or illegal pitch (Exception: player eligibility). The two managers and the umpire shall each make a note of all the pertinent facts concerning the protest.
2. The protesting manager shall submit a written version of the protest to the Board of Directors within 48 hours of the completion of the game, stating the basis for the protest and all the pertinent facts, including the name and phone numbers of the opposing manager and umpire.
3. The Board of Directors will, after deliberating either by a convened meeting or a telephone poll, render a decision and notify the parties involved (including the umpire, if possible) of its decision within 6 to 10 days of the protested game. In protests of games at the end of the season which affect the final standings the Board will act with utmost haste. A quorum of the Board of Directors is not necessary to render a decision, but it shall be incumbent upon the Board to utilize all available members. Any Board member whose team is involved in the protest shall not vote on the decision. Likewise, a board member from a team not involved in the protest should abstain from voting on the decision if he has a vested interest in the outcome.

11.3 The procedure for protesting an umpire's decision during a League Tournament game is as follows:

1. The manager shall inform the umpire that he is protesting the decision according to ASA prescribed time limits, namely that he must lodge the protest before the next legal or illegal pitch (Exception: player eligibility). The umpire and both team managers shall note all pertinent facts at the time of the protest.
2. The umpire will, at the time of the protest, notify the tournament director of the protest, giving the particulars of the protest and the identities of the two managers involved. The managers may accompany the umpire while he goes to the tournament director or they may go on their own.
3. The tournament director, or a designated representative, will have the ultimate authority for resolving protests. He may consult with any or all Board of Directors members not involved in the protest for advice and recommendations. It is strongly

recommended that he have a thorough discussion with the umpire and the managers involved.

4. A decision on the protest shall be made before the game resumes.
-
- 11.4 Any player ejected from a league game shall be ineligible to participate in any other league game that day. In addition he shall be ineligible to participate in his team's next scheduled doubleheader. Should that double header be postponed because of weather or other reasons, he shall still be ineligible for the make-up games. If the ejection occurs on the last date of the regular season, he shall be ineligible for any make-up games for that date and the first game of the post-season tournament. If a player is ejected from a tournament game he will be ineligible to play in his team's next scheduled game of that tournament.
 - 11.5 If a player is ejected from a game both managers shall notify the standings secretary who will in turn notify the offending team's next opponent of the player's suspension. Second ejections during a season will result in a minimum penalty of suspension for the rest of the season.
 - 11.6 If a player feels there are mitigating circumstances or the suspension is too severe, he may appeal to the Board of Directors. One-scheduled-date suspensions, as per section 11.4 above, are automatic and become effective at the time of ejection. Appeals for this type of suspension must be submitted in writing within the next two complete calendar days from when the suspension becomes effective. Longer suspensions by the Board of Directors will be made within one week of the ejection and become effective at that time. In this case the player will be notified by a telephone call with a follow-up written notification. There is no time limit for when an appeal for this type of suspension must be submitted. The appeal must be in writing. Written appeals should give the circumstances that resulted in the suspension and any mitigating circumstances or undue hardship associated with the suspension. For all appeals the Board of Directors will render a decision as promptly as possible so as to allow the player to return to active league participation if the suspension should be removed or reduced. However, the Board is not obligated to render a decision before the next scheduled games if there are 48 hours or less before those games are to be played.



Field Specification Summary

Commitment Line - A three (3') foot commitment line shall be marked perpendicular to the foul line and placed halfway between third base and home plate.

2nd Home Plate - The host team must use a second home plate in place of the scoring line. The point of the plate shall be located eight (8') feet from the point of the primary home plate. The base of the secondary plate is on the imaginary scoring line.

Teams will play on fields as set up and made to conform to these rules as nearly as possible.