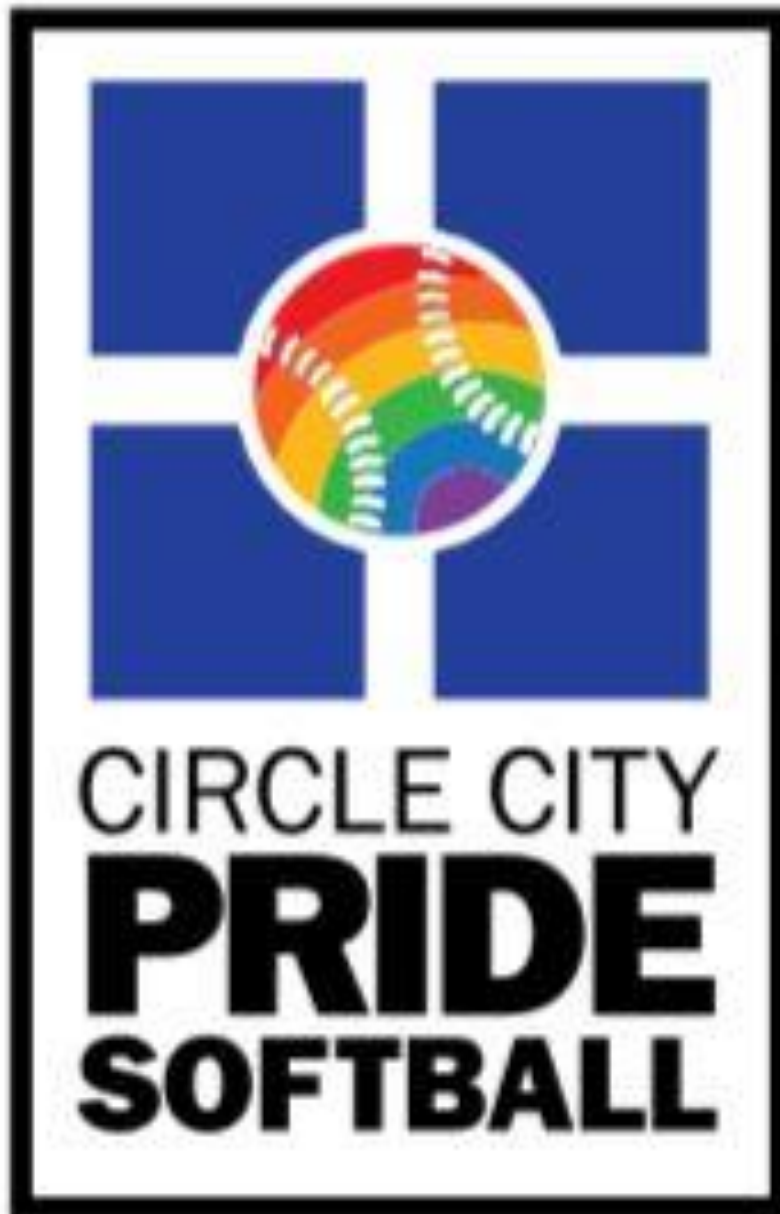


CIRCLE CITY PRIDE SOFTBALL LEAGUE
ATHLETIC CODES



Circle City Pride Softball League Athletic Codes

- 1.01 League Structure
 - a. All rules and regulations of adult slow-pitch ASA apply unless explicitly stated otherwise, in the CCPSL rules of play.
 - b. ASA rules of play are designed to closely match the NAGAAA Instruments of Governance so that CCPSL teams winning NAGAAA berths are familiar with and accustomed to these rules.
 - c. Players must be 18-years-old before the first game of the current registered season.

- 2.01 New Player Draft
 - a. Each year the CCPSL shall hold a recruitment drive for new players.
 - b. Teams in CCPSL shall then draft from among the new recruits, unless player specifies a team during registration. The draft order for the first round shall be the team finishing lowest in the standings having the first pick, with the next to last finisher, etc. continuing into the second round and so on.
 - c. A team that has lost a subsequent amount of players shall draft first. If more than one team has lost a subsequent amount of players, the team that lost the most players will go first.
 - d. Every player must be selected in the current year's CCPSL draft.
 - e. Team participation in the draft is voluntary.

- 3.01 Forfeits
 - a. A team will forfeit a game if an ineligible player (has not paid the player's Membership Fee, has not filled out the player's registration form or has been suspended by the CCPSL) plays for the team in that game.
 - b. A team should notify the Assistant Commissioner (or Commissioner in their absence) and the opposing team's manager by 12 noon on Saturday if a team plans to forfeit game(s).

- 4.01 Team Rosters
 - a. A team must consist of at least 10 active players but not more than 20 active players (there is no roster limit on non-players).
 - b. Addition(s) to the roster may be submitted for each player by using the registration form on the CCPSL website. This includes payment of the CCPSL Membership Fee. This fee must be paid prior to the player's first game of play.
 - c. Any team can request a copy of its roster from the Assistant Commissioner.
 - d. Players may not change teams or rosters during the current regular season or tournament.
 - e. An active Roster is due prior to the second scheduled week, after that week any add-on to the roster has to be rated by coach and audited by two members of the CCPSL Board not of the same team.

- 5.01 Playing Rules
 - a. A team may not add players to their roster during the tournament.
 - b. A player may not appear on more than one roster.
 - c. All regular season games will be played with a 60-minute running clock.

- d. There is no time limit for the tournament championship game. The run rule still applies to tournament games.
- e. After two forfeits, the Executive Committee reserves the right to manage the team in question or disqualify that team from future participation for the remainder of the regular season and tournament.
- f. The following scenarios will determine if a team can play or forfeit:
 - 1 roster player = forfeit
 - 2 roster players = forfeit
 - 3 roster players = forfeit
 - 4 roster players = forfeit
 - 5 roster players = forfeit
 - 6 roster players = forfeit
 - 7 roster players = may borrow two players to make nine.
 - 8 roster players = may borrow one player to make nine.
 - 9 roster players = a player may not be borrowed to make 10.
 - 10 roster players = a full team
- g. A team may use one courtesy runners per inning. If the courtesy runner is on base when their spot in the lineup comes to bat the batter is out.
- h. Run Rule: 20 runs after 3 innings, 15 runs after 4 innings and 10 runs after 5 innings. A complete game is 7 innings.
- i. A game in which at least five innings have been completed will be considered a complete game. Ties will be settled by ASA International tiebreaker rules. At the beginning of each half-inning, the batting team shall begin its turn at bat with the player who is scheduled to bat last in the respective half-inning being placed on second base. A substitute or courtesy runner may be inserted for the runner. If a game that ends for any reason, except the time limit, prior to the completion of the 5th inning will be continued at a later date if a time slot is available, with priority given to games that affect the standings. If the game is not completed, it will be considered not to have been played. (Note: the definition of a completed innings includes the last inning of a game, which the home team is ahead, and the visiting team completed its turn at bat.)
- j. If a team has a minimum of 9 players, a late player can be added to the tenth position of the lineup sheet.
- k. Unless noted on the schedule, no new inning shall start after 55 minutes. Time begins at the scheduled starting time for each game (or as soon as the umpires are ready to start the game).
- l. Each game will have an umpiring crew of one for the regular season and two for the tournament championship game.
- m. A CCPSL member who plays on a CCPSL team and is an ASA-sanctioned umpire will not be permitted to umpire a game.
- n. No metal spikes are permitted.
- o. Only ASA-approved slow-pitch softball bats are allowed in CCPSL games.
- p. Only 12" ASA 52-core softballs are allowed in CCPSL games.
- q. All equipment must comply with ASA and NAGAAA guidelines.
- r. Batters will start each at-bat with a 1-1 count. One courtesy foul is allowed with two strikes.
- s. A pitch must achieve a minimum height of 6 ft. and a maximum height of 12 ft. to be legal.

- t. No base stealing is allowed.
- u. The first-base safety base must be used at CCPSL games.
- v. One homerun is allowed per game. The next homerun from the same team results in an inning-ending out.
- w. If a batter who gets a courtesy runner is walked, the courtesy runner will go to first base without the batter having to go to first base.
- x. A lineup may contain up to 12 total batters, with 10 playing in the field. However, if a player in the lineup is injured or can't continue playing and there are not substitutes, the team will take an out each time that player is supposed to go up to bat.
- y. The team listed second on the schedule is the home team and is responsible for keeping the official scorebook for the game.
- z. All players shall be rated with the current NAGAAA rating guidelines prior to playing.
- aa. Player ratings may be protested if there is an extreme (under or over rated by 3+ questions) difference in the player's ability and recorded NAGAA rating.
- bb. The playing cap for a team is 110 (NAGAAA D-level cap). The players on the field during play cannot exceed this amount.
- cc. A player who throws a bat without malice shall receive a warning; a second occurrence will result in an automatic ejection from the game. If the bat is thrown violently, it will result in an automatic ejection. A second incident of a bat thrown violently will result in the player being suspended for the rest of the season, including the playoffs.
- dd. A base runner that causes dangerous physical contact (determined by the umpire) with a defensive player will be automatically ejected from the game. A sliding base-runner's feet should be parallel to the ground and no higher than the defensive player's ankle.
- ee. The ratings review committee will be the point of reference for questions or protests during game play.
- ff. Ground Rules:
 - i. Unless noted below, dead ball territory is delineated by a straight line out from the dugout fences.
 - ii. Dead ball territory may be changed for safety or other purposes only by consent of both teams prior of the start of the game (Such changes must be initiated by one or both teams, not by the umpire(s)).
 - iii. Balls that strike obstructions in fair territory (for example, cars or trees) should be considered in play. Balls that are trapped under or behind obstructions in the field of play should be ruled dead and an appropriate number of bases awarded by the umpire.
 - iv. Unless noted below, a fair-batted ball that clears a fence in flight is a home run.

6.01 Protests

- a. Types: Misinterpretation of a playing rule (must be made before the next pitch); illegal substitution or re-entry (must be made while said player is in the game); ineligible player (can be made at any time).
- b. The manager of the protesting team shall immediately notify the plate umpire, a member of the Executive Committee, and the opposing manager that the game is being played under protest. The plate umpire will then be required to sign and note the protest in the protesting team's scorebook.

- c. A written protest shall be prepared by the protesting manager. It shall contain the following: date, time, and place of the game; a copy of the signed score sheet of the game; the rule and section under which the protest is being made; and a brief description of the game situation at the time of the protest, including the names of the players involved.
- d. The written protest shall be filed with the CCPSL Secretary within 48 hours of the game in protest. If the Secretary is on a team involved in the protest, the written protest shall be filed with any other CCPSL officer not involved in the protest. The CCPSL officer receiving the protest shall notify the opposing Team Manager and give 48 hours to respond to the protest.
- e. Judgment on the protest shall be rendered by the Executive Committee within 48 hours of its receipt. If a member of the Executive Committee is on a team directly affected by the protest, the Commissioner shall appoint a Team Manager from another team to replace them.
- f. A copy of the judgment with a brief explanation shall be given to each manager involved in the protested game. This judgment shall also be read into the minutes of the next Board meeting. At this meeting, either team involved in the protest has the right of appealing the ruling to the Board.
- g. Disqualification can be justified by the umpire for any abusive behavior toward an umpire, tournament official or participant in the current league event preceding, during, or after a game.

7.01 Playoff Rules

- a. All playoff games are governed by playing rules detailed in section 7.01, with the following exceptions: The Championship and "If Necessary" games shall be untimed.
- b. The format for the playoffs shall be a double-elimination tournament, unless an alternate format is established by the CCPSL Board at a meeting prior to the start of the season to be in effect for that season only.
- c. A player shall be eligible to participate in the playoffs if the player has attended at least 1/3 of regular season games played by player's team.
- d. The higher-seeded team will be the home team for every playoff game, except the Championship Rematch Game ("if necessary"), for which the winner of the previous game (the loser's bracket team) will be the home team.
- e. If two teams are tied at the end of the regular season (same won-loss percentage) their order of finish shall be determined by:
 - i. Face-to-face record
 - ii. Run-difference face-to-face
 - iii. Overall run-differential
 - iv. A coin flip
- f. If a team forfeits more than 4 games during the regular season, their first Playoff game may automatically be counted as a loss at the discretion of the Executive Committee.
- g. In the event the final round of the playoffs is cancelled due to weather, the playoff Champion and runner-up shall be determined by the remaining Winner's Bracket teams (if only one team remains in the Winner's Bracket, that team will be declared the playoff Champion and the team that lost the last Winner's Bracket game will be the runner-up).
- h. In the event that all games of the playoffs are cancelled due to weather, the Champion and runner-up in shall be determined by the final regular-season standings.

8.01 Field Conditions

- a. The umpire will have the power to stop or postpone a game due to an unsafe field.
- b. Once a game is suspended or postponed, it cannot be continued or played unless it is rescheduled by the CCPSL.
- c. If the umpire deems the fields safe to play but both managers feel it is unsafe, then the game will be postponed.
- d. Decisions concerning postponements due to weather conditions will be made by the Indy Parks Representative, Commissioner and Assistant Commissioner no earlier than 24 hours before the game.

9.01 Amendments

- a. These Athletic Codes may be amended at any board meeting by a simple majority vote.