

CORPORATE SOFTBALL LEAGUE RULES AND REGULATIONS

1. GAME STARTING TIMES

Games are to begin promptly at scheduled times. Game starting time is 6:15 and 7:45.
A grace period of 15 minutes (6:30 and 8:00) will be allowed for a team to have enough players to field a team. When a team has enough players (8) to field a team, they must begin play immediately.

2. MINIMUM NUMBER OF PLAYERS

A team must have 8 players to begin a game. A team not having 8 players 15 minutes after the scheduled starting time will forfeit the game.

At least 2 women shall be in the batting order and play the field at all times. However, if a team has only 1 woman at game time, that team cannot put an extra man in the field to make up for the missing woman. The second woman may be inserted into the lineup at the designated position in the lineup whenever she arrives.

3. MERCY RULE

The game is ended at the point when either the home team is ahead by 20 runs in their half of the fifth or sixth inning or after the visiting team has completed their at bats in the fifth or sixth inning or the visiting team is ahead by 20 or more runs at the completion of five or six innings.

4. BATTING ORDER

Teams may bat any number of players in the batting order (maximum of 10 can play in the field) provided that if the team bats:

12 – 15 persons, it shall contain at least 3 women.

16 – 20 persons, it shall contain at least 4 women.

5. SUBSTITUTION

Free substitution of persons of the same sex shall be allowed within the batting order, provided, however, one player can bat no more than once in every cycle of the batting order.

A “cycle” of the batters begins and ends at the point of the substituted player, not at the beginning of the line-up.

6. PLAYER ELIGIBILITY – 19 YEARS AND OLDER

It is the responsibility of the managers to ensure that their players are of age for liability purposes.

7. PITCHING

The intention of the Corporate Softball League is for the batter to hit the ball and not for the pitcher to try to strike the batter out. Therefore, the pitcher must pitch a hit-able pitch. The pitch will have a perceptible arc of at least 6 feet and no more than 8 feet measured from the ground. If the pitch does not meet the “perceptible arc”, the umpire will call the illegal pitch a ball. If the batter swings the bat at a pitch that’s called illegal (contact or no contact), it is a dead ball and the pitch is called a ball.

8. ILLEGAL PITCH

Upon identifying a pitch as illegal, the umpire will immediately state out loud “illegal pitch”. The effect will be that a ball will be declared “dead” on the batter and the pitch will count as a “ball”. The umpire will follow this procedure each time. If, in the opinion of the umpire, the pitcher is repeatedly trying to gain an advantage, then the umpire may choose to remove the pitcher from the pitching position for the remainder of the game.

9. PITCHING DISTANCE

Pitching distance is 50 feet for all pitchers (no exceptions).

10. WARM-UP PITCHES

Pitchers starting the game or a relief pitcher will be allowed 5 warm-up pitches. At the beginning of all subsequent inning, 3 warm-up pitches will be allowed.

11. **INTENTIONAL WALK**

There is no intentional walk in the Corporate Softball League.

12. **HIT BY A PITCHED BALL**

Batters may not advance to first base because they were hit by a pitched ball. If the pitch does hit a batter, the ball will be declared a dead ball and the umpire will call the ball a ball or a strike.

13. **BUNTING**

No bunting is allowed. The offending player is called out and all other runners must return to the base they previously occupied prior to the pitch.

14. **CATCHERS EQUIPMENT**

All catchers must wear a mask and a throat guard.

15. **COLLISIONS AND FAKE TAGS**

Collisions on the base paths are to be avoided if possible.

There will be no fake tags. A fake tag occurs when a fielder without possession of the ball deceives the runner, thereby impeding his progress (i.e. causing him to slide, slow down or stop running).

The umpire will rule obstruction on a fake tag. The obstructed runner, and each runner affected by the obstruction, will always be awarded the base or bases he would have reached if there had not been any obstruction. The offending player will be ejected without warning.

16. **THROWING A BAT**

Players are encouraged not to intentionally throw the bat, for safety's sake . A reprimand or warning is up to the umpires discretion.

17. **FIGHTING**

A player who is guilty of fighting (i.e. initiates physical contact or assault) will be ejected from the game and suspended for the remainder of the season.

Also, excessive abusive language is discouraged and could be subject to ejection.

18. **EJECTION**

The umpire has the authority to eject a player, coach, manager or other team member from the game for violation of rules or flagrant misconduct.

Players, coaches, managers or other team members will not make disparaging or insulting remarks to or about opposing players, officials, or spectators or commit other acts that could be considered unsportsmanlike conduct.

A player who has been ejected must immediately remove himself from the playing field including the dugout area. If an ejected player does not do so immediately, or continues to harass the umpire or be involved in inappropriate behavior, he may be ejected from the grounds. Noncompliance with this rule could result in a forfeited game imposed by the umpire.

If a player is ejected from a game, the player will not be able to participate in his or her next scheduled game.

If a player is ejected from 2 games, the player is suspended for the remainder of the season (including playoffs).

19. **POSTPONED GAMES (WEATHER RELATED)**

On days when rain is forecast, call 235-8993 after 4:00 PM to get a report on possible rainouts due to field conditions.

20. **POSTPONED GAMES (NON-WEATHER RELATED)**

Scheduled games that conflict with agency-sponsored functions only (picnics, recognition dinners, etc.) may be rescheduled. Such games must be brought to the attention of the league commissioner as soon as possible and at least one full week prior to the originally scheduled date of the game.

21. **RESCHEDULED GAMES**

Games that have been postponed (weather and non-weather related) should be rescheduled by the 2 teams involved in consultation with the league Commissioner. The commissioner will be in charge of the availability of playing fields, which will be updated on the league website.

22. **FORFEITED GAMES**

Any team that forfeits 3 games during one regular season will be expelled from the league for that season, except in extraordinary circumstances. The remaining games on that teams' schedule will be counted as 7-0 victories for the scheduled opponents.

23. **GAME REPORTS**

Upon completion of each game, the home team manager is required to inform Jim Cole by way of e-mail or phone message (810-3733), the score of the game. The results of games played will be updated on the website the next day.

24. **SUSPENDED GAMES**

Games are 7 innings. A game becomes official after 5 innings. In the event of rain interrupting a game in progress, the game will be considered over if it has become official, with the final score reflecting that of the last fully completed inning. If the game has not yet become official, it will be rescheduled in its entirety. If an official game is tied at the end of the last completed inning, it will be rescheduled from the point of interruption. The decision of the umpire shall govern.

25. **PLAYOFFS**

All 14 teams will be seeded.

The top five seeds get a bye for the first 2 rounds.

The bottom six seeds (#9 thru #14) will participate in the first round / single elimination.

The second round will have seed #6, #7, #8 waiting for the winners of the first round.

The third round will have seed #1 thru #5 waiting for the winners of round 2.

First round / single elimination:

#9 vs. #14, #10 vs. #13, #11 vs. #12

Second Round / best of 3-game series:

#6 vs. (#14, #13, #12, #11)

#7 vs. (#13, #12, #11, #10)

#8 vs. (#12, #11, #10, #09)

Third round / Elite 8 / best of 3-game series:

#1 vs. #8

#2 vs. #7

#4 vs. #5

#3 vs. #6

Fourth round / Final 4 / best of 3-game series:

#1 or #8 vs. #4 or #5

#2 or #7 vs. #3 or #6

Championship / best of 3-game series:

#1, #4, #5, or #8 vs. #2, #3, #6, or #7

26. **PLAYOFFS / TEAM ROSTERS**

In order for a player to be eligible to participate in a league playoff game, a player must appear (at bat or in the field) in at least 5 regular season league games during that season. Exceptions can be made for players who are or were team members and did not play 5 games due to injury, work situations, etc.

In other words, no ringers for the playoffs!

27. **PLAYOFFS / TIE BREAKER**

The following procedures will be used to break ties among teams in the same spot in the standings:

Won - loss records (interpreted as "Head-to-Head" among teams tied)
If only two teams are tied, the winner of that game.
Ranked according to fewest runs allowed per game played
Ranked according to most runs scored
If a tie still exists, by a coin toss.

28. **UNIFORMS**

Uniforms (matching shirt and caps) are encouraged, but not mandatory.

29. **SPIKES/CLEATS**

No metal spikes or metal cleats are to be worn by any player. In all instances where a player is found to be wearing metal spikes or metal cleats, that player must change into other acceptable footwear in order to keep playing.

30. **RETRIEVAL OF BALLS HIT OUT OF PARK**

The team of a player that hits a fair or foul ball out of the park must make a serious effort to retrieve the ball.

31. **REQUIRED EQUIPMENT**

It is the home teams' responsibility to a new softball for each game. The league will provide each team with 12 new softballs prior to their first game.

32. **COURTESY RUNNER**

With the opposing manager's approval, a courtesy runner will be allowed to run for a batter who has reached base. In most instances, this should be the last batter to make an out. The runner substituted for will then be allowed to remain in the game. Umpire notification is required and should be declared before the game. The objective of the courtesy runner is to insure safety and prevent injury and is not to be used to gain a base running advantage.

33. **ALCOHOLIC BEVERAGES AND CONTAINERS**

There is to be no consumption of alcoholic beverages by players during a game. Also, it is expected that each team will clean up any refuse they leave after a game.

34. **FOUL LANGUAGE**

Profane or Foul language by any member of the CSL will be an automatic Ejection from the game. There is no warning of ejection for profane or foul language. Profane or foul language directed towards teammates, opposing players, or himself/herself will result in a 2 game suspension. Any profane or foul language directed towards the umpire or fans will result in suspension for the remainder of the season, including playoffs.

35. **RULES COMMITTEE**

The rules committee will consist of 5 team captains:
Purple Hazers, Office Data Systems, NYISO, Kelley Inc., and AoCP.