

Blackburn 2009 Rules

2009 North Metro Church Softball League

1. The NMCSL season will begin on March 7th and end on June 27th
2. Off weeks are on April 11th (Easter) and May 23rd (Memorial Day)
3. All games to be played on 2 fields, up to 8 games per week
4. Game times are 8:50, 10:00, 11:10, and 12:20pm
5. There is a 5 minute grace period for 8:50 games ONLY; then the game is a forfeit
6. Games will be 70 minutes long; umpires will start the clock on the first pitch
7. Teams tied after 7 innings will play one additional inning only
8. 15 run mercy rule will be in effect after 5 innings, or 4 ½ if the home team is leading.
9. Home team will be the official scorekeeper for each game.
10. Teams will play 16 regular season games, with 4 double headers for each team.
11. Double-elimination for the top 6 seeded teams, single-elimination for the bottom 6 seeded teams. 2 surviving teams from bottom will enter double-elimination bracket. **A new playoff format is currently being reviewed by the league. (If new format adopted, league rule #11 will be updated)**
12. There are NO time limits for playoff games, though the 15 run rule will be in effect for all games (excluding the championship round)
13. Teams may start a game with 7 of their own players and pick up an 8th and 9th player from other teams. Teams may play an entire game with 8 players. No short-handed team may pick up a 10th player. No player pickups will be allowed in the playoffs
14. Teams must have their numbered uniforms by April 4th, the fifth week of play. **If a player does not have a numbered jersey after April 4th, he is not allowed to play for his team.**
15. There is no team penalty for a single forfeited game; however any additional forfeits will result in a \$25 fine per occurrence.
16. Any player ejected from a game for misconduct will be suspended from the following game. A 2nd ejection will result in suspension for 3 games and a \$25.00 team fine.
17. Players must play in a minimum of 5 games to qualify for the playoffs. **Managers must submit playoff-eligible rosters to League President before playoffs begin.**
18. Each batter starts with “1 and 1” count. One foul on the second strike is allowed. The arc of a legal pitch is to be 6 feet minimum and 12 feet maximum
19. Only team captains may address an umpire concerning an interpretation of the rules.
20. Each team will be provided one new softball per game. The second new softball will be used when home team comes to bat. Teams should have backup softballs with clear COR .44 labels to replace balls hit out of play.
21. One half of a team roster must be members of that team’s church
22. NMCSL adopts the ASA’s approved bat list for league play. Any bats in question will be subject to umpire’s discretion. Visit www.asasoftball.com for the list.
23. Players must avoid contact with fielders and runners at all times. Players running to first base should use the safety base outside the foul line. Base runners should be prepared to avoid contact at second base should they encounter an infielder’s attempt to throw towards first base on a double play attempt. Failure to do so will result in an out.
24. Teams may bat an unlimited lineup and may have unlimited courtesy runners (last player to record an out in the batting order). Free substitution is allowed, with returning players maintaining their same position in the batting order
25. Any player deemed to intentionally bat a ball in an attempt to harm an opposing fielder will be called out and if he commits further occurrences will subject to removal from NMCSL.
26. **The pitcher safety rule is in effect. If a batted line drive hits a pitcher without hitting his glove, the umpire may rule the batter out and the ball dead.**
27. If a batter cannot bat during his place in the lineup due to injury or a commitment that forces him to leave the field, his team may substitute his batting spot with a previously unused player. If no unused substitute is available, teams can skip the player’s place in lineup with

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no penalty. If a player intends to return to the game after an injury, the manager must alert the opposing team and that player will take an out in the lineup until he can return.