Cloud-9 Sports League Adult Softball Rules

USA/ASA
Field dimensions
Bases 65' and pitcher's mound at 50'.

AGE AND LIABILITY:
1. Players must be 18 years of age and out of high school by the first scheduled game to participate in any adult softball league.

TEAM ROSTER:
1. A maximum roster of 14 players will be permitted.
2. All managers must have the team roster form completed by each person on his/her roster.

Cloud-9 Bethalto Sports League:
1. Cloud-9 will have final say over any and all issues pertaining to recreation programs.
2. The C-9 will do all it can to ensure a safe and clean ballpark. Please do your share to keep the fields and dugouts clean after each game.

PLAYER LIMITS:
1. 10 max players take the field, 2 must be girls. Minimum of six guys and 2 girls (total 8) are needed to start and complete each game. Must have at least 3 girls to a team. 2 girls must play on defense at all times.
2. Each team is limited to (14) players on its roster.

FORFEIT:
1. Must have at least 7 of your team's players to avoid a forfeit. Can recruit players from other teams to fill the rest of the team but must have at least two girls on the team.
2. If a team doesn't have their 2 girls then they can ask the ump to ask the opposing team captain if it's ok to play still or forfeit. If you forfeit you can still play for fun. Please be respectful of the decision the other team makes!
3. Forfeit time is 15 min. after the scheduled start of the game. The umpire's watch will be used to decide forfeits. Forfeit time or the second game of the double-header is 10 min. after that game's scheduled time. Exception: If no one from the other team shows up within the forfeit time for the first game, the second game shall automatically be forfeited. There will be NO "grace period" for the games. Exception: If the manager of the team who is on time and ready to play agrees to play the game even though the other team is short players or late the game may be played

without a forfeit.
4. False information furnished by a player and/or manager may be cause for suspension of the player and/or manager and forfeiture of all games.
5. The team forfeiting is responsible to contact the league no later than 4pm on the day the games will be played. Failure to do so will result in the forfeiting team paying the umpire fees for both teams.
6. If a team forfeits on more than 2 occasions, the team may be removed from the league without a refund.
7. Teams must make the original scheduled games, NO “make-up” games will be granted unless it is a result of inclement weather. If a team cannot make their originally scheduled game they will need to forfeit.

MANAGERS:
1. One official manager shall be designated by each team and shall function as the agent of that team. All questions or problems should be passed though the team manager. All changes regarding rules, schedules, or game times will be passed though the managers via email. Please call your manager for any questions.
2. In the absence of a team manager, a person designated by the manager may act in his/her capacity at games, or meetings. This person accepts all the responsibilities of the manager.

PLAYER CONDUCT/PHYSICAL ASSAULT:
1. Any physical assault or unwanted contact upon any person will automatically result in an indefinite suspension from all recreation programs.
2. Managers are expected to always control their team members.
3. Throwing of equipment, verbal threats/abuse is justification for an ejection from the game, at the umpire’s discretion.

EJECTION FROM GAME:
1. Any player, manager, or spectator ejected from a game for unsportsmanlike conduct will draw an AUTOMATIC SUSPENSION from the next game played by his/her team and may be suspended for additional time pending a review.
2. Any person ejected from a game must leave the area of the playing field immediately. That includes parking lots and any adjoining properties to the ball field. Failure to do so will result in a team forfeit.
3. During a person’s suspension, suspended individuals may NOT be in the area of the playing field or on adjoining properties.
4. The Manager is responsible to make sure that the ejected player from his team does not play the next game. If the ejected player participates in the game, in any way, the game will be declared a forfeit even after the game is completed. The manager must inform the sports coordinator, before the next scheduled game, if a player is ejected and the details that lead up to the ejection.
5. A second ejection of the same player during one season will result in suspension for the rest of the season.

UNIFORMS AND EQUIPMENT:
1. Metal cleats are allowed. Can wear shorts, tennis shoes, pants.
2. The umpire reserves the right to inspect all playing shoes.
3. Catcher's masks are optional.
4. Bats: ASA/USA, USSSA or One Nation Certified (stamp must be on the bat). Illegal bats will result in the player using the illegal bat being ejected and a substitute player will not be allowed. Wood bats are allowed and do not require either stamp.
5. 12" A COR .52 ball will be used.
6. Team shirts are not required but encouraged.

CANCELLATION OF GAMES:
1. When the weather is, or has been suspect, players should look at our website Cloud-bethaltosportsleague.com or Facebook page for info beginning at 4 p.m. Four innings constitutes an official game. Games canceled before being an official game will be played at the time of stoppage at a later date.
2. Make-up games will be played the next available date after the rainout, unless otherwise arranged.
SEVERE WEATHER POLICIES:
1. If lightning is detected, the umpire will suspend play for 10-minutes immediately. If lightning is still present after 30 minutes, the games are automatically canceled.
2. There may be instances when a storm moves into the area rather rapidly and without much warning. In this case the supervisor or umpire may need to take appropriate actions to clear the field immediately. The umpire should wait 30 minutes before officially canceling a game due to a severe storm. This is the judgment of the supervisor and/or umpire.

PROTESTS:
1. A picture ID is required as proof of eligibility during ALL playoff games. Any team can ask for a roster check if player eligibility is in question during the season or playoffs. If one cannot produce an ID upon request and/or the player is ruled ineligible the offending team forfeits the game(s).
2. Protests during regular season games or playoffs will not be considered except pertaining to eligibility of a player. Protest during the regular season regarding eligibility can be settled after the games have been played. Protests must be made by noon the following business day (M-F) of the incident. Protests during the playoffs must be resolved on site before BOTH teams involved begin their next game. The Sports Coordinator/ Monitor will hear and rule on all protests. Umpire's decisions on all game related issues are final.
3. ALL rule violations will be corrected at time they were violated. Game decisions by the umpires will stand. The Sports Supervisor will clarify rules that are unclear at the field.

LEAGUE STANDINGS:
1. Standings will be updated weekly and posted on www.cloud9bethaltosportsleague.com.

AWARDS:
Team “Rings” will be awarded for:
1. 1st Place

LEAGUE TIE BREAKERS
Tiebreakers will be decided by:
1. Winning Percentage
2. Head to Head Competition.

SPECIFIC CLOUD-9 LEAGUE RULES
1. Teams will play doubleheaders each game day during summer league.
2. The scheduled length of all games will be seven innings. Four innings will constitute a legal game. No new inning will begin after 55-minutes have been played. If after the 55 minute time limit is reached and the game is tied one “extra” inning will be played to try and break the tie. If the game is still tied after the one “extra” inning the game is complete and will result in a tie.
3. The captains and umpire will keep the score and turn it in at the end of the games.
4. Courtesy Runner Rule: One courtesy runner per inning (one time) may be used. The courtesy runner can be any player in the lineup. If the courtesy runner is still on base at the time his/her turn at bat comes up, then change that runner out with a different one.
5. Mercy Rule: will be 20 runs after 3 innings, 15 runs after 4 innings and 10 runs after 5 innings can be put in place if both teams agree.
6. Game balls are supplied by the league and the site supervisor will give them to the umpire at game time. One game ball will be used for each game. Please retrieve all home run and foul balls if possible by the hitting team.
7. A designated hitter (DH) and extra hitter (EH) are permitted to allow up to 12 hitters. Only ten can play in the field at one time. The 10 position players and the DH may enter and re-enter the field but the EH can only hit.
8. The home team for play-off/tournament games is determined by the team with the best regular season record.
9. Sliding is allowed.
10. Men and women batters begin with a 1 – 1 count on them. There is no free foul once you have 2 strikes, the ball must be hit fair or will be an out.
11. 7 home runs over the fence per game limit. Subsequent home runs count as outs. An inside-the-park homerun does not count towards the limit.
12. No stealing or lead offs allowed.

CHAMPIONSHIP GAME:
The last games of the season could change to have a championship game played if needed. If there are two 1st place teams with tied records when they played each other (example 1-1) then we will change the schedule for the last game to have these two teams play each other. If the two first place teams have the same record but if they faced each other twice or three times and that record is 2-0 or 2-1 then whoever won the most games will be considered the champs and no

need to change schedules to play each other.