

Delco Christian Softball League Rules

(Adopted 4/16/2007; Modified 4/14/09, 4/6/12, 3/23/15, 4/26/2017)

The following is a list of people taking on specific roles within the league:

1. Commissioner - Craig Parkinson
2. Treasurer - Ken Firth
3. Ombudsman - Frank Ursone (handles disputes and acts as intermediary)
4. Secretary - Frank Ursone (collects rosters, field permits, takes meeting minutes)
5. Umpire Liaison - Ken Firth (schedules make-up games, provides rule interpretations, primary contact for umpire association, etc.)
6. Website Coordinator - Tim Haslett (updates website, including schedules and standings)
7. Scheduling - Craig Parkinson or Frank Ursone

ASA Slow pitch softball rules apply in this league, but are amended by these league rules. Managers are requested to have a copy of both at every game. Do not, however, take the ASA book to the umpire when arguing a call or making an appeal.

1.0 ELIGIBILITY (Team and Player)

- 1.1 A player must be 16 years or older by July 1 of the season. Any exception to this rule must be approved by the league. Parents must sign the roster before anyone under 16 may play.
- 1.2 A team roster is limited to 20 players.
- 1.3 The team roster must be signed by all players and be submitted to the League Secretary no later than fourth game. If there is a legitimate reason this cannot be done, the League Secretary must be notified. Roster changes will be permitted throughout the season. Any changes to the roster must be reported to the League Secretary before the person is eligible to play. The Manager of the team adding/subtracting players must notify other Managers of the change when playing against them. **Rosters to be reviewed by the league before approval of new teams into the league.**
- 1.4 Team members must participate in at least ½ of all regular season games, if physically able, to be eligible for playoff participation.
 - 1.4.1 The Managers must vote to decide to clear team members who didn't participate in enough games due to injury or other physical condition.
 - 1.4.2 College students must participate in at least ½ of their team's games from the date they return (no later than June 1). These players must be designated on the roster with a "C".
 - 1.4.3 Teams winning by forfeit shall credit their entire roster one game, whereas the forfeiting team roster shall receive no credits.
- 1.5 All teams will make a good-faith effort to pay all league fees no later than the last league meeting before the opening of the season.
- 1.6 All teams must be represented at all scheduled league meetings. Any team missing 3 consecutive meetings may be subject to expulsion from the league.
- 1.7 Any team that forfeits 3 games will surrender its remaining games for the season and be ineligible for the playoffs. This team will NOT receive a refund for the league and umpire fees.
- 1.8 The league reserves the right to deny participation at its sole and absolute discretion.

2.0 EQUIPMENT (Team, Player and Field)

2.1 Teams must wear matching colored shirts to play and some type of athletic footwear **No metal spikes allowed**. At the umpire's discretion, violation of this rule could make individual players ineligible for the game and could potentially subject the team to forfeit.

2.1.1 The league Managers must approve sponsor names in order for them to appear on team shirts or to be mentioned in the newspaper.

2.2 Metal spikes are illegal. Any player using metal spikes will be ejected from the game.

2.2.1 1st incident - removed from game until spikes are removed.

2.2.2 2nd incident - removed from game and ineligible for the next 3 games.

2.2.3 3rd incident - suspended from league for 1 year from date of incident.

2.3 Some bats are illegal. The DCSL definition of an illegal bat is any bat shown as not-legal on the ASA banned list, along with any bat shown on the league's [Banned Bats](#) link. Any player using an illegal bat will be ejected from the game.

2.3.1 1st incident - removed from game they're playing.

2.3.2 2nd incident - removed from game they're playing and next 3 games.

2.3.3 3rd incident - suspended from league for 1 year from date of incident.

NOTE: It is the player's responsibility to research the BANNED BATS link before purchasing a bat and using it in this league.

NOTE: Umpires may view team bats before or during the game. Bats without proper labels or with dents may be removed from the game by the Umpire without risk of player ejection or suspension.

2.4 If an illegal bat is identified by the Umpire before the game, and it is subsequently found in use by that team, the offending team will automatically forfeit the game.

2.5 Home team's field rules (Ground Rules) will be used for games, except that the league makes the following stipulations for the following fields:

2.5.1 **UPPER DARBY HS** - There is a 2 home run limit per team (balls going over the SHORT PORTION of the left field fence). After that, a ground rule double is awarded.

2.5.2 **INTERBORO HS** - If "Out of Play" lines are painted on the field, they are to be used as the out of play marker. Catch and carry applies. If the "Out of Play" lines are not painted on the field, then the out of play marker is to be agreed upon based on landmarks such as trees and features of the building. Outfield is "all you can get".

2.5.3 **RHS (SOFTBALL FIELD)** - There is a 2 home run limit per team for balls going over the fence to the left of the sign. All balls under the fence anywhere in the outfield, or over the fence to the right of the sign, are a ground rule double. The ground rule double rules will apply even if the ball has come into contact with a fielder. Fielders may not go over the fence or into the parking lot to field a ball.

2.5.4 **RHS (JV BASEBALL FIELD)** - On the right field side from the break in the fence to the right field foul line there is a 2 home run limit per team (balls going over the fence), thereafter for any ball going over the fence a ground rule double is awarded. From the break in the fence to the left any ball over the fence is a home run without limit. Any ball going under the fence at any point in the fence is automatically awarded a ground rule double.

2.5.5 **COLLINGALE PARK - OF** - all you can get - nothing automatic (no ground rule doubles, no automatic home runs) - run everything out. Dug out openings - dead ball. Follow fences down the lines - once you pass the fence, dead ball (catch & carry applies) Use your best judgment, when determining how you want to handle the open portion of the fence along the RF line (if you are playing at the baseball field). I play everything in along the fence. The only exception is the open portion along the RF line (this could only come into play with a ridiculously bad throw from 3rd base or the catcher to 1st base). Ball goes through the opening along the RF fence, dead ball. Over throws to first, balls are in unless it goes over the fence.

2.5.6 **BALLPARK ON MAIN ST** - Balls going under the net in the outfield are ground rule doubles. Right field is "all you can get".

2.6 Home team is to provide two league-issued softballs per game (one new and one used in good condition). Balls must be 52 core, 300 compression.

2.7 Home team is also responsible for supplying and setting up the bases, pitching rubber, home plate and foul markers. Note: The pitcher can pitch from 50-55 ft. and does not need to contact the rubber.

2.7.1 Failure to provide any of this equipment will give the visiting team the option to become the home team by completing the field set up.

2.8 All teams are required to have a double 1st base bag (white/orange) to help in keeping a safe environment for our players.

3.0 SCHEDULE / POSTPONEMENT / RESCHEDULING / GAME START

3.1 The league master schedule shall be based on field availability, divisional format and length of season as determined by the league prior to the season.

3.1.1 All potential schedule problems or conflicts (team closed dates, location changes, etc.) must be submitted to the league at the date requested by the schedule maker. These will be taken into consideration when developing the master schedule. Other changes of this type during the season must be submitted to and approved by the league.

3.2 In case of rain postponement, the home team must call the Umpire Assigner (Fran King, Head of Umpire Association) at 610-724-9184 no later than 5 PM. Thereafter, the league must pay the Umpire if he/she shows. If the threat of postponement continues between 5:00 PM and 6:30 PM, both teams must agree on postponement. Since the Umpire may still be paid whenever postponements are made after 5 PM, every effort should be made to play.

3.2.1 Home team must also contact the visiting team no later than 5 PM so that players can be contacted in time to avoid unnecessary travel. E-mail messages are not acceptable unless confirmation is received by 5 PM. Every attempt should be made to personally reach a representative of the opposing team.

3.3 Managers are expected to reschedule postponed games as soon as possible. Reasonable attempts will be made to select a mutually agreeable date and location for the game. Managers will be given at least 24 hours notice for all rescheduled games. The Website Coordinator must be contacted by the home-team manager so the new date is posted on the league website. The Umpire Liaison must be contacted so that he can arrange for an umpire on the date of the make-up.

3.4 Games within the DCSL will start promptly at 6:15 PM in April and at 6:30 PM for the rest of the season with both teams fielding at least eight players.

3.4.1 All games must begin no later than 15 minutes after scheduled start times. A game is forfeited if a team (at least eight players) cannot be fielded by 15 minutes after scheduled start times.

3.4.2 If an Umpire does not arrive by 6:45 PM (6:30 in April), attempts should be made to find a suitable person to officiate the game. The Umpire Liaison must be notified anytime an Umpire fails to show up for a scheduled game. Managers must reschedule as per rule 3.3.

3.5 Home team is responsible for paying the Umpire before the game starts.

3.6 Managers should exchange line-ups prior to the start of the game. Last names, and first initial if necessary, should be used. This will help confirm play-off eligibility if it comes into question. At this time they should also give the opposing team any "Handicap" Runner position/spot if they are choosing to use one that game.

4.0 GAME PLAY

4.1 There is no base stealing allowed in this league.

4.2 3rd Strike Foul Rule is in effect. A foul ball after two strikes is considered a strike and the batter is out.

4.3 If a team started the game with eight players, it must have the ninth player by the beginning of the fifth inning or the game is subject to forfeit at the opposing coach's discretion. The short-handed team may elect to forfeit rather than continue.

4.3.1 In the event both teams start a game with only eight players, and neither team receives a ninth player by the end of the fifth inning, the game will stand official. If additional players arrive after the fifth inning has begun they may enter only as substitutes.

4.4 If a player leaves the game because of injury and there are only eight players left, the game shall continue as an official league game.

4.4.1 A player injured while running the bases that has to leave the game can be substituted for without his team being charged for a courtesy runner.

4.5 A player that has been substituted for may re-enter the game for an injured player and bat in the spot of the injured player. This applies only if there are no other players available as a substitute.

4.6 When a team loses a player due to injury during a game and there is no substitute available, the team sustaining the injury will not be charged with an automatic out when that player's spot in the batting order comes.

4.7 We will follow the ASA rule (new as of 1/1/2016) of a limit of 1 courtesy runner per inning, per team. The courtesy runner can be anyone in the official lineup or available substitutes. If the courtesy runner's position in the batting order comes up while still on base, the batting team will be charged with an out.

4.8 Players arriving late are encouraged to have their bats checked by the Umpire prior to using them to ensure they are legal.

4.9 No player other than the team coach/manager may protest or object to a call made by the Umpire. Any other player doing so will be subject to ejection at the discretion of the Umpire.

4.10 "Handicap" Runner - Each team can choose to use a "Handicap" Runner spot (only 1 player per team) in their lineup. This is typically a person on your team who is either injured, or not able to run well. If the team decides to use one, that team must identify their designated "Handicap" player to the opposing team at the time of lineup exchanges. The "Handicap" runner rule is optional for every at bat this individual has during the game. This means, at the team's discretion, they may elect not to run for this person when the person reaches base on an at bat and not affect his eligibility for a substitute runner at a future at bat during the remainder of the game being played. No change or addition of "Handicap" Runner will be allowed after initial lineup exchanges have been made. The person who takes over in running for this person will be the last player who was called out by the umpire. This is not considered a courtesy runner.

4.11 Pitcher Designated Hitter Rule - If a pitcher is for whatever reason unable to bat, a designated hitter may be used without counting as an extra player (see rule 4.12) or a "Handicap" runner (see rule 4.10). If there are not enough players to bat for this spot, the team is to skip over what would be the pitcher's batting position without it being an out.

4.12 Reminder: 12th Man Rule - Each team has the option of using 2 extra players (EP's) for batting purposes. This is an option. The team does not have to use 12 hitters if they elect not to. Teams can add players (up to 12) only during their first lineup rotation. Once the leadoff spot bats a 2nd time, the team may not change the lineup to add either the 11th or 12th man EP spots.

4.13 Reminder: 15-Run Rule - A game is officially over if one team is ahead of the other by 15 runs or more after 4 ½ innings (if home team is winning) or 5 innings (if visiting team is winning). This rule can be waived if both teams agree to the waiver.

4.14 Reminder: Overthrow Rule: You are awarded the base you are moving to plus one on an overthrow. This is from the point when the ball leaves the hand of the throwing player not from the point when the ball leaves the playing area.

4.15 Reminder: Sliding Rule: In an effort to prevent injury, runners must either slide or give themselves up in plays at the bases or at home plate. Fielders are not permitted to block the plate unless they already have the ball.

4.16 Reminder: Homerun Rule: Contrary to the ASA rule, balls hit over a fence that's 300 or more feet away are not automatic outs. Rather, it's a homerun or ground rule as defined in Section 2.5 above.

4.17 Personal Conduct Rules

4.17.1 All players shall conduct themselves in a gentlemanlike manner before, during and after each game, and shall not commit any acts that could be considered unsportsmanlike. Members shall not make threatening remarks to or about opposing players or officials or use profanity. Any player doing so shall be subject to ejection from the game and suspension.

4.17.1.1 1st Offense - the game being played plus a 1 game suspension

4.17.1.2 2nd Offense - the game being played plus a 3 game suspension

4.17.1.3 3rd Offense - the game being played plus a 1 year suspension from date of incident. Managers must vote on whether or not to allow a player to come back the following year.

4.17.2 Members shall not physically assault opposing players or officials. Any player doing so shall be ejected from the game and be permanently expelled from the league.

4.17.3 All teams and players, upon acceptance to the league, are on permanent probation. All are required to adhere to the "Rules of Personal Conduct." Any team member who commits a repeat violation of any of these rules subjects his team to expulsion from the league at the discretion of the Managers. Expulsions may not be appealed.

4.18 Teams can choose to go to a 1-1 count as long as both Managers agree. If the decision to go to a 1-1 count is made during the game, the change will start at the top of the inning.

5.0 POST GAME

5.1 The manager of the winning team must report the results of each game to the Website Coordinator via text or e-mail. (Tim Haslett, 610.585.6433 or tdhaslett@verizon.net). This is required in order to keep our website as up-to-date as possible. The Daily Times is also to be called (610-622-8070) with results of the game. Both calls are to be made that night immediately after completion of the game.

5.2 Protests will be accepted only on rule interpretation. A written protest must be delivered to the League Ombudsman via text or e-mail within 72 hours (Frank Ursone II, 610.952.4291 or frank.ursone2@utcras.com). A copy of the protest must also be delivered to the Head Umpire. These protests must be written by the Manager of the team protesting and sent to the appropriate people by the coach.

5.3 Appeals must be submitted in writing to the League Ombudsman within 48 hours (Frank Ursone II, 610.952.4291 or frank.ursone2@utcras.com). The League Ombudsman will then contact the opposing manager and game Umpire to discuss the appeal. Suspensions may only be lifted if all of the following conditions are met.

5.3.1 No physical assaults were committed against officials or opposing players.

5.3.2 The ejected player used no disparaging or insulting remarks, obscene gestures or profanity.

5.3.3 Opposing manager agrees the ejection was unjust and can substantiate 5.3.1 and 5.3.2 above.

6.0 PLAY-OFFS

6.1 Five teams will qualify for the post-regular season championship playoffs.

6.1.1 Ties will be broken as follows:

6.1.1.1 Head-to-head (If 2 or more teams are tied w/ the same record, the higher seed will go to the team that won the most games between the tied teams.)

6.1.1.2 Winning percentage of team against other teams in division (only applies if there are divisions).

6.1.1.3 The team that gave up the fewest runs in competition among the tied teams.

6.1.1.4 Random draw.

6.2 All games must have an umpire before the game may begin.

6.3 In case of rain after 5:00 PM, both team managers must agree on postponement. The umpire will decide once a game has started.

6.4 If a game is suspended for any reason, it will be resumed at the point of suspension. It is acceptable to restart a suspended game without players who started the game if those players are not available. Otherwise, lineups must remain unchanged.

6.5 Each game must be completed before the next game is started.

6.6 All series need to be completed in 1 week. The only exception to this is bad weather that causes cancellations. All players should be made aware as to when playoffs start and should be prepared to play any day of the week. Failure to have enough players will cause a team to forfeit their playoff game. NO EXCEPTIONS.

6.7 Playoffs will be played as follows:

6.7.1 The top 5 teams will make the playoffs.

6.7.2 There will be a one-game Wild Card game between the #4 seed and #5 seed.

6.7.3 Semi-finals (Best of 5): #1 seed vs. Wild Card Winner, and #2 seed vs. #3 seed .

6.7.4 Finals (Best of 5): Semi-finals winners.

6.8 All series will be best of five except for the Wild Card, which will be one game.

6.9 Playoff Mercy Rules

6.9.1 The normal mercy rule (4.13) applies, unless

6.9.2 For any playoff double-headers, ASA mercy rules will apply to both games (20 after 3, 15 after 4, 10 after 5).