

ROSTERS & PARTICIPATION:

- All participants must be 18+ and completed the roster enrollment through team sideline.
- Follow these steps to add team members to your Roster.
 - Step 1: Click the Add to Roster button to add team members. You can also click the Copy Roster button to add all team members from a previous Team Roster.
 - Step 2: When you add a team member, an invitation is emailed to the team member to prompt them to enroll to be on your team.
 - Step 3: A check mark displays in the Enrolled column for each team member that has completed enrollment.
- Players may be added to the roster until the 4th week of play.
- Players may not play on 2 different teams in the same division that play on the same team.
- Minimum/Maximum on Roster = 8/20
- CSD Reserves the right to ID check anyone. (We will check week 1-4 and in the playoffs)

LINEUPS, BATTING ORDER & SUBS:

- Manager or Assistant Manager must be present and identified on the lineup prior to the game
- Line Ups – Due 5 minutes prior to game time, must have first and last names. Games will not start until valid lineups are turned in, clock will continue to run at game time.
- Batting – teams can bat all players on the roster, players in the field must bat.
- 8 Players must be present to start the game. Teams can add to 10 at any point. Players beyond 10 can be added to the lineup so long as the batting order hasn't cycled once. All add-ons must be done to the bottom of the lineup
- Batting Out of Order: Player is considered at bat once they step up to bat and take a batting stance. Batting out of order is an appeal that may be made by the defensive team. The appeal must be made to the umpire before the next pitch. If batting out of order is discovered the following occurs.
 - The incorrect batters time at bat is negated.
 - The player who should have batted is out.
 - Any advancement or score of a runner as a result of the incorrect batter is negated.
 - The next batter is the player whose name follows that of the player called out for failing to bat.
- If the player is not present at the time their spot in the batting order come up, then it is an automatic out.
- CR – One per inning (one per sex in coed). 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, that spot in the batting order will be an out
- **COED LINEUPS:**
 - Minimum of 3 women, max of 5 men required to start a game.
 - Male batter walked, advances to second. With two outs the female can declare before the at-bat to walk.
 - A substitute may only sub for one player and alternate with that player in the batting order. Both players can remain in the game and play but can only bat & field for each other at the same batting order position.
 - However, if a team is playing down a player with only 8 players, 5 men and 3 women will be allowed defensively with an automatic out in between the female batters. If a team is playing down with 9 players 5 men and 4 women will be allowed defensively with an automatic out in between the female batters. At no time will more than 5 males be allowed defensively on the field. At no time will more than 5 males be allowed defensively on the field
 - There is no rule stating that there must be an equal number of females to males in the outfield or infield
 - The batting order must alternate male to female. Teams may bat women back to back; teams who bat men back to back will receive an automatic out between batters. If a female player obtains an injury during a game and is ruled unable to return, the batter's position in the lineup will be skipped and no

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out will be recorded. The injured female player must report injury to field supervisor and an accident report must be filed for the automatic out penalty to not be enforced. The injured player may not return to the game

GROUND RULES & GAME RULES:

- All Games are governed by USA Softball (Formerly ASA).
- Game Time is game time. 5 minute grace period for the first game of the night. After the grace period, the game is a forfeit. Games continue with as much time that remains on the clock
- Time limit – Game time is 55 minutes (championship is 70 minutes). No new inning after time has expired.
- Every Batter starts with a 1 and 1 count, one extra foul.
- Halo rule feet to head, Box is 4ft by 6ft. must pitch from the rubber and remain in the box to benefit from the rule; ball must pass through the box in the air or on the line to count. Judgement call by umpire
- Home Run Equalizer Rule: One for one equalizer rule throughout the game up to 3 Home Runs. Teams can hit 2 Home Runs in a game and then hit a 3rd Home Run as long as the opposing team as hit 2 Home Runs. No team can go over 3 Home Runs, teams going over the equalizer will be a dead ball out
- No Home Runs allowed in E League (inside the park Home Run is allowed)
- Strike Mat – Utilized in all leagues, pitch height is 6'-10'
- Sliding is allowed, base runners responsibility to avoid contact. Umpire can call interference rule at any point, colliding with a defensive player may result in an ejection.
 - Last batter OUT is placed on 2nd Base (can have a CR – can be any player in the lineup, only 1 per inning.) CR may be used only after runner has been placed on second base.
- Mercy Rule
 - D League – Drop Dead at 15 when time expires
 - E League – 7 runs per inning (1-4) with open starting in the 5 innings. Trailing team may score as many runs past 7 to tie, after which their at bat concludes
- Commitment Line:
 - Once the runner on third base passes the commit line, they must proceed to the scoring line avoiding home plate. Runner is out if home plate is touched. Only the defensive players are allowed to touch home plate.
- Scoring Line:
 - Scoring line from the top of home plate extends to backstop.
 - Runner **IS NOT** to touch home plate otherwise it is considered an out.
 - Defense is only allowed to touch home plate.

EQUIPMENT:

- Softballs – 12” Hot Dot (Male batter), 11” Green Dot (Female batter). One new of each for each game
- Bats – Must have an USA Softball Stamp or USA Softball Logo
 - Players using an illegal and/or altered bat will be called out and the player and manager ejected.
 - If bat is used again, team will forfeit and be subject to discipline.
 - CSD reserves the right to confiscate any suspected illegal equipment.
 - E League bats are provided.
- Uniforms & Footwear – Not required, however please wear closed toe shoes and shirts. Molded cleats okay. No metal spikes allowed