



Men's SOFTBALL RULES

VERSION #4 - Last update 5/26/22- No Strike mat

1. **An umpire will determine all balls and strikes. All judgement decisions are final. Any excessive disagreements will result in an ejection from the game and/or league if deemed necessary by CSL staff. A legal pitch must have an arc of (6'-10'). Any pitch that is not deemed legal will be an automatic ball.**
2. **A full team is considered 10 men. CSL rules will allow a team to play with a minimum of 8 players.**
3. **Every team MUST FIELD the catcher's position regardless of the number of players on that teams roster that game.**
4. **A batter with two strikes is allowed one foul ball, two fouls with two strikes, the batter is out.**
5. **All games are seven innings or one hour (warm up time included); the last inning will start 10 - 15 minutes to the hour. The ump will enforce this rule and will make the call at the top of the final inning. Note: Due to differing circumstances in each and every game, some games will finish short on an hour in length, while others might run over the hour mark. Please respect your ump's call in this matter. He/she must keep all games on time in fairness to teams playing later hours and due to facility permit restrictions.**
6. **Teams may bat more than ten players.**
7. **All players in the field must be listed in the batting order. There are no designated hitters allowed. Any attempt at doing so must be brought to the attention of the umpire prior to game time and can only be deemed allowable by the opposing captain.**
8. **Game mercy rule: 10 runs up after five complete innings.**
9. **NEW RULE ***Inning run limit rule: There will be a 7 run limit per inning through innings 1-4. (Exception: unlimited runs may be scored if one of the innings 1-4 is declared the final inning of the game.) Unlimited runs may be scored in innings 5,6,and 7 always.**
10. **No leadoffs or stealing, runners can leave the base once the ball crosses the plane of the plate or is hit by the batter. If a runner leaves early, the ball is dead and the runner is declared out. If this is the 3rd out of the inning the batter will be first up in the next inning.**
11. **Games start on time!!! Teams must be prepared to play.**
Forfeit rule: 10 minutes after game time. If one team has less than the minimum number of players (8 total-2 females) at ten past the designated start time, it is up to the staff and opposing team as to what is allowable - this decision will ultimately be made by the staff.

12. Base runner to defensive player contact will be closely watched by the ump. Any excessive contact or collision will result in an “out” and/or ejection. This includes contact with the catcher. Sliding is allowed. Any sliding into a base to break up a double play, or any intentional (in the eyes of the monitor) interference with the defensive player, the runner and the batter will be called out.

13. **NO METAL SPIKES ARE ALLOWED.** (i.e. Square Edged Baseball Cleats)

Any equipment in question should be brought to the attention of the umpire. The umpire will make all final decisions with regard to equipment discrepancies.

14. A foul ball above the batter’s head may be caught for an out.

15. All thrown balls are deemed out of play when:

- The ball is thrown over the fence
 - The ball is thrown beyond the fence
 - The ball is thrown beyond the imaginary line extending from the end of the backstop (if there is no fence).
 - This imaginary line applies to overthrows and caught fly foul balls.
- If the ball is overthrown and hits the fence behind the 1st or 3rd base lines, this is NOT considered out of play and the runner may advance, BUT at his/her own risk.
 - On overthrows out of play, the runner is granted the base he/she is going to (at the point of the throw) plus one more. Note: in cases where a base runner runs past first base, he/she must make a clearly aggressive turn towards second base to be granted 2nd and 3rd in overthrow situations. The Umpire’s Decision is final.

16. On an infield fly (any fly ball within the infield with significant arc and deemed an “easy catch”) with less than 2 outs and runners on 1st and 2nd or 1st, 2nd and 3rd, the batter is automatically out and runners can advance, BUT at their own risk.

17. All outfielders must remain behind the chalked and/or coned “outfield line” (*if applicable - consult with your ump before your game to determine if this rule is enforced at your particular league*) when a female is up to bat. If the “line” is not clearly marked it is up to the umpire’s discretion if an outfielder is too close to the infield. There can not be more than 7 players on the infield at any one time. Once contact has been made the outfielders may cross the line. If an outfielder crosses the line before contact has been made the female may be awarded first base. Normally, the grass, dirt line of the infield/ outfield will be the line that outfielders may not cross before contact is made.

18. In certain facilities a home run rule may apply. (*consult with your ump and/or CSL staff person to determine if a rule is in effect at your particular league.*)

23. **ASA BAT GUIDELINE:** Cincinnati Sports Leagues abides by the ASA regulations for certified bats. Look for the ASA Certification Mark or the ASA Recertification Mark. Older bats carry an ASA 2000 mark. As long as they appear on the current ASA Certified Bats list, they are legal, unless they are composites.

- **General Guideline if a Bat is Illegal:** It has a barrel made of composite material. (The entire barrel of a LEGAL bat should be made entirely of metal, typically aluminum. By contrast, composite bats are made of a carbon fiber blend.) Below are examples of ASA Certification Marks one would find on a legal bat.



For More Information Regarding the legality of a bat please visit the link below:

<http://www.teamusa.org/USA-Softball/Play-ASA/Certified-ASA-Equipment.aspx>