

CROSSROADS SOFTBALL LEAGUE GUIDELINES

PLAYERS:

1. A team will consist of 10 players in the field, 2 of which must be females. A team may start a game with less than two females: however, they must never play with more than 8 males in the field. You must bat 2 females in the top ten of the batting order OR take an automatic out for each missing female (*However, if the batter before the "out" is walked, the next batter is allowed to hit. The "out" will never be after a walk, but only after a batter puts the ball in play and the ball is dead..* There is no female requirement for Monday teams.
2. A team may use any amount of "extra hitters" as long as there are 2 females in the top ten spots of the line-up.
3. All players must be of high school age and up and be on the team roster in order to play.
4. No players can be borrowed from another team in order to avoid a forfeit, unless the opposing team agrees to make an exception, in which the captains must agree *before the game* whether it is a forfeit or official.

GAMES:

5. A game will last 7 innings, four complete innings must be played in order to constitute an official game.
6. There will be a 55-minute time limit on all games. Please end the games on time.
7. Tie games in the tournament: The last out of the previous inning will be placed on 2nd base as a legal runner. All batters will start with a 2-2 count.
8. After 5 complete innings, the game will be declared over if one team has a lead of 12 runs or more.
9. No steal baseball spikes will be allowed.
10. The screen in left field of Field A is an extension of the outfield fence.
11. The season will end with a tournament for each league, which will include every team. Each player must have played in 4 games and be on the regular season roster in order to play. (Director may make exceptions).

PLAY:

12. Batting: Each player will start with one ball and one strike. Females will start with a 1-0 count. A foul third strike will be counted as an out; however, girls will be allowed one extra foul ball.
13. Home Run Limit: 2 up on the opposing team. Any HR's hit (over the fence) that result in more than 2 more than the opposing team will result in an automatic out.
14. Batter's Box: Batters must have a least one-foot even with home plate before and after the swing.
15. Pitching: All pitches must have a minimum arc of at least 6 feet from the ground and not greater than 12 feet and the pitcher must be making contact with the pitching rubber at the time of the release.
16. Base running: No lead-offs or running before the ball crosses home plate. Substitute runners will be allowed for **medical** reasons (the last out of the same gender or someone who is not in the lineup).
17. Overthrows: On overthrows, each runner is awarded the last base touched plus two more bases at the *time of the throw*. If a player is returning to tag up on a fly ball, he gets the base he is returning to plus one more.
18. Out-of-play: The boundary is the backstop fence extended (not the benches).
19. No intentionally dropping fly balls in order to turn a double play, unless the ball hits the ground first.
20. Females will hit a 12" ball, but may hit 14" if they choose to.
21. No fake pitches, fake tags, blocking the bases, etc. Sliding is NOT required, but you must try to avoid contact and *intentionally* running into players will result in an automatic out and ejection. If there is incidental contact at home plate, the runner is automatically out if the ball has arrived and the runner is automatically safe if the ball has not arrived. The catcher shall not be in the baseline without the ball.
22. Unless otherwise noted, we will play according to the official USSSA softball rules.

UMPIRES:

23. Teams will provide their own umpires. Base coaches will make all close calls that *cannot be agreed upon* by the players involved. The batting team must provide someone to call balls/strikes, "flat" pitches, and fair and foul balls down the baselines. Only the home base umpire will be allowed to call "flat" pitches and it must be called in the air. "Flat" pitches cannot be disputed, but the batter has the option to hit a "flat" pitch.
24. If there is a discrepancy in a call, the captains will have to meet face-to-face and discuss the call.

SPORTSMANSHIP:

25. PLEASE -- No smoking, drinking, swearing, arguing, shouting, fighting, or unsportsmanlike conduct!
26. I Corinthians 10:31 -- "Do all for the glory of God!"