

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.*)
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.
5. A team will be allowed to substitute freely, but everyone must bat before they are removed from the lineup.

GAMES:

6. A game will last 7 innings, four complete innings must be played in order to constitute an official game.
7. There is a 55-minute time limit that begins immediately following prayer (except for the first game which will be given 55 minutes from scheduled start time). Please keep the games moving and limit warm-ups between innings. No inning shall be started after 55-minutes, unless it is the last game of the night. "Close" games may be played to completion at the director's discretion. There is no time limit on the last game of the night.
8. A team must start and play with a minimum of 8 players. Games must be started on time ... there is no official "grace period". However, if the game is started late because a team is short players, it shall still only go 55 minutes from the scheduled start time.
9. Tie games: The last out of the previous inning will be placed on 2nd base as a legal runner. Monday League: The batter will start with a full count and the game will be played out to completion. Tuesday League -- One extra inning will be played beyond the time limit (it may still end as a tie).
10. After 5 complete innings, the game will be declared over if one team has a lead of 12 runs or more.
11. In the case of a "rain out", we will text the team captains no later than 4:30 PM on game day.
12. No steal baseball spikes will be allowed.
13. On field C, any ball (fair or foul) that "lands" ON or OVER the road will be an out and a dead ball.
14. The screen in left field of Field A is an extension of the outfield fence.
15. 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:

16. Batting: Each player will start with one ball and one strike. Tuesday league 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.
17. Home Run Limit: 2 up on the opposing team. Any HR's hit that result in more than 2 more than the opposing team will result in an automatic out.
18. Batter's Box: Batters must have a least one-foot even with home plate before and after the swing.
19. Pitching: All pitches must have a minimum arc of at least 6 feet from the ground and not greater than 12 feet.
20. 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).
21. 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.
22. Out-of-play: The boundary is the backstop fence extended (not the benches).
23. No intentionally dropping fly balls in order to turn a double play, unless the ball hits the ground first.
24. Females will hit a 12" ball, but may hit 14" if they choose to.
25. 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.
26. Unless otherwise noted, we will play according to the official USSSA softball rules.

UMPIRES:

27. 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.
28. If there is a discrepancy in a call, the captains will have to meet face-to-face and discuss the call.

SPORTSMANSHIP:

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