

2017 RULES

Brighton Men's Christian Softball League

Purpose

Christian fun, fellowship and witness. All players are required to exhibit their best Christian sportsmanship. Games will begin and end with a group prayer at home plate.

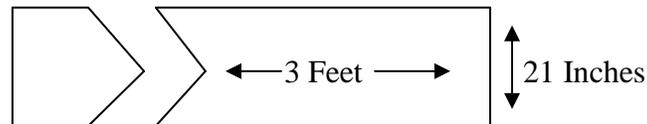
Eligibility

1. A member or in regular attendance at the church he is playing for; or be in attendance at a non-league Christian Church. Individual coaches have the authority to ADD additional eligibility requirements for their own team, and have the responsibility of enforcing all requirements. If you have an opportunity to use your team as an outreach to a non-Christian player, we encourage this; but please inform a league commissioner, and communicate with the other coaches prior to the game, so we may react appropriately (as we always should) to possible non-Christ-like behavior/actions. Those players will be expected to abide by the rules as outlined for this league.
2. Age: 15 years and up.
3. Playoff Eligibility: Only players that have played a reasonable number of games during the season are eligible for playoffs.

RULES

1. ASA rules apply
2. Obey the NO'S: no smoking, no chewing, no foul language, no alcohol, no metal spikes, no barreling fielders, no phantom tagging.
3. Home team has field for warm-ups until 6:30 pm, visitors have the field from 6:30 pm until game start prayer is called. The idea is to give everyone an opportunity to swing the bat a few times before they need to take their first swings during the game. This is not batting practice, its warm-ups; batting practice is for another time, not before game time. Please limit swings to a half dozen per player. Once the game has started, no field warm-ups after the second inning; let's keep the game moving.
4. Games to begin at **6:45 pm**. The team in the field must have 8 players. The batting team may start with 7 players, but must have 8 players by the time they take the field. Batting team will supply the catcher to a short-handed team, but the fielding team must cover the plate on an active play at home. When a team has 9 players, they are expected to supply their own catcher.
5. Forfeit time is 7:00 pm
6. Games will consist of two 7 inning games. The first game will run 1 hour and 10 minutes, with no new inning starting after 1 hour from the start time. The second game to start as soon as both teams are ready, but no later than 10 minutes from the end of the first game; and will run for 7 innings or until darkness. First team listed on schedule will be the home team for the first game; and then switch the home team for second game.
7. **Each team is being supplied 12 NEW 52 core / 300lb. balls.** The home team listed for the first game will supply the game ball; and the same ball may be used for both games. Lost hit balls cost the batting team their best used ball.
8. Except for a few exceptions, most slow pitch Softball bats will be legal, provided a 52 core / 300lb ball is in use. **Senior bats are illegal.**
9. Rainout will be based upon mutual agreement of both coaches. If you have doubts, **SHOW UP OR FORFEIT.**
10. Rain postponement and replay as follows:
 - a. Rain stoppage **before** final out of 4th inning, replay new game of 7 innings.
 - b. Rain stoppage any time **after** final out of 4th inning, score stands as complete game. If score is tied, game will be **continued from point of play when stoppage occurred** on a make-up day.

11. Lightning: If lightning is spotted, play will immediately stop; and will not resume until 10 minutes, with no lightning, has elapsed. If game needs to be called, a make-up game may need to be scheduled, based on the inning of play.
12. Batting team will supply umpires. Third base coach/umpire should call plays at 2nd and 3rd bases, first base coach/umpire should call 1st base, and home plate umpire would call home plate. This can be modified if agreeable between the coaches. Please remember to remind base coaches that their first priority is to make a safe or out call. Mature players that understand the game are strongly recommended for base coaches/umpires. If the batting team has enough players to also provide a field umpire to cover 2nd base, that would be preferable.
13. No protests, home umpire has final decision unless both coaches are in agreed opposition to the umpire, then they may over rule him.
14. For strikes, a carpet, described in the diagram below, fitting the back of the plate will be used. Any pitched ball, with the proper arc, hitting any part of the carpet will be called a strike. Pitches must reach at least 6 feet in height (roughly the top of a batters head) and not exceed the maximum of 12 feet in height (roughly the top of the back stop), and hit the carpet behind the plate on the first bounce. Pitches that do not meet the above requirements will be called a ball. This is a 4 ball / 3 strike league, starting with a 1/1 count.



15. NOTE: 60 feet between bases, 46 feet to pitcher's mound. Pitcher may move back to 50 feet, if more comfortable with that distance for safety reasons.
16. Batter is allowed 1 foul ball on third strike. Meaning, after the second strike (regardless if the second strike is the result of a watched pitch or a foul ball), the batter has one free foul ball to give; but will be out with the second foul ball on their third strike.
17. On an overthrow, out of play, the runner advances 2 bases from the time the ball is released by the defensive player who caused the overthrow i.e., if a base runner is one step away from second when the defensive player released the ball, but past second when the ball actually went out of play, they are still awarded just second and third base.
18. Fair, foul balls and dead balls. It is the position of the BALL which determines whether it is fair or foul...NOT the position of the fielder; call determined by home plate umpire. When a player catches a ball in the designated playing area, and then proceeds into a nonplaying area, each base runner may automatically advance one base.
19. Base runner hit by a batted ball. When a runner is struck with a fair untouched batted ball while not in contact with a base and before it passes another infielder, excluding the pitcher, or if it passes an infielder and another fielder has an opportunity to make an out. EFFECT: The ball is dead and the runner is out. All other runners must return to the last base legally touched at the time of the interference. The batter is awarded first base.
20. Home Run Rule: **3 and 1 up**. After the 3rd home run (untouched ball hit over the fence), the next home run will be an out, unless the opposing team has also reached 3 home runs. Once both teams have hit 3 home runs, either team will be allowed to hit an additional home run (the 1 up). Additional homes may continue as long as you are not more than 1 up over the opposing team, at which point the 2 up would be an out. The home team, in the bottom of the last inning of the game, may not hit a home run to go 1 up.
21. No barreling or intentional sliding into a defensive fielder, runner will be called OUT. This does not include normal scuffle for bag or mishaps of play that create collision. Runners to stay in base line and fielders are not to block the base or baseline with their body. If there is a play at the bag, the runner has the option of sliding or giving themselves up to the out. But again, the fielder is not to block the base; base must be exposed to the runner. **FOR THE 2017 SEASON – The carpet will be part of home plate for a runner that is not sliding, but if the runner slides, they must touch home plate.** Judgment call by the umpires. Coaches note this rule to your players.

22. Courtesy runners may be used as needed for injury situations. You may not use pinch runners for a slower runner. Courtesy runners will be the last player batted out. If a runner is required from home, the runner will stand a few feet to the side and even with the umpire.
23. A coach may bat all the players in excess of 10 that he wishes; but they must also be rotated into defensive play unless special circumstances are discussed with the opposing coach before the game. If all players are in the batting lineup, and someone is hurt during the game, there will not be an out/penalty when it's his turn to bat; it will just jump to the next batter in the lineup.
24. Infield Fly is defined as "a fair fly ball, not including a line drive, which could be caught by an infielder, pitcher or catcher with ordinary effort, when runners are on first and second, or first, second and third, with less than two outs." This should be called by the home plate umpire. With an Infield Fly called, the batter is out and the runners are not forced, even if the ball is dropped.
25. Darkness to be decided by the mutual agreement of the coaches. Home plate umpire can break a tie between coaches concerning darkness, if necessary.
26. Mercy Rule: 15 run lead after 5 innings.
27. Field decorum - Please leave each field free of all litter after playing game show respect for that which is on loan to us for the pleasure of this fellowship. Only designated parking areas are to be used
28. Player may be evicted from game, either by umpire or preferably by his own coach, if non-Christian conduct is present.
29. It is requested that 48 hours' notice be given to non-weather caused game cancellations. A forfeiture could be requested by opposing team if less than 48 hours' notice has been given. No changes during playoff please.
30. Make up games: Scheduling of makeup games is the responsibility of the home team coach. Check with one of the commissioners regarding field availability.
31. Make up games that have not been made up by July 14th will be recorded as a loss for both teams. If one of the coaches of a make-up game has requested 2 different times to make this game up and has been unsuccessful as of the game will be considered a forfeit and a win will be recorded to the team which had attempted to set a makeup date.
32. Seeding for playoffs will be based on wins and losses. If two teams have the same win record, the advantage will go to the team that won when those two teams played during the regular season.
33. **Winning coach MUST call in score** before the next week of play. If not, game will be recorded as a loss for both teams. **Call Dwayne Bilicki at 313-300-6124 or email to dbilicki@ssoe.com**

Ball Field Notes:

1. Coaches will be provided the combinations for the locks at the fields.
2. **Cornerstone** bases are in the equipment shed. Both coaches are responsible for replacing the base plugs, filling in and raking bases and home plate area, and returning everything to the equipment shed immediately following the end of the game.
Cornerstone has a "Coaches First Aid Kit" in the equipment shed. **IF IT IS USED**, an Incident Report must be filled out and turned into any staff member on the property the same day of incident. The binder with blank forms is behind the First Aid Kit.
3. **West Highland** has bases in the shed at the field. Both coaches are responsible for returning bases to the storage box, putting in the plugs and dragging the field after the game. A mower should be in the shed to drag the field; if it is not, then the drag can be pulled with a car or truck with a hitch.
4. **Northridge** bases are kept in a storage box behind home plate. Both coaches are responsible for returning bases to the storage box, putting in the plugs and dragging the field after the game.
5. **Shepherd of the Lakes** - they will be using their field for their games, and Andy will be responsible for the bases. Both coaches will be responsible for replacing the base plugs, raking around home plate and dragging the field following the game.