

Champaign County Church Sports League

General Rules

1. All players must attend at least one service per month at their sponsoring church. We ask that any person(s) on your team that is not currently attending to at least be on their journey to having a relationship with Christ. This league is an outreach. Players on any roster that haven't come to know Christ and not from your church need to be monitored by the captains. It is an outreach and we have to make sure we lead by example to bring those people into relationship with Jesus Christ. .
2. All players must have completed the 8th grade before they can participate, unless approved by a league officer. For a player to be eligible that's not of age, he or she must meet requirements to be allowed. Experience is essential for approval.
3. Each player must sign the team roster/insurance waiver form before they will be allowed to participate in any given sport. The form must be turned in to the League Recording Secretary or Champaign Park District before the season begins.

Jerry Johnson President of CCCSL 352 7878 649 0418 jjfriendlyspirit@insightbb.com

Rachel Bauer Head of Champaign Park District 398 2571 rachel.bauer@cparkdistrict.com

4. **Jerry Johnson or Rachel Bauer** must be notified of any additions by 5:00 of the game day before that can be eligible. If not, they have to wait until the following week to start. This is done either by phone or email by 5:00 p.m. Bring a copy of your email as you may need to provide your email to a rep or scorekeeper prior to the game.
5. No team will be allowed to add players to their roster during the last two (2) weeks of the regular season.
6. A high school/college student who is participating in high school/college sports of the same format will be ineligible to play until the high school/college sport's season has been completed. This does not preempt the player from participating in a different sport.

Example: A high school basketball player cannot play in the church basketball league, but could participate in the volleyball league. A college baseball player cannot play in the church softball league until their season is over.

7. Profanity, cussing, swearing, obscene gestures will not be tolerated. If a captain from an opposing team comes forward or an umpire complains. A warning will be given to the offender(s). If another occurrence happens during the course of the game. The offending people will be asked to leave the game. If a confrontation with an umpire occurs outside of the playing field. That person can be suspended for up to 2 games. If it continues to a parking lot or beyond. The said offenders will be banned for the rest of the season. Any complaints with umpires starting arguments or other infractions should be brought to either Rachel , Jerry or a site supervisor.

General Rules

This is the CCCSL, rules listed here take precedence over ASA guidelines. If a rule is not specified by CCCSL then ASA rules apply. All calls during a game are by an umpire(s). The only person(s) that can overturn or change an umpires ruling on a call are the people listed below. We are not present to change an umpires call or judgement calls during a game. Only to bring forth a correction of the rules to his/her attention for the correct call to be made. This is the order of authority;

1. Jerry Johnson president and head of operations of the softball division CCCSL
2. Tim Spila vice president CCCSL
3. Other uniformed CCCSL
4. Site Supervisor of CPD
5. Umpire

In addition to the general Church League rules, ASA rulebooks will be furnished to each team. These two sets of rules will be the guidelines by which all games are played.

- A. All players and coaches will come together at home plate for prayer, both before and after the game. Try to do prayers in an orderly fashion so games can start on time.
- B. The official scorebook shall stand as far as the score and players are concerned. If it differs from the individual team scorebooks, no player will have the authority to change the official book without the approval of the umpire.
- C. Uniforms are not required. No steel cleats are allowed and shoes must be worn.
- D. Any protest to be lodged must fit the criteria as stated in the official yearly ASA rulebook or it will *not* be allowed. Exception: The formal written protest must be filed within 72 hours, instead of 48.
- E. Only captains/coaches and official scorekeepers may discuss a protest with the umpire. The protest will be noted in the scorebook
- F. Standings will be based on (in order):
 1. Best overall record
 2. Head-to-head contest
 3. Least runs allowed
 4. Most runs scored
 5. Coin flip

Playing Rules

- A. Eight (8) players is the minimum to play at one time during a game. A team with less than 8 eligible players shall forfeit the game. This is what teams are allowed to add:
1. **Traditional co-rec** (10 players) 5 men, 5 women, have to have 7 original players and you can add up to three players. Teams can have no more than 1 extra guy (i.e. 5 men and 4 women), but more women are allowed (i.e. 3 men and 7 women). You have to have 8 to play or you forfeit the game
 2. **Competitive co-rec** (10 players with the option to add 2 extra hitters), extra hitters have to be from the original roster, not a pick up. You have to have at least 7 roster players to play or your team forfeits. You have to have 8 to play and your allowed to pick up players to make 10.
 3. If a team shows with the minimum amount of 8 players. They can pick up enough players to make 10; however, during tournament you are only able to make up to 9. Men to women ratio still apply's in Traditional co-rec.
 4. **Men's A, B & C leagues** (10 players with the option to have 1 extra hitter), extra hitter has to be from original roster, not a pick up. If a team shows with the minimum amount of 8 players, they can pick up enough players to make 10; however, during tournament time you can only make up to 9. You have to have 7 roster players from your team or your team forfeits.

Please when picking up players from other teams to fill a roster, keep within your league. If in Men's C league, don't pick up an A or B player. During tournament, this is a rule. You can move up to join another team in the tournament once your team is eliminated. You can't play in a lower league. (i.e. Men's A can't play in B or C, nor can B play in C).

Legal pitches are defined in the ASA rulebook under Rule 6 – Pitching Regulations

(Slow Pitch).

- B. The batter will have a 1 and 1 count to start
- ◆ Batter takes a called 2nd strike, then fouls off next 2 pitches – batter is out on the 2nd foul ball.
 - ◆ Batter fouls off first 2 pitches – batter is out on the 2nd foul.
 - ◆ Batter takes the first 2 pitches as strikes – batter is out.
 - ◆ Batter fouls off first pitch and called for third -- batter is out

The teams will play until the clock ends play. If either team is up by more than 10 runs when the clock reaches zero, the game is immediately ended. If the difference in the score is 10 runs or less, the inning continues until the home team has more runs or the home team has finished batting and has less runs than the visiting team.

- C. All games will be played under a 55 minute time clock. No inning can start after the time has run out, unless a tie. If an inning is in progress and the time runs out, finish the inning. Once the last out is made against the home team that declares the start of a new inning.
- D. A game is considered complete if 5 or more innings have been played in the case of a rainout. If less innings are completed the game will be finished at a later date and time from where the game was stopped.
- E. Teams may use an 11-man batting line-up with any 10 of those players taking defensive positions in the field for A and B and C divisions. Those positions are flexible. Once the use of the 11-man line-up is decided for example, it may not be changed during that game (i.e., go from 11 to 10 men) except for an injury to a player. In that case, no penalty is assessed. For any other reason, an automatic out is registered whenever that player's spot comes to bat. The player removed from the game may not return to that game.

- F. If a player arrives late for a game, he can enter the game or take the field once his/her name is added to the lineup
- G. For updates on game status if weather is questionable, call the Champaign Park District Leisure Line at 398-2589.
- H. Catcher's plate/dead zone area
 - ◆ Rules for the catcher's plate/dead zone are the same as for Senior Slow Pitch (see ASA rule 8.9.D and diagram in 2.3.G), with the following clarifications:
 - ◆ Once the runner crosses the commit line(located at 20 feet), they must attempt to score.
 - ◆ **NO** tag is ever made on a runner in the dead zone area. The runner can only score by touching the runners plate while the catcher touches the original home plate. If the runner is tagged, the runner is automatically allowed to score and the ball remains live.
 - ◆ If a runner touches the original home plate, they have not scored, but are allowed to touch the second home plate without penalty. If the runner interferes with the fielder taking a throw, the runner is out and the ball is dead.
- I. A league will allow up to 8 park district players (provided no more than 5 from any 1 park team) on the field at one time. Class B league will limit park district players on the field to 2. (Park district players refer to class A or B players by ASA standards or collegiate/semi-professional standards.)
- J. During tournament play, the Men's A, B, C and Competitive Co-rec will play a full 7 innings, regardless of time. Traditional Co-rec will play a full 4 innings. -
- K. In event of disability, each team may have one designated hitter who bats for a position player. If the designated hitter takes the field, the position player must leave the game.
- L. If a player still hits the ball during his/her at bat , but needs a designated runner. The last person to make an out takes the base

Champaign County Church Sports League

Co-Rec Softball Rules

1. There will be a 50-50 mix in the team composition of even numbers. Teams can play with no more than 1 extra guy (i.e. 5 men and 4 women), but more women are allowed (i.e. 3 men and 7 women).
2. There will be a minimum of 8 players, and a maximum of 10 players, on the field in defensive positions. **Competitive co-rec** is allowed to have up to 2 additional players as extra hitters EH. For **traditional co-rec**, the EH is NOT allowed because of time considerations.
3. Defensive alignment – there will be 2 men in the infield, 2 men in the outfield, and 1 man in the battery. If a team has an excess of women on the field, a woman may substitute for a man in one of these positions. Both men or both women on same side of the field is allowed exp; men in 1b, 2nd and ss
4. No male may follow another male in the batting line-up in any league
5. A game will last four (4) innings for **traditional co-rec**. For **competitive co-rec**, a game will last 7 innings. If you start an inning, you must finish the inning. Innings start upon the last out being called in the previous inning. No ties are allowed, you continue to play extra innings until a winner is decided.
6. The teams will use a 11” regular softball for the women and a 12” regular softball for the men to hit for **competitive co-rec**. For **traditional co-rec**, women will hit a 11” regular softball, and men will hit a 12” ragball.
7. If a male is walked, intentional or not, the batter proceeds to second base. All other runners advance if forced. The following female batter then bats as normal. If there are two outs (**competitive co-rec only**) the following female batter has the option of hitting or taking a walk.
8. For **traditional co-rec**, all batters in the batting line-up will bat in each inning. For **competitive co-rec**, regular three up three down rules will apply.
9. For **traditional co-rec**, the last batter may not be walked. He/she is at bat until he/she gets a hit or is put out. If the last batter gets walked, a base runner (starting from the top of the lineup) is inserted and any existing base runners are moved up, if necessary. The batter then starts with a new 1 and 1 count.
10. For **traditional corec**, the last batter may be put out by: (1) catching their fly ball, (2) throwing to first base (assuming the batter has not yet reached first base), or (3) throwing to home plate where it becomes a force out. Any runners ahead of the last batter may score up to the point the last batter is declared out. (Note: if any runner is put out on a force-play, no runs will be counted.)
11. Where possible, the base paths will be 65 feet long.
12. Make-up games do to rainouts Monday nights for the men’s leagues and competitive corec If a whole slate of games is rained out.It will be added on to the end of the season.More rainouts then that will be scheduled n on Fridays most likely
13. Friday’s for the co-rec. Scheduling will be done for the rainouts as soon as possible after a rainout. Other days may have to be used depending on the amount of rainouts.

Champaign-Urbana Church Sports League

Brief Guide to Umpires' Calls and Rulings

1. **Strike:** When batter swings and misses, fouls pitch off, or ball is pitched with sufficient arc and lands on the pitching mat or plate.
2. **Flat Pitch:** When arc of pitch doesn't get to 6 ft, the umpire calls "Flat pitch" or "Illegal pitch" and the batter can swing or pass. If batter swings, pitch is considered live ball and played. If batter passes, pitch is a ball regardless of where it lands.
3. **High Pitch:** When arc of pitch exceeds height of 12 ft; the umpire calls "Illegal pitch" and the batter can swing or pass. If batter swings, pitch is considered live ball and played. If batter passes, pitch is a ball regardless of where it lands.
4. The batter will have a 1 and 1 count to start. He is entitled to one (1) foul tip. (See Playing Rules, item D) (C.L.R.)
5. Team must have 8 players on the field at all times during a game or it shall forfeit. (C.L.R.)
6. All games are to start on time. Failure of a team to produce 8 players at start time will get 1 warning After that, your team could forfeit . Best thing to do is tell the scorekeeper your lineup for what u got. You can always

You should produce a lineup 10 minutes prior to start time to the scorekeeper. They have to have your lineup at start time. If not, you will be given a warning by the umpire and if you fail to produce a roster within 3 minutes it will constitute as a forfeit. Players can enter after the game starts, If a roster player arrives and a pick-up player was previously added for him, the pick-up player can only continue if he doesn't make them exceed the 10-player limit.

7. Shoes must be worn by players, failure constitutes illegal player. No steel cleats are allowed. (C.L.R.)
8. Only league officials, coaches/captains or official scorekeepers can discuss calls with umpires. Anyone else will be charged with verbal abuse of umpire and may be ejected from the game. (C.L.R.)
9. Any protests of calls must be announced and recorded on official scorebook prior to next pitch. Game is then continued under protest. (Remember: judgment calls cannot be protested.)
10. **Re-entry Rule:** When a player is lifted, his substitute must bat in the original player's position of the batting order. Should the original player re-enter the game, he must return to his original position in the batting order, i.e., the original player and his substitute cannot be in the line-up at the same time. (Exception: If re-entering to replace an injured player, will assume that player's position in the batting order and be recorded as such on the official score sheet; injured player is then out for the rest of the game.) (A.S.A and C.L.R)
11. **Pitcher and Batter Response Time:** If the umpire has issued the command to play ball and the pitcher fails to pitch within 30 seconds, the batter is awarded 1 ball for each delay. Should the batter fail to comply, the pitcher is awarded 1 strike for each delay. Should this occur by either team, it shall constitute lack of cooperation and be recorded on sportsmanship criteria. (A.S.A and C.L.R.)
12. **Overthrow:** When the ball leaves the playing field (crossing a line extended from the backstop fence or over/through the out-of-play fence), all base runners are awarded two (2) bases from when the ball was thrown.
13. **Infield Fly:** A fair fly ball, not including a line-drive, which can be caught by an infielder, pitcher or catcher with ordinary effort when first and second or first, second, and third are occupied with less than two outs. The batter is called out. The runners may advance at their own risk. However, if they leave their base before the ball is caught, they can be doubled up.

Avoid contact rule

14. an effort to prevent injury and protect the defensive player attempting to make a play on a runner, a runner must be called out when they remain on their feet and crash into a defensive player who is holding the ball and waiting to apply a tag. To prevent being called out the runner may slide, jump over the defender holding the ball, go around the defender or return to the previous base touched.

A defensive player must be given the opportunity to throw the ball without being hindered. A runner who comes into a base standing up is not considered to have hindered the defensive player's ability to throw the ball, unless they intentionally try and distract the defensive player from making a throw.

When the runner, ball, and defensive player arrive at the same time, no interference or obstruction will be called. This is merely incidental contact.

14. Intentionally dropped hits to infielders – line drives or pop flies: Infield fly rule applies – runners return to base, batter is only out.
15. Interference: An action initiated by an offensive player with intent to dislodge the ball from defensive player or to prevent/confuse defensive player from executing a possible play. Play stops and ball is dead. Base runner is out and ejected from the game. Any other runner (1) closest to scoring is also out. Team is marked down in sportsmanship criteria. (A.S.A and C.L.R.)
16. Obstruction: When defensive player blocks access to base while not in possession of ball (also includes fake tags against runners). Play stops and ball is dead. Runner is awarded free access to base in question and no out is recorded in the event of any tag. All base runners are then awarded 1 extra base. Obstructing team is marked down in sportsmanship criteria. No ejections. (A.S.A and C.L.R.)
17. Should 2 players from the same team be ejected or if an ejected player refuses to leave, the umpire shall declare the game forfeited to the opposing team. (C.L.R.)
18. Throwing a bat (or any other piece of equipment) for whatever reason, is grounds for immediate dismissal from the game. Team is marked down in sportsmanship criteria. (A.S.A. and C.L.R.)
19. Catcher's Plate/Dead Zone: If a defensive player is standing on the catcher's plate (in possession of the ball) when a runner is in the dead zone area, that runner is out. One foot in the dead zone area constitutes a runner in the dead zone. All plays are made at the catcher's plate, *not* on the runner. Obstruction and interference calls are applicable whenever appropriate. (C.L.R.)
20. A player can not throw his glove at a hit ball. If it hits the ball, the play is dead and the official will award bases to the runners and the hitter.
21. Home Run Rule. (Progressive)
 - a. Men's C division: When a team hits a home run over the fence, they can't hit another one until the other team hits one. You can never have more than 1 more than the opposing team. This pertains only to the men's leagues.
 - b. Men's A and B division: Either team can hit up to 3 home runs in a game. Before either team can hit a fourth home run, the other team must have three. Neither team can have greater than 1 more home run than the other team once the original 3 are used up.

(Unless otherwise stated, rules are A.S.A.-approved.)