

2008

BASIC SOFTBALL PLAYING RULES

The following rules are derived from the *ASA Rule Book*.
Certain rules have been modified by Club Sport.

Club Sport Softball Roster Policy:

A player may only be on one weeknight division team & on one weekend division team. Example: Johnny Softball may play on one Monday team & one Saturday team. NOT on a Monday & Wednesday team or Saturday & Sunday Team.

Special Club Sport Rules

1. PLAYS AT THE PLATE:

The catcher must be in position, not blocking the plate or baseline, prior to the runner arriving at the half way point between 3rd & home. If the catcher is not in position, the runner may automatically be called safe to avoid injury causing collisions.

Runners DO NOT have to slide.

Runners/Defensive players MUST avoid each other. Umpires judgement on all plays at the plate.

2. NUMBER OF PLAYERS IN THE INFIELD: Teams may have no more than six players in the infield when a player is batting. (P,C,1st,2nd,3rd, SS)

3. MERCY RULE is 15 after 4 & 10 after 5.

4. ILLEGAL BATS

Club Sport will use the following definition for a "single wall bat":

A single wall bat is one composed of one continuous shell or layer composed entirely of the same material without the use of any type of glue or bonding system. Any bat that is more complicated than this definition is considered a multi-wall bat.

PLEASE NOTE: Our bat list is just a guideline for players to use. **If an official cannot deem a bat as "legal", they will prohibit that bat from play until Club Sport is able to research the bat in question.**

5. HOME RUNS 3 home runs per game will be allowed per team. Subsequent home runs will be outs.

6. FIRST BASE Runners must tag the outside bag at first when a play is being made at that bag. A runner tagging the white bag when there is a play at first may be called out.

7. FORFIETS Club Sport reserves the right to remove teams from tournament play that have forfeited 2 or more regular season games.

WHERE ATLANTA COMES TO PLAY!

club sport

FLAG FOOTBALL - VOLLEYBALL - SOFTBALL - SOCCER - BASKETBALL
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NEW FOR FALL 2008:

All games will last 6 inning however, no new inning will begin after 60 minutes.
(the moment the umpire calls the 3rd out of the bottom of the inning)

The "flip" rule will be in effect in the 6th inning.

If the Home team is behind after the 5th inning, they will bat in top of the 6th inning.

RULE 1 - Game, Field, Players & Equipment

A. GAME

1. 3/2 Softball, meaning each batter begins with a 1-1 count. Strike zone is 6' & 12'. Teams will hustle between innings. At the judgement of the officials, balls & strikes may be called for teams not pitching or batting when instructed to.

2. There is a 10 run rule per inning. When a team brings in the 10th run, it is counted and designates the 3rd out. **This rule will not be in effect once the last inning is called.**

B. LINEUPS

1. Must be presented to the umpire prior to the start of the game. Umpires must be notified of all substitutions prior to a player entering a game. A player must bat and field prior to being substituted for (unless injured).

2. The standard lineup is 10 batters (6 male & 4 females for coed).

For coed, no more than 2 men may bat in a row. A team must have 8 players to start a game (2 females for coed). Men may bat 3 extra hitters. Coed may bat as many extra hitters as they choose as long as it is 1 for 1 (one female extra hitter for every male extra hitter).

3. When batting, automatic outs are given to empty spots in the original batting order IN COED ONLY. (i.e. when it is time for the 3rd or 4th female to bat, there is an automatic out if a team does not have enough females) No penalty in Men's.

A team may not intentionally walk a player to get to an automatic out (umpires judgement).

4. If a male is walked and a female follows in the order, she may **choose** to automatically walk **ONLY IF THERE ARE TWO OUTS**. The male **DOES** take the extra base.

C. PLAYERS/SUBSTITUTIONS

1. Players may enter the game during the top of an inning only. Example: If the home team would like a player to pitch hit, that player must play the field in the top of the inning.

2. During the regular season, team may "pick up" current Club Sport participants to avoid playing short handed. Teams, however, must have 8 rostered players prior to picking up players (2 must be females).

3. During tournament play, players may be asked to provide ID to umpires prior to games. Questioning of a players eligibility must be made at the time player enters the game (when lineups are handed to umpires).

D. FIELD

1. Umpires will be responsible for all "out of play" calls.

Brookhaven Boys & Girls Club: Any ball that hits a tree will be considered a dead foul ball regardless of whether it is in fair or foul territory.

E. LATE PLAYERS

1. Players arriving late (after the first pitch of the game) must wait until the top of the next inning and must be placed at the bottom of the order. Please note: if you late player is a male and placing him at the bottom of the order results in having 3 males batting in a row, that player will be considered an automatic out.

F. GENERAL

1. NO stealing bases.

2. No jewelry may be worn on the fld. **NO Metal Cleats - Wearing Metal Cleats WILL Result in an ejection from the game.**

3. No fake tags. Faking a tag may result in a player's ejection.

4. Throwing you bat may result in an automatic out and ejection from game.

5. Positioning of outfielders: When a female is batting, all outfielders must stay outside the outfield line until contact has been made. if this is violated, the ball remains alive until time is called. The umpire will then decide if it will be more advantageous to the batting team if the play stands or an automatic pass to first for the batter is needed.

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SPRING 2008 APPROVED BAT LIST

These bats have been researched by Club Sport and have been deemed legal to use in any Club Sport League.
These bats can also be found at local sporting goods stores such as Sports Authority & Dick's Sporting Goods.

ANDERSON

Pyrotech

RAWLINGS

ION

Ambush

Caliber

Fuel

NIKE

Keystone

LOUISVILLE SLUGGER

Slash

Samurai

Warrior

Dynasty

SilverSlugger

Gamer

TPS Gold

Grand Slam

EASTON

Hammer

Cyclone

Reflex

Havoc

sc777

sc888

WORTH

Blade (not EST)

PowerZone

PowerCell

SilverCell

Silencer

Whiplash

TOLEDO

BuzzSaw

WHAT BAT CAN I USE?

Before you head out and spend a bundle on a new softball bat, know the Club Sport Ventures, Inc. guidelines for bats.

Club Sport has some of the most stringent bat guidelines for bats. Multi-walled and supercharged bats are a health risk for the defenders, especially pitchers, even in a program that uses .44 core softballs. All multi-walled, Titanium and bats that exceed 1.20 ratings are prohibited.

Bats deemed "supercharged" by Club Sport will also be prohibited.

Club Sport Ventures, Inc. believes that the current ball and equipment measures are satisfactory for an even balanced game

Club Sport will use the following definition for a "single wall bat": A single wall bat is one composed of one continuous shell or layer composed entirely of the same material without the use of any type of glue or bonding system.

Any bat that is more complicated than this definition is considered a multi-wall bat.

PLEASE NOTE: Our bat list is just a guideline for players to use. If an official deems a bat "dangerous", they may prohibit that bat from play until Club Sport is able to research the bat in question.

SPRING 2008 PROHIBITED BAT LIST

NOTE: THIS IS JUST A GUIDELINE FOR PLAYERS. PLEASE USE COMMON SENSE WHEN CHOOSING A BAT.

BATS THAT ARE NOT ON THIS LIST MAY BE PROHIBITED!

EASTON

Stealth - ALL

Synergy - ALL

Reflex REBEL (not the 1.2)

Tri Shell

Connexion - ALL

ANDERSON

RocketTEch - ALL

TechZilla - ALL

TOLEDO

Nitroglycerin

Inferno

Katana

DEMARINI

ALL BATS

LOUISVILLE SLUGGER

Voltage

Nexus

Dynasty - XXL

Catalyst - ALL

Double Action

Double Threat

TPS A1

XXL SB27

SB34 & 36 (ALL)

TPS A1

XXL SB27

SB34 & 36 (ALL)

TPS Outlaw

NIKE

Air Storm & GPT

WORTH

EST - ALL

PST - ALL

Hybrid

Prodigy

Insanity

Asylum

Mayhem

3DX

Advanced Player FZ 130

Supercell - ALL

Power Shell

Quad

WICKED - ALL

MIZUNO

ALL BATS

RAWLINGS

Plasma - ALL

Fusion - ALL

Bombat TD2

Bombat Cryo

DeBeer Shockwave C555

Dudley Assault 2

Dudley Fusion I & II

Equalizer 2

Grover Platinum I & II

Hillerich & Bradsby SB & SB14

Inertia SB 17, 17E & 21

Kelly Wraptech

One Cryo Superwall & Equalizer

Power Elite Double Barrel

Powerhouse Ozone

ALL Redline

All Steele's Bats