

Holmdel Softball Club: C-League Rules

4/7/2017

The following is a list of rules specific to the C-League, and Holmdel Softball Club exceptions to ASA rules. Failure to bring a copy of these rules to a game may result in umpires enforcing standard ASA rules.

1. The distance between bases shall be 65 feet. The pitching distance shall be 46 feet.
2. Batters, baserunners, and on-deck batters are not required to wear helmets.
3. Players may use any type of glove at any position (e.g., a first baseman's mitt can be used in the outfield).
4. Latecomers may be inserted into the game immediately upon arrival.
5. All players may bat, even if they're not playing defense (i.e., infinite batting-order). However, all players on defense must bat (i.e., no designated hitter).
6. Free substitution is allowed on defense.
7. If a player is ejected from the game by an umpire, each subsequent turn at bat counts as an out.
8. If a player leaves the game for any reason other than ejection, each subsequent turn at bat is skipped and does not count as an out (i.e., collapse the batting order). A player who has left the game cannot re-enter.
9. Baserunners must avoid collisions. Slide, avoid, or give yourself up. This is the baserunner's responsibility. Fielders must not block the base without the ball.
10. During the regular-season, a game that is called before 5 innings (4.5 if the home team is ahead) must be rescheduled and restarted from the beginning. A regular-season game called after five innings may result in a tie, which shall not be rescheduled/replayed.
11. Playoff games will last 7 innings, regardless of how many days it takes.
12. If a playoff game is called due to weather or darkness in the middle of an inning, the partial inning will be null and void. The rest of the game will be played on the earliest possible reschedule date. The partial inning will be totally replayed. The continuance of this suspended game may start at the top of the batting order.
13. The game can start with 8 players per team, minimum. If 8 players are available at the appointed start-time, the game shall begin. If a team has fewer than 8 players at the appointed start-time, the game shall be delayed for 15 minutes or until the 8th player arrives, whichever comes first. After 15 minutes, the team with fewer than 8 players shall forfeit the game.
14. A courtesy runner shall be the most recent out from the batting team. It does not matter how the most recent out was made. If the courtesy runner's turn at bat comes while he is on base, he shall not be called out. He shall be replaced on base by the "new" most recent out.
15. Courtesy runners shall be used for injured players only. Long-term cases shall be identified at the pre-game ground rules discussion. Once a player uses a courtesy runner, he must continue to use one for the remainder of the game.
16. Courtesy runners are not allowed to steal, but may advance on a passed ball or wild pitch. Such passed balls and wild pitches must get past the catcher, in order for the courtesy runner to advance.
17. All bats must be ASA approved. The use of multi-wall bats is prohibited.
18. Ten-Player MFP rules apply to the pitching delivery. The pitcher's arm must go straight back and then straight forward, with a straight wrist, ball below the hip, shoulders and hips square to home plate. The pitcher must take one step forward toward the batter, simultaneous with the release of the ball. The stepping foot must touch the ground within the 24-inch width of the pitcher's plate. The stepping foot must not touch the ground in front of, or cross over a straight line between the pivot foot and home plate.
19. Ground rule for fields with outfield fences. If a ball rolls under the fence, or past the fence through a gap, or around the fence at an end point, or bounces over/through the fence, it is a ground-rule triple.
20. Ground rule for the tree near Allocco's outfield fence. This tree is in front of the outfield fence, and is considered an extension of the outfield fence (think "Green Monster"). A batted ball that hits this tree is in-play. If a fielder catches the ball after it hits the tree but before it touches the ground, no out is recorded, and all baserunners may advance without tagging-up. If the ball clears the top of the outfield fence after hitting the tree and before touching the ground, it is a home run. If the ball rolls under the fence, or over/through the fence, after hitting the tree and touching the ground, it is a ground-rule triple (see Rule #19).
21. Faking a bunt, and then swinging-away is not allowed. The batter shall be called out, the ball is dead, and the baserunners must return to the last base occupied at the time of the pitch.