



CAPITAL ALUMNI NETWORK SOFTBALL LEAGUE RULES 2018

The following are the Rules for the Softball League of the Capital Alumni Network (CAN). The Rules are in addition to rules stated in the **Capital Alumni Network League Wide Rules:**

(https://drive.google.com/file/d/0BwQI4DHs_hnsZmwyLTVnd1ZqR3c/view).

With the exception mentioned in this document, softball will be played under THE OFFICIAL PLAYING RULES as published by the Amateur Softball Association of America (ASA).

1. Field Saving and Game Time

1.1. Acquiring a Field

The designated home team is responsible for acquiring and saving a field. If the home team is unable to acquire a field, the home team will notify the visiting team and the commissioners. The commissioners have the authority to reschedule the game or declare a forfeit.

1.2. Notifying the Opponent

The home team will notify the visiting coach of the field location at least two hours before game time.

PENALTY: Rule 1.3 is waived for the visiting team. The visiting team cannot be forced to start a game shorthanded (i.e. with fewer than 10 players). Rule 1.3 will remain in place for the home team.

1.3. Grace Period

If a team does not have a legal lineup present at the designated game time, there will be a 15 minute grace period to allow personnel to arrive. Once a legal lineup is present, the game will start. If a team cannot field a legal lineup after the fifteen minute grace period, the game is declared a forfeit. If neither team can field a legal lineup after the fifteen minute grace period, the game is declared a double forfeit.

2. ASA Rules Emphasized

The following are ASA Rules that have not been modified. They are presented here in order to eliminate confusion regarding the game.

2.1. Rule 1: The Definitions

- 2.1.1. **Foul Tip:** A batted ball that goes sharply and directly from the bat to the catcher's hand(s) or glove/mitt and is legally caught by the catcher.
- 2.1.2. **Non-Approved Bat:** A bat that does not meet ASA specifications or is on the current ASA non-approved bat list with 2000, 2004, or 2013 certification mark.

2.2. Rule 4: Players, Coaches, Substitutes

- 2.2.1. Section 5, Re-entry:
 - A. Any player, may be substituted or replaced and re-entered once, providing players occupy the same batting positions whenever in the line-up.
 - B. The starting player and their substitute may not be in the line-up at the same time.
 - C. If a player re-enters the game a second time or a player re-enters the game in a position in the batting order other than their original starting or substitute position, this is considered an illegal re-entry.
EFFECT - Sections A-C: violation of the re-entry rule is considered an illegal player. The illegal player shall be disqualified.
- 2.2.2. Section 8, Disqualified or Ejected Participant, Clause B: An ejected participant must leave the grounds and have no contact with the umpires or participants in the game.
EFFECT: The game is forfeited.



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2.3. Rule 7: Batting

2.3.1. Section 4, A Strike is Called by the Umpire

- E. For each foul tip.

EFFECT: The ball is dead and the batter is out if it is the third strike.

- L. When a pitched ball is prevented from entering the strike zone by any actions of the batter other than hitting the ball.

EFFECT: The ball is dead and a strike is called.

2.2.2. Section 5, A Ball is Called By the Umpire, Clause B: For each legally pitched ball that does not enter the strike zone, touches the ground before reaching home plate, or touches home plate, and the batter does not swing...

2.2.3. Section 6, The Batter is Out:

- B. When a batter enters the batter's box with or is discovered using an altered or non-approved bat.

EFFECT: The batter shall be ejected from the game, and if in a tournament, may be subject to future penalties by the Tournament Protest Committee.

- C. When discovered using an altered or non-approved bat after completing their turn at bat and before the next pitch, legal or illegal.

EFFECT: The batter is called out and ejected and if in the tournament, may be subject to future penalties by the Sports Chair and Commissioners

- D. When the batter enters the batter's box with or is discovered using an illegal bat.

EFFECT: The batter is called out.

NOTE: B-C If a previous batter has used the same altered or illegal bat and a pitch has been made, the current batter only is out.

- E. When discovered using an illegal bat after completing their turn at bat and before the next pitch, legal or illegal.

EFFECT: The batter is out, all outs stand and all other runners return to the base occupied at the time of the pitch.

- F. When an entire foot is touching the ground completely outside the lines of the batter's box at the time the ball makes contact with the bat.

INTREPRETATION: In the absence of a clearly defined batter's box or an umpire, the abuse must be flagrant.

- G. When any part of a foot is touching home plate at the time the ball makes contact with the bat.

2.5. Rule 8: Batter-Runner and Runner

2.5.1. Section 5, Runners are Entitled to Advance without Liability to be put Out:

- G. When the ball is live and is overthrown.

EFFECT: All runners shall be awarded two bases. The award shall be governed by the position of the runners when the ball left the fielder's hand. ... When two runners are between the same two bases, the award is based on the position of the lead runner.

- J. When a live ball is unintentionally carried by a fielder from live ball territory (the "Catch and Carry Rule").

EFFECT: The ball is dead and runners are awarded one base from the last base touched at the time the fielder left live ball territory.

- K. When in the judgment of the umpire, a fielder intentionally carries, kicks, pushes or throws a live ball from live ball territory.

EFFECT: The ball is dead. All runners are awarded two bases from the last base



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touched at the time the fielders left or the ball was kicked, pushed, or thrown from the live ball territory.

- L. When there is spectator interference with any thrown or fair batted ball.
EFFECT: The ball is dead and the umpire should award runners the bases the runners would have reached.

3. Changes to ASA Rules

For CAN Play, the modifications listed below will be made to the ASA Rules.

3.1. Stealing will not be allowed.

3.2. Rule 1: Definitions

3.2.1. **Illegal Bat:** A bat that does not meet the requirements of an official bat AND have a gender specific CAN sticker. To receive a CAN Sticker:

- A. For male batters, the bat must be on the 2017 CAN Official Bat List:

(https://drive.google.com/file/d/0BwQI4DHs_hnsdDhfbGR0MzZIR00/view)

- B. For female batters, any ASA approved bat.

3.2.2. **Strike Mat:** A mat 36" long and 24" wide with a V shaped cut out. See Diagram 1.

3.2.3. **Strike Zone:** A rectangle 24" by 36" which includes the strike mat, but does NOT include home plate. Any legally pitched ball not struck at that lands on any part of the mat and does not hit any part of home plate will be ruled a strike. The shoulder to the knee strike zone has been eliminated.

3.3. Rule 2: The Playing Field

3.3.1. Bases will be 65 feet.

3.3.2. Restricted Line: A combination of imaginary arcs and lines in the outfield that starts at a cone placed 150' from home plate on the right field foul line, goes through a cone 85' behind second base, and ends at a cone placed 150' from home plate on the left field foul line. See Diagram 2.

3.3.3. Section 3, Layout, Clause H: Bases should be adult-sized bases, 15" square and 1.5" to 3" thick, made of canvas or other suitable material (i.e. NOT flat rubber or plastic "throw-down" bases).

3.4. Rule 3: Equipment

3.4.1. Section 1, Official Bat, Clause A, Certified/Approved: The official bat for CAN play must meet all the ASA specifications and the requirements of ASA Rule 3, Section 1, and have a CAN sticker per CAN Rule 3.2.1.

3.4.2. Section 3, Official Softball:

- A. All softballs will be stamped with a COR Value of .520 and a compression value of 300.0 lbs or under.

- B. The yellow optic ball shall be used.

- C. All players will bat a 12" softball.

- D. The Home Team will provide new softballs. The visiting team will provide "playable" softballs. The stamp must be visible.

- E. The same type of ball will be used for the entire game.

3.4.3. Section 6, Uniform:

- A. ASA Clauses A – E are not in effect.

- F. Jewelry. Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. {Not changed from the ASA Rule.}



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G. Shoes.

1. Must be worn by all participants.

NOTE: Sandals and flip-flops are not shoes.

PENALTY: Player is disqualified until proper shoes are worn.

2. The shoes must not have metal spikes.

PENALTY: Player is ejected from the game. The commissioners are notified.

3.4.4. Section 7, All equipment:

- A. The home team is responsible for the placement of home plate, the pitcher's plate, bases (including the double first base), and all cones.

PENALTY: The commissioners will be notified if equipment (including new softballs) is not present. The commissioners have the authority to declare the game a forfeit.

3.4. Rule 4: Players, Coaches, Substitutes

3.5.1. Section 1, Players:

- A. All players must abide by the CAN Alumni and Varsity Rules defined by CAN League Wide Rules 1.1, 1.2, 1.4, 1.6, 3.1, and 3.2.

- B. The lineup is official when the first pitch, legal or illegal, is thrown.

- C. Co-Ed Rules:

1. At least 3 females must be in the field at all times.

2. In the first 10 spots in the lineup, at least 3 locked female positions will be declared. Only females may bat in a locked female position. The opposing coach will be notified of the locked positions prior to the first pitch.

- D. Shorthanded Rules:

1. To Start a Game:

- a. A game may start with 8 players.

- b. A game must start with three locked female positions. If there are not enough females present, the locked female spots become vacant spots in the lineup.

- c. The vacant positions must be listed last in the batting order.

- d. A team starting with less than 10 players is not taking automatic outs, unless a locked female spot is vacant.

- e. A team may add players 9 and 10 to the end of the lineup at any time during the game.

2. To continue a game once started with a full team line-up (10 or more lineup spots):

- a. If a team's lineup is reduced for any reason, the lineup spot is declared vacant and is an out every time through the lineup.

EXCEPTION: An interrupted game as described in Rule 3.6.2

NOTE: If a team's lineup is reduced because of ejection, the game will continue so long as the team has at least eight players.

- b. Under no circumstances shall a team be permitted to bat less than eight.

- c. If playing shorthanded and a substitute arrives, the substitute must be inserted immediately into the vacant spot. (A vacant locked female spot can only be filled by a female).

- d. If the player leaving the game is a runner or batter, they shall be declared out.

- e. The player who has left the game cannot return to the lineup.

EXCEPTION: A player who has left the game under the blood rule may return even after missing a turn at bat.



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EFFECT: Failure to have the required number of eligible players to start or continue a game will result in a forfeit.

3.5.2. Section 4: Extra Players:

- A. Extra Players (EP) may be added to the end of the lineup until the first pitch, legal or illegal, is delivered to the second plate appearance of the first batter listed in the batting order.
- B. The first ten players in the initial lineup **MUST** start in the field in the first inning. All substitution rules apply.
- C. A ratio of no more than 2 males to 1 female must be maintained when adding extra players.
- D. At least one out of every three EPs must be declared a locked female position.

3.5.3. Section 8: Disqualified or Ejected Participant:

- A. When no third party umpire is present, the authority to disqualify or eject a player is given to the mutual consent of the two coaches.
- B. If the coaches cannot agree, the commissioners will be notified of the circumstances of the disagreement. The commissioners have the authority to conduct an investigation and, if determined that a warranted ejection did not occur, declare a forfeit.

3.6. Rule 5: The Game

3.6.1. Section 1: The home team will be designated by the commissioners.

3.6.2. Section 3, Regulation Game, Clause D:

Games that are not considered regulation shall be resumed at the exact point where they were stopped. The lineup may be modified in the following manner:

- A. The substitution rules remain in effect. Therefore, a player and his or her substitute may not appear in the game at the same time after the interruption. If a player left the game, re-entered, and left the game a second time, the player is ineligible to play after the interruption.
- B. Any player who did not play prior to the interruption is a substitute.
- C. If a team has fewer players after the interruption than it did prior to the interruption, then the team may reduce the lineup in the following manner:
 - 1. All players who were in the lineup prior to the interruption remain in the same line up spots.
 - 2. Locked female positions remain locked.
 - 3. Substitutes will then be added where necessary to the highest vacant spot in the lineup.
 - 4. Any vacant spots that remain are eliminated. No outs will be taken for a reduced lineup spot.
- D. Once a pitch, legal or illegal, is delivered after the interruption, the interruption is over. Any further changes to the lineup are subject to either the EP or Shorthanded rules.

3.6.3. Section 4, Forfeited Game: All players present on the team that does not forfeit will receive credit towards the CAN Tournament game requirement. None of the players on the forfeiting team will receive credit.

3.6.4. Section 8, Home-Run Rule: On fenced fields, CAN Softball will have a three (3) home run limit.

EFFECT: For any in excess, the ball is dead, the batter is out, and no runners can advance.



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3.6.5. Section 9, Run-Ahead Rule

- A. If a team, after their fourth at-bat, trails by twenty runs or more, the game shall be over.
- B. If a team, after their fifth at bat, trails by fifteen runs or more, the game shall be over.
- C. All players present at the field on both teams shall receive credit towards the CAN Tournament game requirement.

NOTE: Prior to the tournament, the Commissioners may determine a different run ahead rule. The rule will be published prior to the tournament beginning.

3.6.6. Section 10: Time Limits for tournament games will be determined by the commissioners.

3.6.7. Section 11: Tie-Breaker Rule: If after 7 innings, or a completed inning after the time limit is reached, the "One Pitch Rule" will be in effect. The batter inherits a count of Three Balls, Two Strikes, and the Courtesy Foul having been hit.

EXCEPTION: During the tournament, the Commissioners may wave both Rules 3.6.6 and 3.6.7 as long as both coaches and the umpire are notified prior to the first pitch being delivered.

3.6.8. Section 12, Clause B: Where permitted by law, participants may smoke or use alcohol beverages inside the dugout.

3.7. Rule 6: Pitching Regulations (Slow Pitch)

3.7.1. Section 3, Legal Delivery, Clause H:

The ball must be delivered with perceptible arc and reach a height of at least six (6) feet from the ground, while not exceeding a maximum height of twelve (12) feet from the ground.

3.7.2. Section 4, Defensive Positioning:

- A. The pitcher shall not deliver a pitch unless the outfielders are positioned behind the Restricted Line. The restriction remains in place until the ball crosses home plate.
PENALTY: If an outfielder crosses the line prior to the ball crossing home plate, the coach of the offensive team has the option of taking the result of the play or having the last batter bat again assuming the same ball and strike count.
- B. During the course of an inning, no outfielder, infielder, or catcher is allowed to switch positions with another fielder. In addition, all outfielders and infielders must stay in the same order from right to left (1st to 3rd, right field to left field) for the duration of the inning. All players must remain in these designated positions, in order from right to left, until the ball is hit. A player who is currently in the batting order (but not in the field), may not be shifted into a defensive position during an inning.

EXCEPTION #1: In the case of a pitching change during the course of an inning, Rule 3.7.2.B is suspended. That is, teams may shift players between the outfield and infield, and may shift the order of infielders and outfielders from left to right. Once the new pitcher has been inserted and the shifting completed, Rule 3.7.2.B applies and no additional defensive shifting is permitted for the remainder of the inning, barring another pitching change to someone who has not previously pitched in the inning.

EXCEPTION #2: Defensive substitutions may be made once during an inning. At this time, Rule 3.7.2.B is suspended and multiple substitutions may be made. Rule 3.7.2.B is enforced when the next pitch, legal or illegal, is delivered.

NOTE: A defensive substitute under Exception #2 must be a new player who was not previously in the batting lineup.



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3.8. Rule 7: Batting

- 3.8.1. Section 3, Batting Position: When the batter steps into the batter's box, the batter inherits a One Ball, One Strike (1-1) count.
- 3.8.2. Section 4, A Strike is Called by the Umpire, Clause B:
For each legally pitched ball that hits the strike mat, does not hit home plate, and the batter does not swing. Any pitched ball that hits the ground or plate cannot be legally swung at by the batter. If a batter swings and misses prior to the ball hitting the ground or plate, it is a strike.
EFFECT: The ball is dead.
- 3.8.3. Section 6, The Batter is Out, Clause N: After a third strike, including a foul ball that is hit after two strikes.
EXCEPTION: The first foul ball hit with a two strike count shall be considered the "Courtesy Foul." The batter is not out, and the count remains the same.

3.9. Rule 8: Batter-Runner and Runner

- 3.9.1. Section 1: The Batter Becomes a Batter-Runner, Clause C (Co-Ed Walk Rules):
The ball is dead. A walk to a male batter that immediately precedes a Locked Female Batter will result in a two base award. The next batter (the locked female) shall bat.
EFFECT: The ball is dead.
EXCEPTION: With two outs, the female batter has the option to walk or bat.
EFFECT: Should the female batter-runner pass a male batter-runner when choosing to walk, no out shall be called during this dead ball period. A male batter-runner advancing to second base without touching first base shall be called out if properly appealed.
- 3.9.2. Section 2, The Batter-Runner Is Out
 - N. The double base shall be used at first base in all divisions of play. The following rules should be enforced:
 - 3. When a play is being made on the batter-runner, the defense must use the white portion (over fair territory) and the batter-runner the contrasting color portion of the base (over foul territory).
EFFECT: The batter-runner shall be called out immediately when there is a play being made at first base and the batter-runner touches only the white portion (over fair territory). The ball remains live and all other action will stand. If the third out of the inning, the out is considered a force out and no runs can score.
 - 5. On an errant throw pulling the defense off the white portion (over fair territory) of the base into foul ground, the defense and the batter-runner can use either the white (over fair territory) or contrasting color portion (over foul territory).
- 3.9.3. Section 10, Courtesy Runners:
 - A. A courtesy runner can only replace a runner during a dead ball situation.
 - B. Only one courtesy runner can be used per inning.
 - C. The courtesy runner must be the player in the lineup of the same gender who most closely precedes the runner and is not currently on base.

3.10. Rule 10: Umpires

- 3.10.2. When no umpire is present, the authority of the plate umpire is given to the mutual consent of the two coaches.
- 3.10.3. For game calls, each team will provide three umpires: home plate, first base, and third base. Their responsibilities are listed in Section 4.



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3.11. Rules Supplement #19: Fake Tag:

A fake tag occurs when a fielder without the ball deceives the runner by impeding their progress; for example, pretending to be making a play causing a runner to slide, slow down, or stop running. A defensive player who attempts a fake tag on a runner shall be ejected and reported to the commissioners.

4. Umpires Manual

Regular season games will be played without professional umpires. As such, the offensive team is required to provide three umpires during the inning they are at bat. The base coach at first and third base will double as umpires. This will take place within the following framework.

4.1. Authority of the Two Coaches: The mutual consent of the two coaches will determine:

- 4.1.1. Suitability of the playing surface.
- 4.1.2. Ground rules for the playing area.
- 4.1.3. Disqualification and ejections of players. (See Rule 3.5.3)
- 4.1.4. Any other issues not covered by either the ASA or CAN Rules.

4.2. Home Plate Umpire is responsible for:

- 4.2.1. Legal/Illegal Pitch calls.
- 4.2.2. Balls/Strike call.
- 4.2.3. Determining if the batter stepped out of the batter's box or on home plate.
- 4.2.4. Fair/Foul calls.
- 4.2.5. Catch/No Catch calls.
- 4.2.6. All plays at home.
- 4.2.7. Will resolve disputes between the other umpires.
- 4.2.8. Infield Fly Calls

4.3. First Base Umpire is responsible for:

- 4.3.1. Plays at first base.
- 4.3.2. Fly ball tag up for the trail runners.
- 4.3.3. Secondary umpire for plays at second base.
- 4.3.4. Secondary umpire for Catch/No Catch calls.

4.4. Third Base Umpire is responsible for:

- 4.4.1. Plays at second base.
- 4.4.2. Plays at third base.
- 4.4.3. Fly ball tag up for the lead runner (unless the lead runner is on first base).
- 4.4.4. Secondary umpire for Catch/No Catch calls.

4.5. Third Party Umpires

A coach may request the commissioner to assign umpires from a third party for a regular season game.

5. Tournament Seeding

5.1. Division Winners

- 5.1.1. To determine the winner of each division
If a tie involves 3 or more teams, the tiebreakers are repeated from 5.1.1.B upon elimination of a team from consideration. For example, if Team C is eliminated from



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consideration through Section 5.1.1.D, Team A and Team B will be evaluated from 5.1.1.B to determine a division winner.

- A. Division Winning Ratio (+1/2 per win, -1/2 per loss)
- B. Head-to-head results (best winning % against each team involved in the tie)
- C. Best record against common opponents
- D. Best win
 - 1. Based solely on opposing team's overall records
 - 2. Excludes teams involved in the tie
 - 3. If a team has a clear cut best win, they win the tiebreak. e.g. If multiple teams have the same best win and other tied teams have an inferior best win, those other teams are eliminated. The tiebreaker then returns to 5.1.2 per the elimination of a team(s)
- E. Strength of schedule as defined by the aggregate record of opponents minus the record of those opponents against the team in question.
- F. Coin toss

5.1.2. To determine the seeding of the division winners

If a tie involves 3 or more teams, the tie breakers are repeated from 5.1.2.B upon elimination of a team from consideration. For example, if Team C is eliminated from consideration through 5.1.2.D, Team A and Team B will be evaluated from 5.1.2.B to determine a division winner.

- A. Overall winning ratio (+1/2 per win, -1/2 per loss)
- B. Head-to-head results (best winning % against each team involved in the tie)
 - 1. If a tie involving 3 or more teams, if one team has wins over all other teams, that winning team will receive the better seed even if the other teams involved in the tie did not play.
- C. Best record against common opponents.
- D. Best win:
 - 1. Based solely on opposing team's over all records.
 - 2. Excludes teams involved in the tie.
 - 3. If still tied after "best win" continue to next "best win" until one team is selected above all others.
- E. Strength of schedule as defined by the aggregate record of opponents minus the record of those opponents against the team in question.
- F. Coin toss.

5.2 Seeding Remainder

5.2.1 Teams that did not win their division are grouped together based on by overall winning ratio (+1/2 per win, -1/2 per loss)

If a tie involves 3 or more teams, the tiebreakers are repeated from 5.2.2 upon elimination of a team from consideration. For example, if Team C is eliminated from consideration through 5.2.3, Team A and Team B will be evaluated from 5.2.2 to determine a division winner.

5.2.2 Head-to-Head results (best winning percentage against each team involved in the tie)

- A. If a tie involving 3 or more teams, if one team has wins over all other teams, that winning team will receive the better seed even if the other teams involved in the A lottery whereby teams are grouped into pools based on overall winning ratio.

5.2.3. Lottery Draw: Each team in each pool receives 1 allocation in the lottery.



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5.3 Tournament Pods

5.3.1 Each pod will contain 4 teams, unless the total teams do not divide by 4. If that happens then it is at the discretion of the sports chairs and commissioners how the pods will be divided.

A. The top 2 teams will advance from each pod

1. In the case that 2 teams finish with the same record in a Pod: head to head results will be used to determine which team moves forward to the knock-out stage.

B. In the case of 3 teams finishing with the same record, tie-breakers in order (narrow to 2 teams then use head to head):

1. Runs Against Per Inning – total runs given up in Group Stage play for all game played divided by the number of defensive innings played

NOTE: The inning will be considered a whole inning after one pitch, legal or illegal, is delivered.

2. Run Ratio – from runs scored to runs allowed

3. Coin Flip – teams will flip a coin to determine which team moves on

5.3.2 Single Elimination Bracket

A. The top 2 teams in each pod will advance to the single elimination portion.

1. Teams winning their pod will be seeded in order of their overall tournament seed.

2. Teams finishing in 2nd place of their pod will be seeded after all winners have been seeded based on their overall tournament seed.