

Central Maryland League 2017 Fastpitch Softball Rules

USSSA rules will be used as the league rule basis with exceptions noted below

The CML organization is designed to support teams promoting the teaching and playing of Fastpitch softball. The CML provides the ability of recreation councils to support their local schools by developing softball players. In order to keep CML competitive only the following teams may participate in CML; recreation teams, Rec All-Star teams, Travel teams classified as "C" or "B". No "A" level travel teams are permitted to participate in CML.

PITCHING

Pitching rules will follow high school federation rules and also ASA, NSA, and USSSA are legal in CML. Please instruct your umpires prior to play.

Coaches are allowed 2 mound visits with pitcher per inning with the pitcher being removed after the 2nd visit.

If a pitcher hits 3 batters above the knee in any single inning they are to be removed for the remainder of that inning. They may return to the game in the next inning, but if they hit two more batters they are to be removed from pitching for the remainder of the game.

PLAYERS and GAME PLAY

A minimum of 8 players are needed to start and finish a game. The ninth spot is NOT considered an out.

A team is allowed to "lend" a player to the opposing team to prevent a forfeit as long as both teams and the umpire sign the scorebooks in agreement prior to starting.

All players in attendance at the game must bat in the lineup unless they are injured or sick. If the injury occurs during the game then that position in the lineup is skipped without an out being recorded.

Courtesy runners for pitchers and catchers are permitted using the last batter batted out.

All games are 7 innings (6 innings for 10U) or a max of 90 minutes (finish the inning at time expiration).

There is a 5 max run rule for the first 3 innings with unlimited runs permitted after that.

Mercy rules are in effect : 15 runs after 3 innings, 12 runs after 4, and 10 runs after 5.

Age eligibility is based on age as of Jan 1.

Teams must give opponents at least 48 hours notice of any schedule changes unless the change is due to weather – otherwise the team will be charged with a forfeit. If a team forfeits twice in any season they

will be removed from the league. Forfeiting teams will still be responsible for umpire fees. Please try and give traveling teams at least 2 hours advance notice on any weather related schedule changes.

Teams must successfully complete at least 3 events in order to qualify for the end of season tournament. Each event is classified as a single game.

If any team finishes 3rd or higher in TWO or more sanctioned tournament events at the "B" level or higher that team will not be allowed to participate in the end of season tournament, but may continue to play league games.

UMPIRES AND FEES

Home teams are required to schedule umpires and fees are to be split evenly. Umpires must be certified by any sanctioned organization.

If an umpire removes a coach or a fan from a game they are suspended from the following game as well. If a second occurrence happens they will be removed from CML.

EQUIPMENT

Game balls should be supplied by both teams during a double header event. At least one game ball per team. Balls should be stamped ASA, NSA, USSSA, or Pony as long as core standards are met.

ROSTERS

Team rosters must be submitted to the president of CML prior to the start of each season. Teams can have up to 20 players on the roster. Names and Birthdates are required.