

SCCMSA League Rules

1. This is a Christian-based league sponsored and insured by Calvary Chapel West Grove. We expect all players to abide by Christian principals whether they are Christian or not. This includes fair play, clean language, encouraging others, and no arguing with umpires. The only person allowed to question, or approach an umpire is the manager and they must do so in a Christian manner. Anyone else is subject to ejection at the discretion of the umpire.
2. Manager Responsibilities
 - A. To insure the players comply with the meaning and the spirit of the playing rules. Purposely ignoring or willful violation of the rules is unacceptable.
 - B. To insure the players show respect for the decisions of the Officials and the efforts of their opponents, and they must conduct themselves as to dignify the game.
 - C. To insure to motivate the players so they will control themselves at all times; thereby, preventing any unsportsmanlike act to opponents, officials or spectators.
 - D. To refrain from heckling the game officials and from challenging judgment decisions of the Officials. Discussing an occasional rule interpretation is permissible if it is done with dignity and sincerity.
 - E. To insure the 1st and 3rd base Coaches to direct their remarks to their teammates and not to use their position in attempting to upset the opposing team players or the Umpire.
 - F. To instill in all players the habit of properly respecting opponents and game Officials. Players must not direct unbecoming language or personal remarks to opponents or Officials.
3. A player must be 18 or older, unless he is 17 and will turn 18 during the current season or he is 14 or older and playing on a team with a family relative.
4. Fees are collected in full during the third game of the regular season. If the entire team fee is not paid in full by the conclusion of Week Three, that team will forfeit future games until the fees are paid.
5. To qualify for the playoffs, players must play three regular season games. This is verified by the lineup cards that have been circulated by the umpires at the beginning of each game. Pickup Players are not allowed no exceptions.
6. We strive to start and end our games on time. In order to accomplish this, you're encouraged to arrive by 5:15pm or earlier for the 5:30pm games & by 6:45pm for the 7:05pm games because of the 10-minute devotion held from 6:45pm-7:00pm in between the two fields.
7. Devotions are as important to the success of our league as playing softball itself. We expect managers to attend all devotions and prepare at least one biblically based lesson per season. While it can never be mandatory, we strongly encourage all players to attend as well. No practicing during Devotions.
8. All regular season games and playoffs are seven innings or one hour and 10 minutes whichever comes first. During the regular season, all games that end in a tie are recorded as such. Only in the Championship games of Group A & Group B, we will go the full 7 innings regardless of time and the mercy rule will be in affect but the no one-ups HR rule.
9. Forfeit rule-If your team has 7 players or less on the field by game time, then your team automatically becomes the visiting team and the game begins. If by the time the third out is made and you still don't have that 8th player or more, the game is forfeited. At that point, additional players from other teams may be added so a game can take place.
10. If a player leaves a game for work, injury or illness reasons; when their time at bat comes around again, it will not be recorded as an out. If the umpire ejects a player from a game, their next at-bat will result in an out.
11. Pickup Players - If a team is short players during the regular season and gets the approval from the opposing manager to add one or more to make a total of 10 fielders on the field, however the player(s) cannot pitch but may play any other position, and they have to be at the bottom of your lineup.
12. Rubber cleats only. Players may bat but not run the bases in tennis shoes after reaching first base, as it is a safety issue.
13. Single wall or double wall bats only. No composites, a warning from an umpire will be issued upon the first use of an illegal bat. The second offense will result in an out called. The third offense the player will have to leave the game.
14. All players on a team must be in the lineup. Playing the field is optional. This includes the playoffs.
15. We start with a 1-1 count. You must put the ball in play after two strikes and one foul ball. Otherwise, it's a strike out.
16. Height limit on pitches is 12 feet. The Pitcher must come to a complete stop before throwing the ball. The ball must go over the batter's head to be legal. We do not allow quick pitches nor do we allow distracting chatter from the catcher.
17. The **DOUBLE BASE**, the following rule applies.
 - Whenever a play is being made on the batter-runner, the defense must use the inside (white) base, and the batter-runner must use the outside (Orange) base. When the ball hit to the outfield where a play cannot be made at first base, the runner may touch either base.
18. We allow courtesy runners at almost any time for almost any reason. Anyone can run but you can't use the same courtesy runner consecutively in the same inning.
19. A runner may take a lead once the pitcher releases the ball.
20. Must avoid contact on a plays at 2nd or 3rd base. Otherwise, you'll be called out. Remember this is a Judgement Call.
21. We play the "one-up" rule on HRs. If Team A hits one, they cannot hit another till Team B hits one. If Team A hits a 2nd one prior to Team B hitting one, it will be ruled a single. Runners advance one base.
22. Mercy rule-A game is over when a team is leading by 20 runs after the 5th or 15 after 6th innings. We will allow a team that is leading by 10 runs or more to only bat thru their lineup once from the 4th inning on. This includes the playoffs except the final.