

Del Webb Softball Club CSL Rules August 2026

The CSL Official Rules will follow the Sun & Fun Rules and will be enforced by the CSL Commissioners.

1.0 Community Softball Leagues

- 1.1** There are two distinct leagues in CSL. The leagues are separated to provide a competitive, enjoyable, and safe environment for members of various skill levels.
 - 1.1.1** Monday is primarily for new players, players that haven't played in years and need to regain their skills and those with lesser skills.
 - 1.1.2** Thursday is for players with a higher skill level.
 - 1.1.3** Players will be evaluated by Commissioners and a selected ranking committee to determine skill level-based hitting, fielding, catching, throwing, running, and knowledge of game.
 - 1.1.4** Players are encouraged to attend Skills & Drill and/or weekly hit around to display and hone their skills.
- 1.2 Community Softball will consist of three seasons:**
 - 1.2.1 Spring Season**-Begins in December and ends in March.
 - 1.2.2 Summer Season**-Begins in May and ends in July.
 - 1.2.3 Fall Season**-Begins in September and ends in November.

2.0 Rosters:

- 2.1** The rosters for the Community Softball League (CSL) will be selected by the team Managers.
- 2.2** All players and subs must sign up prior to the published season deadline. At sign up, if a player knows he cannot participate in at least 70% of the regular season games, he will be placed on the substitution list before the team draft.
- 2.3** Once rosters are published and a new resident wants to play in the league, the Commissioner(s) will place him/her on the list of subs. All reasonable efforts will be made to insure balanced competition.
- 2.4** The maximum number of defensive players on the field is 11. The minimum number on the field is 9. There will be unlimited field substitutions on the defensive team during play.
- 2.5** The maximum number of offensive players in the line-up is unlimited.
- 2.6** Managers are required to play all players available in at least three defensive innings per 7 inning game. Substitutes may not play more defensive innings than a regular rostered player. All rostered players in attendance will bat throughout the entire game.

- 2.7** Each team must have at least 7 players available from the roster to have an official game. If 7 rostered players are not available, the game will be ruled a forfeit. Once a forfeit is declared, an exhibition game may be played with a time limit of 1 hour.
- 2.7.1** Teams on Monday, whenever possible, will have an even number of players up to 13.
Teams on Thursday will have an even number of players up to 12.
- 2.7.2** The legal number of defensive players in a game is 11. If a team has less than 11 available players for a game, their opponents will select and provide 1 player to be used on defense by the shorthanded team. The designated player need not be the same in each inning and will play defensively where designated by the shorthanded team.
- 2.7.3** Any team fielding less than 11 players at game time will record an out for each player missing. The out will be recorded at the last batting position each time that position comes to bat.
- 2.7.4** If a player must leave the game due to illness or injury, the affected team will receive a fielder from the other team if necessary to maintain 11 defensive players and not charged an “out” for the missing player.

3.0 Substitutes

- 3.1** A manager may substitute for missing players as needed provided he/she follows the substitution procedure listed in section 3.2. He may contact the subs as per the list provided by the Commissioners at the draft. Managers should call available subs as soon as possible but not before 6AM of the day following the previous CSL game. Subs can be obtained on game day if approved by the Commissioner(s).
- 3.1.1** If a team does not have at least 7 rostered players, they must forfeit the game.
- 3.2** Substitutes shall be obtained in this order:
- 3.2.1** Equal rating from the sub list
- 3.2.2** Equal rating from another team
- 3.2.3** Lower-level rating from the sub list
- 3.2.4** Lower-level rating from another team
- 3.3** Once the necessary subs are obtained, an email must be sent to the Commissioner(s) and all managers of that league stating which players are missing, who the subs will be, and which subs were asked for and declined.
- 3.4** Once a manager calls a sub to play and the rostered player whom the sub was called for comes to the game, the rostered player will sit out the game and the sub will play.
- 3.5** Sub players will be marked as subs so that the opposing managers know these players have been approved by the Commissioner(s).

- 3.6** If a manager loses a player for the remainder of the season due to injury or illness, the manager may request the Commissioner(s) to designate a player to be added to the roster from the sub list for the remainder of that season. This player must agree to play regularly and may be of equal or lesser ability to the replaced player.

4.0 Courtesy Runner

- 4.1** A courtesy runner may be used for a player from home or on any base at any time.
- 4.2** The runner must be a player in the offensive lineup.
- 4.3** A Player may be a courtesy runner only once per inning and will be called out after that.
- 4.4** A courtesy runner may not replace a courtesy runner, except in case of an injury.
- 4.5** A courtesy runner caught on base when it is his turn at bat will be called out as a runner and must come to bat.
- 4.6** A player becomes a courtesy runner when the umpire calls "Play Ball" or puts the ball back in play. You cannot change to another designated runner after that.
- 4.7** When a courtesy runner is used from home plate and the batter touches 1st base or interferes with the play after he hits the ball, he will be called out.

5.0 Tournament Games

- 5.1** Players must be in attendance for at least 70% of all regular season games played to be eligible.
- 5.2** All regular season rules apply.
- 5.3** In each game, the higher seeded team will be the home team.
- 5.4** The top seeded team in all rounds may decide if they want to play the first or second game.
- 5.5** Subs will come from the sub list unless none are available. See section 3.2.
- 5.6** Seeding for in-season games is determined by:
- 5.6.1** Division Record
 - 5.6.2** Head-to-Head record or tied teams.
 - 5.6.3** Average runs allowed during Head-to-Head play
 - 5.6.4** Lowest overall average of runs allowed.
 - 5.6.5** Coin toss

6.0 Playing Rules

- 6.1** All games will be 7 innings, unless extra innings are required, with a full count on Thursdays and one and one starting count on Mondays.
- 6.2** No regular season game will be considered official until the losing team has had at least 4 innings at bat (12 outs).

- 6.3 No regular season games will be postponed to a later date. Cancelled games will not be made up.
- 6.4 There will be no infield or hitting practice prior to a game.
- 6.5 A scoring line will extend from the runner's home plate to the 3rd base fence. Runners will be considered safe at home upon contacting the runner's plate or the ground beyond the scoring line.
- 6.6 For Monday games, plastic cones will be placed in the outfield 160 feet from home plate to designate the line that outfielders must stay behind until the batter hits the ball. An infielder must be on the dirt portion of the infield until the batter hits the ball. Nothing in this section precludes an infielder from moving to the outfield as an extra fielder but must remain behind the cones until the ball is batted. If there is a violation of the rule, the batter is awarded first base.
- 6.7 Start times for games in the summer and fall season will be 8:30 AM, 10:00 AM, 11:30 AM, and 1:00 PM. This may be changed at the discretion of the Commissioner(s).
- 6.8 Start times for games in the spring season will be 9:00 AM, 10:30 AM, 12:00 PM, and 1:30 PM. This may be changed at the discretion of the Commissioner(s).
- 6.9 Each inning, pitchers may have 3 warm-up pitches, and the first baseman may throw a warmup to each infielder. If games are running behind schedule, the Commissioner(s) may have the umpire eliminate warm up pitches and infield.
- 6.10 Only 5 runs per inning are allowed. The final inning and extra innings will be unlimited.
- 6.11 Sliding feet first or headfirst into any base is prohibited and the runner shall be called out. This rule does not prohibit a player from diving headfirst back to a base after obtaining said base.
- 6.12 A "Mercy Rule" will end a game before seven innings if a team is losing by 15 or more runs and has batted 5 innings.

7.0 Umpires

- 7.1 The Commissioner(s) will schedule at least 1 umpire per game, 2 if available.
- 7.2 Only the team manager may appeal a call with the umpire. Any player who argues with an umpire or challenges a call, including illegal pitches, is subject to ejection from the game following a warning to the player and his/her manager.

8.0 Attendance/Absences:

Signing up to be a rostered player is a commitment to be taken seriously. A player is committed to play every scheduled game, in the position assigned by the manager, and is expected to be respectful to the manager, other players and umpires.

- 8.1 Poor attendance can be an issue throughout the season and is unfair to both teams participating. Players who play less than 70% of the played games for 2

consecutive seasons will not be allowed to play in the next season they would normally participate in. Injured players who attend their team's regularly scheduled games but are unable to play, and those who miss due to a family emergency or temporary medical condition will not be charged with an absence.

- 8.2** If an injury or illness occurs during a game, no out or penalty will be imposed upon the offensive team if the player is unable to play and take a turn at bat.
- 8.3** A player may leave the game and that player's spot in the line-up will be skipped without penalty for a legitimate reason. If this occurs, the player will not be permitted to return to the game. Legitimate reasons include leaving early for an unusually long game or a late start, causing a player to be late for medical appointment, or employment obligations. The Manager should obtain a sub for any player who has a scheduled appointment that interferes with a player's ability to complete a game.
- 8.4** If a player arrives after a game has started, he will be added to the end of the line-up and must play in the field for half of the remaining game.
- 8.5** Whenever possible, a player must notify the manager in advance if unable to play so that a sub may be obtained.

9.0 Equipment

- 9.1** All regularly rostered team players will wear provided team shirts and hats. Team shirts will be worn on the outside of all clothing. Subs are not given league hats and are not required to wear a hat. If a player is warned for being out of uniform, he may remain in the dugout until he is properly dressed.
- 9.2** The Commissioner(s) will provide 1 new Trump Stote .44 core/375 compression ball for each day of play. A new ball will be provided on an every other game basis.
- 9.3** Only bats on the ASA/USA approved list may be used. No bat longer than 34 inches or with a diameter of greater than 2 ¼ inches at its largest point is permitted.

10.0 Pitching Screen/Mask

- 10.1** For safety reasons, all pitchers must utilize the 6-foot screen provided in front of the mound. Pitchers are required to wear an approved protective face mask.
- 10.2** The screen will be located with the inside edge of the screen even with the center of the front pitching rubber and in front of the pitching rubber no further than 8 feet. Chalk lines placed in front of the pitching rubber will assist with the correct positioning.
- 10.3** Any batted ball hitting the screen will be called a dead ball.
- 10.4** Any thrown ball hitting the screen during play will be considered a live ball.
- 10.5** The screen may not be moved or pushed down during play. The screen is to remain in its original position at all times during play.

- 10.6** Pitchers are strongly encouraged to move behind the screen after releasing the ball and only move from behind the screen after the ball is batted. If the pitcher does not move behind the screen and fields a batted ball, it is called a dead ball, and the batter is awarded first base, and any base runners will move accordingly.

11.0 Designated Walker Rule (Repealed September 2023)

12.0 Appeals

- 12.1** An appeal of these rules will be made to the Softball Club's Operating Committee.

13.0 Discipline

- 13.1** Any player who quits his/her team once drafted and assigned to a manager will not be eligible to play on any CSL league team that season unless approved by the Executive Board. The player may also be subject to further sanctions for quitting a team.
- 13.2** Any team that refuses to continue to play in dispute of an umpire's call or a ruling, will forfeit that game and the next game.
- 13.3** The first time a player fails to notify his manager of not being available to play will be given a verbal warning by the Commissioner(s). A second occurrence will result in a written warning by the Commissioner(s). A third occurrence will result in a written warning by the League President. A fourth occurrence will result in a suspension of CSL participation. After a year, a player may petition the Executive Board for reinstatement of CSL privileges.