

Chinese Softball League of Chicago

Official Rules

I. General Rules and Regulations

1.1 - All players must be male and of Asian descent. However, each team is allowed up to but no more than five (5) players of non-Asian ethnicity on their roster. Up to three (3) standard non-Asian exemptions are allowed with additional exemptions being required to be married to someone of Asian descent resulting in a maximum of five (5) total non-Asian players per roster (see examples below). This rule is to be reviewed prior to the start of each season for possible amendment. Please see Rule 5.4.

Example A (Rule 1.1 – Roster xyz has five (5) non-Asian exemptions with three (3) being standard exemptions and two (2) being married to someone of Asian descent.
Example B (Rule 1.1) – Roster abc has five (5) non-Asian exemptions with two (2) being standard exemptions and three (3) being married to someone of Asian descent.

1-2 - Players may be of any age. However, players under the age of eighteen (18) must meet league requirements and also produce signed parental consent in order to participate in Chinese Softball League/CSL sanctioned games or events.

1.3 - Players must sign a waiver of responsibility that releases the League, its affiliates, sponsors, teams, parent organizations, related organizations, the Chicago Park District, all other park districts where officially sanctioned League activities are held, all facilities where officially sanctioned League activities are held and all employees, officials, and volunteers of such organization from liability and responsibility for death, injuries, personal property loss and/or damages which may occur before, during or after any officially sanctioned League activity

1.4 - All participating teams must meet financial obligations in the form of entry fees by the prescribed League deadline. Payment schedules will be set at the discretion of the League Executive Committee. The League reserves the right to set the criterion for participation and reserves the right to review and approve a player and/or team's entry by the Executive Committee. Failure of a player or team to comply with all criteria for participation as established by the Executive Committee can lead to expulsion from the League, forfeit of all remaining games (for teams), forfeit of all League fees paid, and banishment from all League activities for the minimum length of one (1) year/season.

1.5 - The league Commissioner is responsible for enforcing all rules listed here, initiating policy and rule changes, executing directives of the Executive Committee, conducting all League meetings, coordinating all League activities, nominating Executive Committee members, conducting all administrative duties, appointing

committees as needed, delegating authority and responsibility for the execution of all necessary tasks for the conduct of the League, the regular season, the playoffs and other League activities. All other responsibilities are assigned at the discretion of the Executive Committee.

1.6 - Each team must be represented by a captain or alternate captain, of which at least one must be present at each of their team's scheduled games. Team captains are responsible for their team members and team supporters understanding all of the rules listed here. Any infractions against rules listed here will lead to appropriate penalties, including but not limited to Rule 1.4, against team captain(s) and/or player(s) and/or team(s).

1.7 - The League shall distribute a copy of the League Rules to each team prior to the start of the regular season. Rules shall also be available online via the league's website. Each team captain will be required to sign an acceptance letter upon receiving the League Rules. Failure by the team captain(s) to sign the letter of acceptance will not excuse a player or team from any rule infractions or violations.

II. Game Procedures

2.1 - Teams who arrive at the field to conduct meetings or practice prior to the first scheduled game of the day may use all vacant areas (including playing fields) provided they do not interfere with a League scheduled event or Park District activity.

2.2 - Each game shall begin at its scheduled time or ten (10) minutes following the game played immediately prior, whichever is later.

2.3 - Jersey Rule. Shirts must be worn at all times. All players who participate in League games must wear a uniform that is universally recognized as the uniform that officially represents the player's team. Jersey's are not required to carry a team name or logo, however, they should be of the same color and have a number that will allow them to be easily distinguished by the umpire and the opposing team. Uniforms must include at least one of, but will not be limited to the following: jerseys, t-shirts, and sweatshirts. Teams will be fined five (\$5.00) dollars for each player not wearing team uniform during a game. These rules may be waived on a per-player, per-game basis only by prior agreement of team captains, officiating umpire, and League official present.

2.4 - A forfeit game will result when a team is unable to field a starting team by the prescribed time whether it is by the League schedule or umpire discretion. The umpire will notify both teams' captains of time limits prior to the start or attempted

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start of games. Should both teams be unable to field starting teams, both teams shall receive forfeits for these games and be assessed a fine of twenty-five (\$25.00) dollars which will be drawn from the respective teams forfeit deposit. Any team that forfeits two (2) games over the course of a single season will also forfeit the remainder of that season's games by not being allowed to participate. A forfeit game will be recorded as a ten to zero (10-0) defeat for each forfeiting team.

2.5 - Games shall begin with the "Play Ball" call from the umpire and shall be played through at least seven (7) innings until a winner is decided or seventy-five (75) minutes after the game has started, whichever is first unless Rule 2.5 or 2.5A is put into effect. Extra innings will be played as necessitated by a tie score at the end of regulation.

2.6 – Mercy Rule; 20 after 3 innings and 10 after 5 innings. If after two and one-half (2 ½) innings are completed, and the home team is ahead by twenty (20) or more runs, the game shall end with the home team being declared the winner. After three (3) full innings with the visiting team ahead by twenty (20) or more runs at the end of the home half of an inning, the game shall end with the visiting team being declared the winner. After four and one-half (4 ½) innings are completed, and the home team is ahead by ten (10) or more runs, the game shall end with the home team being declared the winner. After five (5) full innings with the visiting team ahead by ten (10) or more runs at the end of the home half of an inning, the game shall end with the visiting team being declared the winner. Rule 2.6 will be in effect at all times including playoffs with the exception of the Championship Series. The mercy (slaughter) rule will not be enforced during the series.

2.6a - No "new" inning shall begin after the sixty-five (65) minute mark unless the score is tied. At this time, the current inning being played shall be considered the last inning.

2.7 - Games postponed or cancelled due to inclement weather or any other reason shall be made up at the discretion of the League Commissioner in accordance to what the League schedule and Park District will allow.

2.7a - Games will be considered official after four and one-half (4 ½) innings are completed. A game postponed due to inclement weather or any other reason prior to the completion of four and one-half (4 ½) innings shall be played in its entirety from the start at its rescheduled time regardless of the score or which team is ahead at the time of postponement. A game interrupted due to inclement weather or any other reason after four and one-half (4 ½) innings are completed will be an official game and the team ahead at the time of interruption will be declared the winner. Please note: statistics for non-official/postponed games will not count.

2.8 - Each team shall be responsible for keeping and updating the statistics of their respective teams. Teams must keep accurate records of the line-ups and corresponding changes, each player's turn at bat, all runs, all hits, types of hits, runs batted in, inning by inning scoring, and the final score. A team captain or a team delegate should forward this compiled information to the League by no later than Tuesday following that week's games. Failure to do so will result in individuals or teams not being eligible to win statistical awards. Teams that knowingly falsify results of games or performances of individual players shall be subject to a one hundred (\$100.00) dollar fine and penalties including, but not limited to Rule 1.4, as deemed necessary by the League Executive Committee.

2.8a - The League shall be responsible for keeping official statistics on all teams and players and shall also distribute or post such statistics in a timely manner. Statistics held by the League will be considered official. Statistics will only be tabulated for individuals playing on their own respective teams.

III. In Game Rules

3.1 - A team may begin a game with at least nine (9) players on the field. Although a maximum of ten (10) players may play in the field, up to thirteen (13) players may be entered into the batting line-up with the 11th, 12th, and 13th players being used as extra hitters (Designated Hitter). A team with nine (9) players at the start of a game may add one (1) eligible (roster) player during the game provided the team has not yet batted passed the 10th position in the batting line-up. A team with nine (9) players may not add any non-eligible players for the purpose of having ten (10) players on the field. That team must play with nine (9) players until an eligible player arrives provided that the team has not yet batted passed the 10th position in their batting line-up. Please note: the term eligible player refers to an individual who is on his respective team's roster when pertaining to Rule 3.1 or 3.1a and not overall League eligibility.

3.1a - A team must have at least seven (7) eligible players present on the field at the beginning of the game and be able to acquire at least two (2) non-roster players in order to avoid a forfeit. The team short of players, may choose no more than two (2) non-eligible players bringing their field total to nine (9), provided they are approved by the opposing team's captain. If the opposing team does not approve the players chosen or ten (10) minutes have elapsed following the umpire's notification, the team short of players will forfeit the game at the discretion of the opposing team, the umpire, and the League official present, Rule 2.3 will apply. A team starting a game with nine (9) eligible players may not add non-eligible players to increase their fielded amount to ten (10). This also stands for teams looking to insert non-eligible extra hitters. The non-eligible or non-roster player(s) individual statistics will not be valid;

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however, they will count toward the team statistics. If during the course of a game and roster or eligible player(s) arrive, those players must be inserted into the line-up immediately replacing the non-eligible player(s), they will then assume the same position in the batting order of the player(s) they will be replacing.

3.2 - A team starting a game with at least ten (10) players may insert an extra or “designated” hitter during a game provided the first batting position has not yet batted a second time. The extra hitter may be inserted no higher than the next available batting position that has not yet had a turn at bat.

3.3 - All players may be substituted for at any time during the course of a game by a player on the team roster but not currently active (on the bench). The substitute player must then assume the place in the batting order vacated by the player he is replacing and subsequently, the removed player may not re-enter until after one (1) complete inning following the inning in which he was replaced. A starting player and *his* substitute cannot be in the line-up at the same time. A substitute may be withdrawn from the game and re-entered once for another player after sitting out at least one (1) complete inning.

3.4 - Should a team lose a player due to injury or ejection and is unable to replace him with a player on the roster, the team may continue to play as long as the number of fielded players totals at least nine (9). However, each time that position in the batting order comes up, it will result in an out. Should a team only be able to field eight (8) players due to injury and injury only, then Rule 3.1a regarding non-eligible players shall be applied. Otherwise, as in a case of ejection, the game shall end at that point and a forfeit be declared against the team with eight (8) or less players and the rules regarding forfeit shall apply.

3.5 – Leading off or stealing of bases is not allowed.

3.6 - A baserunner may not disengage contact with the base he occupies until a pitched ball reaches home plate. If a baserunner does not maintain contact with the base until the pitched ball reaches home plate, he will be declared out by the umpire. A pitcher or catcher may attempt to pick-off a baserunner who is not in contact with a base following a pitched ball, but the baserunner may not advance on a pick-off attempt.

3.7 - The umpire’s knowledge and judgement of the strike zone shall be employed. Ball and strike calls may not be challenged by players or teams. Umpires may warn and/or eject a player at his/her discretion after a warning has been issued regarding the arguing of balls and strikes. The umpire’s decision is final and cannot be overturned by players or League officials.

3.8 - The batter will start with a “1 and 1” or “1 Ball – 1 Strike” pitch count.

3.9 - A foul ball will count as a strike against batter. A foul ball with two (2) strikes on the batter will count as a third strike and result in a strike out. The ball will be dead. No runner may advance on a foul third strike.

3.10 - Every pitch must be thrown underhand and attain a height of between six (6) and twelve (12) feet above the ground before the ball reaches the home plate.

3.10a – During Interleague play, the ‘Home’ team’s game rules will be employed. FSL has an unlimited arc rule on pitches.

3.11 - The ball can be pitched with spin as long as it is released below the hip, underhand.

3.12 - The pitcher must maintain contact with the pitching rubber as he begins his windup and releases the ball. Faking to deceive the batter or baserunner(s) is not allowed. Once the pitcher begins his windup, he must release the pitch otherwise an automatic ball will be called by the umpire.

3.13 - Any pitch that has been ruled illegal will be called a ball. However, a batter may still swing at his own risk.

3.14 - A batter must take a full swing at a pitch, no bunting is allowed.

3.15 – All appeals to the umpire during the course of the game should follow this procedure: Following the completion of a play, return the ball to the pitcher. The pitcher should then return to the mound area, call time out and state the appeal. An appeal or protest of a play cannot be made once the next pitch has been delivered.

3.16 – Collision Rule. A baserunner must avoid contact with a fielder who has the ball. The baserunner may slide or stand into the base so long as his actions avoid contact with the fielder. A baserunner who stands up at the base a makes contact with the fielder can be ruled automatically out for failing to avoid contact. A baserunner may not try to dislodge a ball in the possession of a fielder at any time during play. Such action may result in an automatic out and/or ejection if said action is deemed flagrant by the umpire.

3.17 - Any slide deemed flagrant by the umpire may result in a player’s ejection from that game. As a result, appropriate fines including, but not limited to Rule 1.4, and/or possible League suspension may be enforced.

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3.18 – Collision Rule. Fielders without the ball may not block the path of the baserunner. Doing so shall result in a baserunner advancing one (1) base with a warning issued to the fielder. A second violation by the same fielder in the same game shall result in an ejection from the game. If a fielder blocks a base without the ball, a baserunner may avoid contact and be ruled safe by the umpire.

3.19 - Fielders may not fake a tag or feign anticipation of a throw in order to induce a runner to slide. Penalties shall be the same as in rule 3.20.

3.20 - Fielders may not throw any equipment (i.e. glove, hat, bat, etc.) at any ball in the field of play. Doing so will result in the runner(s) advancing two (2) extra bases.

3.21 - There will be no infield or outfield warm-ups in between innings after the start of each game. Players are only allowed practice in the first inning. Pitchers will be allowed several warm-up tosses at the umpire's discretion.

3.22 - Any rules and regulations not covered here shall be covered by the most recent edition of the Official Rules of Softball by the Amateur Softball Association of America.

IV. Ground Rules and Tiebreakers

4.1 - The dimensions of the softball diamond are as follows:

a) Back of Home Plate to the middle of the Pitching Rubber	46 feet
b) Back of Home Plate to the middle of 2 nd Base	91 ft, 11in
c) Middle of 2 nd Base to the outside corner of 1st Base	65 feet
d) Middle of 2 nd Base to the outside corner of 3 rd Base	65 feet
e) Outside corner of 1 st Base to the outside corner of 3 rd Base	130 feet
f) Back of Home Plate to the middle of 1 st Base	65 feet
g) Back of Home Plate to the middle of 3 rd Base	65 feet

4.2 - Overthrows outside of foul lines allow baserunner(s) to advance one (1) base. If, at the discretion of the umpire, the baserunner was more than halfway in the progress of advancing toward the next base when the overthrow was committed, that base shall be awarded plus the next base. Overthrows outside of the foul lines may or may not be in the field of play. Such a determination is set at the discretion of the umpire. Umpires shall notify both teams of dead ball areas prior to the game.

4.3 - Overthrows inside the foul lines are within the field of play and the baserunners may attempt to advance as many bases as possible.

4.4 - Ground rule doubles will be determined at umpire discretion and shall be discussed prior to the game.

4.5 - Players are prohibited from wearing shoes with metal cleats or spikes, mounted or screw-in during any League sanctioned practice, exhibition, regular season, or playoff game(s).

4.6 - Each team is responsible for discarding trash and miscellaneous debris on their side of the field and in their dugout following games. Both teams are responsible for trash and debris that accumulates on the field during the course of a game. Failure to remove trash from the field will be categorized by a number of offenses. First offense will result in a League warning; second offense will result in a twenty-five (\$25.00) dollar fine; third offense will result in additional fines and/or disciplinary action from the League.

4.7 - All ground rules that apply to League games not covered here may be found in the most recent edition of the ASA softball rules.

4.8 – In the event of a tie between two (2) teams in the league standings, the outcome will be determined as follows:

- Head-to-head record
- Total run differential in head-to-head meetings
- Overall run differential
- Coin flip

4.8a – In the event of a tie between three (3) or more teams (all having identical records) in the league standings, the same system will be used to determine the outcome. If however a winner cannot be determined by head-to-head results, the following procedure would be employed:

- Total run differential in head-to-head games among teams tied
- Overall run differential
- Coin flip

V. Player/Team Conduct

5.1 - Each team roster may contain a maximum of twenty (20) players.

5.1a - Team rosters must be completely filled out and turned in to a League official by the prescribed date prior to each season. Player(s) who fail to do so will not be eligible to participate until complying with this League requirement. Team(s) who allows a player(s) to participate in League games prior to signing their team roster/waiver will be assessed a team fine of fifty (\$50.00) dollars and twenty-five

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(\$25.00) dollars for each player found to be in violation. Fines must be paid prior to the teams next regularly scheduled game or the forfeit rule will be enforced.

5.2 - Additional players may be added to rosters at any time prior to week three (3) of the regular season. This is not counting team games, but rather the number of weeks as depicted in the official CSL schedule. All player additions must be completed with League officials being notified prior the first game of week three. Players being added may not have been a member of any other CSL team in the current season. A player who leaves or is released by a team during the season will not be eligible to compete in CSL games until the next season of play begins. (Anti-waiver Rule) The team adding a player will be required to submit fifteen (\$15.00) dollars as a processing fee in addition to any other League fees that may apply.

5.3 - All players legally added to rosters before week two (2) (not 2 team games) of the regular season will be eligible for post-season play provided that the player in question has played in at least six (6) team games during the current season. Players who have qualified for post-season play in the previous season will automatically qualify provided that they are playing for the same team. Players changing teams will need to re-qualify by playing in at least six (6) regular season team games with their new team. Games played for other teams as a substitute does not count towards playoff eligibility. Any players added following week three (3) of the regular season must meet the games quota to be eligible for post-season competition.

5.4 - Player(s) must be able to provide proof of ethnicity upon the League's request within the time frame of one (1) week, failure to do so result in suspension and possible expulsion of the player(s) in question. Team(s) found intentionally breaking CSL Rule 1.1 shall be subject to a fine of five hundred (\$500.00) dollars and possible permanent expulsion from the league for the team captain(s). The League and/or the Chicago Park District reserve the right to deny participation of player(s) and/or teams(s) at any time regardless.

5.5 – No Altercation Rule. Fighting will NOT be tolerated. Any player(s) and/or team(s) involved in altercations on Chicago Park District property and/or League sanctioned events (i.e. practices, outings, ceremonies, banquets, games, etc.) will result in penalties under Rule 5.5a and 5.5b and possibly legal actions if deemed necessary by the Chicago Park District and the CSL. This rule encompasses all CSL members including: players from opposing teams along with teammates.

5.5a - No player shall at any time lay a hand upon, push, shove, strike, kick, spit, or threaten the health of an umpire(s), League official(s), player(s), park patron(s), Chicago Park District official(s), or anyone else otherwise affiliated with the League.

Violation of this rule constitutes an automatic suspension of the individual(s) involved for the remainder of the current season and possibly future seasons. This rule will be in effect for any type of physical contact or threat, inadvertent or not, with or without malice.

5.5b - Any threats or actions taken "off the field" as a result of any League activities (practices, games, outings, etc.) as deemed relevant by the League and Chicago Park District constitutes permanent expulsion from the League along with notification of proper authorities as deemed necessary by the League and all other parties involved. Any incidents involving player(s) and/or team(s) on Chicago Park District property regardless of whether relating to an "on" or "off the field" matter will be dealt with by the League, Chicago Park District, and proper authorities.

5.6 - No player may use unnecessary rough tactics over the course of a game against an opposing player nor shall he strike an opposing player(s). Violation of this constitutes an automatic ejection of the individual(s) involved for the remainder of the current season and possibly future seasons. Retaliation by teams for such behavior is also covered by this rule. If more than one (1) player from the same team is involved in the same altercation, the entire team may be subject to suspension, forfeiture of future games, suspension for the remainder of the current season and possibly future seasons if deemed necessary by the League.

5.6a - Any player leaving the bench/dugout during an altercation will receive an automatic one (1) game suspension along with a fifty (\$50.00) dollar fine.

5.7 - Any player(s) and/or team(s) ejected or suspended must leave the premises of the park immediately. Failure to comply will result in suspension for the remainder of the current season and possibly future seasons if deemed necessary by the League and Chicago Park District.

5.8 - No player(s) may use vulgar language or verbally threaten any League official(s), umpire(s), player(s), or park patron(s) regardless. The umpire and/or League official present will issue a warning to the individual(s) or team captain(s), a second warning constitutes the following: automatic ejection from the current game for the player(s) and team captain(s); suspension from the next regularly scheduled game for the player(s) and captain(s); possible suspension for the remainder of the current season for the player(s) and team captain(s) along with other actions to be taken as deemed necessary by the League.

5.9 - Players may not jeer or insult player(s) on opposing teams in ways deemed to be rude or vulgar. Any violation may lead to the same penalties as stated in Rule 5.8.

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5.10 - Players are not to challenge an umpire's ruling based upon judgement on the field during the course of the game. Judgement (eg: safe/out, ball/strike, fair/foul) calls cannot be protested and once made are final. Only calls that directly challenge a rule in accordance to the CSL/ASA rulebook can be brought before the CSL for review. All protests regarding events taking place over the course of a game must be filed in writing with the League by 11:00 pm on the day of the occurrence. Officially submitted protests will be reviewed by the League Executive Committee for resolution. The League Executive Committee's decision for resolution will be final.

VI. Legal/Banned Equipment

6.1 – Based on ASA/ISA Rules, the bats listed below have been banned for use in any league sanctioned CSL game(s). Some of the bats listed will be eligible for a retrofit modification by the manufacturer. These bats will have a re-certification sticker/markings displayed on the bat. The CSL will adhere to current ASA, USSSA bat regulations.

***Please Note: Worth and DeMarini bats that are pre-2000 models are LEGAL – these can be identified by the absence of the ASA 2000 certification logo.**

6.2 – A player bringing an illegal bat to the plate will result in that player being called out. A player using an illegal bat will be ejected from the game.

6.3 - If a player uses an illegal bat and the bat in question is deemed illegal before the first pitch to the next batter, the batter will be considered out and the baserunner(s), if any, must return to his/their original base provided that the call did not result in the third out of the inning. The umpire may declare a bat illegal at any time, with or without a protest from the opposing team.

VII. Suspensions, Fines, and Fees

7.1 - Any fine imposed by the League on an individual or team will be due prior to the start of the individual(s) or team(s) next regularly scheduled game. The fine must be handed to the League official present before game time. The League official shall then notify the opposing team's captain and the umpire that the individual(s) or team has reconciled the fine and is eligible to participate in League activities.

7.2 - The following are mandatory penalties and fines for infractions involving player conduct:

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| a) Ejection from a League sanctioned game | 1 game suspension |
| b) Leaving the bench/dugout during an altercation | 1 game suspension |

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|---|--------------------------|
| c) Pushing, shoving, etc. of a player(s) | 5 game suspension |
| d) Striking or in the act of striking a player(s) regardless of contact | League Expulsion |

The umpire and League official present will determine the actions of those individuals involved in the altercation.

7.3 – The following list shows the mandatory fines and fees as they correspond to various league infractions:

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| a) Team forfeit, Rule 2.4 | \$25.00 |
| b) Falsifying information (i.e. player statistics), Rule 2.8 | \$100.00 |
| c) Jersey Rule infraction, Rule 2.3 | \$5.00 |
| d) Incomplete roster forms, Rule 5.1a - Team | \$50.00 |
| e) Incomplete roster forms, Rule 5.1a – Individual | \$25.00 |
| f) Addition of players after week three deadline, Rule 5.2 | \$15.00 |
| g) Intentional Rule 1.1 infraction, Rule 5.4 | \$500.00 |
| h) Leaving the bench/dugout during altercation, Rule 5.6a | \$50.00 |
| i) Replacement of lost scorebook | \$15.00 |
| j) Failure to remove debris or trash left by team, Rule 4.6 | \$25.00 |