

BAJA CATINO LEAGUE 2015 RULES

Preface: In order to clarify and govern the conduct of Catino League play, this addendum is published. BAJA has and will continue to follow ASA rules for the 2015 season. Any rule not contained in this addendum will be ruled in accordance with the 2014 ASA Rulebook. BAJA exceptions to the 2014 ASA rulebook are as follows:

A. **Playing Fields:**

1. **Dimensions:** Our fields meet the specifications of an ASA field other than our 275 ft. fence distance.
2. **Batting Mats:** The artificial turf mats purchased will be used as batter's boxes for all games.
3. **Batter's Box:** The batter's boxes marked on the mats are not ASA dimensions. BAJA will use the established box dimensions on the mats. A batter will be considered out of the batter's box and therefore called out when a foot is completely off the mat or completely over the interior/exterior white lines when the ball is struck.
4. **Alternate Bases:** Alternate bases will be used at both first base and home plate.
 - a. **First Base:** A batter will be called out if there is a play at first base and he fails to run to the Alternate base. The Alternate base will be placed 2 ft. outside first base and even with the 2nd baseline.
 - b. **Home:** BAJA will use a home line during the games. A line is placed in line with the front left corner of home plate extending to the 3rd base side fence and parallel to the first base line. This line will represent home plate. This line will be used at all times. A runner must have a foot in contact with the ground on or beyond the line prior to the catcher touching home plate in order to score. If a player running home touches the home plate on the mat, he/she will be called out and the run does not count. The catcher must be touching the original home plate and catch the ball before the runner touches the line to make an out. Under no circumstances is the catcher to tag the runner once the runner has crossed the "Commitment Line" between 3rd and Home.
5. **Base Distance:** Bases will be 65 ft. apart vice the current ASA standard of 70 ft.
6. **OutField:** A line will be placed 160 ft. from home plate across the entire outfield. At the time of the pitch, the four Outfielders are NOT permitted to be between that line and home plate until the ball is hit. Violation of this rule will result in the batter/runner is awarded one base and all forced runners will move forward accordingly.

B. **Equipment:**

1. **Ball:** BAJA will not use the current approved ASA softball. Instead we will continue to use the 44/375 ball for male batters under 80 years of age. Women, and men whose 80th birthday occurs in or before 2015, will use the 47/450 (blue thread) ball.
2. **Bats:** Bats that are banned by ASA are automatically banned from the League. Bats with cracks, flat spots, rattles etc. will not be used. EXCEPTION: Women, and men whose 75th

birthday occurs in or before 2015, may use any bat in proper condition. Use of illegal bats will be dealt with by the Commissioner using ASA rules.

3. **Gloves:** There are no glove restrictions.
4. **Pitching Screen:** A pitching screen will be used in all Catino League games unless, both pitchers agree not to use it. At any time during the course of the game, when any pitcher in the game wants the screen; it will be put up and used by both pitchers for the remainder of the game. A 5 ft. line will be marked on the field in front of, centered and perpendicular to the pitching rubber. The pitching screen base (box portion) must touch that line at all times. Pitchers may only move the screen prior to their first pitch of each inning.
5. **Pitcher Face Mask: An ASA/SSUSA approved face mask will be worn by pitchers when the pitching screen is NOT in use.**

C. **Rosters/Lineup:**

1. **Accountability:** Managers are responsible for the Roster and Lineup. Failure to comply with the rules set forth will result in forfeiture of that game *whether appealed by the opposing manager or not*.
2. **Playing Time:** All players in attendance and in uniform will be placed in the batting line-up. All players in attendance and in uniform will play in the field a minimum of 7 innings per double-header. The only exceptions are a Designated Hitter(s) (see 3 below) or a player in the lineup removed early due to injury or personal issue (see 4 below). Being named a DH will be considered four innings of field play for the 7 inning requirement.
3. **Designated Hitter (DH):** Prior to the game, managers may designate one player (two players when 14 or more players are present) to be named the DH(s). The team must have at least 12 players in the lineup, and the DH **MAY NOT** play the field unless the lineup drops below 11 players or a player is injured. **No player may be designated a DH in consecutive games except when approved by a commissioner prior to the game.** Courtesy Runner rules apply (see D5).
4. **League Designated Hitters:** Prior to the start of the season, the Commissioner will designate players as a League Designated Hitter. A LDH may only play the field to prevent his/her team from forfeiting the game. A LDH does not count as DH in the line-up, and has no field play requirement.
5. **Injured Player:** If a player is injured during the game and cannot continue, or has to leave the game for ANY legitimate reason, he/she is simply removed from the lineup without any penalty. If this causes the lineup to drop below 8 players, the Forfeit Rule (see 5 below) applies.
6. **Forfeit Rule:** Teams with only seven players in the batting lineup will forfeit. A short-handed team (9 or 10 players) may elect, but is not required to borrow a catcher. Any Catino League softball player may catch. The borrowed catcher will not be placed in the batting lineup and will only play that position. No out will be recorded each time the borrowed catcher is due to bat. If the team is still playing short players, only one out per rotation through the line-up will be recorded no matter how many gapped lineup spots are present.

7. **Waivers: MANAGERS MAY NOT WAIVE THESE RULES!** If a forfeit situation occurs, scores of 7 to 0 will be recorded for league standings. Managers may agree to use the field time to play a pick-up game or scrimmage. These pick-up games will have no effect on league standings.
8. **Player Pool/Substitutes:** The Catino League **WILL ATTEMPT** to create a Player Pool of replacement players to fill gaps in a team's roster due to injury or personal issue. All Pool Players will be assigned a draft round rating based on skill level. This will be done by the Commissioner and the Commissioner Advisory Board with the Commissioner settling all disputes. A manager may petition the Commissioner to draw from the Player Pool to replace a player off the roster for an extended period of time (one week or more). The player chosen will have a comparable (one up/one down) draft round rating as the one being replaced (i.e. a 6th round draft choice may be replaced by a pool player with a 5th, 6th, or 7th draft round rating). If there is no appropriate Pool Player available, the manager may elect to draw a lower rated player. The replaced player may elect to resume his spot on the roster at any time. When this occurs, the Pool Player will be returned to the pool. A substitute player may only enter the game when there is no other rostered player available.

D. Conduct of Play:

1. **Time Limit:** Double Headers will begin at 9:30 a.m. and 1:00 p.m. If no extra innings occur, no inning will be started after 12:45 p.m. The last inning starting prior to 12:45 p.m. will be announced as an "open inning" by the umpire. There are no time restrictions set for the afternoon games. If a tie exists after the open inning, one inning will be played utilizing the international tie breaker. If the tie still exists after the extra inning the game will be recorded in the standings as a tie.
2. **Playing the Field:** Managers will play 11 players in the field. How that player is utilized is the manager's discretion.
3. **Batting:** A batter, before entering the batter's box, will announce to the pitcher which ball he is eligible for. If there is any question, the pitcher will ascertain which ball is to be used. If the wrong ball is put into play, the play will stand and the game will move on.
4. **Batting Count:** All players will begin each at bat with a 0 ball and 0 strike count. The Commissioner reserves the right to change the starting batting count to 1 ball/1 strike if he sees a trend of slow or lengthy games.
5. **Pitching:** Pitches will be within current ASA Slow Pitch standards. Pitches will **no longer** be thrown over the pitching screen but must go around it. The pitching screen may be moved by the pitcher as long as it prescribes to the placement covered in section B.4. of these rules.
6. **Warm-ups:** At the start of the game, a pitcher is given five warm-up pitches. Each infielder may take 2 balls from the first baseman. **Between innings, pitchers get one pitch and fielders one throw.** A pitcher in relief may elect to be given 5 warm-up pitches. A fielder in relief gets 2 throws.
7. **Slow Play:** Umpires will be encouraged to keep the games moving. Conferences whether offensive or defensive will be kept at a minimum and will not exceed ASA rules. Umpires, at their discretion will issue balls or strikes as appropriate.

8. **Courtesy Runners:** Any player on the Courtesy Runner list or with an artificial joint below the waist may elect to have a Courtesy Runner from home plate. The Courtesy Runner list will be established before the draft and given to the managers. A player may petition the Commissioner to be added to the list for special medical/health reasons prior to a game. **NO OTHER PLAYERS ARE ELIGIBLE FOR COURTESY RUNNERS FROM HOME.** Other rules regarding Courtesy Runners are:
 - a. A Courtesy Runner may only run once per inning.
 - b. A Courtesy Runner may not be granted a Courtesy Runner. Exception: when a courtesy runners time at bat comes while he/she is on base.
 - c. If a Courtesy Runner is on base when his/her turn to bat comes up, the Courtesy Runner will be removed from the base, a replacement runner will be placed on base, and the Courtesy Runner will bat his turn without penalty.
9. **High Wind Situations:** Managers may agree prior to or during any game where high winds are present, to not call balls.
10. **Official Protests/Appeals:** Notification of an official protest or appeal must be made to the umpire as per ASA rules. Appeals will be adjudicated immediately by the umpire. It will be the umpire's responsibility to notify the Commissioner or Deputy Commissioner of the protest for adjudication. The Commissioner or Deputy Commissioner will recuse themselves in any situation that may be perceived as a conflict of interest for them. Since the two are in different leagues, the non-affected commissioner will resolve the issue.
11. **Unsportsmanlike Conduct:** The umpire is authorized at their discretion to warn or eject any player who exhibits bad conduct. The Commissioner reserves the right to impose a more serious penalty when a non-ASA certified umpire is presiding over the game. This overruling includes, but is not limited to, ejecting a player with habitual misconduct for additional games. Any fan exhibiting bad conduct will be reported to the Commissioner for resolution.
12. **Umpire Selection.** During the season, any person who attends the BAJA Umpire Clinic or is a certified ASA umpire may umpire a game. Umpires will be assigned games by the Chief Umpire. Managers may NOT waive these assignments. During the End of Season Tourney, the Commissioner and Chief Umpire will assign umpires.
13. **Scoring:** Managers may designate anyone their scorekeeper. The home team book will be the official book for that game. If the home team cannot keep a complete scoring record for both teams, the visiting team's book will become the official book if it maintains a complete scoring record. If neither team can keep a complete scoring record, the umpire is the official scorer. He may consult with either or both books at his discretion.
14. **Rain outs/Make-up Games:** No regular season game will be made up if cancelled. If at the end of the regular season, a tie in the standings exists, a one game play-off will be played on the first day of the Tournament between the tied teams. The winner will be declared season winner and first seed for the tournament.
15. **Manager Selection.** During the summer and fall leading up to the season, the Commissioner will select the Managers for both leagues. Managers will be required to attend a brief Manager's Clinic to review rules, guidelines and tips for managing.

16. Waiver: Except where specifically stated, **NO ASA OR BAJA RULE IN AFFECT WILL BE WAIVED WITHOUT CONSULTATION WITH THE COMMISSIONER.**