

New Rules 2026

1. Removing strike mat from league play
2. Enforcement of players wearing same colors Penalty: warning, not being able to play in game
3. Penalties for repeated violations of unrostered players first offense already designated, 2nd offense within 5 years: manager ineligible for playoffs/player ineligible for playoffs
4. Penalties and wording for saturday field work
5. ADA runner rule: can be anyone on roster that has not been used as a courtesy or pitcher runner in the current inning

UMPIRE CHEAT SHEET FOR LEAGUE SPECIFIC RULES:

Please be aware that not all players use she/her/hers pronouns. Use player numbers, position on the field, or name on jersey to speak to players

- ◆ Courtesy Runner rule: Any eligible player on the official line-up, including available substitutes, may be used as a courtesy runner. A courtesy runner may be used only once per inning.
- ◆ Pitcher Runner rule: Any eligible player on the official line-up card, including available substitutes, may be used as a pitcher runner. The pitcher can receive a runner multiple times within an inning but within an inning, the runner must be the same person. This is not a required runner.
- ◆ ADA runner rule: Any eligible player on the official line-up, including available substitutes, may be used as an ADA runner. The ADA receives a runner multiple times within an inning but within an inning, the runner must be the same person. This is a required runner.
 - ADA players must be denoted on lineup with an asterisk
 - ADA players needing runners cannot advance past first base on a batted ball
- ◆ NOTE: Runners listed above: Courtesy, Pitcher, and ADA cannot be the same runner in an inning. Each use must be a different player listed on the line-up card.
- ◆ NOTE: Runner listed above: If a runner on base when it is their turn at bat will be an automatic out.
- ◆ Batters Box: We do not have a specific batters box marked. This means that the batter's box is at your discretion.
 - Batter does not have at least one foot even or behind plate at time of contact
 - Batter steps on top of or directly in front of plate
- ◆ Foul Tip rules: There is a courtesy foul. Please announce this as the courtesy foul to avoid confusion during the game.
- ◆ Mercy Rule: (Home team does not bat if they have these leads.)
 - 3rd inning: 20 or more runs at the completion
 - 4th inning: 15 or more runs at the completion
 - 5th inning: 10 or more runs at the completion
 - C and D Divisions: 12 run max per inning
- ◆ Regular season can end in a tie if all of the following conditions are met:
 - Time has expired
 - Inning is completed (Must complete inning even if time expires during inning)
 - Score is tied
- ◆ Substitution rule: If both managers agree, a team with only seven (7) players at "forfeit time" may utilize a player from a different team in the league to make eight (8) players and avoid a forfeit.
 - The manager must inform the other team of the substitute and mark on the lineup card the player with their primary team.
 - That player **must be from the same division or a division lower** as the teams in the game.
 - If a rostered player arrives during the game, the rostered player will replace the non-rostered player in the line-up. The non-rostered player is no longer eligible to play in that game.
 - Managers may ask the opposing team to field a 9th or 10th player. The opposing team has the right of refusal.
- ◆ No new inning after 55 minutes of game time
- ◆ 9AM games home team players should set up the field. If the field is not set up on time, the clock starts at 9AM and they lose game time (unless weather related)
- ◆ Last games of the day: Away team tears down the field and puts bases and equipment in bags and bins
- ◆ **Sitting Water on field:** In the case that there is sitting water on the field
 - If the ball enters an area of water or unstable footing and does not exit, the ball will be ruled dead. Bases will be awarded at the umpires discretion
 - If the ball enters an area of water or unstable footing and exits out of the area, the ball is live
- ◆ Bats must have an USA or ASA stamp to be legal
- ◆ On a close play, it is up to the runner to avoid excessive contact. If there is no play, the fielder must get out of the way of the runner.
- ◆ There is no penalty for vacant lineup spots for teams playing with less than 10.

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I. 2026 CMSA Women's + League Softball Board

Commissioner – Katrina Cook katrina.cook@chicagomsa.org

Assistant Commissioners – Melissa Weaver melissa.weaver@chicagomsa.org

Social – Katie Bernabei katie.bernabei@chicagomsa.org

Secretary – Cat Michels catherine.michels@chicagomsa.org

Treasurer – Cat Michels catherine.michels@chicagomsa.org

Director of Fields and Equipment – Devynn Galvin devynn.galvin@chicagomsa.org

Umpire In Chief (UIC) - Katrina Cook katrina.cook@chicagomsa.org

Equipment Managers: Angelique and Anita Whiteside

ASANA Delegate: Cat Michels catherine.michels@chicagomsa.org

At Large Members: Linden Amberg, Nicole Milano, Rosie Glaser, Caro Oates

Committees:

Other Key League Information

CMSA Softball Website: [CMSA Registration Website](#)

Rain-Out System: Managers will get an email and a chat notification on our GroupMe chat
An email will be sent out through LeagueApps Email & Text system
(Some players have disabled emails from LeagueApps)
Post will also be made on league's social media pages

I. General Rules

Associations and Rule Book

- **USA Rules:** ASANA and USA rules will apply unless the CMSA Women's + League Softball Rules conflict with the ASANA and USA Rules in which case the local rule will supersede the USA rule.
Rule Application in order:
 - a. CMSA Women's + League
 - b. ASANA
 - c. USA Softball
- **Rules:** It is the COMPLETE responsibility of the MANAGER/TEAM CAPTAIN of each team to be sure that their players are fully aware of ALL rules and guidelines of CMSA and CMSA Women's + League Softball.
- **CMSA Membership:** All players appearing on a team's roster and all team participants (including managers, coaches, and base coaches) must be members in good standing, with all dues paid, of CMSA. All players that take one of ten playing positions on the field or bat in the lineup must be a member in good standing, with all dues paid, of CMSA Women's + League Softball before a player steps onto the field or into the batter's box. Any team that plays a game with a non-member will forfeit that game as soon as the infraction is noticed, during the game or any time thereafter. If a team loses a game in which an infraction on their part is later discovered, that team will then forfeit its most recent regular-season winning game. In addition, any team that allows a non-member to participate in a league event as a player, manager, coach or base coach will be fined \$25.00. The manager of that team will also ensure that the non-member becomes a CMSA member before that person participates in future league events.
 - A. In the event that the same manager has a non-member on their lineup within 5 years of the previous incident, the manager will become ineligible to participate in playoffs in the given year.
 - B. In the event that the same player is list on lineups without signing up within 5 years of the previous incident, the player will become ineligible to participate in playoffs in the given year.
- **Voting:** Manager votes will be decided by a majority of those present. In the case of a tie, the Commissioner will cast the deciding vote.
- **Videotaping:** Videotaping of any CMSA game is prohibited without the prior written approval of the CMSA Women's + League Softball Board and the written consent of the teams participating in the game that is the subject of the request as well as any other persons who may be taped.

Game Time, Forfeits, Eligibility

- **Time Limit:** A 60 minute time limit will be applied in all regular season games. No new inning may begin after 55 minutes have elapsed in a game.
Any inning started before the time limit has expired will be completed. If the home team is ahead, the bottom of the inning is not played.
The game clock will be suspended only for the following reasons:
 - A. Treatment of injury to a player on the field.
 - B. Suspension of play due to bad weather.No on-field conferences of players or coaches will be permitted during the last 10 minutes of the time limit.
No defensive warmups after the first inning.
- **Forfeits:** Teams may forfeit three games during the season, occurring over a minimum of two weeks, as long as they inform the Commissioner or Assistant Commissioner by 5:00 PM the Friday before the scheduled game time. A team forfeiting a fourth game (2 Sunday's worth of games) during the regular season will be dropped from the regular season and playoffs regardless of whether they have given advance notice or not. A team in danger of forfeit may apply to the Commissioner for permission to drop players who fail to appear and recruit permanent replacements. This permission is at the Commissioner's discretion and must be secured before 5:00 PM the Friday before the scheduled game time. Dropped players are ineligible to play on the team from which they were dropped for the remainder of the season. Should a team forfeit out of the league, its record will revert to 0-0/win-loss. All other teams'

records affected by the forfeiting team will be adjusted accordingly. Teams subsequently scheduled to play the forfeited team will be issued a bye with its final roster considered as signed in for the game. If a team should forfeit a game and the game is subsequently "Rained Out" and rescheduled, the forfeit is considered void and the game will be played at its new date and time. Forfeits will be entered into leagues apps as a score of 1-0.

- **Dispersal Draft:** For those players on a team that has forfeited out of a league wishing to continue playing for the duration of the season, including playoffs, a dispersal draft will be implemented. Each player interested in continuing will enter the draft, and possibly, be picked up by another team, in the following manner:
 - A. The team with the worst win/loss record within the disbanding team's division will choose one player from all the names listed. The team with the next worst record within the disbanded team's division will choose next, and so on, until there are no more players listed, or until all teams in that division have been afforded the opportunity to draft one player. If additional players remain from the disbanded team, the teams in that division will have the opportunity to draft additional players in the same order as in the first round of the draft. If players remain after all teams in the affected division have had the opportunity to choose additional players and the teams in that division do not want to draft any more players, the teams in the division below that division may pick up disbanded players in the same manner starting with the last place team in that division and moving up the standings. This procedure will continue until no players remain.
 - B. Teams are not obligated to participate in the draft.
 - C. Teams that do participate in the draft are still eligible to participate in playoffs
 - D. Teams may only make selections if they have roster openings.
 - E. Teams may not "trade" or otherwise transfer their position in the draft.
 - F. Any team adding disbanded players to its roster must maintain its ASANA rating regarding its declared division.
 - G. A dispersal draft cannot occur within the last two weeks of the regular season.
- **Forfeit Time:** Forfeit time is game time plus five minutes. Game time will be defined as either the scheduled game time or five minutes following the end of the previous game, as determined by an official umpire. A team forfeiting a game, for any reason, will be assessed a fine of \$50.00 per game forfeited unless the team has notified the Commissioner or Assistant Commissioner by 5:00 PM the Friday before the scheduled game time. All fines must be paid to the W+SL treasurer. If there is a double forfeit, both teams will be assessed the \$50.00 fine.
- **To Avoid a Forfeit:** If both managers agree, a team with only seven (7) players at "forfeit time" may utilize a player from a different team in the league to make eight (8) players and avoid a forfeit. That player must be from the same division as the teams in the game. If a rostered player arrives during the game, the rostered player will replace the non-rostered player in the line-up. The non-rostered player is no longer eligible to play in that game. The game will count towards the official season standings.
- **Dual Rostered Players Eligibility:** The number of players on a team's roster is not limited. A player may occupy a spot on only two team rosters at any time and may only play for the teams on whose roster the player appears. A player may not occupy a spot on two team rosters within the same division unless the divisions have been recently combined. In which case, a player may occupy a spot on two rosters within the same division for the one year period following the combining of the divisions. After that one year period, if the teams remain in the same division, the player may only occupy a spot on one roster within the same division. A lower division team may have no more than two upper division players from the current year's rosters as defined below:
 - Division B: Maximum of two Division A players are allowed on the roster
 - Division C: Maximum of two Division B players are allowed on the roster; No Division A players allowed on roster
 - Division D: Maximum of two Division C players are allowed on the roster; No Division A or B players allowed on roster
- **Roster Limits:** There is no limit on the number of players rostered per team.
- **Heterosexual Players:** The CMSA Women's + League Softball imposes no limitation on the number of heterosexual players on a team roster.

- **Injured Players:** If a player has a season ending injury, you are allowed to replace that person on your roster. The new player must be a member of CMSA. The injured player is removed from your roster and will not be eligible to play the remainder of the year. Managers must inform the commissioner of the switch and it must be completed in Leagueapps before the new player can participate.

II. FIELD GROUND RULES

Lineups, Substitutions, Injuries

6. **PLAYER LIMITS TO START AND PLAY A GAME**

- A. Teams must have 8 players to start the game. A team starting with 8 players will not be penalized via an automatic out for the vacant 9th, 10th, 11th and 12th positions. A 9th and 10th player may be added at any time during the course of the game, but must bat in the 9th and 10th positions. A team that began the game with less than 10 players may not fill the 11th and 12th positions once they have batted through their line-up one time.
- B. Teams may bat 10, 11 or 12 players and must fill all batting places throughout the game. If a team loses a player due to injury, or any other reason and cannot substitute, that player's spot shall be an automatic out each time it is their turn at bat. If a team walks the batter (intentionally or otherwise) before the automatic out WITH TWO OUTS in the inning, the automatic out is bypassed and the next regular batter bats.
- C. Substitution rule: If both managers agree, a team with only seven (7) players at "forfeit time" may utilize a player from a different team in the league to make eight (8) players and avoid a forfeit. If a team does not have at least 7 rostered players present for the game, borrowing is not an option and the game is a forfeit.
 1. The manager must inform the other team of the substitute and mark on the lineup card the player with their primary team.
 2. That player **must be from the same division or a division lower** as the teams in the game.
 3. If a rostered player arrives during the game, the rostered player will replace the non-rostered player in the line-up. The non-rostered player is no longer eligible to play in that game.
 4. Managers may ask the opposing team to field a 9th or 10th player. The opposing team has the right of refusal.
- D. Extra hitter(s) may go into the field to play a defensive position, but must continue batting in their same position.
- E. Players must be listed in the line-up prior to entering the game. Substitute players must be listed in the substitute portion of the lineup card. To enter a substitute into the game, the Umpire and Opposing Manager must be notified before the player enters the game. If a player arrives after the start of the game, the player may be added without penalty to the line-up by notifying the Umpire/Opposing Manager if the previous rules are followed.

7. **Extra Players:** Teams may bat a maximum of 12 players.

8. **RE-ENTRY RULE:** A substitute may enter for a starter and bat in that position and field in any position. If the starter re-enters the game, they must re-enter for the substitute and bat in their original position. They may field any position in the field. Each player may enter the game two (2) times.

9. **Wording: Injured Player/Game:** If a team is playing with a signed-in roster of 10 players and a player is injured during the game, the injured player, after being removed due to injury, may re-enter the game once in the same spot in the batting order, but only if another rostered player is not available at the time.

Baserunning

- Courtesy Runner rule: Any eligible player on the official line-up, including available substitutes, may be used as a courtesy runner. A courtesy runner may be used only once per inning.
- Pitcher Runner rule: Any eligible player on the official line-up card, including available substitutes, may be used as a pitcher runner. The pitcher can receive a runner multiple times within an inning but within an inning, the runner must be the same person. This is not a required runner.
- ADA runner rule: Any eligible player on the official line-up, including available substitutes, may be used as an ADA runner. The ADA receives a runner multiple times within an inning but within an inning, the runner must be the same person. This is a required runner.
 - ◆ This is a required runner
 - ◆ ADA players must be denoted on lineup with an asterisk
 - ◆ ADA players needing runners cannot advance past first base on a batted ball
- NOTE: Runners listed above: Courtesy, Pitcher, and ADA cannot be the same runner in an inning. Each use must be a different player listed on the line-up card.
- NOTE: Runner listed above: If a runner on base when it is their turn at bat will be an automatic out.

10. **No Contact Rule:** When a runner is approaching any base or home plate where a play (i.e. a ball either in the fielder's possession or in flight to said fielder) is involved, the runner must slide or avoid initiating solid contact with the defensive fielder. If the runner fails to slide or fails to avoid initiating solid or excessive contact with the fielder, the runner is out. Be aware that the rule is excessive contact, not any contact. The purpose of this rule is to protect the safety of the fielder. However, the runner shall not be deemed to have initiated contact if the fielder stands in the base path without there being a "play," steps into the path of the runner to field an errant throw, or attempts to field a thrown ball not at or near a base. This decision is in the sole discretion of the umpire. In the case of excessive contact, the runner is called out, the ball is dead and base runners return to the base last crossed before the play.

11. **Obstruction and Interference:**

- a. If a runner purposely attempts to obstruct a fielder from making a play by running, stopping or waving arms in a manner to affect the players fielding opportunity, the runner is declared out, a dead ball is declared and runners return to their bases last crossed. In the case of a possible double play, the runner at the completion of the play is also called out.
- b. If a fielder who is not attempting to field a batted ball interferes with a runner running the bases, obstruction is called. If the runner, after advancing as far as possible, has not reached the base the player would have reached without this obstruction, the umpire shall declare the ball dead by calling "time" and award the runner the bases they would have reached. This play is most common when a runner is rounding first base and the first baseman fails to get out of the way after going to the base for a possible play.
- c. A double first base will be used in order to reduce the risk of injury at the first base position. The outside base will be demarcated in orange and will be used by the runner running through the base and not attempting to round first to get to second. If the runner is running around first base to second, it is acceptable to touch the inside first base. It is the umpire's judgment when an infraction occurs in following the double first base rule. The main issue to remember is that the intent of the double first base is to avoid risk of injury and interference. Exception: It is expected that the runner will avoid contact with the first basemen when there is a play at first base. If touching the inside base will avoid contact, then the runner should follow the No Contact Rule and do what the player needs to avoid contact, including touching the inside first base.

Game and Inning Ending Rules

12. **Mercy Rule.** USA RULE 5.9.A.3

Completion of the inning or half inning if the team in the lead is the home team

3rd Inning (2 ½ if home team): 20 runs

4th Inning (3 ½ if home team): 15 runs

5th Inning or after (4 ½ or 5 ½ if home team): 10 runs

13. **Inning Run Limit**

In the C and D Division, a maximum of 12 runs can be scored in an inning by a team that begins its turn at bat with a leading score. Once the 12th run has been scored, their turn at bat will be over and the opposing team will begin its turn at bat.

14. **Tie Breaker Rule (Playoffs).** If a game is tied after 7 innings or after the time limit has expired, the International Tie-breaker will be used to break the tie: the batter in the lineup immediately preceding the first batter in the next inning will be placed at second base and innings will be played until a team is leading at the end of a full inning.

15. **Tie Rule (Regular Season).** A regular season game may end in a tie. If a game is tied after 7 innings and there is time remaining, the International Tie-breaker will be used to break the tie: the batter in the lineup immediately preceding the first batter in the next inning will be placed at second base. The game will continue until time runs out. At that point, the current inning will be completed.

*Regular season games can end in a tie. If the game is tied at the end of an inning and there is no time remaining on the clock, then the game will end as a tie.

Divisions, Games, Standings

16. **Division Standings.** In the case of any ties, division standings will be determined as follows (in descending priority):

- i. Head-to-head record
- ii. Run differential
- iii. Coin Flip

17. **Division Make-Up.** Prior to the beginning of each season, teams state at what level of play they competed during the prior season and whether a move between divisions is going to be made. The prior season standings and results of the League Playoffs and Championship will be considered by the CMSA Women's + League Softball Board to determine if such a move is appropriate. In addition, if a team clearly belongs in a division higher or lower than where it was stated to be placed, the CMSA Women's + League Softball Board reserves the right to move a team up or down to the appropriate division. This type of decision will be based upon consultation between the Board and the team captain and team performance through the prior season and prior season League Playoffs and Championship will be taken into consideration. A change of division may occur when it is found at any point during the season.

Field Specific Rule

18. **Out Of Play**

- a. The area that is designated as out of play, generally the backstop extended, will be marked off with orange cones. Managers and umpires will be responsible for keeping players and spectators from this area.
- b. USA Rule 8.2.N and 5.L: When there is spectator interference with any fair batted ball, the ball is dead at the moment of interference. The umpire shall award bases that in the umpire's judgment the runner or runners would have reached had there been no interference.
- c. If a fielder is in possession of a live ball and carries the ball out of play, all runners advance one base from the base last crossed when the fielder went out of play. A fair ball that deflects off a defensive player and goes out of play results in all runners advancing one base from the base last crossed before the ball went out of play.
- d. If a batted ball hits any obstacle on the playing field, i.e., base, pitcher mound, manhole, debris or umpire, the ball is live and runners advance at their own risk. If any fielder collides with any obstacle in pursuit of a fair ball, play continues, the ball is live and runners advance at their own risk. This includes the ball or fielder striking benches, bicycles, spectators or players from other fields. The only time play will be stopped is when a non-player picks up the ball or the ball goes out of play.

- e. If a fielder throws a ball out of play, the positioning of runners is based on location when the ball is thrown. Players will be awarded the base they are going to and one additional base.

19. **Sitting Water on field:** In the case that there is sitting water on the field
- a. If the ball enters an area of water or unstable footing and does not exit, the ball will be ruled dead. Bases will be awarded at the umpire's discretion
 - b. If the ball enters an area of water or unstable footing and exits out of the area, the ball is live and play continues.

Strike Zone and Pitching

20. **1 and 1 Pitch Count.** Batters begin their at-bats with a "1-and-1 count" (i.e., 1 ball and 1 strike). There will be one "free-foul" allotted to a batter that has reached two strikes and then hits a foul ball. This foul will not count as the third strike, but the next foul ball will result in a third strike and the batter will be called out. All other strike-ball rules remain.
21. **THE STRIKE ZONE**
- a. The strike zone is any ball that passes over the plate in an area lower than the top of the batter's high shoulder and higher than the bottom of the front knee. The black border is not a part of the plate.
 - b. The pitch arch is a 6 foot minimum and a 12 foot maximum.
 - c. If a pitch is illegal, the umpire will call "illegal" before the pitch has crossed the plate. The batter may swing at the pitch. If there is no swing, the pitch is called a ball.
22. **Batter's Box.** While batting, a batter must stay within the batter's box or the batter will be called out and all runners returned to the bases where they were prior to any batted ball. This rule will be enforced whether the batter's box is chalked or not. A batter is considered out of the front of the batter's box if no foot is behind the front of the plate when contact with the ball is made. The batters box is 3ft wide and 7 ft long. Stepping on or across home plate is an automatic out when a batter makes contact with a pitched ball, regardless if the ball lands in fair or foul territory. Any runners must stay at their current base.
23. **Batting Out of Order.** If the error is reported to the Umpire while the incorrect batter is still at bat, then the correct batter will assume the ball/strike count of the incorrect batter. If the incorrect batter reaches base safely and then the error is reported to the Umpire, the incorrect batter will be called out and all runners will return to their original base. The defense **must** make the umpire aware of the batting out of order error before a pitch (illegal or legal) is thrown to the next batter. If they do not, then the incorrect batter will stay on base.
24. **PITCHING**
- Prior to releasing the ball, the pitcher must have one foot in contact with any part of the pitching rubber. It must remain in constant contact until the ball is released.
- a. Prior to beginning the pitching motion, the pitcher must present the ball in front of their body for at least one second. Within 10 seconds, the player must face home plate, pitch the ball in an underhand motion, below and within 6" of the hip.
 - b. Two warm-up pitches will be allowed by the pitcher at the start of each inning.
 - c. Relief pitchers get three warm-up pitches when entering the game.

Safety and Equipment

25. **EQUIPMENT**

- a. All divisions will use the provided 11" Yellow (52/300) ball. There will be no exceptions. There will be one (1) ball provided for each game. When a ball goes out of play, the umpire may insert a replacement ball. If the game ball must be retrieved, the fielder closest to the ball should retrieve the ball in as quick a manner as possible. The intent is to keep the game moving due to the 60 minute time limit.
- b. Bats must have a USA/ASA stamp. Some bats that have these stamps are banned, however. A list of banned bats can be found at the following web site:
<http://www.teamusa.org/USA-Softball/Play-USA-Softball/Certified-USA-Softball-Equipment>
- c. Metal cleats or spikes are illegal. Anyone found wearing metal spikes or cleats will automatically be ejected from the game. The player will not be replaced in the lineup and an out will be recorded each time that player would come to bat. Also, if that player is on base at the time of the ejection, an out will be charged to the offensive team and the player will not be replaced on the bases.
- d. A cage or metal face guard is highly recommended for infield positions especially for pitcher and catcher. Other safety equipment such as shin guards are also recommended for pitchers.
- e. Helmets are not required but may be worn.

III. ADA Rules and Guidelines

As part of inclusivity, we are being more proactive to reach out to players who might have an ADA designation
Process

- a. Fill out a Google Form
- b. Approval by WPSL Board

ADA Rules:

These rules align with the approved ASANA policy, set forth in the ASANA Bylaws.

- 1) All ADA player requests must be sent and approved by the WPSL Board
- 2) The approved ADA player must have an asterisk next to their name on the lineup. The manager must also verbally confirm the ADA player with the umpire at home plate prior to the start of each game.
- 3) When a player utilizes the ADA accommodation at the beginning of a game, they must keep that designation for the entire game.
 - 3) Considerations for running:
 - The ADA player will be eligible to receive a runner once they have reached first base and must take the runner each time they are designated as ADA on a lineup card. The same courtesy runner may not run more than once per inning for different players.
 - If the ADA player is not in the game, or has been removed from the game and replaced by a substitute, the ADA player may not re-enter the game as a base runner. They must earn the base, as stated above.
 - The ADA player is not allowed to advance past first base, regardless of the outcome of their turn at bat.
 - Should an ADA player advance past first base to any other bases, the opposing coach/manager may challenge that the player advanced to the next base.
 - a) If the challenge is upheld, the ADA player will be out.
 - b) In the case of a dead ball play, the umpire may advance the runner to the proper location and then the ADA runner will be put in place.
- 4) Other accommodations will be made on a case by case basis for any player with an ADA designation that does not affect running.

IV. League Playoffs and Championship

1. **Participation.** To be eligible to play in the League Playoffs and Championship, a player must appear on the roster of the team participating and have signed in for at least three (3) of that team's regular season games. The CMSA Women's + League Softball Board reserves the right to limit playoff participation if scheduling and/or weather require.

2. **Seeding.** The team with the better regular season record will be designated the home team for the first game of each team of the playoffs. Home team and visiting team after the first playoff game for each team will be determined by a coin toss. Tie-Breakers for seeding will be: Head to Head record, run differential, and then a coin flip.
3. **Time Limit.** No new inning will begin after 55 minutes have elapsed in a game. There is no time limit in the Championship Round unless determined by the WPSL board. Time constraints due to weather, lights, rain dates, and scheduling are potential reasons why a championship round would have a time limit.
4. **Tie-Breaker.** The International tie-breaker applies in all games in which there is a time limit. (See Section I for definition).
5. **Mercy Rule.** There is no Mercy rule for the championship round.

**Note: ASANA requires players to have played in 33% of all regular season games to be eligible for the annual World Series tournament.*

V. Umpires and Managers

1. All umpires will:

- a. Be on time and in uniform.
- b. Hustle at all times to cover the field.
- c. Enforce rules consistently.
- d. All CMSA umpires have the ability to eject a player from a game before, during, and after a game while in the immediate area of the field. This ejection results in a suspension from the next game. The Board would suggest you take charge early in the game and be consistent with your rules enforcement. If any undue criticism is given, take any action needed to maintain control. This action is backed by the Umpire-in-Chief and the CMSA Women's + League Softball Board.
- e. Perform random pregame inspections of bats. They will also inspect bats if requested by the other team. All bats must have an ASA/USA stamp of approval to be legal and not be a banned bat.
- f. Game sheets must be filled out after each game to record the score. This is also required for payment of the umpire's fee. This sheet is used for standings and future tie-breakers, so it is vitally important and **MUST** be done.
- g. Line-up sheets must be kept and turned in at the end of the day.

2. All managers will:

- a. Be responsible for their team. Any abusive conduct or language will not be tolerated and any player abusing an umpire or player is subject to ejection from the game and suspension from additional league games.
- b. Sign up to be responsible for a total of two (2) fields for field work on Saturday. A minimum of four (4) players from your team must be present for field work. This is physical work. You will be notified by 11PM on Friday night if field work is required. Plan on attending unless you are informed otherwise. You will be notified as soon as possible.
 - Field work will entail:
 - i. Use shovels to remove standing water. Move standing water into grassy areas.
 - ii. Raking
 1. Spread out wet areas to increase surface area. This will allow the sun and wind to dry the fields more effectively.
 2. Use rakes to smooth out surfaces and distribute wet and dry dirt

Note: There will be a board member to help with directions

Goals:

1. Remove standing water from playable areas
2. Create an even playing surface
3. Remove any field hazards that might create safety issues such as dirt clumps, rocks, big divots, imprints, etc that might be on the field

Completion:

1. Board member approval
2. All previous goals are met

Failure to complete or show up for field work will result in a 5 run deficit in your next game.

- c. Understand that our umpires are at different levels, just like your players. Some are new, some are experienced, but all are umpiring in this league to give us all a more enjoyable experience.
- d. If an umpire is absent at game time, managers should inform a Board member who will then appoint a replacement.
- e. Please direct any comments or concerns about umpires to:

Umpire-in-Chief: Katrina Cook

Email: katrina.cook@chicagomsa.org

3. **Ejections:** An umpire may eject any player, manager, coach, scorekeeper, or spectator on or off the field for unsportsmanlike conduct at any time before, during, or after a game. Anyone ejected by an umpire will AUTOMATICALLY be suspended from the team's next scheduled game, whether it is a regular season, playoff, or championship game. In addition, that player will be placed on probation for one month from the date of the ejection. If, during the period of probation, the player is ejected a second time, they will be suspended from participation in all CMSA-affiliated softball activities for the longest of either a 30-day period or the team's next five CMSA-affiliated games. A third ejection in the course of the same season will result in their suspension from participation in all CMSA-affiliated softball for the next 120 days of CMSA-affiliated softball play. Additionally, the Commissioner will be required to present the matter to the CMSA Board of Directors for consideration of revocation of that players' CMSA membership. Disciplinary periods will carry over into the following softball season in the event that the season concludes before they can be completed. The CMSA Women's + League Softball Board reserves the right to revoke a person's CMSA Women's + League Softball membership for due cause at any time.
4. **Umpire Complaints:** Umpire calls are final. Team managers are the only members of a team who may question and receive explanations of calls made during a game. Any protest to an umpire's ruling should be noted by the team manager and reported to a CMSA Women's + League Softball Board member as defined in the Protest Committee Rules and Procedures section of this manual. Complaints about an umpire are to be made via email by a manager to the Umpire-in-Chief within 2 days of the game(s) in question. In the event that the complaint concerns the Umpire-in-Chief, the complaint must be made via email to the Protest Committee. Complaints must include the specific umpire's name and a full description of the reason behind the complaint.

VI. Protest Committee Rules and Procedures

1. **Protest Committee.** The Protest Committee will consist of one (per team) Manager from the Champion and Runner Up teams from the previous season's playoff bracket and the Umpire-in-Chief.
2. **General Issues.**
 - a. Grounds for a protest include challenges to players' eligibility/ineligibility and rules misinterpretation by an umpire. Protests may be handled by the umpire during the game and if no resolution is reached at that time, the coach/manager may file an official protest as described in this section.
 - b. A \$25.00 filing fee is required to initiate a protest and must be paid to the treasurer within three calendar days of the game being protested. If the protest results in a ruling in favor of the team initiating the protest, the \$25.00 filing fee will be returned within seven calendar days.

- c. The CMSA Women's + League Softball Board members may request that the Protest Committee review a player's rating for purposes of ASANA World Series competition. Such requests will not impact the results of any games that have already been played. The CMSA Women's + League Softball Board members are not required to pay the \$25.00 filing fee.

3. Player Eligibility Protest:

- a. The coach/manager should register the protest with the umpire before the next live ball.
- b. If the umpire cannot resolve the protest by reviewing team rosters and player identification with both coaches/managers, the coach/manager may proceed with filing an official protest with the WPSL Board.
- c. The coach/manager must notify the WPSL Board via email at wpslcommish@chicagomsa.org and coordinate payment of the \$25.00 filing fee with the Board within three calendar days following the protested game.

4. Rules Misinterpretation Protest:

- a. The coach/manager should register the protest with the umpire before the next live ball.
- b. If the umpire cannot resolve the protest by reviewing the rules with both coaches/managers, the coach/manager should make an attempt to get the UIC to the field to resolve the situation.
- c. If the UIC is unavailable, the coach/manager may proceed with filing an official protest with the WPSL Board.
- d. While at the fields, the coach/manager must note the essential facts in the official scorebook. The home team's scorebook will serve as the official scorebook. If the home team's scorebook is unavailable, the visiting team's scorebook may serve as the official scorebook.
- e. While at the fields, the coach/manager must have the umpire and opposing manager sign the official scorebook. If either team's coach/manager refuses to sign the official scorebook, the umpire will note that it is a refusal, rather than an omission, in the book.
- f. The official scorebook will be made available to the Protest Committee.
- g. The coach/manager must notify the WPSL Board via email at wpslcommish@chicagomsa.org and coordinate payment of the \$25.00 filing fee with the Board within three calendar days following the protested game.

5. Protest Committee Meetings:

- a. The WPSL Board will notify the Protest Committee, the opposing team's coach/manager, and the player that is being protested (if an eligibility protest has been filed) immediately via email when an official protest is filed.
- b. The protesting coach/manager, the opposing team's coach/manager, and player being protested (if an eligibility protest has been filed) will be contacted by the WPSL Board by email or telephone to provide feedback or answer questions, as related to the protest prior to the Protest Committee meeting.
- c. The Protest Committee will meet within 7 days of the protest. Protest Committee members that are players/coaches on either of the teams involved in the protest will be excluded from that meeting.
- d. The Protest Committee will consider all information provided and obtained during the protest before ruling on the protest.

6. Protest Committee Rulings are FINAL:

- a. The WPSL Board will respond via email or telephone to the protesting coach/manager, the opposing team's coach/manager, and player being protested (if an eligibility protest has been filed) within 7 calendar days after the protest is registered, as to the ruling of the Protest Committee.

- b. If a protest of player eligibility is upheld, the team with the ineligible player shall forfeit the game being protested.
- c. If a rule misinterpretation is upheld, the WPSL Board will coordinate rescheduling as soon as possible based on team, field, and umpire availability. Based on USA rules, the game will be replayed (with as many original players in their original positions as possible) from the point at which the incorrect decision was made, with the decision corrected.
- d. In any case involving a tie vote by the Protest Committee, the Commissioner will be the tiebreaker, unless the committee or commissioner's team/division is involved in which case, the Assistant Commissioner or other CMSA Women's + League Softball Board members who are not affiliated with the division in question will serve as tie-breaking votes.
- e. The Commissioner has final approval for ASANA ratings. There is the potential that a League rating established by either the coach/manager or Protest Committee may be different than the rating submitted to ASANA.

7. League Playoffs and Championship:

- a. If a protest is filed during the League Playoffs and Championship, play will be stopped.
- b. The Protest Committee (or a quorum, if all are not available) will be called together by the Commissioner or the Assistant Commissioner, to make a ruling.
- c. All procedures described above will be followed. In the interest of expediting the process and allowing games to continue play, a decision will be made immediately, after all sides have been heard by the Protest Committee.
- d. The \$25.00 filing fee applies to protests filed during the League Playoffs and Championship and will be due by the end of the day.

VII. ASANA Softball World Series

Created in 2007, the Amateur Sports Alliance of North America (ASANA) is a new non-profit sports association dedicated to promoting amateur athletics for the gay and lesbian community. ASANA's current focus is on the development and support of Women's + softball and as host to the Softball World Series. Before emerging as their own organization, the Women's + division was a part of the North American Gay Amateur Athletic Alliance (NAGAAA) which is called International Pride Softball now "I Pride Softball." The first Women's + division competition was played in Milwaukee, WI in 1985. Moving forward, ASANA will continue to grow and support gay and lesbian athletics for all.

ASANA's membership base comprises Women's + leagues across North America in several cities, amounting to thousands of members and hundreds of teams, and continues to grow.

Any teams or players interested in more information or attending should contact the CMSA Women's + League Softball Board via email at catherine.michels@chicagomsa.org as soon as possible to secure your place at the Series.

Visit ASANA on the Web

Official Site: <http://www.asanasoftball.com/>

Facebook: <https://www.facebook.com/ASANAWorldSeries>

Rules in progress of wording

- **Anti Discrimination & Harassment:** Our league is a Women's + league and strives to be a safe space for the LGBTQ+ community and its allies. Any discrimination or harassment towards members of the league will not be tolerated. All members of CMSA have agreed to abide by the CMSA Code of Conduct and all instances involving CMSA members will be referred to the CMSA board for review. If players, umpires, spectators or anyone within the permitted area cause disruptions in the form of harassment or discrimination, they will be asked to leave the area.
- Start of edit:
 - CMSA Women's+ Softball is committed to providing a space that is free from all forms of discrimination, including sexual harassment. Any player's behavior that fits the definition of sexual harassment is a form of misconduct which may result in disciplinary action up to and including dismissal from the league. Sexual harassment could also subject this individual to substantial civil penalties.
 - CMSA Women's+ Softball's policy on sexual harassment is part of its overall affirmative action efforts pursuant to federal and state laws prohibiting discrimination based on age, race, color, religion, national origin, citizenship status, unfavorable discharge from the military, marital status, disability, and gender. Specifically, sexual harassment is prohibited by Title VII of the Civil Rights Act of 1964 and the Illinois Human Rights Act.
 - Each player in this league must refrain from sexual harassment in our league. No player, coach, manager, or umpire should be subjected to unsolicited or unwelcome sexual overtures or conduct on or off the fields. Furthermore, it is the responsibility of all CMSA Women's+ Board Members, team managers, and players to ensure the league is free from sexual harassment. All forms of discrimination and conduct which can be considered harassing, coercive or disruptive, or which create a hostile or offensive environment must be eliminated. Instances of sexual harassment must be investigated in a prompt and effective manner.
 - All players in this league, particularly those in a supervisory or management capacity, are expected to become familiar with the contents of this policy and to abide by the requirements it establishes.