

# CYA Girls Softball

## Playing Rules for Spring 2007

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### **Standard ASA rules will be followed with the following exceptions or points of emphasis:**

- A. Rules in Effect for ALL Divisions (any exceptions noted)
1. All players in good standing will be listed in the batting line up and will bat in that order. Good standing shall mean faithful attendance at practices and games unless the absence is excused in advance by the manager.
  2. No player in good standing will sit out more than two (2) innings per game. "Sitting Out" is defined as not participating when your team is in the field. –(Except for Graduate Division – see F-3.)
  3. Rotation of all positions at least every two (2) innings between infield and outfield is encouraged (mandatory rotation for Little Juniors and Juniors).
  4. Ten (10) players may play in the field at one time, but no less than seven (7) are required to start and continue play in a game (except for Little Junior Division).
  5. All players bat in order whether playing in the field or not. Any player who must leave the game early will NOT be called out each time she would be at bat.
  6. If a batter cannot bat because of injury, she will NOT be called out each time she is up to bat. She can re-enter the game.
  7. Any player arriving after her turn at bat can be immediately inserted at the end of the lineup and can take a position on the field.
  8. Free substitutions are allowed defensively at any time.
  9. A base runner can leave the base as soon as the ball leaves the pitcher's hand (except for Little Junior and Junior Divisions). In the Little Junior and Junior Divisions a base runner can leave the base as soon as the ball is batted.
  10. Incomplete games (rain, etc.) considered suspended are picked up where they left off.
  11. No new inning can be started after 1 and 1/2 hour time limit (90 minutes). The time limit begins with the first pitch. (Except for Little Junior Division – time limit is 75 minutes.)
  12. Regular season games may end in a tie if time has expired at the end of the inning. Once an inning is started it will be completed, if the home team is behind.
  13. Extra Innings can be started to break a tie if time has not expired.
  14. A Complete Game is defined as 6 innings of play or expiration of the time limit prior to the start of the next inning, whichever occurs first –(Except for Graduate Division – see F-1.)
    - A. A game called by the umpire shall be regulation if four or more complete innings have been played or if the team second at bat has scored more runs in three or more innings than the other team has scored in four or more innings. (Except for Graduate Division).
    - B. In the Graduate Division a game called by the umpire shall be regulation if five or more complete innings have been played or if the team second at bat has scored more runs in four or more innings than the other team has scored in five or more innings.
  15. The courtesy rule can be used for the Catcher and Pitcher at anytime. The courtesy runner will be the batter who made the last out.
  16. Players may not play on more than one team.
  17. Home plate conference is held 5 minutes before the beginning of every game.
  18. Third base dugout is the home team dugout. First base dugout is the visiting team dugout. Home team is responsible for lining the field, putting out bases (and putting bases away if no other game is following).
  19. League Approved game balls will be provided to the teams. The Home team will provide a new ball, the Visiting team a backup ball. If no new balls are available, the umpire will chose the best available used balls from the teams and proceed with the game.

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20. Base path length will be 60 feet –(Except for Little Junior Division (55 Feet).)
21. A 12 (twelve) run, Run-Ahead rule is in effect after the team with the lower score bats 4 times – (Except for Graduate Division – see F-6.)
22. A four (4) run scoring limit per inning for each team will be enforced except for the sixth or any extra innings – (Except for Graduate Division see F-5.)
23. Sliding is legal. Feet first into bag, head first or feet first back to the bag.
24. A maximum of six players can be positioned in the infield prior to the pitch (except Little Juniors and Juniors – maximum of 7 players).
25. The same player-pitcher is allowed to exit and re-enter the pitcher position ONCE in a game. Extra innings do not count for the number of innings pitched or for the player-pitcher's reentry rule. Any part of an inning on the mound constitutes a complete inning pitched.
26. League provided batting helmets will be equipped with a face mask and chin strap. Players choosing to use a personal batting or catcher's helmet are required to use a face mask and chin strap and have a NOCSE stamp on the helmet.

### B. Little Junior Division (6 & Under)

#### 1. GAME

- a. No scores, standings or tournaments will be tracked or held.
- b. Games have a 1 hour 15 minute drop-dead time limit, which means play stops 1 hour 15 minutes from the actual starting time
- c. A team may play with ten or fewer players
- d. Batting lineups do not need to be exchanged between teams
- e. Coaches in the field will umpire the game
- f. No infield fly rule, bunting or base stealing is allowed
- g. Incrediballs will be used as the official game ball
- h. The base path length will be 55 feet

#### 2. PLAYER PARTICIPATION

- a. Mandatory rotation of all positions every two innings with equitable assignment to infield and outfield positions
- b. The entire line-up will bat for each team each inning
- c. The batting order will be reversed every inning
- d. A Player-Catcher is optional

#### 3. PITCHERS

- a. Coaches will pitch to their own team and there will be no walks.
- b. The coach pitcher will pitch four pitches to the batter. If the batter has not got a hit after four pitches, a tee will be used for three additional attempts.
- c. A batter taking four pitches and three attempts on a tee without a hit will be called out, but she cannot strikeout/end her at bat on a foul ball
- d. If a batted ball hits the Coach-Pitcher, the ball is dead and the batter is awarded first base.

#### 4. PLAY IS STOPPED

- a. Play is stopped with the first attempt from an infielder or a player in the infield to return the ball to the Coach-Pitcher.
- b. When play is stopped, the umpire will determine the placement of the runners to the best of his judgment.
- c. Any runner beyond halfway to the next base is awarded that base, any player who hasn't reached halfway, must return to the prior base. The lead runner(s) controls conflicts.

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### 5. COACHES

- a. Up to four (4) coaches may be on the playing field when their team is in the field.
- b. The coach will not interfere with either a player or a ball that is in play.
- c. Interference by a coach in the field will result in all runners/batter being declared safe and advancing at least one base.
- d. The umpire may award additional bases if it is determined that runner(s) would have advanced more than one base if there had been no coach interference.
- e. No coach can physically move a defensive player while the ball is in play. First occurrence will be a warning; second occurrence will result in the coach not being allowed on the defensive field for the remainder of the game.
- f. No coach can physically move an offensive player while the ball is in play. First occurrence will be a warning; second occurrence will result in the coach being removed from the game with no advancement allowed by the player.
- g. A defensive coach can catch for the team in the interest of moving the game along.

### C. Junior Division (8 & Under)

#### 1. GAME

- a. No infield fly rule, bunting or base stealing is allowed
- b. One advanced base (maximum) is allowed on an overthrow to a base or home plate, by a defensive player
  - o If the ball enters dead ball territory, there is a one base award
  - o If the ball remains in live ball territory, the base is not automatically awarded and if the effected runner chooses to advance at her own risk, she will not be forced to return to the previous base if an attempt to return the ball to the pitcher is made prior to her reaching the halfway point between bases

#### 2. PITCHERS

- a. Coaches will pitch to their own team and there will be no walks.
- b. The Coach-Pitcher must be between 27 - 35 feet from the batter while pitching. The Coach-Pitcher is encouraged to challenge the good hitters by moving away from the batter as much as possible.
- c. No non-swinging strikes will be called (the batter must swing at the ball to get a strike).
- d. The batter can be called out on strikes.
- e. A maximum of 7 pitches will be allowed for each batter. A batter taking 7 pitches without a hit will be called out, but she cannot strike out – end her at bat on a foul ball. However, a foul tip cleanly held by the catcher on the third strike, is considered a strikeout.
- f. If the Coach-Pitcher is hit by a batted ball, the ball is dead and the batter is awarded first base; only runners who are forced will advance.
- g. All defensive players must be even with the Coach-Pitcher or farther back, no defensive player except the Catcher can be closer to the batter than the Coach-Pitcher.

#### 3. PLAY IS STOPPED

- a. Play is stopped with the first attempt from an infielder to return the ball to the Coach-Pitcher.
- b. When play is stopped, the umpire will determine the placement of the runners to the best of his judgment.
  - o Any runner beyond halfway to the next base is awarded that base,
  - o any player who hasn't reached halfway, must return to the prior base.

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### 4. PLAYER PARTICIPATION

- a. Mandatory rotation of all positions every two (2) innings with equitable assignment to infield and outfield positions.
- b. Each player shall play at least one inning in the outfield and a critical position (1B, 3B, Left Pitcher, or Right Pitcher) by the end of the 5th inning
- c. No player shall play more than two (2) consecutive innings at a critical position (1B, 3B, Right Pitcher, and Left Pitcher) per game.
- d. No player shall play more than four (4) total innings at a critical position (1B, 3B, Right Pitcher, and Left Pitcher) per game.
  - o If a team has only seven (7) players, then one player may play more than two (2) consecutive innings at a critical position, but still must not play more than four (4) innings at a critical position.

### 5. COACHES

- a. Up to three (3) coaches may be on the playing field on the outfield grass when their team is in the field.
- b. The coach will not interfere with either a player or a ball that is in play.
- c. Interference by a coach in the field will result in all runners/batter being declared safe and advancing at least one base.
- d. The umpire may award additional bases if it is determined that runner(s) would have advanced more than one base if there had been no coach interference.
- e. No coach can physically move a defensive player while the ball is in play. First occurrence will be a warning; second occurrence will result in the coach not being allowed on the defensive field for the remainder of the game.
- f. No coach can physically move an offensive player while the ball is in play. First occurrence will be a warning; second occurrence will result in the coach being removed from the game with no advancement allowed by the player in either case.

### D. Minor Division (10 & Under)

1. Infield fly rule will be in effect (Umpire Judgment).
2. Bunting is allowed in the division.
3. A pitcher cannot pitch more than three (3) innings in a regulation 6 inning game and cannot pitch More than Two (2) consecutive innings.
4. Pitching rubber set at 35 feet.
5. The dropped third strike is a live ball, but the batter is out and cannot attempt to advance to first base.
6. The runner can attempt to steal 2nd and 3rd base, one base per pitch. Per ASA rule Minors cannot steal home and if the runner moves off of 3rd base or any other base they are liable to be put out.
7. A player who is walked on base cannot advance beyond First Base by stealing to second until after the next pitch is thrown.

### E. Major Division (12 & Under)

1. Infield fly rule will be in effect (Umpire Judgment).
2. Bunting is allowed in the division.
3. A pitcher cannot pitch more than three (3) innings in a regulation 6 inning game.
4. Pitching rubber set at 40 feet.
5. Unlimited base stealing is allowed. The ball is live on a dropped third strike and the batter can attempt to advance to first base (if unoccupied with less than two outs, occupied or unoccupied with two outs).

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### F. Graduate Division (18 & Under)

1. Complete Games will be seven (7) innings. Infield fly rule will be in effect (Umpire Judgment). Bunting is allowed in the division.
2. A pitcher cannot pitch more than four (4) innings in a regulation seven (7) inning game
3. Three (3) inning minimum per game playing time for each player in good standing.
4. Unlimited base stealing is allowed. The ball is live on a dropped third strike and the batter can attempt to advance to first base (if unoccupied with less than two outs, occupied or unoccupied with two outs).
5. A six (6) run scoring limit per inning for each team will be enforced except for the seventh or any extra innings.
6. A fifteen (15) run, Run-Ahead rule is in effect after the team with the lower score bats 5 times.
7. Extra Innings can be started to break a tie *if time has not expired*. The International Tie Breaker rule will be used. Starting with the top of the eighth inning, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in the inning being placed on second base.