

2011 CYBS Rules - Softball

Index

General Rules – Age	1
General Rules – Uniform	1
General Rules – Game & Scoring	2
General Rules – Batting	3
General Rules – Bases & Mound Distances	3
General Rules – Special Equipment Rules	4
General Rules – Misc. League Rules	4
Special U8 Rules	5
Special U10 Rules	7
Special U12 Rules	9
Special U14 Rules	11

1. GENERAL RULES

1.1. Age

- 1.1.1. Players will be drafted in accordance with current draft rules utilized by the C.Y.B.&S. league.

1.2. Uniform

- 1.2.1. Will consist of sponsor shirt and hat of that respective team. Shirt must be tucked in and any defacing of the shirt will result in player not being allowed to play until she purchases a new shirt with the original sponsor logo. Names being placed on shirts is prohibited and considered defaced.
- 1.2.2. Rubber cleats or shoes that cover the entire foot must be worn. (Metal spikes/cleats will be prohibited.)
- 1.2.3. The batter, on deck batter, and all base runners, must wear batting helmets. If a base runner is found by the umpire to have intentionally removed helmet during a live ball play, the base runner will be called out. During time out or a walk when there is no danger of injury, this does not apply.
- 1.2.4. Medical jewelry can be worn as long as it is taped down. This can be over turned by umpire in which both teams' coaches will be notified of medical condition and item will be given to parent or guardian to hold on to.

1.3. Home Team

- 1.3.1. Keeping the official scorebook. Any discrepancy will be determined by the home team scorebook and will be final.
- 1.3.2. Obtaining equipment from the equipment area and returning it.

2011 CYBS Rules - Softball

- 1.3.3. Both teams shall thoroughly police their side of the field and dugout for equipment, trash, and belongings before leaving the field.
- 1.3.4. Home team will be seated in the third base dugout.
- 1.3.5. Home team is responsible for obtaining umpires.

1.4. Game & Scoring

- 1.4.1. Ten run mercy rule will be in effect after four innings.
- 1.4.2. A team scoring six runs or more (if it gives them a six run lead) must take the field regardless of the number of outs in that inning. However, more than a six run lead can be established if the ball is still in play.
- 1.4.3. All teams must field a minimum of seven (7) players or the game will result in forfeiture. Umpire may declare a forfeit in favor of the opposing team if team fails to have 7 players ready to play within ten minutes after scheduled game time.
- 1.4.4. Ten (10) players will take the field on defense with four of those comprising the outfield with no exceptions. (Providing that you have at least 10 players.)
- 1.4.5. Every player must play two (2) innings in the field by the fourth (4th) inning.
- 1.4.6. It is encouraged that all players play at least 50% (half) or more of the innings in the game before it ends.
- 1.4.7. Only an umpire may call time. Coaches and players may request time but, only an umpire may call time.
- 1.4.8. Free substitution – girls may enter the game at any time on defense. The pitcher can be removed and then return to pitch in another inning, but once removed from pitching position cannot return to pitch in the same inning, Instructional only.
- 1.4.9. ASA substitution/courtesy runner rules will apply. Substitute player will be the last out made.

1.5. Batting

- 1.5.1. **All players will bat in rotation as per line up sheet submitted prior to the game to the umpire.**
- 1.5.2. Batting order shall consist of all roster players present.
- 1.5.3. All players must bat with no exceptions (other than injury or illness).
- 1.5.4. Batters must discard bat before leaving the batters box.
- 1.5.5. If batter recklessly throws the bat, umpire shall give one game warning. The umpire shall call batter out on the second offense.
- 1.5.6. Batting out of turn 6.07, see all division rules IX.

2011 CYBS Rules - Softball

- 1.5.7. The batter running to first base must touch the outside of the bag when there is a play at first or the batter will be called out. The defensive player must touch the inside of the bag or the runner will be safe.
- 1.5.8. Any player that arrives after the game begins shall be placed at the bottom of the batting order.

1.6. Bases & Mound Distances

- 1.6.1. Bases will be sixty (60) feet in distance.
- 1.6.2. Pitching Mound will be spaced from Homeplate:
 - 1.6.2.1. 40 Feet for U14,
 - 1.6.2.2. 38 Feet for U12,
 - 1.6.2.3. 35 Feet for U10,
- 1.6.3. Pitching Machine will be spaced from Homeplate:
 - 1.6.3.1. 35 Feet for U10,
 - 1.6.3.2. 35 Feet for U8.

1.7. Special Equipment Rules (All Divisions)

- 1.7.1. The home team coach is responsible for getting all equipment to the field 20 minutes before the start of a game.
 - 1.7.1.1. The Home team will supply game balls (provided by CAYBS) to start the game and all necessary game balls to complete the game.
 - 1.7.1.2. Bases to include Safety bag (1st Base).
 - 1.7.1.3. Pitching Machine with power located at the pitching mound for U8 & U10 Divisions.
 - 1.7.1.4. Catcher's equipment.
- 1.7.2. Players may wear shorts, but sliding shorts and leg slider is mandatory if wearing shorts.
- 1.7.3. The official ball sizes for each division shall be as specified below:
 - 1.7.3.1. Eleven (11) inch circumference: U8 and U10 Divisions
 - 1.7.3.2. Twelve (12) inch circumference: U12 Divisions
- 1.7.4. All bats must meet the official ASA Softball bats requirements and specifications. Exception: U8 can use official aluminum "Tee Ball" bats.
- 1.7.5. ***Wearing helmet chinstraps is mandatory for all age brackets.***

1.8. MISCELLANEOUS LEAGUE RULES (All Divisions)

- 1.8.1. No infield fly rule.
- 1.8.2. No fake tag. Offenders will be ejected from that game.
- 1.8.3. Coaches shall promote good sportsmanship. No taunting will be tolerated. Chatter among the team is acceptable behavior if it is in

2011 CYBS Rules - Softball

- not directed at an individual player on the opposing team or offensive to the opposing team.
- 1.8.4. Coaches are to remain in dugouts or coach's box while defense is in field.
 - 1.8.5. Barreling of any defensive player making a play at any base when base player has the ball is prohibited. The runner must slide or use the six-foot base line to avoid running into the defensive player. Judgment call for this violation will be ejection from that game.
 - 1.8.6. It is the Home Coaches responsibility to reschedule 'rain out' or cancelled games within 72 hours of the cancellation.
 - 1.8.7. End of season tournament will abide by these rules, unless the commissioner and head coaches pass alternate or special rules based on a majority vote at a meeting held by the commissioner with all head coaches present from the corresponding Division.
 - 1.8.8. Any Special Game Rules for each corresponding division override the General Rules.
 - 1.8.9. No Umpire is eligible to officiate the game when their sibling or parent is involved in the competition.
 - 1.8.10. No Umpire shall officiate a game that he or she is age appropriate to participate. The Umpire may only be eligible to officiate if they are too old to participate in the game.

2. SPECIAL FAST PITCH (U8 Division) GAME RULES

2.1. Game & Scoring (U8 Division)

- 2.1.1. Games will consist of five (5) innings or one hour and thirty minutes (1 hour and 30 minutes).
- 2.1.2. No inning will start after one hour and thirty minutes.

2.2. Pitching Machine Rules (U8 Division)

- 2.2.1. CAYBS will use a pitching machine for the entire game in the U8 Division. **Exception:** Due to inclement weather or malfunction of machine, or no machine available, it will be at the discretion of the umpire & coaches to proceed with the game under the same rules but with the coaches pitching by hand.
 - 2.2.1.1. Machine is set at pitchers mound **35 feet from plate.**
 - 2.2.1.2. Before the start of the game, both coaches will together set the pitching machine at **35 RPMs** (approximately 28 miles per hour).
 - 2.2.1.3. Initial settings and initial adjustment (first two to three pitches) are only to be done with an assistant coach standing by the batters box (not a player).

2011 CYBS Rules - Softball

- 2.2.1.4. After initial adjustments by the Away Teams Pitching Coach (at the start of the game), no adjustments to the machine shall be made until teams switch offense to defense.
- 2.2.1.5. Adjustments to the machine can only be made before the first live pitch is released to the batting order, at the start of the top of the inning or the start of the bottom of the inning.
- 2.2.1.6. If the pitching machine is obviously out of the strike zone, and the batters cannot be adjusted in the batters box to hit the ball; the umpire may call “no pitch” and allow the pitching coach to adjust the machine.
- 2.2.1.7. If in the event the coaches cannot decide on proper adjustment, the umpire will determine the correct setting.
- 2.2.2. The pitching coach from the batting team will feed the balls to batters through the pitching machine.
- 2.2.3. The pitching coach will take a knee behind the pitching machine when a ball is hit into play.
 - 2.2.3.1. If the pitching coach does not take a knee and inhibits a defensive players ability to make a play, all base runners will be returned to their starting base and the batter is out at first.
- 2.2.4. In case of a ball hitting the pitching machine – the hit is ruled as a ‘Non Pitch’.

2.3. Offensive Rules (U8 Division)

- 2.3.1. There will be an arched chalk line from foul line to foul line at a distance of ten (10) feet from the back tip of home plate. Any ball stopping inside this quarter circle, touched by a defensive player, or stopped by a defensive player is considered a foul ball. A ball hit that comes to rest inside the arc in front of home plate is a foul ball.
- 2.3.2. ***The batter is allowed (5) pitches or three (3) swinging strikes; foul balls on a third strike keep the batter in play.***
- 2.3.3. A hitting coach may be positioned with the girls and provides instruction at home plate before the ball is pitched. The hitting coach has to be within 3 feet of their dug out.
 - 2.3.3.1. Hitting coaches cannot coach the girl after the ball is fed into the machine.
 - 2.3.3.2. PENALTY for coaching a girl after the ball is put into play:
 - 2.3.3.2.1. 1st time warning,
 - 2.3.3.2.2. 2nd infraction - hitting coach position will not be allowed for the rest of the game for that team.
- 2.3.4. Runners may advance at their own risk one (1) base only on an overthrow after a ball is put into play; subsequent overthrows will not result in additional bases.
- 2.3.5. ***Runners may not advance on a pitch that gets by the catcher (no stealing); a relaxed step is allowed.***

2011 CYBS Rules - Softball

2.3.6. *Half way lines (chalked or imaginary) will be set between each base and home plate. This line will be used to rule whether a runner advances in accordance with the Look Back Rule. The runner must be past the halfway to the next base or plate before the pitcher enters the 8-foot radius of the pitcher's plate.*

2.3.7. *There is no bunting allowed.*

2.3.8. *Pitching coach may talk to batter before ball is released.*

2.4. Defensive Rules (U8 Division)

2.4.1. *Pitchers are required to wear a batting helmet with facemask or a NFSHSA facemask while pitching and while the pitching machine is in play.*

2.4.2. One defensive coach is allowed in the outfield per inning and must stay behind the baselines. The coach may move to different positions in the outfield, but may not interfere with any play.

2.4.3. A maximum of six (6) defensive players are allowed in the field (inside the baselines). The remaining players are to be positioned in the outfield.

2.4.4. Any and all defensive teams must have at all times a player in the catcher's position and a player in the pitcher's position.

2.4.5. Pitching Circle (8 foot radius around the pitcher's plate) pitcher's foot must be in the circle until the ball crosses the plate.

2.4.6. Look Back Rule: When the pitcher has the ball (**in complete control**) and is within an 8 foot radius (**both feet**) of the pitcher's plate and does not make a play on any runner, a runner must immediately return to the previous base or attempt to advance to the next base; otherwise the runner will be declared out. The runner will not be declared out if the pitcher attempts to make a play (a fake throw or causing a runner to react is considered a play) or leaves the circle.

2.4.7. There is a 15 foot imaginary line behind the bases that outfielders will not be able to pass until after the ball has been put into play (until ball is hit). The intent of this rule is to keep from having all the girls in the infield.

2.4.8. If the catcher is not within the catcher's box at the time of the pitch, she cannot make an out by catching a pop-up in foul territory.

3. SPECIAL FAST PITCH (U10 Division) GAME RULES

3.1. Game & Scoring (U10 Division)

3.1.1. Games will consist of six (6) innings or one hour and forty-five minutes (1 hour and 45 minutes).

2011 CYBS Rules - Softball

- 3.1.2. No inning will start after one hour and forty-five minutes.

3.2. Pitching Machine Rules (U10 Division)

- 3.2.1. CAYBS will use a pitching machine for the first 3 of 6 innings in the U10 Division. A player from each team will pitch the last three innings. Exception: Due to inclement weather or malfunction of machine, or no machine available, it will be at the discretion of the umpire & coaches to proceed with the game under the same rules but with player pitching from each team.
 - 3.2.1.1. Machine is set at pitchers mound **35 feet from plate**.
 - 3.2.1.2. Before the start of the game, both coaches will together set the pitching machine at **42 RPMs** (approximately 32 miles per hour).
 - 3.2.1.3. Initial settings and initial adjustment (first two to three pitches) are only to be done with an assistant coach standing by the batters box (not a player).
 - 3.2.1.4. After initial adjustments by the Away Teams Pitching Coach (at the start of the game), no adjustments to the machine shall be made until teams switch offense to defense.
 - 3.2.1.5. Adjustments to the machine can only be made before the first live pitch is released to the batting order, at the start of the top of the inning or the start of the bottom of the inning.
 - 3.2.1.6. If the pitching machine is obviously out of the strike zone, and the batters cannot be adjusted in the batters box to hit the ball; the umpire may call "no pitch" and allow the pitching coach to adjust the machine.
 - 3.2.1.7. If in the event the coaches cannot decide on proper adjustment, the umpire will determine the correct setting.
- 3.2.2. The pitching coach from the batting team will feed the balls to batters during innings one through four.
- 3.2.3. At the end of the third inning the pitching coach from the home team (with assistance if necessary) will promptly remove the pitching machine and any extension cords from the field and place it behind the fence next to the home teams dugout.
- 3.2.4. The pitching coach will take a knee behind the pitching machine when a ball is hit into play.
 - 3.2.4.1. If the pitching coach does not take a knee and inhibits a defensive players ability to make a play, all base runners will be returned to their starting base and the batter is out at first.
- 3.2.5. In case of a ball hitting the pitching machine – the hit is ruled as a 'Non Pitch'.

3.3. Pitching Rules (U10 Division)

2011 CYBS Rules - Softball

- 3.3.1. In the event that a pitching machine is not used (outlined above), a player may not pitch more than 3 full innings per game.
- 3.3.2. Pitcher must start windup with both feet touching the rubber or a balk will be called.
 - 3.3.2.1. Pitcher must start windup with hands separated.
 - 3.3.2.2. Pitcher must have one foot (plant foot) on rubber when ball is released or a balk will be called.
- 3.3.3. Look Back Rule: When the pitcher has the ball (***in complete control***) and is within an 8 foot radius (***both feet***) of the pitcher's plate and does not make a play on any runner, a runner must immediately return to the previous base or attempt to advance to the next base; otherwise the runner will be declared out. The runner will not be declared out if the pitcher attempts to make a play (a fake throw or causing a runner to react is considered a play) or leaves the circle.

3.4. Offensive Rules (U10 Division)

- 3.4.1. ***During innings 1 through 3 or whenever the pitching machine is used the batter is allowed (5) pitches or three (3) swinging strikes; foul balls on a third strike keep the batter in play.***
- 3.4.2. ***During innings 1 through 3 or whenever the pitching machine is used there will be no stealing; a relaxed step will be allowed.***
- 3.4.3. During innings 5 & 6 or whenever a player is pitching, batters will bat with traditional 3 Strike/4 Ball rules.
- 3.4.4. Runners may steal one base on a pitch that passes the catcher when a player is pitching; no leading off, ***but a relaxed step will be allowed.***
- 3.4.5. Runners may advance at their own risk one (1) base only on an overthrow after a ball is put into play (includes catcher's throw on a steal); subsequent overthrows will not result in additional bases.
- 3.4.6. ***Half way lines (chalked or imaginary) will be set between each base and home plate. This line will be used to rule whether a runner advances in accordance with the Look Back Rule. The runner must be past the halfway to the next base or plate before the pitcher enters the 8-foot radius of the pitcher's plate.***
- 3.4.7. Safety bag at first base is a requirement. If the runner does not step or contact the outside bag; she is out.
- 3.4.8. ***There is no bunting allowed.***
- 3.4.9. ***Pitching coach may talk to batter before ball is released.***
- 3.4.10. ***Runners must slide on all close plays.***

3.5. Defensive Rules (U10 Division)

2011 CYBS Rules - Softball

- 3.5.1. Full catchers gear must be used when a player is behind the plate.
- 3.5.2. ***Pitchers are required to wear a batting helmet with facemask or a NFSHSA facemask while pitching and while the pitching machine is in play.***
- 3.5.3. Defensive coaches are not allowed on the field.
- 3.5.4. If the catcher is not within the catcher's box at the time of the pitch, she cannot make an out by catching a pop-up in foul territory.

4. SPECIAL FAST PITCH (U12 Division) GAME RULES

4.1. Game & Scoring (U12 Division)

- 4.1.1. Games will consist of six (6) innings or one hour and forty-five minutes (1 hour and 45 minutes).
- 4.1.2. No inning will start after one hour and forty-five minutes.

4.2. Pitching Rules (U12 Division)

- 4.2.1. Pitching distance will be thirty-eight (38) feet from home plate to the front of the pitching rubber.
- 4.2.2. Pitching will be delivered by a windmill or slingshot motion.
- 4.2.3. Maximum of five (5) pitchers shall be used in one (1) game.
- 4.2.4. Any player on roster may pitch.
- 4.2.5. Pitcher may pitch only three innings per game. These innings do not necessarily have to be consecutive.
- 4.2.6. The manager may make a maximum of two (2) trips to the pitching mound in one inning without pulling the pitcher. On the third (3rd) trip, the pitcher must be removed from that position.
- 4.2.7. If a pitcher is removed or pulled from the mound, the pitcher cannot return during that inning. Pitcher may return in future innings, providing they have not exceeded their three innings. Delivery of a single pitch constitutes having pitched one inning.
- 4.2.8. Batting gloves, wristbands, jewelry or anything that will distract the batter will be prohibited.
- 4.2.9. While the pitcher is on the rubber, the pitcher shall not throw to any base except home plate.
- 4.2.10. Pitcher must start windup with both feet touching the rubber or a balk will be called.
 - 4.2.10.1. Pitcher must start windup with hands separated.
 - 4.2.10.2. Pitcher must have one foot (plant foot) on rubber when ball is released or a balk will be called.
- 4.2.11. Look Back Rule: When the pitcher has the ball (***in complete control***) and is within an 8 foot radius (***both feet***) of the pitcher's plate and does not make a play on any runner, a runner must

2011 CYBS Rules - Softball

immediately return to the previous base or attempt to advance to the next base; otherwise the runner will be declared out. The runner will not be declared out if the pitcher attempts to make a play (a fake throw or causing a runner to react is considered a play) or leaves the circle.

4.2.12. No intentional walks.

4.3. Offensive Rules (U12 Division)

4.3.1. Bunting will be allowed.

4.3.2. Base runner may leave the base when the ball leaves the pitcher's hand.

4.3.3. Any runner judged by the umpire to have left the base before the ball has left the pitcher's hand will be called out. If a runner is called out for leaving prior to a pitched ball,

4.3.3.1. the ball becomes dead at that point (no pitch to the batter).

4.3.3.2. All remaining base runners must return to the base they previously occupied unless the runner who was called out was on third.

4.3.3.3. A runner on third may steal home on the pitch.

4.3.4. All overthrows leaving the field of play shall result in the offensive team being awarded one (1) additional base besides the one all runner were going to prior to the ball leaving the field of play. It will be the judgment of the umpire as to whether or not any runner had obtained any base prior to overthrow.

4.3.5. Team must provide a courtesy runner for the catcher after two (2) outs. This courtesy runner will be the player who made the last out.

4.3.6. It will be up to the defensive team to prevent runners from scoring from third base by either forcing those runners to return to third or by putting them out at the plate. A throw to the pitcher to stop the runners from coming home is not sufficient.

4.4. Defensive Rules (U12 Division)

4.4.1. All players must play at least three (3) innings of the game in the field.

4.4.1.1. Two (2) innings must be played in the field by the fourth (4th) inning.

5. SPECIAL FAST PITCH (U14 Division) GAME RULES

5.1. Game & Scoring (U14 Division)

2011 CYBS Rules - Softball

- 5.1.1. Games will consist of six (6) innings or one hour and forty-five minutes (1 hour and 45 minutes).
- 5.1.2. No inning will start after one hour and forty-five minutes.

5.2. Pitching Rules (U14 Division)

- 5.2.1. Pitching distance will be forty (40) feet from home plate to the front of the pitching rubber.
- 5.2.2. Pitching will be delivered by a windmill or slingshot motion.
- 5.2.3. Maximum of five (5) pitchers shall be used in one (1) game.
- 5.2.4. Any player on roster may pitch.
- 5.2.5. Pitcher may pitch only three innings per game. These innings do not necessarily have to be consecutive. Violation of rules regarding the proper use of the pitcher will result in automatic forfeiture of the game.
- 5.2.6. The manager may make a maximum of two (2) trips to the pitching mound in one inning without pulling the pitcher. On the third (3rd) trip, the pitcher must be removed from that position.
- 5.2.7. If a pitcher is removed or pulled from the mound, the pitcher cannot return during that inning. Pitcher may return in future innings, providing they have not exceeded their three innings. Delivery of a single pitch constitutes having pitched one inning.
- 5.2.8. Batting gloves, wristbands, jewelry or anything that will distract the batter will be prohibited.
- 5.2.9. While the pitcher is on the rubber, the pitcher shall not throw to any base except home plate.
- 5.2.10. Pitcher must start windup with both feet touching the rubber or a balk will be called.
 - 5.2.10.1. Pitcher must start windup with hands separated.
 - 5.2.10.2. Pitcher must have one foot (plant foot) on rubber when ball is released or a balk will be called.
- 5.2.11. Lock Back Rule: When the pitcher has the ball (***in complete control***) and is within an 8 foot radius (***both feet***) of the pitcher's plate and does not make a play on any runner, a runner must immediately return to the previous base or attempt to advance to the next base; otherwise the runner will be declared out. The runner will not be declared out if the pitcher attempts to make a play (a fake throw or causing a runner to react is considered a play) or leaves the circle.
- 5.2.12. Batter is not automatically out on a dropped third strike. (Catcher must either put the batter out or put them on base. This rule does not apply when first base is occupied with less than two (2) outs.)
- 5.2.13. No intentional walks

5.3. Offensive Rules (U14 Division)

2011 CYBS Rules - Softball

- 5.3.1. Bunting will be allowed.
- 5.3.2. Base runner may leave the base when the ball leaves the pitcher's hand.
- 5.3.3. Any runner judged by the umpire to have left the base before the ball has left the pitcher's hand will be called out. If a runner is called out for leaving prior to a pitched ball,
 - 5.3.3.1. the ball becomes dead at that point (no pitch to the batter).
 - 5.3.3.2. All remaining base runners must return to the base they previously occupied unless the runner who was called out was on third.
 - 5.3.3.3. A runner on third may steal home on the pitch.
- 5.3.4. All overthrows leaving the field of play shall result in the offensive team being awarded one (1) additional base besides the one all runner were going to prior to the ball leaving the field of play. It will be the judgment of the umpire as to whether or not any runner had obtained any base prior to overthrow.
- 5.3.5. Team must provide a courtesy runner for the catcher after two (2) outs. This courtesy runner will be the player who made the last out.

5.4. Defensive Rules (U14 Division)

- 5.4.1. It will be up to the defensive team to prevent runners from scoring from third base by either forcing those runners to return to third or by putting them out at the plate. A throw to the pitcher to stop the runners from coming home is not sufficient.
- 5.4.2. All players must play at least three (3) innings of the game in the field.