



SOFTBALL



CATHOLIC YOUTH APOSTOLATE CYC SPORTS

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**BASEBALL AND SOFTBALL
NOTES FOR COACHES AND UMPIRES**

FOR CROSS DISTRICT GAMES 5TH-8TH GRADE

1. ROSTERS & ID CARDS - are required at ALL games. Umpires should check these before the meeting with coaches takes place. Electronic copies are allowed in regular season league games.
2. GAME CARDS- Home team coach and Visiting team coach should both have a CYC Official Game Card to fill out their roster of those present for the game and have the visitor fill it out with their roster of those present. The umpires should keep both copies and use it to keep the score by inning during the game. Both will be turned into the field manager who will turn them into the district.
3. PLAYING TIME - Teams will use roster batting. All players present must play two (2) innings in the field. One of these inning must be in the first three (3) innings played.
4. PITCHING - In both Baseball and Softball, the coach's second visit to the mound to a pitcher will result in that pitcher being removed from the pitching position.
 - a. Softball - unlimited innings for pitchers in all age groups.
 - i. If a pitcher is removed in the middle of an inning, and put at another position on the field, they can return to pitch in that inning, after a minimum of one batter has completed her time at bat. If the pitcher is removed and put on the bench she cannot reenter to pitch in that inning but is allowed to reenter and pitch in subsequent innings
5. RULES MEETING - In all games a meeting of the two managers and the umpires should take place 5 minutes before the official starting time of the scheduled game. The clock to start the 80 minutes for Softball or 90 minutes for Baseball starts at the conclusion of this meeting. Please note this is different than previous rules were the time started on the first pitch.
6. TIME - For all regular season games, no new inning in Softball will start after 80 minutes and no new inning in Baseball after 90 minutes.
 - a. Due to the time limit for the games, the umpires and coaches should work to keep the game moving between innings.
 - b. Warm up pitches - For the starting pitcher or a new pitcher who enters the game, they get 7 warm up pitches. For a pitcher continuing in the game, he/she gets 5 pitches to start a new inning. The umpires should be ready to start play at this time.
7. RUN LIMIT - All games will use a 5 run per inning rule. For any game played in Archdiocesan Playoff Games, there will also be a 5 run rule per inning.
8. MERCY RULE - 15 after 3 innings, 12 after 4 innings, and 10 after 5 innings. This will also apply in any regular season or Archdiocesan Playoff game.
9. STEALING - of all bases, including home, is allowed in both Baseball and Softball in all age groups
10. WEATHER or DARKNESS - If a game is called for inclement weather or darkness, it is considered a complete game after 50 minutes or 3 complete innings.
11. If one or both teams are short the required 8 players the game is scored as a forfeit, but teams should play the game. Umpires are required to work the game. You can pull players from another team at your parish or the opposing team, but all participants must be on CYC roster and have a CYC ID card for liability reasons. The game may be shortened if both coaches agree.

(FOR FURTHER INFORMATION ON THIS SITUATION, SEE ITEM 5 OF CYC SPORTS BASEBALL SPECIAL NOTES, IN THIS DOCUMENT)

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CYC SPORTS SOFTBALL SPECIAL NOTES

It is the responsibility of all participants to know the content of this rule book and all matter contained in the CYC Constitution.

1. To be eligible to participate all teams are required to have present at each game played: an official CYC receipted roster and a valid CYC ID Card for each participating player, manager and coach. Electronic copies of rosters and ID Cards are acceptable for league play only. An electronic copy is a reproduction on paper or a copy that can be viewed on an electronic device. ALL Coaches/Managers (head coaches and assistant coaches) are required to have attended/taken the CYC Training Program and have a valid CYC Coaches ID Card which is a Picture CYC ID Card. Coach's ID number must appear on the roster for all coaches indicating the coach has completed the CYC Coaches Training.

All coaches need to have also completed the Archdiocesan requirements in Prevent and Protect. Check with your parish/organization for information on these.

2. Each CYC District's Executive Board Member or their representatives reserves the right to require a mandatory review of rosters and ID cards prior to each game of normal league play.

3. In all Archdiocesan and all District Playoff games, CYC ID cards and official CYC Receipted Roster must be presented prior to the start of each game to the appointed official, and on request, to the opposing manager.

4. In all contests where ID and Roster checks are required or requested, the appointed game officials or site official must verify each player visually with ID card and official roster. The opposing manager is allowed to observe the verification process. Late players, prior to entering the game, must display their ID card to the appointed official.

5. Roster and ID Cards (for players, managers and coaches) need to be presented prior to the start of the game. If unable to present, that person should not participate.

The grace period for the start of the game as stated in this rulebook or by your district, is also the time available to present the required materials.

If a paper or electronic copy of an Official CYC Roster is not presented prior to the game, then the game will be declared a forfeit and not played.

A coach/manager cannot participate in the game until their CYC Picture ID is presented or an electronic copy of it is presented. If there are no rostered coach (or coaches waived by the district for the game) meeting this requirement, then the game will be declared a forfeit and not played.

A player cannot participate in the game until a CYC Picture ID is presented or an electronic copy of it is presented.

If there are not enough players to start the game, players from other CYC teams can be used as long as they are on a current CYC roster and a CYC picture ID is provided. (Electronic copies can be used.)

In this situation, the game should be played, but is declared a forfeit.

6. **ARCHDIOCESAN CHAMPIONSHIPS ARE SCHEDULED FOR: June 24, 2022. Rain out June 25.**

Check the CYC website for additional information: www.playcyc.org/sports/softball

Pre-Playoff Meeting: All teams entering the Archdiocesan Playoffs must have a representative at the Pre-Playoff Meeting on **Monday, June 20, 2022 at 6:30 PM on Zoom.** Districts are encouraged to hold their own Pre-Playoff Meeting prior to the Archdiocesan Pre-Playoff Meeting.

Official receipted rosters and ID cards should be reviewed for accuracy prior to this meeting. If a problem is found, cards and roster should be presented at this meeting.

POTENTIAL CONFLICTS

Any team that has a chance to advance from their district and qualify for the Archdiocesan Championships that might have a potential religious or school conflict at any time during the dates of playoffs should notify the CYC Office immediately of such potential conflict. Coaches coaching two CYC Teams in the Archdiocesan Playoffs is a conflict and should be

submitted. Please provide the nature of your conflict and the time of the conflict. Please be advised that if the conflict is for an entire weekend day or weekend that we will most likely **not** be able to schedule around your conflict.

Conflicts received after June 15, 2022 may not be able to be accommodated.

**** If a conflict is Parish/School related, please send a letter from your parish/school to verify the date and time of the event.**

****ANY conflict brought forth after June 10, 2020 will have a \$50.00 fee. This includes religious or school conflicts.**

**** Do not wait until you have received your bracket to notify us of the conflict. If you have an event during this time, it is a POTENTIAL conflict. (Will also attempt to consider other conflicts if submitted by the indicated date.) Conflicts should be emailed to Championshipconflicts@archstl.org. Championship Conflict Form can be found on the CYC Softball web page, playcyc.org**

**** Any team forfeiting or dropping out of the Archdiocesan Championships after the playoff meeting on **June 20, 2022** will be assessed the forfeiture fee of \$250.00.**

7. In 11-12th Grade & 9-10th Grade Divisions, teams must adhere to the following guidelines: There must be at least one adult,, at least 21 years of age, with a CYC ID card and on the team's CYC Roster, on the bench for the entire game. This adult will be responsible for the team's actions.

It is a protestable item for any team not complying with the above conditions and may result in forfeiture.

8. Coaches and players should be aware that according to Rule X of the CYC Constitution they could be disciplined for their conduct at tournaments.

9. **MINIMUM PLAYING REQUIREMENT**

All eligible players on the bench must participate in each game. Failure to do so may result in forfeiture. Archdiocesan Official, District Chairperson or Sports Chairperson has the authority to further discipline the coach or manager.

There is no mandated length of playing time during league play. However, taking into consideration the number of players on a team, we highly recommend that each player play at least 25% of each game. Failure to comply with the spirit of this recommendation may result in disciplinary action by the Parish, District and/or CYC Office.

THE 25% MINIMUM PLAYING TIME WILL BE MANDATORY DURING ALL DISTRICT AND ARCHDIOCESAN PLAYOFF GAMES.

FAILURE TO COMPLY WITH THE MINIMUM PLAYING TIME DURING PLAYOFFS MAY RESULT IN FORFEITURE OF GAME AND FURTHER DISCIPLINARY ACTIONS.

10. The game official and opposing coach/manager must be notified prior to the start of the game of non-participation of a player due to injury or disciplinary reasons if said player is to be seated on the bench.

11. **SUSPENSIONS MAY CARRY OVER TO NEXT SPORT COACHED OR PLAYED.**

12. The Home Team is responsible for leading the Pre-Game Prayer.

13. Any rule not specifically covered in the CYC Rulebook defaults to the ASA rulebook.

CYC FASTPITCH SOFTBALL PLAYING RULES

Rule 1 Definitions

Rule 1 Sec. 1 Altered Bat

A bat is considered altered when the physical structure of a legal softball bat has been changed: e.g.

- a.) Replacing the handle of a metal bat with a wooden or other type handle.
- b.) Inserting material inside the bat.
- c.) Applying excessive tape (more than two layers) to the bat grip.
- d.) Painting a bat at the top or bottom for other than identification purposes.

Replacing the grip with another legal grip is not considered altering the bat. A "flare" or "cone" grip attached to the bat is considered an altered bat. (See Rule 8, Sec. 2K for penalty).

Rule 1 Sec. 2 Appeal Play

An appeal play is a play on which an umpire cannot make a decision until requested by a manager, coach, or player. The appeal must be made before the next legal or illegal pitch, or before the defensive team has "left the field" when the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area. At the conclusion of the game an appeal can be made until the umpires have left the field of play.

Rule 1 Sec. 3 Baseline

A baseline is an imaginary direct line between the bases.

Rule 1 Sec. 4 Base on Balls

A base on balls permits a batter to gain first without liability to be put out and is awarded to a batter by the umpire when four pitches are judged to be balls.

Rule 1 Sec. 5 Base Path

A base path is a direct line between a base and the runners position at the time a defensive player is attempting (or about to attempt) to tag a runner.

Rule 1 Sec. 6 Batted Ball

A batted ball is any ball that hits the bat, or is hit by the bat, and lands either in fair or foul territory. No intention to hit the ball is necessary.

Rule 1 Sec. 7 Batter's Box

The batter's box is the area to which the batter is restricted while in position with the intention of helping her team to obtain runs. The lines are considered as being within the batter's box. Prior to the pitch, the batter must have both feet entirely within the lines of the batter's box.

Rule 1 Sec. 8 Batter-Runner

A batter-runner is a player who has finished her turn at bat but not yet been put out or touched first base.

Rule 1 Sec. 9 Batting Order

The batting order is the official listing of offensive players in the order in which members of that team must come to bat. CYC does not use a lineup card. The scorebook will list players by last name (include first initial and/or name in case of duplication) uniform (shirt) number and starting pitcher.

Rule 1 Sec. 10 Blocked Ball

A blocked ball is a batted or thrown ball that is touched, stopped, or handled by a person not engaged in the game, or which touches any object that is not part of the official equipment or official playing area.

Rule 1 Sec. 11 Bunt

A bunt is a legally tapped ball not swung at, but intentionally met with the bat and tapped slowly within the infield.

Rule 1 Sec. 12 Catch

A catch is a legally caught ball, which occurs when the fielder catches a batted or thrown ball with her hand(s) or glove. If the ball is merely held in the fielder's arms(s) or prevented from dropping to the ground by some part of the fielder's body or clothing, the catch is not completed until the ball is in the grasp of the fielder's hand(s) or glove.

It is not a catch if a fielder, immediately after she contacts the ball, collides with another player, umpire or a wall, or falls to the ground and drops the ball as a result of the collision or falling to the ground. In establishing a valid catch, the fielder shall hold the ball long enough to prove she has complete control of it or that her release of the ball is voluntary and intentional. If a player drops the ball after reaching into her glove to remove it or while in the act of throwing it, it is a valid catch.

An illegally caught ball occurs when a fielder catches a batted or thrown ball with her cap, mask, glove, or any part of her uniform that is detached from its proper place.

Note: The ball, which strikes anything other than a defensive player while it is in flight, is ruled the same as if it struck the ground.

Rule 1 Sec. 13 Catcher's Box

The catcher's box is that area within which the catcher must stand while and until the pitch is released. The lines are to be considered within the catcher's box.

Note: For the catcher's box dimensions, see page 15.

Rule 1 Sec. 14 Charged Conference

A charged conference takes place when:

Defensive Conference:

The defensive team requests a suspension of play for any reason, and a representative (not on the field) of the defensive team enters the playing field and gives the umpire cause to believe that she has delivered a message (by any means) to any defensive player. When the manager (representative) crosses the foul line on the return to the team area, the conference is over.

Offensive Conference:

The offensive team requests a suspension of the play to allow the manager or other team representatives to confer with the batter or base runner. Refer to Rule 5. Sec.11.

***Rule 1 Sec. 15 Coach**

A coach is a member of the team at bat who takes their place within the coach's box on the field to direct the players of their team in running the bases. Two coaches are allowed. One coach can have in their possession in the coach's box a scorebook, pen or pencil, and an indicator, all of which shall be used for score keeping or record keeping purposes only.

*We strongly recommend all coaches while on the field in a live ball situation must wear a helmet on their head with a minimum of one flap facing the batter. Players that are used as coaches must have a full caged helmet on while in the coach's box.

Rule 1 Sec. 16 Crow Hop

A crow hop is defined as the act of a pitcher who steps or hops off the front of the pitcher's plate, replants the pivot foot, establishing a second impetus (or starting point), pushes off from the newly established starting point and completes the delivery.

Rule 1 Sec. 17 Dead Ball

The ball is not in play and is not considered in play again until the pitcher has it in her possession and the plate umpire has called "Play Ball." A dead ball line is considered in play. Refer to Rule 1, Sec. 53 for "Play Ball."

Rule 1 Sec. 18 Defensive Team

The defensive team is the team in the field.

Rule 1 Sec. 19 Dislodged Base

A dislodged base is a base removed from its proper position.

Rule 1 Sec. 20 Double Play

A double play is a play by the defense resulting in two offensive players being legally put out.

Rule 1 Sec. 21 Ejection

Is an infraction which requires removal from the game by the umpire, whereby the ejected player or coach can no longer participate. A flagrant act will require the player or coach to leave the grounds for the remainder of the game. Any ejected player discovered participating will constitute a forfeit.

Rule 1 Sec. 22 Fair Ball

A fair ball is a batted ball that:

- a.) Settles or is touched in fair territory between home and first base or between home and third base.
- b.) Bounds over or past any part of first or third base which is in fair territory, regardless of where the ball hits after going over the base.
- c.) While on or over fair territory, touches the person, attached equipment, or clothing of a player or an umpire.
- d.) Touches, first, second, or third base.
- e.) First falls or is first touched on or over fair territory beyond first, second, or third base.
- f.) While over fair territory, passes out of the playing field beyond the outfield fence.

Note: A fair fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time she touches the ball. It does not matter whether the ball first touches fair or foul territory, as long as it does not touch anything foreign to the natural ground in foul territory and complies with all other aspects of a fair ball.

Rule 1 Sec. 23 Fair Territory

Fair territory is that part of the playing field within, and including, the first and third base foul lines from home plate to the bottom of the extreme playing field fence and perpendicularly upwards.

Rule 1 Sec. 24 Fake Tag

Is a form of obstruction by a fielder who neither has the ball nor is about to receive the ball, and which impedes the progress of a runner either advancing or returning to a base. The runner does not have to stop or slide. Merely slowing down when a fake tag is administered would constitute obstruction.

Note: Under Rule 8, Sec. 6b, a player may be removed from the game for a fake tag infraction.

Rule 1 Sec. 25 Fielder

A fielder is any player of the team on the field.

Rule 1 Sec. 26 Fly Ball

A fly ball is any ball batted into the air.

Rule 1 Sec. 27 Force Out

A force out is an out which can be made only when a base-runner loses the right to the base she is occupying because the batter becomes a batter-runner, and before batter-runner or a succeeding runner has been put out.

Note: If the forced runner, after touching the next base, retreats for any reason towards the base she had last occupied, the force play is reinstated, and she can again be put out if the defense tags the base to which she is forced.

Rule 1 Sec. 28 Foul Ball

A foul ball is a batted ball that:

- a.) Settles or is touched on or over foul territory between home and first base, or between home and third base.
- b.) Bounds past first or third base over foul territory.
- c.) While on or over foul territory, touches the person, attached equipment, or clothing of a player or an umpire, or any object foreign to the natural ground.
- d.) First falls or is first touched over foul territory beyond first or third base.
- e.) Touches the batter, or the bat in the batter's hand a second time, while the ball is within the batter's box.

Note: A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on foul or fair territory at the time she touches the ball.

Rule 1 Sec. 29 Foul Tip

A foul tip is a batted ball, which goes directly from the bat, not higher than the batter's head, to the catcher's hands and is legally caught by the catcher.

Note: It is not a foul tip unless caught; and any foul tip that is caught is a strike and the ball is in play. It is not a catch if it is a rebound, unless the ball first touched the catcher's glove or hand.

Rule 1 Sec. 30 Home Team

The home team shall be designated on the official league schedule or by a coin flip.

Rule 1 Sec. 31 Illegal Bat

An illegal bat is one that does not meet the requirements of Rule 3, Sec. 1.

Rule 1 Sec. 32 Illegally Batted Ball

Refer to Rule 7, Sec. 8. An illegally batted ball occurs when:

- a.) A batter's entire foot is completely out of the box on the ground when she hits a ball fair or foul.
- b.) Any part of the batter's foot is touching home plate when she hits the ball.
- c.) The batter hits the ball with an illegal bat.

Rule 1 Sec. 33 Illegal Pitcher

A player legally in the game, but who may not pitch as a result of being:

Removed from the pitching position by the umpire as a result of two charged conferences in one inning or removed to the bench and return to the pitching position in the same inning.

Penalty: If an illegal pitcher returns to the pitching position and has thrown one pitch, she is ejected from the game.

Rule 1 Sec. 34 Ineligible Player

Is a player who can no longer legally participate in the game? The use of an ineligible player may constitute a forfeit if properly protested.

Rule 1 Sec. 35 Illegal Player

A player who did not make the last out and

A. takes the batting position in the batter's box for an injured player or

B. takes the place of an injured base runner or courtesy runner.

Note: The offensive team may correct a wrong batter at the or wrong runner on the bases before the first pitch with no penalty.

Rule 1 Sec. 36 In Flight

"In flight" is the term used for any batted, thrown, or pitched ball which has not yet touched the ground or some object or person other than a fielder.

Rule 1 Sec. 37 In Jeopardy

"In jeopardy" is a term indicating that the ball is in play and an offensive player may be put out.

Rule 1 Sec. 38 Infield

The infield is that portion of the field in fair territory, which includes area normally covered by infielders.

Rule 1 Sec. 39 Infield Fly

An infield fly is a fair fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort when first and second or first, second, and third bases are occupied before two are out. The pitcher, catcher, and any outfielder who positions herself in the infield on the play shall be considered infielders for the purpose of this rule. The infield is ruled when the ball reaches the highest point based on the position of the closest infielder, regardless who makes the play.

Note: When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare, "Infield Fly. The Batter Is Out," for the benefit of the runners. If the ball is near the foul lines, the umpire shall declare "Infield Fly. The Batter Is Out If Fair." The ball is alive, and runners may advance at the risk of the ball being caught or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul. If a declared infield fly is allowed to fall untouched to the ground and bounces foul before passing first or third base, it is a foul ball. If a declared infield fly falls untouched to the ground outside the foul lines and bounces fair before passing first or third base, it is an infield fly.

Rule 1 Sec. 40 Inning

An inning is that portion of a game within which the teams alternate on offense and defense, and in which there are three outs for each team. **A new inning begins immediately after the final out of the previous inning.**

Rule 1 Sec. 41 Interference

Interference is the act of an offensive player or team member, which impedes or confuses a defensive player attempting to execute a play.

Note: Contact is not necessary

Rule 1 Sec. 42 Legal Touch

A legal touch occurs when a runner or batter-runner that is not touching a base is touched by the ball while the ball is securely held in a fielder's hand(s). The ball is not considered as having been securely held if it is juggled or dropped by the fielder after having touched the runner, unless the runner deliberately knocks the ball from the hand(s) of the fielder. It is sufficient for the runner to be touched with the gloves or hand(s) holding the ball.

Rule 1 Sec. 43 Line Drive

A line drive is a fly ball that is batted sharply and directly into the playing field.

Rule 1 Sec. 44 Obstruction

Obstruction is the act of:

- a.) A defensive player or team member who hinders or prevents a batter from striking or hitting a pitched ball.
- b.) A fielder,
 - (1) not in possession of the ball,
 - (2) not in the act of fielding a batted ball,
 - (3) or not about to receive a thrown ball,

Who impedes the progress of a base runner that is legally running bases.

Note: Contact is not necessary.

Rule 1 Sec. 45 Offensive Team

The offensive team is the team at bat.

Rule 1 Sec. 46 On-Deck Batter

The on-deck batter is the offensive player whose name follows the name of the batter in the batting order. She shall take a position within the lines of the on-deck circle or designated area nearest her bench or designated area. (Refer to Rule 7, Section 1)

Rule 1 Sec. 47 Outfield

The outfield is that portion of the field which is not normally covered by an infielder and within the foul lines beyond first and third bases and boundaries of the grounds.

Rule 1 Sec. 48 Over-slide

An over slide is the act of an offensive player when, as a runner, she over-slides a base she is attempting to reach. It is usually caused when her momentum causes her to lose contact with the base, which then causes her to be in jeopardy. The batter-runner may over slide first base without being in jeopardy.

Rule 1 Sec. 49 Overthrow

An overthrow occurs when a thrown ball from a fielder goes beyond the boundary lines of the playing field (dead ball territory) or becomes a BLOCKED BALL. (Rule 1, Sec. 10)

Rule 1 Sec. 50 Passed Ball

Passed ball is a legally delivered pitch that should have been held or controlled by the catcher with normal effort.

Rule 1 Sec. 51 Pitcher's Circle

The pitcher's circle shall be a 16 - foot (4.88 m) circle, eight feet (2.44 m) in radius, drawn from the center of the pitcher's plate. The lines drawn around the pitcher's plate are considered within the circle. Should the pitcher's circle not be drawn by the park, it shall be determined by the judgment of the umpire. Neither an undrawn circle nor the umpire's judgment of the dimensions of that undrawn circle is a protestable item.

Rule 1 Sec. 52 Pivot Foot

The pivot foot is that foot which must remain in contact with the pitcher's plate. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.

Rule 1 Sec. 53 Play Ball

"Play ball" is the term used by the plate umpire to indicate that play shall begin or be resumed. All defensive players, except the catcher, who must be in her box, may be anywhere on fair ground to put the ball into play.

Rule 1 Sec. 54 Quick Return Pitch

A quick return pitch is one made by the pitcher with the obvious attempt to catch the batter off balance. This would be before the batter takes her desired position in the batter's box or while she is still off balance as a result of the previous pitch.

Rule 1 Sec. 55 Runner

A runner is a player of the team at bat who has finished her turn at bat, reached first base, and has not yet been put out.

Rule 1 Sec. 56 Sacrifice Fly

A sacrifice fly is scored when, with less than two outs, the batter scores a runner with a fly ball or a line drive that is caught; the ball or the line drive handled by an outfielder (or an infielder running in the outfield) which is dropped and a runner scores, and if in the scorer's judgment, the runner could have scored after the catch, had the fly ball been caught.

Rule 1 Sec. 57 Slide

a) A legal slide can be either foot first or head first. If a runner slides feet first, at least one leg & buttock shall be on the ground. If a runner slides, the runner must be within reach of the base with either a hand or a foot.

b) A slide is illegal if:

- (1) The runner uses a rolling, cross-body or pop-up slide into the fielder.
- (2) The runner's raised leg is higher than the fielder's knee when the fielder is in a standing position.
- (3) The runner goes beyond the base and then makes contact with or alters the play of the fielder.
- (4) The runner slashes or kicks the fielder with either leg.
- (5) The runner tries to injure the fielder.
- (6) The runner, on a force play, does not slide on the ground and in a direct line between the two bases

EXCEPTION: A runner may slide or run in a direction away from the fielder to avoid making contact or altering the play of the fielder.

Rule 1 Sec. 58 Starting Pitcher

The player listed as a pitcher in the official scorebook.

Rule 1 Sec. 59 Stealing

Stealing is the act of a base-runner attempting to advance during a pitch to the batter.

Rule 1 Sec. 60 Strike Zone

The strike zone is that space over any part of home plate between the batter's armpits and the top of her knees when she assumes a natural batting stance.

Rule 1 Sec. 61 Time

"Time" is the term used by the umpire to order the suspension of play.

Rule 1 Sec. 62 Trapped Ball

A trapped ball is:

- a.) A batted fly ball or line drive which hits the ground or fence prior to being caught.
- b.) A thrown ball to any base for a force out which is caught with the glove over the ball on the ground rather than under the ball.
- c.) A pitched ball which touches the ground on a strike prior to the catcher catching it.

Rule 1 Sec. 63 Triple Play

A triple play is a continuous action play by the defense on which three offensive players are put out.

Rule 1 Sec. 64 Turn at Bat

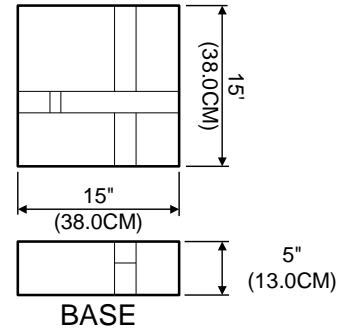
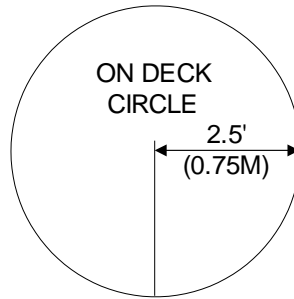
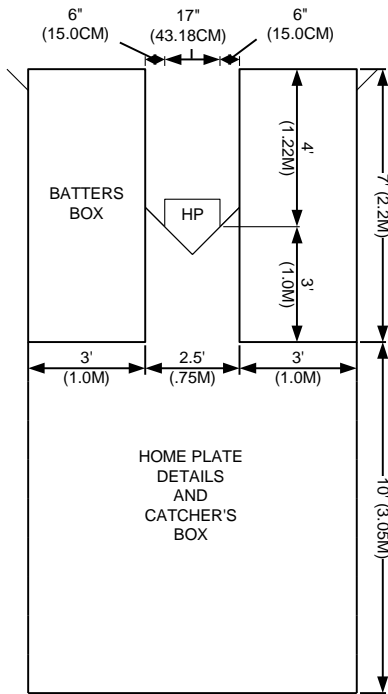
A turn at bat begins when a player first enter the batter's box and continues until she is put out or becomes a batter-runner.

Rule 1 Sec. 65 Wild Pitch

A wild pitch is a legally delivered pitch that the catcher cannot catch, stop or control with ordinary effort.

Rule 2 The Playing Field

Rule 2 Sec. 1 Recommended Dimensions for Softball Diamonds

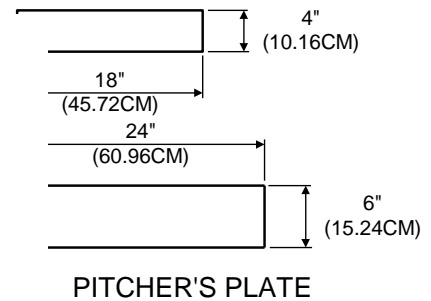
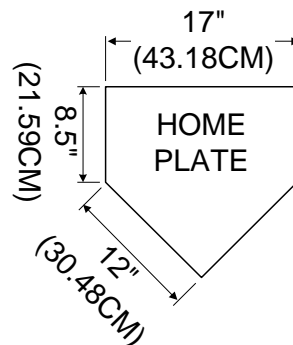
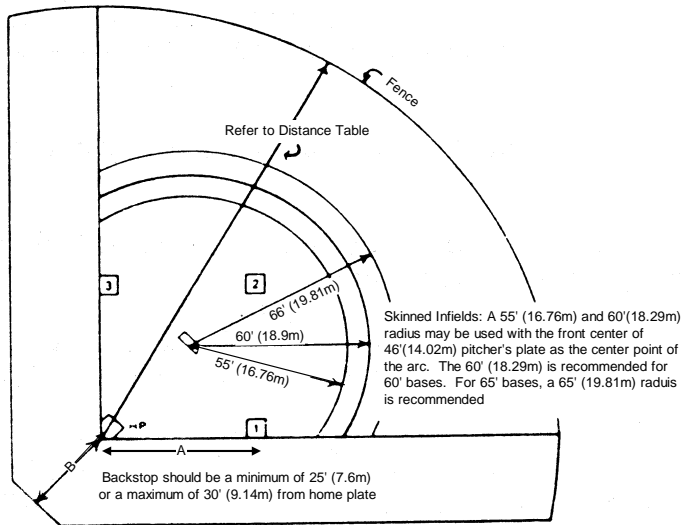


Note:

"A" from point of home plate to back of base at first and third. Outer edge of foul line to center of second base

"B" from point of home plate to the front edge of the pitcher's plate

"C" If the base distances or the pitching distance is found to be at the wrong dimensions during the course of the game, immediately correct the error, with no penalty, and



		DISTANCES:	(IN FEET)		
	BASE	PITCHING	(C)	*MIN.	*MAX.
DIVISION	(A)	(B)	POINT OF HOME PLATE TO CENTER OF SECOND BASE	(FENCE DIST.)	
1 st -2 nd Grade				125	150
3 rd -4 th Grade	55'	35'	77' 9 3/8"	150	175
5 th Grade	60'	40'	84' 10 1/4"	175	200
6 th Grade	60'	40'	84' 10 1/4"	175	200
7 th Grade	60'	43'	84' 10 1/4"	175	200
8 th Grade	60'	43'	84' 10 1/4"	175	200
Parochial	60'	43'	84' 10 1/4"	175	200
9-10 Grade	60'	43'	84' 10 1/4"	200	225
11-12 Grade	60'	43'	84' 10 1/4"	200	225
Senior	60'	43'	84' 10 1/4"	200	250

Fence distances are not protestable items.

(A) From point of home plate to back at first and third.

(B) From point of home plate to front edge of pitchers plate.

(C) From point of home plate to center of second base.

Rule 2 Sec. 2 Supplying Bases and Balls

a) The designated home team, when not furnished by the parish or field, must furnish and properly lay out a complete set of bases, and when not furnished by the park/field, a pitching plate (the 6" x 24" size is recommended but the 4" x 18" is acceptable) and a home plate. Failure to provide equipment may result in disciplinary action by District Sport Chairperson or District Chairperson.

b) Both teams must supply one playable ball at the start of the game. If additional softballs are necessary to continue the game, teams will alternately furnish a playable softball starting with the home team. The umpire will determine if the ball is playable and is not protestable.

Rule 2 Sec. 3 The home plate shall be made of rubber or other suitable materials

It shall be a five-sided figure, 17 inches wide across the edge facing the pitcher. The sides shall be parallel to the inside lines of the batter's box and shall be 8.5 inches long. The sides of the point facing the catcher shall be 12 inches long.

Rule 2 Sec. 4 The Pitcher's Plate

Shall be of wood or rubber, 24 inches long and 6 inches wide or 18 inches long and 4 inches wide. The top of the plate shall be level with the ground. The front line of the plate shall be the prescribed pitching distance from the outside corner of home plate. See Rule 2 Sec.1.

Rule 2 Sec. 5 The Bases

Other than home plate shall be 15 inches square, made of canvas or other suitable materials, and not more than 5 inches in thickness. The bases should be securely fastened in position. (Use of double bases is not allowed).

Rule 3. Equipment

Rule 3 Sec. 1 The Official Bat

a) Shall be made of one piece hardwood, or formed from a block of wood consisting of two or more pieces of wood bonded together with an adhesive in such a way that the grain direction of all pieces is essentially parallel to the length of the bat

b) Shall be plastic, bamboo, graphite, metal magnesium, fiberglass, ceramic or other composite material approved by the CYC.

c) May be laminated, but must contain only wood or adhesive and have a clear finish (if finished)

d) Shall be round and shall be smooth. If the barrel end has knurled finish, the maximum surface roughness is no more than 250 if measured by a profilometer, or 4/1000 if measured by a spectrograph.

e) Shall not be more than 34 inches long, nor exceed 38 ounces in weight.

f) If round, shall not be more than 2.25" in diameter at its largest part; and if three-sided, shall not exceed 2.25" on the hitting surface. A tolerance of 1/32 inch is permitted to allow for expansion on the round bat.

g) If metal, may be angular.

h) Shall not have exposed rivets, pins, rough sharp edges, or any form of exterior fastener that would present a hazard. A metal bat shall be free of burrs.

i) If metal, shall not have a wooden handle.

j) Shall have a safety grip of cork, tape (not smooth plastic tape) or composition material. The safety grip shall not be less than 10 inches long and shall not extend more than 15 inches from the small end of the bat. A molded finger-formed grip made by the manufacturer, if used, must be permanently attached to the bat or attached to the bat with safety tape. Resin, pine tar, or spray substances placed on the safety grip to enhance the grip are permissible on the grip only.

Note: Tape applied to any bat must be continuously spiraling. It does not have to be a solid layer of tape. It cannot exceed two layers. Taping of the bat less than the required length is considered illegal.

k) If metal, and not made of one-piece construction with the barrel end closed, shall have a rubber or vinyl plastic insert firmly secured at the large end of the bat.

l) Shall have a safety knob of a minimum of 1/4 inch protruding at a 90-degree angle from the handle. It can be molded, latched, welded, or permanently fastened. A "flare" or "cone" grip attached to the bat will be considered an altered bat. The knob may be taped as long as there is no violation of this section.

m) Shall be marked "OFFICIAL SOFTBALL" by the manufacturer. If the words "OFFICIAL SOFTBALL" cannot be read due to wear and tear on the bat, the bat should be declared legal if it is legal in all other aspects.

Recommended Bat length/weight ratios

A. Bat length/weight ratio for 1st & 2nd Grade (Atom) & 3rd-4th Grade (Bantam) Divisions should not exceed negative thirteen (-13).

B. Bat length/weight ratio for 5th & 6th Grade (Midget & Crusader) Divisions should not exceed negative nine (-9).

C. Bat length/weight ratio for 7th & 8th Grade (Cadet & Intermediate) Divisions should not exceed negative five (-5).

D. Bat length/weight ratio for High School & Adult Divisions should not exceed negative three (-3).

Rule 3 Sec. 2 The Official Softball

Each district will determine the official ball(s) for that district. Optic yellow balls are recommended, and will be used in Archdiocesan Playoffs. **The Markwort L12CY-Y and the L12CY, are the Official CYC balls.**

Markwort Sporting Goods is the official sponsor of CYC Softball.

Rule 3 Sec. 3 Gloves

Gloves may be worn by any player, but mitts may be used only by the catcher and first baseman. No top lacing, webbing, or other device between the thumb and the body of the glove or mitt worn by a first baseman or other fielder shall be more than 5 inches in length. The pitcher's glove shall not be partially or one solid color of white or gray. Multicolored gloves are acceptable for all players. Gloves with white or gray circles on the outside, giving the appearance of a ball, are illegal for all players.

Rule 3 Sec. 4 Shoes must be worn by all participants in the playing area

A shoe shall be considered official if it is made with either canvas or leather uppers or similar materials.

Metal spikes are permitted only in Senior Divisions. No metal. Hard plastic or polyurethane spikes similar to metal sole and heel plate or shoes with detachable cleats are allowed in any of the divisions. All purpose shoes with more than seven cleats are acceptable if they are not made from the above materials.

***Rule 3 Sec. 5 Masks, Body Protectors, Shin Guards and Helmets**

a) The catcher must wear a mask, shin guards, chest protector, throat protector and helmet. An extended wire protector may be worn in lieu of an attached throat protector.

b) Helmets with earflaps are mandatory

c) Helmets

(1)Offense

*Offensive players (to include the on deck batter) must properly wear batting helmets with ear flaps. It is mandatory, as of 2009, that batters wear helmets with a full cage/face mask that will not allow a ball to pass through the dividers. Players acting as coaches in the coaches' box (es) must wear a batting helmet. All helmets must be approved by NOCSAE.

Penalty: Failure to wear the batting helmet when ordered to do so by the umpire shall cause said player to be ejected from the game. Deliberately wearing the helmet improperly or deliberately removing the helmet during a live play and seen by the umpire as a deliberate act shall cause the violator to be declared out immediately. The ball remains alive.

Note: Calling a runner out for removing a helmet does not remove force play situations. Umpires should use discretion as to the intent of the rule concerning player safety.

(2) Defense

Any defensive or offensive player can wear a plastic face mask/ guard attached to their batting helmet. Exception: Catchers cannot wear the plastic face mask/guard in place of an approved catchers mask/helmet.

Pitchers are required to wear a face mask and it is recommended all infielders wear a face mask

Note: Face masks, face guards or helmets that cracked or deformed, or if padding has deteriorated or is missing, are prohibited from use.

Note: The ice hockey goalie style facemask is approved for usage by catchers. If the umpire feels that there is not adequate throat protection built into the mask, a throat attachment must be added to the mask before using.

d) Casts if plaster or other hard substances in their final form may not be worn during the game. Any exposed metal on finger or knee may be considered legal if securely covered with at least ½" of closed-cell, slow-recovery rubber or other material of the same thickness and having similar physical properties.

e) Jewelry

Exposed jewelry such as wristwatches, bracelets, any type earrings, neck chains, or any other item judged dangerous by an umpire, may not be worn during the game. **Earrings are not allowed even if covered by tape.** Medical alert bracelets, necklaces, or religious medallions are not considered jewelry, but if worn, they must be taped to the body. Medical Alert Bracelets must be completely covered with clear athletic tape. **Seniors 'may' wear flat wedding bands. Only soft pliable hair accessories are permissible.**

Note: Players must be asked to remove jewelry and if they fail to do so, will be ejected from the game.

Rule 3 Sec. 6 Uniforms

All teams are required to wear uniforms; shirts of a similar color with a permanently attached number. Either pants or shorts are acceptable. The size and placement of the number will be left to the discretion of the district. Players without numbers or with duplicate numbers will not be allowed to participate after their team's first scheduled league game. Note: For any infringement of Sec. 4, 5, and 6 of this rule, the player at fault shall be instructed to leave the field of play by the umpire, to adjust her equipment or obtain any missing equipment. A player who is instructed to leave the field to adjust her equipment or obtain missing equipment shall not return without first reporting to the umpire who shall satisfy themselves that the player's equipment is in order. A player who has been prevented from taking part in a game or who has been sent off because of an infringement of this rule, and who enter or re-enters the game to join or re-join her team, in breach of the above conditions may be ejected and the team may forfeit the game. Face masks, face guards or helmets that are cracked or deformed, or if padding has deteriorated or is missing, are prohibited from use.

Rule 4 Players & Substitutes

Rule 4 Sec. 1 A team shall consist of 10 players

A game may start, continue or finish with 8 players

Rule 4 Sec. 2 Players' Position Shall Be Designated As Follows

Fast Pitch: Pitcher, Catcher, First Baseman, Second Baseman, Third Baseman, Shortstop, Left Fielder, Center Fielder, Right Fielder, Extra Fielder.

Rule 4 Sec. 3 Playing time and Substitutions

a) In all divisions, except Senior, all eligible players must be allowed to play two full innings in the field during regulation seven innings and at least one inning in the **first three innings** and the other in the **first six innings**.

Note: A full inning as defined in these rules is that portion of a game within which the teams alternate on offense and defense and in which there are three put outs for each team. (Rule 1. Sec. 38)

Note: The two full innings need not be consecutive. Failure to comply will result in forfeiture provided conditions are not beyond control of the coach/manager. The District Chairperson or Sports Chairperson has the authority to further discipline the coach or manager. A player who is not on the field for all three (3) outs of an inning shall not receive credit for an inning played on defense.

b) Free Substitution - All divisions a player may enter and leave the game as many times as the team desires.

Note: Substitution must occur at the time a team is taking the field for defensive position except for the pitcher (pitcher can remain on the field and replace another defender) and any injured player.

c) Substitutions need not report to the umpire. During playoffs substitutes must report to the official scorekeeper until minimum playing time requirements are met.

d) The game official and opposing manager/coach must be notified prior to the start of the game of non-participation of a player(s) due to injury or disciplinary reasons.

e) A player who leaves the game for any reason, including the batter shall be replaced by the player who made the "last out". If the player, who leaves the game, is a runner and there is no "last out" then last person in the batting order shall run. If player leaving game is a batter, the replacing player will assume the batter's count. If there is not a count on the batter, she is skipped in the batting order and cannot return to the game. The player's team will not be penalized an out.

f) In all divisions, if a pitcher hits three (3) batters in the same inning, or a total of five (5) during the game which results in the awarding of a base, the player shall be removed from the pitching position for the remainder of the game.

g) Courtesy runner-At any time a courtesy runner may, at the manager's option, be utilized for the catcher should she reach any base.

Note: This rule will also be used in Archdiocesan Playoffs.

h) Should the pitcher be removed to the bench during an inning, she may not return to the pitching position for the remainder of the inning.

i) If a player, coach or official is bleeding, or any blood is found on a uniform, equipment or field/court, play must be stopped.

If the blood is on the player, coach/manager or official, that person should be given the appropriate treatment to stop the bleeding

and cover the wound. The player must come out of the game/match for treatment. If the bleeding cannot be stopped, they may not continue in the game/match.

If blood is on the uniform, it must be completely cleaned or the uniform changed before the person can participate in the game/match. In this situation the uniform does not have to match, it can be a t-shirt with a number. If this is a number change, no penalty for changing numbers.

If the blood is on equipment or the field/court it must be cleaned before play can continue. If a ball cannot be cleaned, it should be replaced.

j) If an official or a coach determines a player to be unconscious or apparently unconscious that player shall be removed from the game and not allowed to return to play in that game.

RULE 5 THE GAME

Rule 5 Sec. 1 Time for playing all games

The time for playing all games shall be set by the District Softball Committee.

Rule 5 Sec. 2 Warm up time

All warm up time prior to the scheduled starting time shall be divided equally between teams.

Note: No warm up time allowed after scheduled starting time.

Rule 5 Sec. 3 First team listed on schedule shall be home team

Once a team is designated as home team it will be considered home team in any replay of that game.

Rule 5 Sec. 4 Coin Flip

In District and Archdiocesan Playoffs a coin flip shall determine home team.

A team designated as home team will be considered home team in any replay of that game.

Rule 5 Sec. 5 The fitness of the ground

The fitness of the ground for a game shall be decided solely by the plate umpire.

Note: In case of inclement weather all games are postponed either by groundskeeper in charge or the umpire in chief from the field of play. Managers, coaches and players are required to report to the field of play to receive official cancellation of game unless notified by a CYC District or League Official.

***** Please Do Not Telephone the CYC Office or the District Officers. *****

They will not have any official information concerning field conditions or postponements.

Note: All postponed or tied games that have a bearing on the championship or the league shall be played during or at the conclusion of the regular season. *Cross district games can end in a tie and NOT be played until there is a winner.*

Contact your district softball officials for rules pertaining to postponements or suspended games.

Rule 5 Sec. 6 A Regulation Game Shall Consist of Seven Innings

a) A full seven innings need not be played if the team second at bat scores more runs in six innings, or before the third out in the last of the seventh inning.

b) A game that is tied at the end of seven innings shall be continued by playing additional innings; or until one side has scored more runs than the other at the end of a complete inning; or until the team second at bat has scored more runs in its half of the inning before the third out is made. Each district shall set time limits for games. No new full inning may start within 15 minutes of the next scheduled game or after the expiration of the districts' time limit. For all cross district games no new inning will start after 1 hour and 20 minutes from the conclusion of the managers meeting with the umpires.

c) 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. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic, or other causes which place the patrons or players in peril. In the event of severe weather or warning of severe weather the official in charge of any outdoor game in progress shall immediately stop said game at the completion of current play in progress.

e) A regulation tie game shall be declared if the score is equal when the game is called at the end of five or more complete innings, or if the team second at bat has equaled the score of the first team at bat in the incomplete inning. If a league tie game is halted for any reason after regulation number of innings has been played; it shall be resumed if the game has a bearing on the final league standings. If less than regulation number of innings have been played the game shall start over.

f) These Provisions do not apply to any acts on the part of players or spectators, which might call for forfeiture of the game. The umpire may forfeit the game if attacked physically by any team member or spectator.

g) A forfeited game shall be declared by the umpire in favor of the team not at fault in the following cases:

- (1) If a team fails to appear on the field or, being on the field, refuses to begin a game for which it is scheduled or assigned within 15 minutes after scheduled starting time shall forfeit unless the team has an excuse satisfactory to the District Softball Committee.
- (2) If one side refuses to continue to play after the game has begun, unless the game has been suspended or terminated by the umpire.
- (3) If, after the play has been suspended by the umpire, one side fails to resume playing within 2 minutes after the umpire has called "Play Ball".
- (4) If a team employs tactics noticeably designed to delay or to hasten the game.
- (5) If, after warning by umpire, any one of the rules of the game is willfully violated.
- (6) If the order for the removal of a player is not obeyed within 1 minute.
- (7) If, because of the removal of a player or players from the game by the umpire, or for any reason, there are fewer than 8 on either team.
1. h) Run Limit Rule: The Mercy Rule for all divisions, except Senior, will be 15 after 3 innings, 12 after 4 innings, and 10 after 5 innings. *Before termination of a game each team shall have an equal number of innings, unless it is the home team that is ahead. If the home team has the lead then the bottom half of the inning is not played.*

Note: This rule also applies to Archdiocesan Playoffs

- i) If an Archdiocesan Playoff game is halted for any reason after four complete innings have been played, it shall be resumed at the point left off and played to completion. In an Archdiocesan Playoff game, if less than four complete innings have been played, the game shall be started over. **During the Archdiocesan Playoffs all games will be played to a seven inning completion or the time limit (1 hour and 20 minutes), except where limited by item g) and h) of this section. The championship game will have a time limit of 1 hour and 30 minutes, except where limited by item g) and h) of this section.**

Rule 5 Sec. 7 Winner of the game

The winner of the game shall be the team that scores more runs in a regulation game. The score of a called regulation game shall be the score at the end of the last complete inning, unless the team second at bat has scored more runs than the first team at bat in the incomplete inning. In this case the score shall be that of the incomplete inning.

- a) The score of a regulation tie game shall be the tie score when the game was terminated.
- b) The score of a forfeited game shall be 7-0 in favor of the team not at fault.
- c) CYC strictly uses the win loss point system. In cross district games CYC will use a win/tie/loss point system. 2 points for a win, 1 for a tie and 0 for a loss. In case of a tie a one game league playoff will be scheduled. CYC does not use the head to head system, except in the Senior Division.

Rule 5 Sec. 8 One run shall be scored each time a base runner

legally touches first base, second base, third base and home plate before the third out of the inning.

Rule 5 Sec. 9 A run shall not be scored if the third out of the inning is a result of

- a) The batter-runner being put out before legally touching first base.
- b) A runner being forced out due to the batter becoming a batter-runner.

Note: If there is no force out and a run scores prior to a batter-runner being called out on a time play, the run will count.

- c) A base runner leaving base before the pitcher releases the ball to the batter.

Rule 5 Sec. 10 No succeeding runner shall score a run; when a preceding runner has been declared the third out of the inning.

Rule 5 Sec. 11 There shall be only one charged conference between

the manager or other team representative and the batter or runner in an inning.

Umpires shall not permit any such conference in excess of one in an inning. This applies to all divisions.

Penalty: Ejection of manager or coach who insists on another charged conference.

Rule 5 Sec. 12 Suspended Games

- a) Original batting order is to be enforced.

Note: 1) Players not present when the game is continued shall be dropped from the batting order. However, if they show up after the game is restarted, they remain in their original place in the batting order, unless they have missed a turn at bat, in which case they are placed at the bottom of the batting order.

Note: 2) Players not present when the game originally started are added to the end of the batting order.

- b) All divisions except Senior: Minimum playing time requirements are waived for the following conditions:

Players present at the beginning of the game and absent for the continuation of the game.

Players absent at the beginning of the game and present for the continuation of the game when there are less than two full innings to be played.

- c) Players ejected from the game during the original game are not eligible to play in the continuation.

- d) The restart of a suspended game is the continuation of the original game.

Rule 6 Pitching Regulations**Rule 6 Sec. 1 Preliminaries**

Before starting the delivery (pitch), the pitcher shall comply with the following:

- a) When taking the pitching position in contact with the pitcher's plate, the pitcher must have her hands separated and must have the ball in either the glove or the pitching hand.
- b) The pitcher shall not be in the pitching position unless the catcher is in position to receive the pitch.
- c) Both feet must be on the ground within the 24 inch length of the pitcher's plate. The shoulders shall be in line with first and third base. **The pitcher shall take a position with her pivot foot in contact with the pitcher's plate and her non pivot foot in contact with or behind the pitcher's plate.**
- d) While in contact with the pitcher's plate, the pitcher shall take a signal or appear to take a signal with her hands separated. The ball must remain in either the glove or the pitching hand.
- e) The pitcher shall bring the hands together for not less than one second and not more than 10 seconds before releasing the ball. **A backward step may be taken with the non pivot foot before, simultaneous with or after the hands are brought together. The pivot foot must remain in contact with the pitcher's plate at all times prior to the forward step.**

Rule 6 Sec. 2 The Pitch

The pitch starts when the hands are separated once they have been placed together.

Rule 6 Sec. 3 Legal Delivery

- a) The pitcher shall not make any motion to pitch without immediately delivering the ball to the batter.
- b) The pitcher shall not use a pitching motion in which, after bringing the hands together, the pitcher removes one hand from the ball and returns the ball to both hands.
- c) The pitcher shall not make a start or a reversal of the forward motion after separating the hands.
- d) The pitcher shall not make two revolutions of the arm on the windmill delivery. A pitcher may drop the arm to the side and to the rear before starting the windmill motion.
- e) The delivery shall be an underhand motion with the hand below the hip and the wrist not further from the body than the elbow.
- f) The pitch shall be delivered on the throwing arm side of the body and not behind the back or through the legs.
- g) The release of the ball and the follow through of the hand and wrist must be forward and past the straight line of the body.

Rule 6 Sec. 4 While in the pitching position the pitcher shall not

deliberately drop, roll or bounce the ball in order to prevent the batter from striking it.

A pitch out for the purpose of intentionally walking a batter is not considered an illegal pitch. (Refer to note following Rule 8, Sec. 1c)

Rule 6 Sec. 5 The pitcher shall not, at any time during the game

be allowed to use tape or any other foreign substance upon the ball, the pitching hand, or fingers; nor shall any other player apply a foreign substance to the ball.

Under the supervision and control of the umpire, powdered resin may be used to dry the hands. The pitcher shall not wear a sweatband, bracelet, or similar-type item on the wrist or forearm of the pitching arm.

Rule 6 Sec. 6 The pitcher shall not deliver a pitch

Unless all defensive players, except the catcher who must be in the catcher's box, are positioned in fair territory.

Note: It is an illegal pitch if a fielder takes a position in the batter's line of vision, or with deliberate unsportsmanlike intent, acts in a manner to distract the batter. A pitch does not have to be released. The offending player shall be ejected from the game, and an illegal pitch shall be declared.

Rule 6 Sec. 7 Throwing to a base

The pitcher shall not throw to a base during a live ball while their foot is in contact with the pitcher's plate after she has taken the pitching position. If the throw from the pitcher's plate occurs during a live ball appeal play, the appeal is canceled.

Note: The pitcher may remove herself from the pitching position by stepping backwards off the pitcher's plate. Stepping forward or sideways constitutes an illegal pitch.

Effect: Section 1-8: Any infraction of Sections 1-8 is an illegal pitch.

The umpire shall give a delayed dead ball signal.

If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, the illegal pitch is canceled. All action as a result of the batted ball stands. No option is given.

c. Otherwise the manager has the option to take the result of the play, or the illegal pitch is enforced by awarding a ball to the batter (if ball four award first base) and advancing all runners one base.

Note: If an illegal pitch hits the batter, batter is awarded first base and all runners are awarded one base.

Rule 6 Sec. 8 Each half inning or when a pitcher relieves another

At the beginning of each half inning or when a pitcher relieves another, not more than 1 minute may be used to deliver not more than five pitches. Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of five. This does not apply if the umpire delays the start of play due to substitution, conference, injuries, etc.

Note: A pitcher returning to pitch in the same inning will not receive warm-up pitches.

Rule 6 Sec. 9 No pitch shall be declared when:

- a) The pitcher pitches during the suspension of play.
- b) The pitcher attempts a quick return of the ball before the batter has taken position or when the batter is off balance as a result of a previous pitch.
- c) The runner is called out for leaving the base prior to the pitcher releasing the pitch.
- d) The pitcher pitches before a runner has touched her base after a foul ball has been declared and ball is dead.
- e) No Player, Manager, or Coach shall call time, employ any other word or phrase, or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch.

Effect: Sec. 10a-e: The ball is dead, and all subsequent action on that pitch is canceled.

Rule 6 Sec. 10 There shall be only one charged conference between

the manager or other team representative from the dugout with each pitcher in an inning.

The second charged conference should result in the removal of the pitcher from the pitching position for the rest of the game.

Note: When the manager crosses the foul line returning to the dugout, the conference is over.

Rule 6 Sec. 11 If the ball slips from the pitcher's hand

during her windup or during the backswing, a ball is declared on the batter, the ball will remain in play and the runners may advance at their own risk.

NOTE : In 1st-4th grades, the penalties for illegal pitches will be called but the penalty will not be assessed. They will be brought to the attention of the pitcher AND the manager.

Rule 7 Batting**Rule 7 Sec. 1 On-Deck Batter**

- a) The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.
- b) The on-deck batter shall take a position within the lines of the on-deck circle nearest her bench.
- c) The on-deck batter may loosen up with no more than two official bats, an approved warm-up bat, or a combination of the two - not to exceed two. Nothing such as a donut, fan, etc., may be attached to a bat when loosening up.
- d) The on-deck batter may leave the on-deck circle:
 - (1) When she becomes the batter.
 - (2) To direct base runners advancing from third to home plate.
- e) When the on-deck batter interferes with the defensive player's opportunity to make a play on a runner, the runner closest to home plate at the time of the interference shall be declared out.
- f) The provision of Rule 7, Sec. 4, shall apply to the on-deck batter.

Rule 7 Sec. 2 Each player of the side at bat shall become a batter in order

in which her name appears in the scorebook.

- a) In all Divisions the roster batting order rule will be in effect. All eligible players on roster who are present must be listed in a batting order.
- (b) The batting order delivered in the scorebook must be followed throughout the game.
- (c) The first batter in each inning shall be the batter whose name follows that of the last player who completed a turn at bat in the preceding inning.

Effect Sec. 2b-c: Batting Out of order is an appeal play, which may be made by the defensive team. The defensive team forfeits its right to appeal batting out of order when one legal or illegal pitch has been made to the following batter, or when all infielders (including the pitcher) have left their normal positions (cross the foul line).

(1) If the error is discovered while the incorrect batter is at bat, the correct batter may take her place and legally assume any balls and strikes. Any runs scored or bases run while the incorrect batter was at bat shall be legal.

Note: The offensive team may correct a wrong batter at the plate with no penalty.

(2) If the error is discovered after the incorrect batter has completed her turn at bat and before there has been a pitch, legal or illegal, to another batter, or before the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area, the player who should have batted is out. Any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, an error, a base on balls, or a hit batter shall be nullified. The next batter is the player whose name follows that of the player called out for failing to bat. If the batter declared out under these circumstances is the third out, the correct batter in the next inning shall be the player who would have come to bat had the player been put out by ordinary play.

(3) If the error is discovered after the first pitch, legal or illegal to the next batter, or before the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area, the turn at bat of the incorrect batter is legal, all runs scored and bases run are legal, and the next batter in order shall be the one whose name follows that of the incorrect batter. No one is called out for failure to bat. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.

(4) No runner shall be removed from the base she is occupying (Except the batter-runner that has been taken off the base by the umpire as in (2) above to bat in her proper place). She merely misses her turn at bat with no penalty. The batter following her in the batting order becomes the legal batter.

d) When the third out in an inning is made before the batter has completed her turn at bat, she shall be the first batter in the next inning and the ball and strike count on her shall be canceled.

e) A Player arriving after the start of the game shall be placed at the bottom of the batting order if their place in batting order has been passed.

Rule 7 Sec. 3 Batting Position:

The batter shall take her position within the lines of the batter's box.

a) The batter must have both feet completely within the lines of the batter's box prior to the start of the pitch. She may touch the lines, but no part of her foot may be outside the lines prior to the pitch.

Effect: The umpire should hold up the pitch until the batter is within the lines.

b) The batter must take her position within 10 seconds after the umpire has called "Play Ball."

Effect: The ball is dead and a strike is called.

c) The batter shall not step directly across in front of the catcher to the other batter's box while the pitcher is in position ready to pitch or taking the signal.

Effect: The ball is dead, the batter is out, and base runners may NOT advance.

d) The batter shall not hinder the catcher from fielding or throwing the ball by stepping out of the batter's box, or intentionally hinder the catcher while standing within the batter's box.

Exception: If no play is being made and the batter accidentally interferes with the catcher's return throw to the pitcher and a runner(s) advances safely, the umpire should call time and return the runner(s) to the base occupied at the time of the accidental interference.

Effect: The ball is dead, the batter is out, and each runner must return to the last base that, in the judgment of the umpire, was touched at the time of the interference.

Rule 7 Sec. 4 Player attempting to field a foul fly ball

Members of the team at bat shall not interfere with a player attempting to field a foul fly ball.

Effect: The ball is dead, the batter is out, and the runner must return to the base legally held at the time of the pitch.

Rule 7 Sec. 5 The batter shall not hit a fair ball a second time

The batter shall not hit a fair ball with the bat a second time in fair territory.

Exception: If the batter is standing in the batter's box and contact is made while the bat is in the batter's hands, a foul ball is ruled even if the ball hit a second time in fair territory.

Effect: The ball is dead, the batter is out, and runner(s) may not advance.

Note: If the batter drops the bat and the ball rolls against the bat in fair territory, and in the umpire's judgment, there was no intention to interfere with the course of the ball, the batter is not out, and the ball is alive and in play.

Rule 7 Sec. 6 A strike is called by the umpire

a) For each legally pitched ball entering the strike zone.

Effect: The ball is in play, and the runner(s) may advance with liability to be put out.

- b) For each legally pitched ball struck at and missed by the batter.

Effect: The ball is in play, and the runner(s) may advance with liability to be put out.

- c) For each foul tip.

Effect: The ball is in play, and the runner(s) may advance with liability to be put out. The batter is out if it is the third strike.

- d) For each foul ball not legally caught on the fly when the batter has fewer than two strikes.

- e) For each pitched ball struck at and missed which touches any part of the batter.

- f) When any part of the batter's person is hit with her own batted ball when she is in the batter's box and has fewer than two strikes.

- g) When a delivered ball by the pitcher hits the batter while the ball is in the strike zone.

Effect: Sec. 6d-g: The ball is dead, and runners must return to their bases without liability to be put out.

Rule 7 Sec. 7 A ball is called by the umpire

- a) For each legally pitched ball which does not enter the strike zone, touches the ground before reaching home plate, or touches home plate, and at which the batter does not swing.

Effect: The ball is in play, and base runners are entitled to advance with liability to be put out.

Exception: 3rd-4th Grade (Bantam) Division, ball is in play but runners may not advance.

- b) For each illegally pitched ball not swung at.

Effect: The ball is dead. Runners are entitled to advance one base without liability to be put out.

- c) When the catcher fails to return the ball directly to the pitcher as required in Rule 6, Sec. 3e.

- d) When the pitcher fails to pitch the ball within 20 seconds.

- e) For each excessive warm-up pitch.

Effect: Sec. 7c-e: The ball is dead. Runners may not advance.

Rule 7 Sec. 8 The batter is out:

- a) When the third strike is struck at, missed, and the ball touches any part of the batter's person.

- b) When a batter enters the batter's box with, or is discovered using, an altered bat. The batter is also ejected from the game.

- c) When the batter enters the batter's box with, or is discovered using, an illegal bat.

- d) When a batter's entire foot is completely out of the box on the ground when she hits a ball fair or foul.

- e) When any part of the batter's foot is touching home plate when she hits a ball fair or foul.

- f) When she bunts foul after the second strike. If the ball is caught in the air, it remains alive and in play.

- g) When a called or swinging third strike is caught by the catcher.

- h) When the batter has three strikes if there are fewer than two outs and first base is occupied.

- i) If a spectator reaches into the field of play and interferes with a fielder's opportunity to catch a fly ball. The batter is out and the runner(s) must return to the last base legally touched.

Rule 7 Sec. 9 Throwing the bat:

- a) Batters may be warned or ejected for initially throwing a bat. The second time it happens the ball is dead. The umpire can call the batter out (if in their opinion it is accidental) or call the batter out and eject the player (if in their opinion it is deliberate).

- b) Deliberately throwing a bat while at bat will cause the batter to be called out; ball is dead; player is ejected.

Rule 8 Batter-Runner and Runner

Rule 8 Sec. 1 The batter becomes a batter-runner:

- a) As soon as she hits a fair ball.

- b) When the catcher fails to catch the third strike before the ball touches the ground when there are fewer than two outs and first base is unoccupied, or anytime there are two outs. This is called the "Third Strike Rule"

Effect: Sec. 1a-b: Ball is in play, and the batter becomes a batter-runner with the liability to be put out.

The runner loses her eligibility to advance to first base, once she has left the batting area, and is walking toward the bench.

Exception: In the 3rd-4th Grade (Bantam) Division the batter-runner is automatically out on a dropped third strike.

- c) When four balls have been called by the umpire.

Effect: The ball is in play unless it has been blocked. The batter-runner is entitled to one base without liability to be put out.

Note: The manager of the defensive team or the pitcher may intentionally walk a batter by merely declaring their intention to the plate umpire without the requirement of pitching to the batter.

- d) When catcher obstructs, or any other fielder interferes with or prevents her from striking at a pitched ball.

Effect: (1) the umpire shall give a delayed dead ball signal.

- (2) *If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, catcher obstruction is canceled. All action as a result of the batted ball stands. No option is given.*
- (3) *If the manager does not take the result of the play, obstruction is enforced by awarding the batter first base and advancing all other runners only if forced.*

e) When a fair ball strikes the person, attached equipment or clothing of an umpire or a base runner over fair ground. If the runner is hit with a fair ball while touching a base, she is not out.

Effect: If the ball hits an umpire or runner

- (1) *After touching a fielder, including the pitcher, the ball is in play;*
- (2) *After passing a fielder other than the pitcher, the ball is in play;*
- (3) *Before passing a fielder without being touched, the ball is dead.*

In (3), if the ball hits the base runner, she is out, and the batter is entitled to first base without the liability to be put out. Any runner not forced by the batter-runner must return to the base she had reached prior to the interference. When a fair ball touches a runner who is in contact with a base, the ball remains dead or alive depending on the position of the fielder closest to the base.

f) When a pitched ball, not struck at or not called a strike, touches any part of the batter's person or clothing while she is in the batter's box. It does not matter if the ball strikes the ground before hitting her. The batter's hands are not to be considered as part of the bat.

Effect: The ball is dead and the batter is entitled to one base without liability to be put out unless she made no effort to avoid being hit. In this case, the plate umpire calls either a ball or a strike.

Rule 8 Sec. 2 Batter-Runner is out

- a) When the catcher drops the third strike, and she is legally touched by a fielder before she touches first base.
- b) When the catcher drops the third strike and the ball is held on first base before the batter-runner reaches it.
- c) When, after a fair ball is hit, she is legally touched before she touches first base.
- d) When, after a fair ball is hit, the ball is held by a fielder touching first base with any part of her person before the batter-runner touches first base.
- e) When, after a fly ball is hit, the ball is caught by a fielder before it touches the ground or any object or person other than a defensive player.
- f) When she fails to advance to first base and enters her team area after a batted fair ball, a base on balls, a hit batsman, a dropped third strike or catcher obstruction.

Effect: Sec. 2a-f: The ball is in play, except for a hit batter.

g) When she runs outside the 3-foot line and, in the judgment of the umpire, interferes with the fielder taking the throw at first base. However, she may run outside the 3-foot line to avoid a fielder attempting to field a batted ball.

h) When she interferes with a fielder attempting to field a batted ball, interferes with a thrown ball, or interferes with a dropped third strike. If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play, the runner closest to home plate shall also be called out.

Note: A batter-runner or runner being hit with a thrown ball does not necessarily constitute interference.

- i) When she interferes with a play at home plate in an attempt to prevent an obvious out at home plate. The runner is also out.
- j) When she moves back toward home plate to avoid or delay a tag by a fielder.
- k) When she hits a fair-batted ball with an altered or illegal bat.

Effect: Sec. 2g-k: The ball is dead. Each other runner must return to the last base legally touched at the time of or before the illegal action.

Note: In Sec. 2k, if the player is using an altered bat, the player is also ejected from the game.

l) Immediately when she hits an infield fly, as declared by the umpire, with runners on 1st and 2nd or on 1st, 2nd, and 3rd with less than two outs. This is called the **"Infield Fly Rule"**.

m) If a fielder intentionally drops a fair fly ball, including a line drive or a bunt, which can be caught by an infielder with ordinary effort with first; first and second; first and third; or first, second, and third bases occupied with fewer than 2 outs. A trapped ball shall not be considered as having been intentionally dropped.

Effect: Ball is dead, and each base runner must return to the last base touched at the time of the pitch.

Note: This rule would apply on an infield fly situation.

n) If the immediate preceding runner who is not yet out, intentionally interferes, in the umpire's judgment, with a fielder who is attempting to catch a thrown ball or throw a ball in an attempt to complete the play. The runner shall also be called out and interference called.

Rule 8 Sec. 3 Batter-Runners and runners must touch bases in legal order

(i.e. first, second, third, and home plate)

- a) When a runner must return to base(s) while the ball is in play, she must touch the base(s) in reverse order.

- b) When a batter-runner or runner acquires the right to a base by touching it before being put out, she is entitled to hold the base until she has legally touched the next base in order, or is forced to vacate for it for a succeeding runner.
- c) When a runner dislodges a base from its proper position, neither she nor the succeeding runner(s) in the same series of plays are compelled to follow a base unreasonably out of position.

Effect: Sec. 1a-c: The ball is in play, and runners may advance with liability to be put out.

- d) A runner shall not run the bases in reverse order either to confuse the fielders or to make a travesty of the game.

Effect: The ball is dead, and the base runner is out.

Exception: If no play is being made and the batter accidentally interferes with the catchers return throw to the pitchers and a runner(s) advances safely, the umpire should call time and return the runner(s) to the base occupied at the time of the accidental interference.

- e) Two runners may not occupy the same base simultaneously.

Effect: The runner who first legally occupied the base shall be entitled to it unless forced to advance. Being touched by the ball may put out the other runner.

- f) Failure of **Preceding** runner to touch a base or to legally tag up on a caught fly ball, and who is declared out, does not affect the status of a **Succeeding** runner who touches bases in proper order; however, if the failure to touch a base in regular order or to legally tag up on a caught fly ball is the third out of the inning. **No Succeeding** runner may score a run.

- g) No runner may return to touch a missed base or one left too soon after a following runner has scored.

- h) When the ball becomes dead, no runner may return to touch a missed base or a base left too soon if she has advanced, touched, and remains a base beyond the missed base or the base left too soon.

Exception: Enforce Rule 8, Sec. 6k. If the defense intentionally throws a ball out of play to prevent the runner from returning to a base.

- i) No runner may return to touch a missed base or one she had left illegally once she enters her team dugout or bench area.

- j) When a walk is issued, all runners must touch all bases in legal order.

- k) Bases left too soon on a caught fly must be retouched prior to advancing to awarded bases.

- l) Awarded bases must also be touched in proper order.

***Rule 8 Sec. 4 Runners are entitled to advance with liability to be put out:**

- a) When the ball leaves the pitcher's hand on her delivery.

**Exception:*

1) In 3rd Grade stealing is not allowed, subject to District discretion.

Consult your District Chairperson for regulations on base stealing

2) In 4th Grade runners can only steal 3rd base. Runner can only advance to 2nd and home on a batted ball or if forced. If they attempt to steal 2nd or home, they can be tagged out or, if successful, will be returned to the previous base without further penalty.

- b) When the ball is thrown into fair or foul territory and is not blocked.

- c) On a batted ball that is not blocked.

- d) When a legally caught fly ball is first touched.

- e) If a fair ball strikes the umpire or a runner after having passed an infielder, other than the pitcher and provided no other infielder had a chance to make an out, or when a fair batted ball has been touched by an infielder, including the pitcher.

Effect: Sec 4a-e: The ball is in play.

Rule 8 Sec. 5 A player forfeits her exemption from liability to be put out:

- a) If, while the ball is in play, she fails to touch the base to which she was entitled before attempting to make the next base. If the runner put out is the batter-runner at first base, or any other runner forced to advance because the batter became a batter-runner, this out is a force out.

- b) If, after overrunning first base, the runner attempts to continue to second base.

- c) If, after dislodging a base, a runner tries to continue to the next base.

Rule 8 Sec. 6 Runners are entitled to advance without liability to be put out:

- a) When forced to vacate a base because the batter was awarded a base on balls.

Effect: The ball remains in play unless it is blocked. Any runner affected is entitled to one base and may advance farther at her own risk if the ball is in play.

- b) When a fielder not in possession of the ball, not in the act of fielding a batted ball or not about to receive a thrown ball impedes the progress of a runner or batter-runner that is legally running bases.

Effect: When any obstruction occurs (including a rundown), the umpire will signal a delayed ball. The ball will remain alive.

If the obstructed runner is put out prior to reaching the base she would have reached had there not been obstruction, a dead ball is called, and the obstructed runner and each other runner affected by the obstruction will always be awarded the base or bases she would have reached, in the umpire's judgment, had there not been obstruction. An obstructed runner may never be called out between the two bases where she was obstructed. This runner would either be advanced or returned to the last base touched. Should an act of interference occur following any obstruction, enforcement of the interference penalty would have precedence.

If the obstructed runner were put out after passing the base she would have reached had there not been obstruction, the obstructed runner will be called out. The ball remains alive.

When a runner, while advancing or returning to a base, is obstructed by a fielder who neither has the ball nor is attempting to field a batted or thrown ball, or a fielder who fakes a tag without the ball, the obstructed runner, and each other runner affected by the obstruction, will always be awarded the base or bases she would have reached, in the umpire's judgment, had there been no obstruction. If the umpire feels there is justification, a defensive player making a fake tag could be ejected from the game

Note: Obstructed runners are still required to touch all bases in proper order, or they could be called out on a proper appeal by the defensive team.

Catcher obstruction is covered under Rule 8, Sec. 1d.

- c) When a wild pitch or passed ball lodges in or goes under, over, or through the backstop.

Effect: The ball is dead. All runners are awarded one base only. The batter is awarded first base only on the fourth ball.

- d) When forced to vacate a base because the batter was awarded a base.

(1) For being hit by a pitched ball.

(2) For being obstructed by the catcher when striking at a pitched ball.

Effect: Sec, 6d (1)-(2): The ball is dead, and each runner may not advance farther than the base to which she is entitled.

(3) If, the runner on third base, trying to score by means of a squeeze play or a steal, the catcher or any other fielder steps on or in front of home plate without possession of the ball, or touches the batter or her bat, the pitcher shall be charged with an illegal pitch, the batter shall be awarded first base on the obstruction, each other runner shall be awarded one base on the illegal pitch and the ball is dead.

- e) When a pitcher makes an illegal pitch.

Effect: The ball is dead, and each runner may advance to the base to which they are entitled without liability to be put out.

- f) When a fielder contacts or catches a fair batted or thrown ball with her cap, mask, glove, or any part of her uniform while it is detached from its proper place on her person.

Effect: The runners would be entitled to three bases from the time of the pitch, if a batted ball, or two bases from the time of the throw if a thrown ball and in either case; they may advance farther at their own risk. If the illegal catch or touch is made on a fair hit ball which, in the judgment of the umpire, would have cleared the outfield fence in flight, the runner shall be awarded a home run.

- g) When the ball is in play and is over thrown (beyond the boundary lines) or is blocked.

Effect: All runners will be awarded two bases, and the award will be governed by the positions of the runners when the ball left any fielder's hand. If two runners are between the same bases, the award is based on the position of the lead runner.

Exception:

When a fielder loses possession of the ball, such as on an attempted tag, and the ball enters dead ball area or becomes blocked, a runner is awarded one base from the last base touched at the time the ball entered the dead ball area or became blocked.

If a runner touches the next base and returns to her original base, the original base she left is considered the "last base touched" for the purpose of an overthrow award.

If the ball becomes blocked due to offensive equipment not involved in the game, the ball is ruled dead and runners are returned to the last base touched at the time of the blocked ball. If the blocked ball prevented the defense from making a play, the runner being played on is called out. (If this player has scored prior to the blocked ball being ruled, the runner closest to home is called out.)

If an awarded base is in error after one pitch is thrown (legal or illegal), the error cannot be corrected.

- h.) When possible the field managers, with the approval of the district, will establish ground rules for each field. If none have been established, the umpires shall meet before the game and establish rules applicable to the field. All ground rules shall be explained to both managers. Special emphasis shall be placed on out of play lines or markers, ground rule doubles and ground rule home run areas when they are needed.

i.) When a fair ball bounds or rolls over, under, or through a fence or any obstruction marking the boundaries of the playing field, is unintentionally caused to go out of play when it bounds off a defensive player, or is unintentionally caused to go out of play when it bounds off a runner or an umpire after having touched or been touched by a defensive player, or after having passed an infielder, excluding the pitcher, and provided no other infielder had a chance to make an out.

Effect: The ball is dead, and all runners are awarded two bases from the time of the pitch.

j.) When a fielder from playable territory into dead ball territory unintentionally carries a live ball.

Effect: The ball is dead and each runner is awarded one base from the last base touched at the time the fielder enters dead ball territory.

Note: A fielder carrying a live ball into the dugout or team area to tag a player is considered to have unintentionally carried it there.

k.) If, in the judgment of the umpire, a fielder intentionally carries, kicks, pushes or throws a live ball from playable territory into dead ball territory.

Effect: The ball becomes dead, and each runner is awarded two bases from the last base touched at the time the fielder entered or the ball was kicked, pushed, thrown into dead ball territory.

Note: A dead ball line is considered in play.

l.) When there is spectator interference with any thrown or fair-batted ball, the ball is dead at the moment of interference.

m.) When a ball gets lodged in (a) umpires gear or clothing or (b) in an offensive players' clothing.

Effect: (L, M) the ball is dead and the umpire should award the runners the bases in their judgment they would have reached.

Rule 8 Sec. 7 A runner must return to her base:

a) When a foul ball is illegally caught and so declared by the umpire.

b) When the umpire declares an illegally batted ball.

c) When a batter, batter-runner or runner is called out for interference. Each other runner shall return to the last base which, in the judgment of the umpire, was legally touched at the time of the interference.

Exception: If the runner was forced to advance.

d) When the plate umpire or her clothing interferes with the catcher's attempt to throw.

Exception: If the runner being played on is ruled out, she will remain out.

e) When any part of the batter's person is touched by a pitched ball that is swung at and missed.

f) When a pitched ball hits a batter, unless forced.

g) When a foul ball is not caught.

Effect: Sec. 7a-g: The ball is dead.

Each runner must return to her base without liability to be put out, except when forced to go to the next base because the batter became a batter-runner.

No runs shall score unless all bases are occupied.

Runners need not touch the intervening bases in returning to base, but must return promptly; however, they must be allowed sufficient time to return.

h) When a caught fair fly ball, including a line drive or bunt which can be caught by an infielder with ordinary effort, is intentionally dropped with fewer than two outs and a runner on first base; first and second; first and third; or first, second, and third bases.

Rule 8 Sec. 8 The runner is out:

a) When running to any base in regular or reverse order and she runs more than 3 feet from the base path to avoid being touched by the ball in the hand(s) of a fielder.

b) When the ball is in play and while she is not in contact with a base, a fielder legally touches her.

c) When, on a force out, a fielder tags her with the ball or holds the ball on the base to which she is forced to advance before she reaches the base.

d) When fails to return to touch the base previously occupied when play is resumed after suspension of play.

e) When she physically passes a preceding runner before that runner has been put out.

Effect: Sec. 8a-e: The ball is in play, and the runner is out.

f) When she leaves her base to advance to another base before a caught fly ball has touched a fielder, provided the ball is returned to a fielder and properly appealed.

g) When she fails to touch the intervening base or bases in regular or reverse order and the ball is returned to a fielder and properly appealed.

h) When the batter-runner legally overruns first base, attempts to run to second base, and is legally touched while off the base.

i) When running or sliding for home plate, she fails to touch it, makes no attempt to return to it₁ and a fielder holds the ball in her hand(s) while touching said plate and appeals to the umpire for the decision.

Effect: Sec. 8f-i:

(1) These are appeal plays, and the defensive team loses the privilege of putting the runner out if the appeal is not made before the next legal or illegal pitch or before the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area, or before the umpires have left the field at the conclusion of the game.

(2) If properly appealed during a live ball, the runner is out. Item (3) below, covers dead ball appeals.

Note: On appeal plays the appeal must be made before the next legal or illegal pitch or before the defensive team has left the field. The defensive team has "left the field" when the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area.

(4) Once the ball has been returned to the infield and time has been called, the manager, any coach or fielder (including the pitcher or catcher), with or without possession of the ball may make a verbal appeal on a runner missing a base or leaving a base too soon. The administering umpire should acknowledge the appeal and then make a decision on the play. No runner can leave her base during this period as the ball remains dead until the next pitch

Note:

If the pitcher has possession of the ball and is in contact with the pitcher plate when making a verbal appeal, no illegal pitch is called.

If the umpire has indicated "play ball" and the pitcher now requests an appeal, the umpire would again call time and allow the appeal process.

j) When she interferes with a fielder attempting to field a batted ball or interferes with a thrown ball. If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play and occurs before the runner is put out, the immediate succeeding runner shall also be called out.

Note: If a ball ricochets off one defensive player and another player has the opportunity to make an out, the runner will be ruled out if she interferes with the second fielder.

k) When she is struck with a fair, untouched-batted ball while not in contact with a base and before it passes an infielder, excluding the pitcher.

Note: Sec. 8j-k: When runners are called out for interference, the batter-runner is awarded first base and credited with a base hit.

l) When she intentionally kicks a ball, which an infielder has missed.

m) When anyone, other than another runner, physically assists her while the ball is in play. If the runner is assisted prior to the batted ball being caught regardless of whether the ball is fair or foul, a delayed dead ball call will be made. She is out, and if the ball is caught, the batter -runner will also be declared out. The ball becomes dead when it is caught or falls to the ground.

Note: The ball is dead if not caught. If a fair ball, award the batter-runner one base, and if foul ball, the batter will bat again. This includes a home run.

n) When the coach near third base runs in the direction of home plate on or near the baseline while a fielder is attempting to make a play on a batted or thrown ball and thereby draws a throw to home plate. The runner closest to home plate shall be declared out.

o) When one or more members of offensive team stand or collect at or around a base (including home plate) to which a runner is advancing, thereby confusing the fielders and adding to the difficulty of making the play.

Note: Members of a team include bat boy or any other person authorized to sit on team's bench.

p) When a coach intentionally interferes with a thrown ball while in the coach's box, or interferes with the defensive team's opportunity to make a play on another runner. The runner closest to home plate at the time of the interference shall be declared out.

Effect: Sec. 8j-p: The ball is dead, and the runner is out. Each other runner must return to the last base legally touched at the time of the illegal action.

q) When a runner, after being declared out or after scoring, interferes with a defensive player's opportunity to make a play on another runner.

Effect: Runner closest to home plate at the time of interference shall be declared out.

r) Collision Rule: In the judgment of the umpire when a defensive player has the ball and is waiting for the runner and the runner remains on her feet and deliberately, with great force crashes into the defensive player, the runner is declared out.

Effect: The runner is out, the ball is dead, and each other runner must return to the last base touched at the time of the collision, unless Rule 8, Sec. 8j or Rule 8, Sec. 8q applies.

Note: If the act is determined flagrant, the offender shall be ejected.

s) When she fails to keep contact with the base to which she is entitled until the ball leaves the pitcher's hand.

t) When a runner is legitimately off her base after a pitch or the result of a batter completing her turn at bat, and while the pitcher has the ball within an 8 foot radius of the pitcher's plate, she must immediately attempt to advance to the next base or immediately return to her base.

(1) Failure to immediately return to her base or proceed to the next base once the pitcher has the ball within the 8 foot radius of the pitcher's plate, will result in the runner being declared out.

(2) Once the runner returns to a base for any reason, she will be declared out if she leaves the base unless a play is made on her or another runner (a fake throw is considered a play), the pitcher no longer has possession of the ball in the 8 foot radius or the pitcher releases the ball on a pitch to the batter.

Note: A base on balls or dropped third strike on which a runner is entitled to run is treated the same as a batted ball. The batter-runner may continue past first base and is entitled to run toward second base as long as she does not stop. If she stops after she rounds any base, she then must comply with Sec. 8t (1).

- u) When she abandons a base and enters her team area or leaves the field of play.
- v) When she positions herself behind and not in contact with a base to get a running start on any fly ball. The ball remains live.
- w) Prior to a pitch (legal or illegal) to the next batter, if the runner was discovered having used an illegal bat, she shall be declared out. If the bat was altered she shall also be disqualified. If the altered/illegal bat is discovered prior to the next pitch, any runners put out prior to the discovery shall remain out.

Rule 8 Sec. 9 Runner is not out:

- a) When she runs behind or in front of the fielder and outside the base path in order to avoid interfering with a fielder attempting to field the ball in the base path.
- b) When she does not run in a direct line to the base, provided the fielder in the direct line does not have the ball in her possession.
- c) When more than one fielder attempts to field a batted ball and the runner comes into contact with the one who, in the judgment of the umpire, was not entitled to field the ball.
- d) When she is hit with a fair, untouched-batted ball that has passed an infielder, excluding the pitcher, and, in the judgment of the umpire, no other infielder had a chance to make an out.
- e) When she is hit with a fair untouched batted ball over foul territory that, in the judgment of the umpire, no infielder had a chance to make an out.
- f) When she is hit with a fair-batted ball after it touches or is touched by any fielder, including the pitcher, and she could not avoid contact with the ball.
- g) When she is touched with a ball not securely held by a fielder.
- h) When the defensive team does not request the umpire's decision on an appeal play until after the next legal or illegal pitch, or until after the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area.
- i) When a batter-runner overruns first base after touching it and returns directly to the base.
- j) When she is not given sufficient time to return to a base. She will not be called out for being off base before the pitcher releases the ball. "No pitch" will be called by the umpire.
- k) When she has legally started to advance. She cannot be stopped by the pitcher receiving the ball while on the pitching plate, nor by the pitcher stepping on the plate with the ball in her possession.
- l) When she holds her base until a fly ball touches a fielder, and then attempts to advance.
- m) When hit by a batted ball when touching her base, unless she intentionally interferes with the ball or a fielder making a play.
- n) When she slides into a base and dislodges it from its proper position. The base is considered to have followed the runner.

Effect: A runner reaching a base safely will not be out for being off that base if it becomes dislodged. She may return to that base without liability to be put out when the base has been replaced. A runner forfeits this exemption if she attempts to advance beyond the dislodged base before it is again in proper position.

o) When a fielder makes a play on a batter, batter-runner or runner while using an illegal glove. The manager of the offended team has two options:

- (1) Having the entire play nullified with the batter batting over assuming the ball and strike count she had before she hit the ball and each runner returning to the original base she held prior to the batted ball.
- (2) Taking the result of the play and disregard the illegal act.

Rule 9 Protests

Rule 9 Sec. 1 Protests will not be received or considered

If they are based solely on a decision involving the accuracy of judgment on the part of an umpire.

Examples of protests which will not be considered are:

- a) Whether a batted ball was fair or foul.
- b) Whether a runner was safe or out.
- c) Whether a pitched ball was a ball or strike.
- d) Whether a pitch was legal or illegal.
- e) Whether a runner did or did not touch a base.
- f) Whether a runner left her base too soon on a caught fly ball.
- g) Whether a fly ball was or was not caught legally.
- h) Whether it was or was not an infield fly.
- i) Whether there was or was not interference or obstruction.

- j) Whether the field is fit to continue or resume play.
- k) Whether there is or is not sufficient light to continue play.
- l) Any other matter involving only the accuracy of the umpire's judgment.
- m) Whether a batted ball did or did not clear the fence in flight.
- n) Whether a batted ball was or was not touched by a fielder before clearing the fence in flight.
- o) Whether a player or live ball did or did not enter a dead ball area or touch some object or person in a dead ball area.

Rule 9 Sec. 2 Protests

There are two types of protests:

- a) Misinterpretation of a playing rule must be made before the next pitch (legal or illegal) or, before all fielders have left fair territory, or if on the last play of the game, before the umpires leave the playing field.
- b) Illegal player must be made while they are in the game and before the umpires leave the playing field.

Note: (a, b) an umpire cannot reverse a decision after a pitch (legal or illegal) to the next batter.

c) Ineligible player-can be made at any time. Eligibility is the decision of the protest committee.

Rule 9 Sec. 3 Protests may involve both a matter of judgment and the interpretation of rule.

Example: With one out and runners on second and third, the batter flies out. The runner on third tags up after the catch but the runner on second does not. The runner on third crosses the plate before the ball is played at second base for the third out. The umpire does not allow the run to score. The question as to whether the runners left their bases before the catch or whether the play at second base was made before the runner on third crossed the plate are solely matters of judgment and are not protestable. It is a misinterpretation of a playing rule if the umpire fails to allow the run to score and is a proper subject for protest.

Rule 9 Sec. 4 The manager or acting manager

of the protesting team shall immediately notify the plate umpire that the game is being played under protest. The plate umpire shall in turn notify the opposing manager and official scorekeeper. All interested parties shall take notice of the conditions surrounding the making of the decision, which will aid in the correct determination of the issue.

Rule 9 Sec. 5 The official written protest

The official written protest must be filed within the provisions of the CYC Constitution and by-laws.

Rule 9 Sec. 6 The formal written protest

The formal written protest should contain the following information:

- a) The dates, time, and place of the game.
- b) The names of the umpires and scorers, if available.
- c) The rule and section of the official rules or local rules under which the protest is made.
- d) The information, details and conditions pertinent to the decision to protest.
- e) All essential facts involved in the matter protested.

Rule 9 Sec. 7 The decision made on a protested game:

The decision made on a protested game must result in one of the following:

- a) The protest is found invalid, and the game score stands as played.
- b) When a protest is determined to be valid because of the misinterpretation of a playing rule, the game is replayed from the point at which the incorrect decision was made with the decision corrected.
- c) When a protest for ineligibility is determined to be valid, the offending team shall forfeit the game being played, or the game last played, to the offended team.

Points of Emphasis***Participant Location**

*All Managers, coaches and players must remain behind a screen during live ball situations, when available, at all times. The exceptions are defensive players in the field, the batter, base runners, the on deck batter and the two base coaches.

Rule 1 Sec. 14 Charged Conference**a.) Defensive Conference**

The defensive team requests a suspension of play for any reason, and a representative (not on the field) of the defensive team enters the playing field and gives the umpire cause to believe that she has delivered a message (by any means) to the pitcher. When the manager (representative) crosses the foul line on the return to the team area, the conference is over.

b.) Offensive Conference

The offensive team requests a suspension of the play to allow the manager or other team representatives to confer with the batter or base runner. Refer to Rule 5. Sec.11.

Rule 3 Sec. 6 Masks, Body Protectors, Shin Guards and Helmets

a) The catcher must wear a mask, shin guards, chest protector, throat protector and helmet.

b) Helmets with earflaps are mandatory.

c) Helmets

(1) Offense

Offensive players (to include the on deck batter) must properly wear batting helmets with ear flaps. It is mandatory, in 2009 that batters wear helmets with a full cage/face mask that will not allow a ball to pass through the dividers. Players acting as coaches in the coaches' box(es) must wear a batting helmet. All helmets must be approved by NOCSAE.

Penalty: Failure to wear the batting helmet when ordered to do so by the umpire shall cause said player to be ejected from the game. Deliberately wearing the helmet improperly or deliberately removing the helmet during a live ball play and seen by the umpire as a deliberate act shall cause the violator to be declared out immediately. The ball remains alive.

Note: Calling a runner out for removing a helmet does not remove force play situations. Umpires should use discretion as to the intent of the rule concerning player safety.

(2) Defense

Any defensive player may wear an approved helmet

Note: No equipment shall be left lying on the field either in fair or foul territory. (See Rule 8. Sec. 6g)

d) Casts

Plaster or other hard substances in their final form may not be worn during the game. Any exposed metal may be considered legal if covered by soft material and taped.

e) Jewelry

*Exposed jewelry such as wristwatches, bracelets, any type earrings, neck chains, or any other item judged dangerous by an umpire, may not be worn during the game. **Earrings are not allowed even if covered by tape.** Medical alert bracelets/necklaces, or religious medallions are not considered jewelry, if worn, must be taped to the body.*

Note: Seniors may wear flat wedding bands. Only soft pliable hair accessories are permissible.

Note: Players must be asked to remove jewelry and if they fail to do so, will be ejected from the game.

Rule 3 Sec. 6 Uniforms

All teams are required to wear uniforms; shirts of a similar color with a permanently attached number. Either pants or shorts are acceptable. The size and placement of the number will be left to the discretion of the district. Players without numbers or with duplicate numbers will not be allowed to participate after their team's first scheduled league game.

Note: For any infringement of Sec. 4, 5, 6, and 7 of this rule, the player at fault shall be instructed to leave the field of play by the umpire, to adjust her equipment or obtain any missing equipment. A player who is instructed to leave the field to adjust her equipment or obtain missing equipment shall not return without first reporting to the umpire who shall satisfy him/herself that the player's equipment is in order. A player who has been prevented from taking part in a game or who has been sent off because of an infringement of this rule, and who enter or re-enters the game to join or re-join her team, in breach of the above conditions may be ejected and the team may forfeit the game.

Rule 4 Sec. 1 A team shall consist of 10 players.

A game may start, continue or finish with 8 players.

Rule 4 Sec. 3 Playing Time and Substitution

a) In all divisions except Senior, all eligible players must be allowed to play two full innings in the field during regulation seven innings. At least one inning in the **first three innings** and the other in **the first six innings**.

Note: A full inning as defined in these rules is that portion of a game within which the teams alternate on offense and defense and in which there are three put outs for each team. (Rule 1, Sec. 38)

Note: The two full innings need not be consecutive. Failure to comply will result in forfeiture provided conditions are not beyond control of the coach/manager. The District Chairperson or Sports Chairperson has the authority to further discipline the coach or manager.

b) Free Substitution - All divisions a player may enter and leave the game as many times as the team desires.

Note: Substitution must occur at the time a team is taking the field for defensive position except for the pitcher (pitcher can remain on the field and replace another defender) and any injured player.

c) Substitutions need not report to the umpire. During playoffs substitutes must report to the official scorekeeper until minimum playing time requirements are met.

d) The game official and opposing manager/coach must be notified prior to the start of the game of non-participation of a player(s) due to injury or disciplinary reasons.

- e) A player who leaves the game for any reason, including the batter, the player who made the “last out” shall play for the injured player. If no “last out” then last person in the batting order shall run if batting will assume the batters count. If there is not a count on the batter; she is skipped in the batting order and cannot return to the game. The player’s team will not be penalized an out.
- f) In all divisions, if a pitcher hits three (3) batters in the same inning, or a total of five (5) during the game which results in the awarding of a base, the player shall be removed from the pitching position for the remainder of the game
- g) Courtesy runner-With two (2) out, a courtesy runner may, at the manager's option, be utilized for the catcher should she reach any base. Note: This rule will be used in Archdiocesan Playoffs.
- h) Should the pitcher be removed to the bench during an inning, she may not return to the pitching position for the remainder of that inning.

Rule 5 Sec. 6 A Regulation Game Shall Consist of Seven Innings.

No new full inning may start within 15 minutes of the next scheduled game or the time limit (1 hour and 20 minutes) has passed.

- g) Run Ahead Rule *In all divisions, except Senior, when one team is ahead ten runs or more anytime after five completed innings or fifteen runs ahead after four completed innings or twenty runs ahead after three completed innings of a seven-inning game or when the district's time limit has expired, the game shall be terminated and be official. Before termination of a game each team shall have an equal number of innings, unless it is the home team that is ahead. If the home team has the lead then the bottom half of the inning is not played. Note: This rule also applies to Archdiocesan Playoffs*

Rule 5 Sec. 11 Charged Conference (Manager / Batter-Runner)

There shall be only one charged conference between the manager or other team representative and the batter or runner in an inning. Umpires shall not permit any such conference in excess of one in an inning. This applies to all divisions.

Penalty: Ejection of manager or coach who insists on another charged conference.

Rule 6 Sec. 11 Charged Conference (Manager / Pitcher)

There shall be only one charged conference between the manager or other team representative from the dugout with each pitcher in and inning.

The second charged conference shall result in the removal of the pitcher from the pitching position for the rest of the game.

Note: When the manager crosses the foul line returning to the dugout, the conference is over.

Rule 7 Sec. 2 Batting Order

Each player of the side at bat shall become a batter in order in which her name appears in the scorebook. In all Divisions the roster batting order rule will be in effect. All eligible players on roster who are present must be listed in a batting order.

Rule 7 Sec. 9 Throwing the bat:

- a) Batters may be warned or ejected for initially throwing a bat. The second time it happens the ball is dead. The umpire can call the batter out (if in their opinion it is accidental) or call the batter out and eject the player (if in their opinion it is deliberate).
- b) Deliberately throwing a bat while at bat will cause the batter to be called out, the ball is dead and the player is ejected.

Rule 8 Sec. 8 The Runner is Out

Collision Rule: In the judgment of the umpire when a defensive player has the ball and is waiting for the runner and the runner remains on her feet and deliberately, with great force crashes into the defensive player, the runner is declared out.

Effect: The runner is out, the ball is dead, and each other runner must return to the last base touched at the time of the collision, unless Rule 8, Sec. 8j or Rule 8, Sec. 8q applies.

Note: If the act is determined flagrant, the offender shall be ejected.

3RD-4TH GRADE SECTION

Rule 6 Sec. 4 The pitcher may use any windup desired, providing:

In 3rd-4th Grade Division only, at the time of the first illegal pitch, the umpire shall and explain to the manager and then the pitcher what the pitcher did incorrectly but the penalty will not be imposed. For each additional illegal pitch committed by the same pitcher the umpire shall assess the proper penalty.

Rule 8 Sec. 1 The batter becomes a batter-runner:

When the catcher fails to catch the third strike before the ball touches the ground when there are fewer than two outs and first base is unoccupied, or anytime there are two outs. This is called the “Third Strike Rule”

Effect: Sec. 1a-b: Ball is in play, and the batter becomes a batter-runner with the liability to be put out.

Exception: In the 3rd-4th Grade Division the batter-runner is automatically out on a dropped third strike.

Rule 8 Sec. 4 Runners are entitled to advance with liability:

Runners are entitled to advance with liability to be put out:

When the ball leaves the pitcher’s hand on her delivery.

Exception:

- 1) In 3rd Grade Division stealing is not allowed, subject to District discretion. Consult your District Chairperson for regulations on base stealing
- 2) In 4th Grade Division runners can only steal 3rd base. Runner can only advance to 2nd and home on a batter ball or if forced. If they attempt to steal 2nd or home, they can be tagged out or, if successful, will be returned to the previous base without further penalty.

Softball Base and Pitching Distances**DISTANCES: (IN FEET)**

		DISTANCES:	(IN FEET)		
	BASE	PITCHING		*MIN.	*MAX.
DIVISION	(A)	(B)	POINT OF HOME PLATE TO CENTER OF SECOND BASE	(FENCE DIST.)	
1 st - 2 nd Grade				125	150
3 rd - 4 th Grade	55'	35'	77' 93/8"	150	175

*Fence distances are not protestable items.

(A) From point of home plate to back at first and third. Outer edge of foul line to center of second base.

(B) From point of home plate to front edge of pitchers plate.

For more detailed information about the layout of the field, see Rule 2, section 1 on page 15



CYC Lightning/Thunder Policy

Officials will remove all participants from the field of play at the first sign of a lightning flash or sound of thunder. They will instruct the participants/spectators that the game is suspended and that all should move to a place of safety. A waiting period of 30 minutes will take place after the first sign of a lightning flash or sound of thunder. Play may resume 30 minutes after the last sound of thunder or lightning flash is seen. After a maximum of 45 minutes of wait time, the game will be rescheduled as a rainout. Games cancelled or suspended earlier in the day/night will have no effect on later games unless there is still lightning in the area. Please check your district's rain out line for updates.

Areas considered safe:

- Inside a fully enclosed metal vehicle with windows up
- Inside a substantial building (roof and four walls)

Unsafe Areas

- Small buildings including picnic shelters and the open area of a concession stand
- Anywhere near metallic objects like flagpoles, antennas, towers, underground watering systems, soccer goals, metal bleachers, electric equipment
- Open fields, trees and water
- Avoid standing in groups, spread out to reduce risk
- Crouch on your feet, keep your head low. Avoid being the tallest object or lying on the ground

If a strike occurs to an individual

- Call 911
- If you are qualified to do so, apply First Aid or CPR immediately
- People struck by lightning do not carry an electrical charge and are safe to touch

Restarting after the All-Clear or Rescheduling of Games

Due to time restraints, suspended games will most likely not be restarted so as not to affect the remaining games scheduled that day.

- **Baseball/Softball** - a game is considered complete after 50 minutes or 3 complete innings. Rainouts will be rescheduled as a new game, if time permits.