

Community Fastpitch Softball League

2025 GIRLS SOFTBALL RULES

Participating Organizations:

Cloverleaf – Copley – Highland – Revere – West Akron



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DEFINITIONS

Organization: The communities participating in the program. The five organizations are Cloverleaf, Copley, West Akron, Revere, and Highland.

Community Director: One person responsible for representing all leagues in their Organization.

League: The age groups that teams are organized under.

Manager: The person that is the head of a team.

Coach: The person that coaches under a manager.

Protest Committee: One Community Director from each community league or his/her designee.

LEAGUE OBJECTIVES

The League has been created to provide all girls ages six (6) through fourteen (14) the opportunity to play organized softball. Our objectives are to teach the youth the fundamentals of the game, to encourage them to always strive to improve their abilities, to show them the values of fair play, and to help them work and play together as a team. In doing so, we will help the youth become better adults.

This is a rec league, which means the knowledge and ability of the players, managers and coaches will vary greatly.

The league promotes “competition with perspective.” By that, teams are expected to practice and play with the intent to improve and to win.

But at the same time, coaches, parents and players must understand that this is a teaching league first and foremost, and at no point should they employ strategies or behaviors that discourage or humiliate other players or managers (e.g., don’t steal home when you are leading by 15 runs; use quiet discretion when questioning an opposing pitcher’s form, an umpire’s call or a potential rules violation instead of making a scene in front of the players.)

Managers, coaches and parents should be dedicated to helping all girls succeed in this league. At the end of the season, every player on every team – from first to last place – should feel a sense of accomplishment, demonstrate improved skills, and have the desire to continue playing softball.

ELIGIBILITY RULES

AGE LEAGUE EXPLANATION of ELIGIBILITY

JUNIOR Girls aged 13-14 whose 15th birthday is on or after May 1 for this year’s season (1).

NATIONAL Girls aged 11-12 whose 13th birthday is on or after May 1, for this year’s season (1).

AMERICAN Girls aged 9-10 whose 11th birthday is on or after May 1, for this year’s season (1).

COACH PITCH (Rookies) Girls aged 6-8 whose 9th birthday is on or after May 1, for this year’s season (1).

Note (1) - “This Year’s Season” is defined as the current year starting as of May 1.

1. A team roster which shall include the names, addresses, and birth dates of all players must be completed and filed with their Community Director who shall make the roster available for inspection by interested parties.
2. No player is eligible who has not been assigned to a team by their Community Director. Names of non-assigned but otherwise eligible players who wish to play must be turned over to their Community Director for assignment to a team.
3. At the beginning of each season in each of the respective community organizations **all** players within a league shall be placed into a pool and evaluated against one another (i.e. throwing, catching, batting, pitching, and catcher skills, etc.). Managers shall draft teams from the pool from their own respective community organization so that the skill levels of each team are evenly distributed as much as is

practical within an organization (e.g. – Copley is its own organization, Revere is its own organization, etc.).

4. If a community does not have enough players to field a team, those players are permitted to participate on teams in the other participating communities, as long as the evaluation and distribution rules in Eligibility Rule #3 are adhered to. All community assignments must be made by the directors, not the players.

5. In order to balance pitching equally among teams as much as is practical, pitchers shall be drafted first followed next by the selection/assignment of coaches. A team manager in the league may request no more than one coach. Unless otherwise agreed to by their Community Director, the coach's daughter shall be the next pick in the draft if not already drafted as a pitcher.

6. There shall be no trading of players once the draft of the teams is complete without approval of the Community Director.

7. Any player proven to have been ineligible will be expelled for that reason and may, at the discretion of their Community Directors, be declared ineligible from future participation in the League. All games in which an ineligible player has participated may be declared forfeited by the Protest Committee after a proper hearing.

8. All managers and coaches are urged to verify dates of birth.

9. Any matters relating to player personnel, birth date verification, player rating, conduct of the tryouts, player draft and placement of players signing up after tryouts or after completion of the draft, and not specifically covered in this section, shall be within the sole discretion and authority of the Community Director.

ADDITIONAL PARTICIPATION RULES

RULES REGARDING PLAYERS WHO ALSO PLAY ON TRAVEL TEAMS

Girls who ACTIVELY play on travel softball teams are not eligible to play in this league. There may be a max of 2 players per rec team of any girl who is ROSTERED on a travel team but not actively playing. These players may not play in the pitcher or catcher positions at any time. Past experience has shown us that these players have too many conflicts to be a reliable member of the recreation team, which is not fair to the other players.

Occasionally, communities participating in this league will bring together girls from each of its rec teams to play in tournaments. Girls who play on these teams are eligible for recreational softball because these teams, unlike established travel teams, are designed solely to provide the girls supplementary softball experiences.

Any team caught playing ineligible travel players will be forced to forfeit the games in which the travel player played.

RULES REGARDING CALLING UP PLAYERS FROM LOWER LEAGUES

1. You may call up a player from a lower league to field a team of less than 10 players during the regular season to avoid a forfeit. This must be discussed with the opposing coach prior to the start of the game. In such situations, you may not use players from other teams in the same league.

GENERAL RULES

ASA Softball Rules shall govern the softball leagues respectively, unless noted otherwise in these rules. The general rules listed below apply to the American, National and Junior Leagues. Additional league-specific rules are listed later in this rulebook, including Coach Pitch rules. Please note all rules that apply to your league.

GAME RULES

1. In each league, the following inning and time limits will apply. The game will end in the inning in which the time limit is reached unless the maximum innings have already been played. As the time limit approaches, the coaches and umpire should be aware that the current inning will be the final inning. Once the time limit is reached, the game will end immediately if the home team is at-bat and has the lead or if the away team is at-bat and unable to tie the score or take the lead (five run per inning limit). If neither of those conditions is met, the game will play out until the inning is completed. The time limits for a game shall be continued for suspended games. See the Playoff Rules section below for specifics regarding playoff games – the listed time limits apply to regular season games only.
 - a. **American League:** There shall be a maximum of 5 innings played. No new inning shall be started after one hour and fifteen minutes, unless five innings have already been completed or the game is tied.
 - b. **National League:** There shall be a maximum of 6 innings played. No new inning shall be started after one hour and thirty minutes, unless six innings have already been completed or the game is tied.
 - c. **Junior League:** There shall be a maximum of 7 innings played. No new inning shall be started after one hour and forty five minutes, unless seven innings have already been completed or the game is tied.
2. There shall be continuous batting in the American, National, and Junior Leagues (except for girls unable to play due to injury, sickness, or disciplinary reasons). All girls shall be in the batting order even though they may not be playing in the field. The first ten (10) batters do not have to be the 10 girls playing in the field.
3. A team's half-inning at bat will be defined as each team batting until three outs are made or five runs have been scored.
 - a. Games may end in a tie if the time limit is reached (except during playoffs – see Playoff Rules below).
4. A game is official after 3-1/2 innings if the home team is ahead, or after 4 innings if the home team is behind. If a game is suspended for any reason prior to being an official game, it shall be rescheduled and will resume from the point where the play was suspended. Games may be suspended due to rain, lightning, inclement weather, or darkness.
5. A game not completed due to rain or other unforeseen developments (including darkness) shall be a suspended game and play shall be resumed from the point where play was suspended. Insofar as is possible, the same players who were in the lineup at the time play was suspended shall resume play. In the event such players are unavailable due to illness, absence or pitching rules, substitutions shall be permitted, with substitutes to assume the position of the player they replace in the batting order. If two full innings have not been completed, the game shall be canceled. The game should be rescheduled according to the 'Rescheduling/Make-up Policy' below.
6. All leagues shall have a 15-minute grace starting period. No game shall be started after the grace period without the consent of both managers.

7. The home team shall occupy the first base bench unless otherwise designated at a particular field.
8. Two adults may be allowed to coach from the coaching boxes. The second coach may be a uniformed player from the roster. Only the manager, registered players, coaches, and the scorekeeper shall be allowed in the immediate area of the bench.
9. Each team must field seven (7) players at the start of a game or a forfeit shall be declared. However, a game may be completed with fewer players.
 - a. In case of illness during the game, injury, or ejection of a player, a player from the team roster to be chosen by his own manager must be reinserted into the game if available.
 - b. If a player must leave a game and no substitute is available, the player's team will not be penalized for a vacant batting slot upon proper notice to the opposing team manager.
 - c. If this player, for whom no substitute is available, is unable to continue while at bat, the next player in the batting order becomes the batter and starts with a new ball and strike count.
 - d. If a base runner, for whom no substitute is available, is injured or unable to continue as a base runner, the player making the last out must be used as a courtesy runner.
10. Any non-starter present at the start of the game (except the Girls Senior teams) is required to start the next league game for which he or she is present at the start of the game. Penalty: Forfeiture of the game. This rule does not supersede any disciplinary rules.

EQUIPMENT RULES

11. The home team shall supply the game balls, one new softball and one good used softball, for each game. The softballs used in the Girls League shall be (or equivalent):
 - a. American League: Dudley SBL11, SBC11 or SBC-YFP
 - b. National, Junior and Senior Leagues: Dudley SB12L, SB12LND, or SB12LNDYFP.
12. Any backup ball shall be of the same quality or better. The umpire approves the game balls and all backup balls. If the home team does not provide the correct type of game ball, the visiting team, at its option, may provide the correct type of ball, before the beginning of the game, to be used as the game ball.
13. Molded rubber cleated shoes may be worn in all classes or leagues. Metal cleated shoes shall be prohibited.
14. Catchers must wear a catcher's mask, throat guard, helmet, chest protector, and shin guards.
15. Any non-adult catching a pitcher at any time must wear a catcher's face mask and throat protector.
16. All batters, on-deck batters and base runners must be wearing protective headgear as approved by the League when the ball is in play. The batter will be declared out if not wearing such headgear when both feet enter the batter's box, and runners may be called out for deliberately discarding the headgear while running, except if time has been called. In other words, helmets must be on during all active

play. Umpires are to enforce this rule. Batters and base runners must wear face guards.

17. Copley, Revere, and WABL teams playing on their fields are required to supply the bases regardless of whether or not they are the home team.

18. All jewelry must be removed or covered with tape. This rule is for the safety of the players.

FIELDING/BASERUNNING RULES

19. There shall be no head first sliding unless returning to a base. The penalty is that the runner shall be declared out by the umpire. The no-head-first sliding rule shall not apply to the girls Senior League teams.

20. A courtesy runner may be used in two-out situations for a pitcher and/or catcher-base runner. (In fact, coaches in the American League are encouraged to insert courtesy runners for catchers when there are two outs so they can put on their gear and keep the game moving.) The courtesy runner must be the player who made the last out.

21. No appeal is necessary for the umpire to call out a batter-runner who either fails to touch a base (advancing or returning) or fails to tag up properly after a fly ball.

22. A batter-runner (runner) should make reasonable effort to avoid colliding with a defensive player who is in possession of the ball and attempting to apply a tag, or if in the judgment of the umpire, moving into position to imminently secure the ball and apply a tag. In these scenarios, it calls for the batter-runner (runner) to slide or avoid the defensive player. A resulting serious collision which in the judgment of the umpire, could have fairly been avoided, will result in the batter-runner (runner) being ruled out. Defensive players should also be instructed to not obstruct access to a base or home plate, without possession of the ball. In summary, there is no "must slide" rule.

23. A defensive player shall not fake a tag on a runner when that player does not have the ball in her possession or when a play is not imminent. Penalty: Obstruction will be called and followed by subsequent awarding of bases.

24. Any ball that hits a batter in any way – even if it hits the ground first – is a walk unless the batter does not attempt to move out of the way.

PITCHING RULES

25. For purposes of pitching eligibility, an inning is defined as any appearance on the mound – even if just for one pitch. If a pitcher makes one or more appearances on the mound in any one inning, it shall constitute one inning of eligibility.

26. Any pitcher taking the mound for the second time is entitled to no more than 5 warm-up pitches.

27. Any pitcher who hits three (3) batters on a pitched ball in any one game shall be removed as the pitcher for the remainder of that game. A pitched ball that hits the ground prior to hitting the batter shall not count against the pitcher for purposes of this Rule #27. The batter will still be awarded first base if hit by a pitched ball that hits the ground first in accordance with Field/Base running Rule #24 above - but that will not count against the pitcher as one of the 3 hit batters for purposes of this Rule #27.

28. Each pitcher may have a maximum of four (4) warm up pitches between innings. Pitchers may have up to six (6) warm up pitches to start the game.

29. The league will encourage proper ASA pitching form within the limits of the individual pitcher's capability and in accordance with the league's mission of teaching proper technique. Enforcement of proper pitching form should be as follows:

- a. American League – Some leniency for pitchers.
- b. National League – Proper pitching form will be determined and enforced by umpires. Proper form may include slingshot, and therefore does not have to be in windmill form.
- c. Junior League – Proper pitching form enforced for full season and playoffs. Proper form may include slingshot, and therefore does not have to be in windmill form.

30. Key points of ASA pitching form:

- a. Both feet must be on the ground within the 24-inch length of the rubber.
- b. The pitcher's shoulders shall be in line with first and third bases and the pitcher shall bring their hands together for not less than one second and not more than 10 seconds before releasing the ball.
- c. The pitcher shall take a position with their pivot foot in contact with the rubber and their non-pivot foot in contact with or behind the rubber.
- d. A backward step may be taken before, simultaneously with or after the hands are brought together, however the pivot foot must remain in contact with the rubber at all times prior to the forward step.

PLAYER DISCIPLINE RULES

31. Disciplinary action by a manager - Any player arriving after the start of play of a regularly scheduled league game for the second time in a season may be withheld from playing in that game at the discretion of his manager, provided notice and reason is given to the opposing manager.

32. If a player misses two or more regularly scheduled practices or one or more regular season games without excuse or prior notification to the manager or coaches, the manager must notify the parent or guardian that the player may be suspended from the next regular season game. Such suspension must be communicated to the Community Director at least 24 hours prior to the next scheduled game and to the opposing manager prior to the start of such game. After such suspension, in the event that such unexcused absence continues, the manager must apply to the Community Director for consent to permanently suspend the player and such consent shall not be unreasonably withheld.

ADDITIONAL GIRLS AMERICAN LEAGUE RULES

All General Rules listed above apply unless otherwise noted below.

GAME RULES

1. These games shall ordinarily consist of a maximum of five innings. If a tie score exists at the end of five innings, the game is considered a tie.
2. A game shall also be called when a ten (10) run differential exists after four (4) full innings have been completed (3 1/2 innings if the home team is leading).
3. A team's half-inning at bat will be defined as each team batting until three outs are made or five (5) runs have been scored.

4. The defensive infield shall consist of a maximum of six (6) players. The other players shall be placed in the outfield. All outfielders must take their defensive positions beyond the cut of the infield. A maximum of ten (10) players are allowed on the field at one time.

5. In the event that there are more than ten (10) players on a team, there shall be unlimited substitution of defensive players in the field; however, it is the intent of these rules to have as many girls play the game as possible. Every girl present at the start of the game and who is physically able to play the entire game shall play defense at least 50% of the game. In order to count as a defensive inning played; the player must play the entire inning in the field. Failure to comply with this rule is a forfeit.

6. The distances in the American League shall be:

- a. Between bases - 60 feet
- b. Between the front of the pitcher's plate and the back of home plate 35 feet
- c. Between the back of home plate and the middle of second base - 77 feet, 9½ inches.

EQUIPMENT RULES

7. An 11-inch ball shall be used in the American League.

8. Girls may wear gray, navy, black, etc.: 1) Long softball pants; or 2) Shorts. All players on the team are encouraged to wear a similar style and color of shorts or pants.

9. Face guards are required for all infield players.

10. Sliding guards are not required, but are strongly encouraged for base runners.

FIELDING/BASE RUNNING RULES

11. A base runner cannot leave her base until the ball leaves the pitcher's hand. A base runner will be called out if, in the judgment of the umpire, she leaves the base early.

12. A base runner may steal **one base - either second or third base - per play/pitched ball** (unless a coach is pitching), but may not steal home.

13. There shall be no continuous walk and no infield fly rule. Bunting is not permitted.

14. There will be no advancing on an overthrow, unless the ball goes out of play. If the ball goes out of play, the base runner may only advance one base.

15. When the ball is thrown to the pitcher in the pitching circle by an infielder with the intent of stopping the play, or the pitcher enters the pitching circle with the ball, or the ball reaches the infield from the outfield (crossing the baseline), any base runner advancing to the next base may advance to that base at her own risk and may advance no farther.

a. If the runner has stopped when the ball is thrown to the pitcher, the pitcher enters the pitching circle with the ball, or the ball enters the infield from the outfield (crossing the baseline), she cannot advance to the next base.

b. The dividing line between the infield and the outfield is the baseline extended to the out of play territory.

c. At the completion of the play, the base runner will be sent back to the proper base by the umpire if the base runner has safely advanced too far.

d. Possession of the ball is not required to stop the play.

e. The ball is considered a “dead ball” when it hits the ground of the infield. If the runner is at least half-way to the next base, she may continue to the next base, otherwise, she must return to the most recently touched base.

16. The batter is out on a dropped third strike.

17. All outfielders must take their defensive positions beyond the cut of the infield.

18. No pick-offs

PITCHING RULES

19. No pitcher may pitch more than three innings per game. One pitch thrown to a batter constitutes an inning.

20. A pitcher may re-enter as a pitcher only once per game. This rule will be in effect during the regular season, during the playoffs, and on the Day of Champs. Failure to comply with this rule shall be a forfeit.

21. There is no limit to the number of times a manager may talk to pitchers. (American League only.)

22. The standard or windmill delivery is recommended for pitchers in the American League. Please see the General Rules for instructions regarding pitching form and how proper pitching form will be enforced.

23. There shall be no intentional walks in the American League. If, in the judgment of the umpire, a pitcher intentionally walks a batter, the batter will be awarded two bases and all base runners on base will advance accordingly.

24. Unless the hitter puts the ball in play or strikes out, kid pitchers will pitch until ball 4 is called. At this time, the coach of the batting team will pitch to the batter - from within the pitching circle - with a set amount of pitches while inheriting the strike count. The maximum number of pitches is set by the number of strikes initially on the batter, examples below. The batter will receive the remaining number of strikes or until the maximum pitch count has been reached.

Examples:

4-0: The coach can pitch a maximum of 4 pitches, the batter gets a maximum of 3 swings

4-1: The coach can pitch a maximum of 3 pitches, the batter gets a maximum of 2 swings

4-2: The coach can pitch a maximum of 2 pitches, the batter gets a maximum of 1 swing.

- The umpire will not call balls/strikes while the coach is pitching, but is still responsible for plays at the bases.
- If the batter hits a foul ball on their final pitch, normal foul ball rules apply and they would get another pitch.
- **If a runner is on base, they may not steal while the coach is pitching.**
- The pitcher will remain in a defensive fielding position. In the event of a hit, the coach will remain in the circle and make every attempt to avoid interfering with the defensive team's attempts to field the ball. If, in the judgment of the umpire, interference in making a play has occurred, the play will be declared “no pitch”

and everyone will return to the same count and base running positions prior to the last pitch.

- If the batter reaches the maximum amount of pitches and has not reached the maximum amount of swings, the batter is out.

Example:

4-1: The coach can pitch a maximum of 3 pitches, the batter gets a maximum of 2 swings. The coach throws 3 pitches, the batter only swings at 1, the batter is considered out.

ADDITIONAL GIRLS NATIONAL LEAGUE RULES

All General Rules listed above apply unless otherwise noted below.

GAME RULES

1. These games shall ordinarily consist of six (6) innings. If a tie score exists at the end of six innings, the game is considered a tie.
2. A game shall also be called when a ten (10) run differential exists after five (5) full innings have been completed (4½ innings if the home team leads).
3. The starting lineup shall consist of ten (10) players, if available. All players will be in the batting order. There shall be no more than six (6) infielders and all outfielders must play beyond the cut of the infield. Outfielders may only cover bases in a bunting situation.
4. There shall be unlimited substitution of defensive players in the field; however, it is the intent of these rules to have as many girls play the game as possible. Every girl present at the start of the game and who is physically able to play the entire game shall play defense at least 50% of the game.
5. A team's half-inning at bat will be defined as each team batting until three outs are made or five (5) runs have been scored.
6. The distances in the National League shall be:
 - a. Between bases - 60 feet
 - b. Between the front of pitcher's rubber and the back of home plate - 40 feet
 - c. Between the back of home plate and the middle of second base - 77 feet, 9½ inches

EQUIPMENT RULES

7. Girls may wear gray, navy, black, etc: 1) Long softball pants; or 2) Shorts. All players on the team are encouraged to wear a similar style and color of shorts or pants.
8. If a player wears shorts, she is strongly encouraged to wear at least one protective sliding sleeve which covers her knee and calf area. If a sliding sleeve is worn, it must cover the knee and calf area and must be worn in the up position once the batter safely reaches a base and prior to the start (next pitch thrown) of the next play.
 - a. Note: the batter is not required to have the sliding sleeve in the up position while batting.

9. Mouth guards are not required but are recommended.
10. Face guards are required for all infield players.

FIELDING/BASE RUNNING RULES

11. Bunting and stealing are permitted in the National League. The batter may steal first base on a dropped third strike.
12. Continuous walks are not allowed in the National league.
13. The infield fly rule is in effect in the National League.
14. A base runner cannot leave her base until the ball is released from the pitcher's hand. A base runner will be called out if, in the judgment of the umpire, she leaves a base early.
15. All outfielders must take their defensive positions beyond the cut of the infield.
16. When the ball is in the possession of any player inside the pitcher's circle, or equivalent if no pitcher's circle is clearly defined, the play is considered "dead".

PITCHING RULES

17. No pitcher may pitch more than four innings per game.
18. A pitcher may re-enter as a pitcher only once per game. This rule will be in effect during the regular season, during the playoffs and championship. Failure to comply with this rule shall be a forfeit.
19. Please see the General Rules for instructions regarding pitching form and how proper pitching form will be enforced.

ADDITIONAL GIRLS JUNIOR LEAGUE RULES

All General Rules listed above apply unless otherwise noted below.

GAME RULES

1. These games shall ordinarily consist of seven innings. If a tie score exists at the end of seven innings, the game is considered a tie.
2. A game shall also be called when a ten (10) run differential exists after five (5) full innings have been completed (4½ innings if the home team leads).
3. The starting lineup shall consist of nine (9) players, if available. All players will be in the batting order. There shall be no more than six (6) infielders and all outfielders must play beyond the cut of the infield. Outfielders may only cover bases in a bunting situation.
4. A team's half-inning at bat will be defined as each team batting until three outs are made or five (5) runs have been scored.
5. There shall be unlimited substitution of defensive players in the field; however, it is the intent of these rules to have as many girls play the game as possible. Every girl present at the start of the game and who is physically able to play the entire game shall play defense at least 50% of the game.
6. The distances in the Junior League shall be:
 - a. Between bases - 60 feet.
 - b. Between the front of the pitcher's rubber and the back of home plate - 43 feet.

- c. Between the back of home plate and the middle of second base - 84 feet, 10 ¼ inches.

EQUIPMENT RULES

1. Girls may wear gray, navy, black, etc. 1) Long softball pants; or 2) Shorts. All players on the team are encouraged to wear a similar style and color of shorts or pants.
2. If a player wears shorts, she is strongly encouraged to wear at least one protective sliding sleeve which covers her knee and calf area. If a sliding sleeve is worn, it must cover the knee and calf area and must be worn in the up position once the batter safely reaches a base and prior to the start (next pitch thrown) of the next play.
 - a. Note: the batter is not required to have the sliding sleeve in the up position while batting.
3. Mouth guards are not required but are recommended.
4. Face guards are required for all infield players.

FIELDING/BASE RUNNING RULES

5. Bunting, continuous walk, and stealing are permitted in the Junior League. The batter may steal first base on a dropped third strike.
 - a. Continuous walk: Once the runner leaves first base, she must continue to second base until the defense attempts to make a play on her. If she stops off the base before the defense attempts a play on her, then she is out.
6. The infield fly rule is in effect in the Junior League.
7. A base runner cannot leave her base until the ball is released from the pitcher's hand. A base runner will be called out if, in the judgment of the umpire, she leaves the base early.
8. All outfielders must take their defensive positions beyond the cut of the infield.
9. When the ball is in possession of any player inside the pitcher's circle, or equivalent if no pitcher's circle is clearly defined, the play is considered "dead".

PITCHING RULES

10. There are no restrictions on the number of innings a pitcher may pitch in a game.
11. A pitcher may re-enter as a pitcher only once per game. This rule will be in effect during the regular season, during the playoffs and championship. Failure to comply with this rule shall be a forfeit.
12. Please see the General Rules for instructions regarding pitching form and how proper pitching form will be enforced.

SCORING RULES

1. The visiting team scorekeeper shall verify the score and pitching eligibility at the end of each half inning with the home team scorekeeper. In the event that the visiting team fails to do so, the home team score book shall be deemed to be official. If, however, a disagreement in the score or pitching eligibility exists, play shall be halted before the start of the next inning; and every reasonable effort shall be made by the scorekeepers and managers to resolve the discrepancy. In the event they are

unable to resolve the problem, the umpire shall then make the final determination by a play-by-play recap of the half inning; and his decision shall be final and shall not be the subject of a protest.

2. The home team shall note in its score book the number of innings pitched by each pitcher for both teams, inning by inning, at the bottom of the score book.

1. The winning team's coach must report the final score to the designated contact person within 48 hours of the completed game. A points system will be used to determine the standings for playoff seeding. To be awarded any points for a game, the game must be an official game - see Game Rules #4 under General Rules above.

- a. 3 points will be awarded for a Win
- b. 2 points will be awarded for a Tie
- c. 1 point will be awarded for a Loss

PLAYOFF RULES

1. All teams finishing the season shall be eligible for the playoffs in the Girls American, National, and Junior Leagues.

2. Playoff seeding and schedule will be made at the conclusion of the last day of the regular season, which will be pre-determined by the Community Directors. All games that are rescheduled beyond that day will not count toward the playoff seeding.

3. For all games leading up to the championship game, the assigned field will be the home field of the higher seeded team of the two teams playing based on:

- a. Better regular season league record.
- b. Better record in head-to-head competition if the two teams have identical regular season league records.

4. The regular season mercy rule applies in playoff games.

5. There is no time limit for playoff games. Unless the mercy rule is enacted, all innings must be played. If a rain delay occurs, game will be continued until all innings have been completed (same day, or next available) ○ Junior League – 7 Innings ○ National League – 6 Innings ○ American League – 5 Innings

Playoff games cannot end in a tie. If the score is tied after the full number of innings, subsequent innings will be played (5-run limit per team) until the outcome is decided.

RESCHEDULING/MAKEUP GAME POLICY

1. All games that are canceled due to inclement weather are expected to be made up within two (2) weeks, if practical. The home team manager is responsible for rescheduling. If field availability is an issue in their organization, contact the Community Director to determine field availability within the Community Softball League (CSL). No official games shall be rescheduled without the consent of the Community Directors.

CONDUCT RULES

1. The managers and coaches have full responsibility for their team's action on the field. Managers will do their utmost to control spectators and shall be responsible for the conduct of spectators from their own team. Failure to so control may allow the umpire to suspend or forfeit the game. To handle misconduct situations, the umpire's procedure shall be as follows:

a. The umpire shall instruct the appropriate manager to control the unruly person(s).

b. If the disruption continues, the umpire halts the game and directly advises the offender to stop all disruptions.

c. The umpire has the option to forfeit the game in favor of the other team if the disruptions of the advised person(s) continue.

d. At an umpire's discretion, they may eject a manager, coach or person(s) or forfeit the game.

2. If the umpire ejects a manager or coach from a game, that manager or coach is suspended for his or her team's next game. If a manager or coach is ejected for the second time that season, he is suspended for the remainder of the season. A manager or coach ejected from the game by the umpire must return to his or her automobile in the parking lot normally used for the particular field for the duration of the game.

3. Habitual arguing or fighting with umpires, team personnel, or spectators will be prohibited and may lead to a forfeit.

4. Any unruly display of temper or foul language or conduct detrimental to League objectives by a manager, coach, or player may result in disciplinary action by the Protest Committee. At an umpire's discretion, they may eject a manager, coach or person(s) or forfeit the game.

5. No player or spectator shall be permitted (less than 15 ft.) behind the backstop during the progress of the game.

Players, managers, and coaches are prohibited from calling out by name to players on opposing teams. There shall be no negative cheering or disruptive behavior from the bench, stands or the field. After the first warning, by the umpire, the offending team may forfeit the game.

7. Throwing of equipment may result in ejection of the offender from the game by the umpire.

8. No players, coaches or umpires should be permitted to use tobacco products while a game is being played. There shall be one warning per team and any other coach seen using tobacco products shall be ejected from the playing area. Umpires using tobacco products while a game is being played will not be paid for that game.

PROTESTS

MAKEUP OF THE PROTEST COMMITTEE

1. The Protest Committee shall consist of: The director of each community league or the designee. A minimum of three Committee members must be present to hold a protest hearing.

2. Any member of the Protest Committee, including the chairman, having a child or relative playing, managing, coaching, or who is otherwise associated with the

team(s) and the class or league involved in the protest shall not be present during the discussion and voting of the protest. The Committee shall have the right to appoint such additional members as necessary to constitute a quorum.

PROTESTS INVOLVING PLAYING RULES AND PLAYING ELIGIBILITY

3. Protests shall be considered only when based on the violation of a playing rule or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment.
4. When the protest involves the violation or application of a rule of the game of baseball/softball, the protest must be made at the time of the infraction and before the start of the next play by notification to the umpire and opposing manager and by notation in the appropriate place in the home team's score book, initialed by the umpire and protesting manager. If not so made, the protest will be regarded as having been waived. When the basis of the protest is the use of an ineligible player or the violation of a pitching or participation rule, the protest must be made under the two day time limit set forth above.
5. Detailed information supporting the protest must be filed in writing by the manager or acting manager with a member of the Protest Committee accompanied by a protest fee of \$20.00 not later than two days following (but not including) the day on which the game was placed. All protest fees shall be retained unless the protest is upheld.
6. The Protest Committee will meet after the filing of a protest, and both managers and the umpire, if involved, must be given notification of the time and place of the protest hearing at least 48 hours in advance and must be given an opportunity to state their positions, either in person or in writing.

DISCIPLINARY ACTION

7. All disciplinary actions for violation in the League rules will be at the discretion of the League.
8. No disciplinary action shall be taken against a manager, coach, or player without prior notice given to him/her of such action intended to be taken against him/her.
9. Disciplinary meetings shall be heard separately from protest meetings and include the involvement of no less than two members of the committee members.
10. Disciplinary action can range from probation to suspension for a game or the season.

GIRLS COACH PITCH RULES

1. Maximum number of defensive players permitted on field at one time will be 11. Players will take turns sitting the bench for one inning only. If a team does not have the maximum number of players, the opposing team may still play up to the 11 players.
2. Players must rotate field positions and may only play the same position on the field a maximum of 2 innings per game.
3. There will be 6 infielders: Pitcher, First, Second, Short Stop, Third & Catcher. There will be 5 outfielders: Left, Left Center, Center, Right Center, & Right.
4. Outfielders must start each play at the grass line or the outfield line as determined by the coaches prior to the start of the game, depending upon field dimensions.

5. To the best of your ability, players must be rotated from infield to outfield positions inning by inning throughout the game.
6. No unnecessary objects are permitted on the field of play. All equipment including bats, mitts, gear and ball buckets must be safely stowed in dugouts.
7. There will be only one Pitcher/Player on the field positioned no closer than 3 feet from either side of the Pitcher/Coach.
8. The distance from Home Plate to the Pitching Rubber should be 35 feet (with flexibility for accuracy).
9. The Pitcher/Coach must be a Coach or an Adult Representative of the team at bat. S/He may stand or kneel to pitch.
10. If strikes cannot be thrown, the Pitcher/Coach may adjust their position.
11. Pitching style should be adjusted to compensate for the ability of each batter. Encourage developing batters/challenge skilled batters.
12. The Pitcher/Coach should not attempt to field any ball at any time.
13. Each Batter will be given 7 pitches or 3 swinging strikes, whichever comes first. If the 3rd strike is a foul ball, the batter may keep receiving pitches until either the ball is hit into play or the batter gains a 3rd swinging strike without ball contact. If the ball is not hit into play during those pitches, the batter is considered out.
14. Three swinging strikes are declared an out. There are no called strikes or walks. Exceptions can be made for struggling batters, but MUST be discussed and agreed upon by all coaches BEFORE the start of the game.
15. Three outs end the inning.
16. Teams must present a batting order to the opposing team's scorekeeper prior to the start of the game. A continuous batting order will be used, so that all players (bench & field) will continue to bat in the batting order provided.
17. When your team is at bat and the opposing team has more players than you, you may repeat batters in the same continuous batting order until the number of at-bats equals the opposing team's number – as long as 3 outs have not been made. Teams are to bat through their lineup at least once each inning unless 3 outs are obtained. Once there are 3 outs, the inning ends regardless.
18. All batters and base-runners are required to wear a batting helmet while on the field. Helmets with face protection are recommended.
19. Base-runners may not leave the base until the ball is hit.
20. There is no stealing or leading off.
21. No advancing of bases due to overthrows – all base-runners will remain on their current base during an attempted play that results in an overthrow.
22. If a ball is hit beyond the plane of the base path, the batter may attempt a double, triple or homerun when fit.
23. Base advancement stops once the fielded ball crosses the plane of the base path on its way back to the infield; either as the result of the ball being thrown or carried.
24. Acts of poor sportsmanship will not be tolerated.
25. Game time limit will be 1 hour and 30 minutes, meaning that no new inning may be started after 1 hour and 30 minutes (or max of 5 innings)
26. All teams should be using the 11" 'softie' softball for practices AND games.

27. The distances in the Coach Pitch League shall be:

- a. Between bases - 55 feet
- b. Between the front of the pitcher's plate and the back of home plate 35 feet
- c. Between the back of home plate and the middle of second base - 77 feet, 9½ inches.