

GENERAL RULES AND INFORMATION

1. BATTERS MUST KEEP ONE FOOT IN THE BATTER'S BOX AT ALL TIMES, UNLESS TIME OUT HAS BEEN CALLED (BASEBALL AND SOFTBALL).
2. ONLY ONE OFFENSIVE CONFERENCE IS ALLOWED PER INNING BETWEEN A COACH AND THE BATTER OR A BASE RUNNER (BASEBALL AND SOFTBALL).
3. HIT BATTERS (BASEBALL) : IF A PITCHER HITS THREE BATTERS DURING ANY ONE INNING, OR FOUR BATTERS DURING THE GAME, THEY WILL BE REMOVED FROM THE PITCHING POSITION. (SOFTBALL): NO LIMIT ON HIT BATTERS
4. IF A COACH MAKES A SECOND VISIT TO THE PITCHER'S MOUND IN AN INNING, THE PITCHER MUST BE REMOVED. IF A COACH MAKES THREE TRIPS TO THE PITCHER'S MOUND DURING THE GAME, THE PITCHER MUST BE REMOVED. (BASEBALL & SOFTBALL)
5. CUPS: ALL BASEBALL CATCHERS (EXCLUDES T-BALL AND SOFTBALL) MUST WEAR A PROTECTIVE CUP TO OCCUPY THE CATCHER'S POSITION DURING A GAME. IF NO MEMBER ON THE TEAM HAS A CUP IN ORDER TO CATCH, THE GAME WILL BE DECLARED A FORFEIT.
6. BALKS: EACH PITCHER WILL BE GIVEN ONE WARNING ON BALKS DURING A GAME UNTIL APRIL 18, 2008. AFTER THAT DATE, ALL BALKS WILL BE CALLED.
7. PITCHING REGULATIONS (BASEBALL): A PLAYER SHALL NOT PITCH IN MORE INNINGS IN A WEEK THAN STATED BELOW. THE CYO WEEK BEGINS ON MONDAY AND ENDS ON SUNDAY.

TINY DIVISION – TEN (10) INNINGS
PEE WEE DIVISION – TEN (10) INNINGS
MITE DIVISION- TEN (10) INNINGS
CUB DIVISION – TWELVE (12) INNINGS

- a) A PITCHER SHALL NOT PITCH IN MORE THAN ONE GAME A DAY.
- b) A PITCHER MUST HAVE 36 HOURS OF REST AFTER HAVING PITCHED IN A GAME LESS THAN THREE INNINGS IN THE TINY, PEE WEE AND MITE DIVISIONS, AND FOUR OR MORE INNINGS IN THE CUB DIVISION.
- c) A PITCHER MUST HAVE 60 HOURS OF REST AFTER HAVING PITCHED IN A GAME THREE OR MORE INNINGS IN THE TINY, PEE WEE AND MITE DIVISIONS, AND MORE THAN FOUR INNINGS IN THE CUB DIVISION.
- d) IN ANY GIVEN GAME A PLAYER IS NOT PERMITTED TO PITCH IN MORE THAN FIVE INNINGS IN THE TINY, PEE WEE AND MITE DIVISIONS, AND MORE THAN SIX INNINGS IN THE CUB DIVISION.
- e) THROWING OF ONE PITCH IN AN INNING CONSTITUTES ONE COMPLETE INNING OF PITCHING.
- f) THE ABOVE PITCHING REGULATIONS APPLY TO ALL GAMES (CYO, SELECT LEAGUE, YMCA, TOURNAMENTS, ETC.)

PENALTY: VIOLATION OF ANY OF THE ABOVE PITCHING REGULATIONS WILL RESULT IN THE LOSS OF THREE LEAGUE GAMES AND FORFEITURE OF THE GAME(S) IN THE VIOLATION OCCURRED.

(SOFTBALL) : NO PITCHING/INNINGS LIMITATIONS

8. PLAYERS WITH CASTS (HARD OR SOFT) ARE NOT ALLOWED TO PLAY.

RULES AND INFORMATION

THE NATIONAL BASEBALL FEDERATION RULE BOOK AND THE NATIONAL SOFTBALL FEDERATION RULE BOOK FOR 2008 WILL GOVERN PLAY EXCEPT WHERE CHANGED IN THE 2007-2008 CYO SPORTS HANDBOOK OR IN THE FOLLOWING RULES

UPON ARRIVAL AT THE FIELD AND PRIOR TO THE START OF THE GAMES, COACHES SHOULD:

- LOCATE AND IDENTIFY THE FIELD COORDINATOR IN CASE YOU HAVE ANY QUESTIONS

- TURN IN YOUR LINE-UP TEN MINUTES BEFORE GAME TIME LISTING ALL OF YOUR PLAYERS (LAST NAME, FIRST INITIAL i.e. GRAHAM, L.) IF A PLAYER IS INJURED OR ABSENT, BE SURE TO INDICATE THAT ON THE LINE-UP CARD. LIST THE PARISH NAME, TEAM NUMBER AND COACHES NAMES ON THE LINE-UP CARD. LINE-UP CARDS BECOME OFFICIAL AFTER THE FIRST PITCH. IT IS CONSIDERED AN OUT IF A PLAYER IS NOT MARKED ABSENT AND IS NOT PRESENT TO BAT. AT THAT TIME, A PLAYER CAN BE LISTED AS ABSENT WITHOUT ANY FURTHER PENALTY.

- NOT ALLOW THEIR TEAM TO TAKE INFIELD PRACTICE

- NOT OCCUPY DUGOUT UNTIL TEAMS FROM PREVIOUS GAME HAVE HAD A CHANCE TO PICK UP THEIR EQUIPMENT. IT IS THE RESPONSIBILITY OF COACHES TO MAKE SURE THAT ALL TRASH IS PICKED UP BEFORE THEY VACATE A DUGOUT

- MAKE SURE THAT ALL PLAYERS HAVE A CYO PATCH DISPLAYED AS PER CYO HANDBOOK AND ALL COACHES (HEAD COACH, THREE ASSISTANTS, AND TEAM MINISTER) HAVE THEIR CERTIFICATION CARDS DISPLAYED IN FULL VIEW AT ALL TIMES. TEAM MINISTERS ONLY HAVE TO HAVE DISPLAY CERTIFICATION CARD IF THEY SIT IN THE DUGOUT. BOTH CYO PATCH AND CERTIFICATION CARD RULES WILL BE ENFORCED STARTING APRIL 18, 2008.

- RECITE CYO PRAYER BY ASSEMBLING ALL PLAYERS AND COACHES AT THE MOUND

FATHER, WE ASK YOUR BLESSING ON THE GAME WHICH WE ARE ABOUT TO PLAY. GIVE US THE COURAGE TO PLAY IN A MANNER WHICH BY OUR WORDS AND ACTIONS ARE PLEASING TO YOU. GIVE US THE SPIRIT OF SPORTSMANSHIP AND RESPECT FOR THE MEMBERS OF THE OPPOSING TEAM. BLESS US ALL AND KEEP US UNDER THE PROTECTION OF YOUR SON, JESUS CHRIST, AND HELP US TO BE AWARE OF HIS PRESENCE WITH US IN THIS GAME. AMEN.

PLAYING THE GAME:

1. **BEHAVIOR:** ALL COACHES ARE REMINDED THAT THESE GAMES ARE FOR THE ENJOYMENT OF THE CHILDREN INVOLVED, WIN OR LOSE. COACHES AND PARENTS ARE TO REVIEW THE CODE OF ETHICS THAT ARE INCLUDED WITH THESE RULES AS WELL AS SECTION X OF THE GENERAL RULES IN THE CYO HANDBOOK WHICH STATES **“IT IS IMPERATIVE THAT CYO ADULT LEADERS BE AN EXAMPLE FOR YOUTH TO IMITATE. PROFANITY, DISPLAY OF ANGER, DISHONESTY AND CHILDISH CONDUCT ARE NOT ONLY UN-CHRISTIAN, BUT COMPLETELY CONTRARY TO YOUR CHOSEN APOSTOLATE OF INFLUENCING YOUTH.”**

2. **UMPIRES:** IF ONLY ONE UMPIRE IS AVAILABLE, THE GAME WILL BE PLAYED AS SCHEDULES, EXCEPT FOR MITES AND CUBS. IN MITES AND CUBS THE GAME MAY BE PLAYED IF BOTH COACHES AGREE. (VOLUNTEERS MAY BE REQUESTED TO HELP ON THE BASES).

IN CASE OF A FORFEIT, UMPIRES WILL OFFICIATE A PRACTICE GAME THAT WILL END 15 MINUTES PRIOR TO THE START OF THE NEXT SCHEDULED GAME.

IF THE ASSIGNED UMPIRES FAIL TO SHOW WITHIN 15 MINUTES OF SCHEDULED GAME TIME, GAME WILL RESCHEDULED.

2008 NSCAL ZONE BASEBALL RULES

3. NUMBER OF PLAYERS: GAMES MAY BE STARTED WITH EIGHT PLAYERS. COACH MUST DECIDE WHERE TO PUT THE 9TH PLAYER (NOT IN ATTENDANCE) IN THE BATTING ORDER. EVERY TIME THAT SPOT COMES TO BAT, IT IS AN AUTOMATIC OUT. IF THE 9TH PLAYER ARRIVES DURING THE GAME, THEY WILL GO INTO THE DESIGNATED SPOT IN THE BATTING ORDER.

WHEN A TEAM BATS ONLY NINE PLAYERS, IF DURING THE GAME A PLAYER HAS TO LEAVE OR GETS INJURED OR SICK, EVERY TIME THEIR SPOT COMES TO BAT, IT IS AN OUT.

WHEN A TEAM BATS MORE THAN NINE PLAYERS, IF DURING THE GAME A PLAYER HAS TO LEAVE OR GETS INJURED OR SICK, EVERY TIME THEIR SPOT COMES TO BAT, THE BATTING ORDER CLOSES WITHOUT PENALTY.

GAMES MAY NOT CONTINUE AS A LEGAL GAME WHEN A TEAM DROPS BELOW SEVEN PLAYERS. GAME WILL BE PLAYED OUT WITH THE TEAM THAT GOES BELOW SEVEN PLAYERS RECEIVING THE LOSS (FORFEIT).

4. PLAYER PARTICIPATION: ALL PLAYERS WHO ATTEND A GAME WHO ARE NOT INJURED OR SICK SHALL BE INCLUDED IN THE BATTING ORDER.

ALL PLAYERS MUST PLAY AN ENTIRE DEFENSIVE GAME EVERY OTHER GAME ATTENDED. DEFENSIVE POSITIONS MAY BE CHANGED AND DEFENSIVE SUBSTITUTIONS MAY BE MADE, BUT THE BATTING ORDER MUST STAY THE SAME.

ALL SUBSTITUTIONS MUST BE REPORTED TO THE PLATE UMPIRE AND SCOREKEEPER.

5. REGULATION GAMES: GAMES SHALL BE PLAYED TO THE REGULATION NUMBER OF INNINGS EVEN IF TIME LIMIT HAS ELAPSED. WHEN THE REGULATION NUMBER OF INNINGS HAVE BEEN COMPLETED, THE GAME WILL CONTINUE UNTIL THE END OF THE TIME LIMIT UNLESS COMPLETE GAME STATUS HAS BEEN REACHED, OR GAME CALLED DUE TO DARKNESS, WEATHER OR CURFEW. THE SCORE OF REGULATION GAMES CALLED DUE TO DARKNESS, WEATHER OR CURFEW WILL REVERT TO THE SCORE AT THE END OF THE LAST COMPLETE INNING, UNLESS THE HOME TEAM IS AT BAT AND WINNING.

NO NEW INNING MAY BE STARTED AFTER THE REGULATION NUMBER OF INNINGS AND TIME LIMIT HAS EXPIRED. ANY INNING STARTED BEFORE TIME LIMIT HAS ELAPSED WILL BE COMPLETED. TIME LEFT WILL BE DETERMINED AFTER THE THIRD OUT IS MADE AT THE BOTTOM OF THE INNING.

6. PROTESTS: PROTESTS CAN BE MADE ON RULES INTERPRETATION ONLY (SAFE/OUT CALLS, STRIKE ZONE, BALKS ARE NOT PROTESTABLE ISSUES). PROTESTS MUST BE MADE TO THE UMPIRE IN CHIEF AT THE TIME OF THE INFRACTION (BEFORE THE NEXT PITCH). UMPIRE MUST INSTRUCT SCOREKEEPER TO RECORD PROTEST IN THE SCOREBOOK AND ANNOUNCE TO THE CROWD THAT THE GAME IS BEING PLAYED UNDER PROTEST.

UMPIRES MUST MAKE A REPORT ON THE PROTEST AFTER THE GAME. COACHES WILL HAVE 48 HOURS TO SUBMIT PROTEST IN WRITING TO HIS/HER PARISH COMMISSIONER. THE VALIDITY OF ALL PROTESTS WILL BE DETERMINED AT THE NEXT CONVENED COMMISSIONER MEETING.

7. STANDINGS: THERE WILL BE NO STANDINGS FOR TOTS. STANDINGS IN THE OTHER DIVISIONS WILL BE BASED ON THE FOLLOWING POINT SYSTEM:

2 POINTS FOR A WIN
1 POINT FOR A TIE
0 POINTS FOR A LOSS

EXCUSED ABSENCE- WHEN A TEAM NOTIFIES THE ZONE COMMISSIONER THAT THEY WILL NOT BE ABLE TO FIELD ENOUGH PLAYERS FOR ANY UPCOMING GAME AT LEAST 48 HOURS IN

2008 NSCAL ZONE BASEBALL RULES

ADVANCE. GAME WILL BE CONSIDERED A LOSS FOR THE TEAM REQUESTED THE EXCUSED ABSENCE.

NO SHOWS (UNEXCUSED ABSENCE)- WHEN A TEAM FAILS TO SHOW FOR A SCHEDULED GAME. PENALTY: THAT GAME PLUS NEXT GAME WILL BE COUNTED AS LOSSES.

8. SUPPORT OF CONCESSIONS STAND: IT IS ASKED OF EVERYONE TO SUPPORT THE CONCESSION STAND AT THE FIELDS BY BUYING TEAMS DRINKS (75 CENTS) AND OTHER FOOD ITEMS THERE. NO COOLERS OR OUTSIDE FOOD WILL BE ALLOWED ON ANY NSCAL FIELDS. WATER AND CUPS WILL BE PROVIDED FOR PLAYERS AT ALL FIELDS.

9. SCHEDULE CHANGES: THERE WILL BE **NO** CHANGES MADE TO THE PUBLISHED SCHEDULE EXCEPT FOR THE CONVENIENCE OF THE ZONE (RAIN OUTS, ETC.)

10. FIELD COORDINATOR: EACH FIELD WILL HAVE A COORDINATOR ASSIGNED BY THE PARISH. THE FIELD COORDINATOR'S DUTIES ARE:

- A) ACT AS AN OFFICIAL REPRESENTATIVE OF THE LEAGUE.
- B) DETERMINE THE PLAY ABILITY OF THE FIELD PRIOR TO THE GAME.
- C) MAKE DECISIONS ON ALL LEAGUE MATTERS AS THE GAME IS NOT DIRECTLY THE RESPONSIBILITY OF THE UMPIRE-IN-CHIEF.
- D) RESPONSIBLE FOR MAINTAINING ORDER AMONG SPECTATORS. IF SPECTATOR(S) IS ASKED TO LEAVE AND REFUSES, THE GAME WILL BE ENDED AFTER A THREE-MINUTE WAIT.
- E) SUBMIT A WRITTEN REPORT TO THE LEAGUE PRESIDENT ON ALL UNUSUAL INCIDENTS OCCURRING AT THE FIELD THAT AFFECT LEAGUE PLAY, INCLUDING EJECTION.
- F) NOT ALLOW THE GAME TO START UNTIL CYO PRAYER IS SAID.
- G) PAY UMPIRE/SCOREKEEPERS AT THE END OF THEIR TOUR OF DUTY. IN CASE OF EJECTION OR PROTEST, THE UMPIRE MUST NOT BE PAID UNTIL THEY HAVE FILLED OUT INCIDENT REPORT. THESE REPORTS MUST BE KEPT ON HAND AT ALL CONCESSION STANDS.

11. UNIFORM RULE:

EVERY COACH (BASEBALL, SOFTBALL, T-BALL) IS REQUIRED TO MAKE SURE THAT ALL TEAM MEMBERS WEAR THEIR UNIFORM (INCLUDING CAP) BEFORE AND AFTER A SCHEDULED GAME IN THE SAME MANNER AS DURING THE GAME. UNIFORM SHIRTS THAT ARE UNBOTTOMED OR HANGING OUT ARE NOT ALLOWED AT CYO FACILITIES, INCLUDING GYMS AND FIELDS. ALSO, CAPS MAY NOT BE WORN BACKWARDS OR TO THE SIDE BEFORE, DURING OR AFTER A GAME WHILE ON CYO PROPERTY.

EXCEPTIONS TO ABOVE RULE: REGULATION UNIFORMS DESIGNED TO BE WORN ON THE OUTSIDE MAY BE DONE SO. ALSO, A PLAYER MAY TAKE OFF THEIR UNIFORM TOP AFTER THE GAME TO COMPLY WITH THE ABOVE RULE.

COACHES ARE REMINDED OF THEIR OBLIGATION TO SET A GOOD EXAMPLE FOR THEIR PLAYERS. ACCORDINGLY, ALL COACHES MUST HAVE THEIR SHIRTS TUCKED IN DURING A GAME.

COACHES AND FIELD COORDINATORS WILL SEE TO IT THAT THE ABOVE RULES ARE ADHERED TO. FAILURE TO COMPLY WITH THE UNIFORM RULE MAY LEAD TO SUSPENSION OF PLAYER AS WELL AS COACH.

DIVISION RULES

DIVISION: TINY 1 & TINY 2 BOYS

REGULATION GAME: 3 INNINGS

COMPLETE GAME: 5 INNINGS

TIME LIMIT: 60 MINUTES

RUN LIMIT: 5

TEN RUN RULE: 3 INNINGS (ALL PLAYERS MUST BAT AT LEAST ONCE)

BAT: ANY REGULATION BAT

BALL: RIF LEVEL 5

PITCHING DISTANCE: 30 FEET FOR TINY 1; 36 FEET FOR TINY 2

PLAYING RULES:

- MAXIMUM OF SIX PITCHES WILL BE DELIVERED
- FOUL BALLS WILL NOT COUNT AS A STRIKE BUT WILL COUNT AS ONE OF THE SIX PITCHES
- STRIKES WILL BE COUNTED ONLY WHEN THE BATTER SWINGS AND MISSES THE BALL COMPLETELY
- BATTER MUST HIT THE BALL FAIR WITHIN SIX PITCHES OR THE BATTER WILL BE OUT
- THERE WILL BE NO WALKS
- IF A BATTER IS HIT BY A PITCH, THERE IS NO PENALTY, IT IS CONSIDERED ONE OF THE SIX PITCHES
- THREE SWINGS AND MISSES DURING THE SIX PITCHES WILL BE CONSIDERED AN OUT
- THERE IS NO INFIELD FLY RULE
- THERE IS NO BASE STEALING. RUNNERS MUST REMAIN ON BASE UNTIL BALL IS HIT. (PENALTY: RUNNER IS OUT)

PITCHING RULES:

- THE COACH/ADULT WILL PITCH TO THE BATTER OVERHAND AND MAY WEAR A GLOVE
 - THE COACH/ADULT CANNOT GIVE INSTRUCTIONS TO THE BATTER OR TO ANOTHER COACH TO RELAY TO THE BATTER. AFTER ONE WARNING BY THE UMPIRE, THE BATTER WILL BE CALLED OUT.
 - PLAYER PITCHER MUST POSITION HIMSELF TO THE RIGHT OR LEFT OF THE ADULT PITCHER
 - THE COACH/ADULT PITCHER MUST LEAVE THE FIELD IN THE OPPOSITE DIRECTION THAT THE BALL IS HIT
 - IF A BALL HITS THE COACH/ADULT PITCHER BY ACCIDENT, IT IS A LIVE BALL. HOWEVER, IF THE PITCHER/COACH TRIES TO INTENTIONALLY STOP THE BALL, THE BATTER WILL BE CALLED OUT
- AN ADULT THAT IS NOT CERTIFIED MAY COME OUT OF THE STANDS TO PITCH. HOWEVER, AFTER THE INNING IS OVER, THEY MUST GO BACK TO THE STANDS UNTIL THEY PITCH THE NEXT INNING.

DIVISION RULES

DIVISION: PEE WEE 1 & PEE WEE 2 BOYS

REGULATION GAME: 3 INNINGS

COMPLETE GAME: 5 INNINGS

TIME LIMIT: 75 MINUTES

RUN LIMIT: 6

TEN RUN RULE: 3 INNINGS (ALL PLAYERS MUST BAT AT LEAST ONCE)

BAT: ANY LEGAL BASEBALL BAT

BALL: REGULAR BASEBALL

PITCHING DISTANCE: 40 FEET

PEE WEE 1 PLAYING RULES:

-RUNNER MUST REMAIN ON BASE UNTIL THE PITCHER RELEASES THE BALL (PENALTY: RUNNER IS OUT)

-NO BALKS WILL BE CALLED

-BATTER IS OUT ON DROPPED THIRD STRIKE

PEE WEE 2 RULES:

-REGULAR BASEBALL RULES IN EFFECT

DIVISION RULES

DIVISION: PEE WEE 2 GIRLS

REGULATION GAME: 3 INNINGS

COMPLETE GAME: 5 INNINGS

TIME LIMIT: 75 MINUTES

RUN LIMIT: 6

TEN RUN RULE: 3 INNINGS (ALL PLAYERS MUST BAT AT LEAST ONCE)

BAT: SOFTBALL BATS ONLY

BALL: 11 INCH BALL (WHITE OR OPTIC YELLOW)

PITCHING DISTANCE: 32 FEET

PEE WEE 2 PLAYING RULES:

-REGULAR SOFTBALL RULES IN EFFECT

DIVISION RULES

DIVISION: MITE 1 & MITE 2 BOYS

REGULATION GAME: 4 INNINGS

COMPLETE GAME: 5 INNINGS

TIME LIMIT: 90 MINUTES

RUN LIMIT: 7

TEN RUN RULE: 3 INNINGS (ALL PLAYERS MUST BAT AT LEAST ONCE)

BAT: ANY LEGAL BASEBALL BAT

BALL: REGULAR BASEBALL

PITCHING DISTANCE: 45 FEET

MITE 1 & MITE 2 PLAYING RULES:

-REGULAR BASEBALL RULES IN EFFECT

DIVISION RULES

DIVISION: CUB 1 & CUB 2 BOYS

REGULATION GAME: 4 INNINGS

COMPLETE GAME: 5 INNINGS

TIME LIMIT: 90 MINUTES

RUN LIMIT: 8

TEN RUN RULE: 3 INNINGS (ALL PLAYERS MUST BAT AT LEAST ONCE)

BAT: ANY LEGAL BASEBALL BAT

BALL: REGULAR BASEBALL

PITCHING DISTANCE: 52 FEET

BASE DISTANCE: 75 FEET

CUB 1 & CUB 2 PLAYING RULES:

REGULAR BASEBALL RULES IN EFFECT

DIVISION RULES

DIVISION: TINY 1 & TINY 2 GIRLS

REGULATION GAME: 3 INNINGS

COMPLETE GAME: 5 INNINGS

TIME LIMIT: 60 MINUTES

RUN LIMIT: 5

TEN RUN RULE: 3 INNINGS (ALL PLAYERS MUST BAT AT LEAST ONCE)

BAT: T-BALL AND REGULAR SOFTBALL BATS MAY BE USED

BALL: WILSON 11 INCH BALL; LEVEL 1

PITCHING DISTANCE: 28 FEET FOR TINY 1 & 36 FEET FOR TINY 2

REQUIRED EQUIPMENT: BATTING HELMET FACEMASKS

PLAYING RULES:

- MAXIMUM OF SIX PITCHES WILL BE DELIVERED
- FOUL BALLS WILL NOT COUNT AS A STRIKE BUT WILL COUNT AS ONE OF THE SIX PITCHES
- STRIKES WILL BE COUNTED ONLY WHEN THE BATTER SWINGS AND MISSES THE BALL COMPLETELY
- BATTER MUST HIT THE BALL FAIR WITHIN SIX PITCHES OR THE BATTER WILL BE OUT
- THERE WILL BE NO WALKS
- IF A BATTER IS HIT BY A PITCH, THERE IS NO PENALTY, IT IS CONSIDERED ONE OF THE SIX PITCHES
- THREE SWINGS AND MISSES DURING THE SIX PITCHES WILL BE CONSIDERED AN OUT
- THERE IS NO INFIELD FLY RULE
- THERE IS NO BASE STEALING. RUNNER MUST REMAIN ON BASE UNTIL BALL IS HIT. (PENALTY: RUNNER IS OUT)

PITCHING RULES:

- THE COACH/ADULT WILL PITCH TO THE BATTER UNDERHAND AND MAY WEAR A GLOVE
- THE COACH/ADULT CANNOT GIVE INSTRUCTIONS TO THE BATTER OR TO ANOTHER COACH TO RELAY TO THE BATTER. AFTER ONE WARNING BY THE UMPIRE, THE BATTER WILL BE CALLED OUT.
- PLAYER PITCHER MUST POSITION HERSELF TO THE RIGHT OR LEFT OF THE ADULT PITCHER
- THE COACH/ADULT PITCHER MUST LEAVE THE FIELD IN THE OPPOSITE DIRECTION THAT THE BALL IS HIT
- IF A BALL HITS THE COACH/ADULT PITCHER BY ACCIDENT, IT IS A LIVE BALL. HOWEVER, IF THE PITCHER TRIES TO INTENTIONALLY STOP THE BALL, THE BATTER WILL BE CALLED OUT

AN ADULT THAT IS NOT CERTIFIED MAY COME OUT OF THE STANDS TO PITCH. HOWEVER, AFTER THE INNING, THEY MUST GO BACK TO THE STANDS UNTIL THEY PITCH THE NEXT INNING.

DIVISION RULES

DIVISION: PEEWEE 1 GIRLS

REGULATION GAME: 3 INNINGS

COMPLETE GAME: 5 INNINGS

TIME LIMIT: 60 MINUTES

RUN LIMIT: 6

TEN RUN RULE: 3 INNINGS (ALL PLAYERS MUST BAT AT LEAST ONCE)

BAT: REGULAR SOFTBALL BATS

BALL: 11 INCH BALL (WHITE OR OPTIC YELLOW)

PITCHING DISTANCE: 32 FEET

REQUIRED EQUIPMENT: BATTING HELMET FACEMASKS

PLAYING RULES:

-MAXIMUM OF SIX PITCHES WILL BE DELIVERED

-FOUL BALLS WILL NOT COUNT AS A STRIKE BUT WILL COUNT AS ONE OF THE SIX PITCHES

-STRIKES WILL BE COUNTED ONLY WHEN THE BATTER SWINGS AND MISSES THE BALL COMPLETELY

-BATTER MUST HIT THE BALL FAIR WITHIN SIX PITCHES OR THE BATTER WILL BE OUT

-THERE WILL BE NO WALKS

-IF A BATTER IS HIT BY A PITCH, THERE IS NO PENALTY, IT IS CONSIDERED ONE OF THE SIX PITCHES

-THREE SWINGS AND MISSES DURING THE SIX PITCHES WILL BE CONSIDERED AN OUT

-THERE IS NO INFIELD FLY RULE

-THERE IS NO BASE STEALING. RUNNER MUST REMAIN ON BASE UNTIL BALL IS HIT. (PENALTY: RUNNER IS OUT)

PITCHING RULES:

-THE COACH/ADULT WILL PITCH TO THE BATTER UNDERHAND AND MAY WEAR A GLOVE

-THE COACH/ADULT CANNOT GIVE INSTRUCTIONS TO THE BATTER OR TO ANOTHER COACH TO RELAY TO THE BATTER. AFTER ONE WARNING BY THE UMPIRE, THE BATTER WILL BE CALLED OUT.

-PLAYER PITCHER MUST POSITION HERSELF TO THE RIGHT OR LEFT OF THE ADULT PITCHER

-THE COACH/ADULT PITCHER MUST LEAVE THE FIELD IN THE OPPOSITE DIRECTION THAT THE BALL IS HIT

-IF A BALL HITS THE COACH/ADULT PITCHER BY ACCIDENT, IT IS A LIVE BALL. HOWEVER, IF THE PITCHER TRIES TO INTENTIONALLY STOP THE BALL, THE BATTER WILL BE CALLED OUT

DIVISION RULES

DIVISION: MITE 1 & MITE 2 GIRLS

REGULATION GAME: 4 INNINGS

COMPLETE GAME: 5 INNINGS

TIME LIMIT: 90 MINUTES

RUN LIMIT: 7

TEN RUN RULE: 3 INNINGS (ALL PLAYERS MUST BAT AT LEAST ONCE)

BAT: ANY LEGAL SOFTBALL BAT

BALL: REGULAR SOFTBALL

PITCHING DISTANCE: 36 FEET

REQUIRED EQUIPMENT: BATTING HELMET FACEMASKS

MITE 1 & MITE 2 PLAYING RULES:

-REGULAR SOFTBALL RULES IN EFFECT

DIVISION RULES

DIVISION: CUB 1 & CUB 2 GIRLS

REGULATION GAME: 4 INNINGS

COMPLETE GAME: 5 INNINGS

TIME LIMIT: 90 MINUTES

RUN LIMIT: 8

TEN RUN RULE: 3 INNINGS (ALL PLAYERS MUST BAT AT LEAST ONCE)

BAT: ANY LEGAL SOFTBALL BAT

BALL: REGULAR SOFTBALL

PITCHING DISTANCE: 40 FEET

REQUIRED EQUIPMENT: BATTING HELMET FACEMASKS

CUB 1 & CUB 2 PLAYING RULES:

REGULAR SOFTBALL RULES IN EFFECT

DIVISION RULES

DIVISION: TOT 1 & TOT 2

REGULATION GAME: 3 INNINGS

COMPLETE GAME: 5 INNINGS

TIME LIMIT: 60 MINUTES

RUN LIMIT: SCORE NOT KEPT

BAT: PLAYERS MAY USE ANY BAT

BALL: RIF-LEVEL 1

PLAYING RULES:

-ONE COACH MAY BE ON THE FIELD WHILE THE TEAM IS ON DEFENSE. THIS COACH MUST REMAIN IN CENTER FIELD, OFF THE BASE PATH. ONE COACH FROM THE TEAM AT BAT MAY STAY AT THE ON-DECK CIRCLE, AND MAY ACCOMPANY A BATTER TO HOME PLATE TO PREPARE HIM/HER TO BAT. COACH THEN RETURNS TO THE ON-DECK CIRCLE.

-EACH TEAM WILL FIELD 11 PLAYERS, UNLESS FEWER THAN 11 PLAYERS (BUT AT LEAST EIGHT) ARE IN ATTENDANCE. WHEN ON DEFENSE TWO OF THE 11 PLAYERS MUST BE PLACED AS FOLLOWS: ONE ON THE PITCHING RUBBER AND ONE IN THE CATCHER'S BOX. FIVE (5) PLAYERS WILL BE POSITIONED IN THE OUTFIELD. A DIFFERENT PLAYER MUST OCCUPY THE PITCHER'S POSITION EACH INNING. A PLAYER MAY SERVE AS "PITCHER" ONLY ONE INNING IN A GAME.

-BOTH TEAMS WILL BAT A MAXIMUM OF NINE (9) PLAYERS IN AN INNING. LESS THAN NINE MAY BAT IF THREE (3) OUTS ARE MADE PRIOR TO THE NINTH BATTER BATTING.

-THERE WILL BE NO BASE STEALING. RUNNER MUST REMAIN ON BASE UNTIL THE BALL IS HIT. IF RUNNER LEAVES EARLY, RUNNER IS OUT AND BALL IS DEAD.

-BATTER WILL BE GIVEN THREE SWINGS

-OUTFIELDERS MUST BE POSITIONED TEN FEET OUTSIDE THE BASE PATH (UMPIRE'S JUDGEMENT)

-STOPPING PLAY:

*WHEN A BALL IS HIT TO THE OUTFIELD AND THROWN INTO THE INFIELD, PLAY IS STOPPED WHEN THE BALL BREAKS THE IMAGINARY LINE THAT CONNECTS THE BASES. RUNNER MAY (AT OWN RISK) ADVANCE ONLY TO THE BASE WHICH HE/SHE WAS GOING

*WHEN A BALL IS HIT IN THE INFIELD AND OVERTHROWN, RUNNER MAY (AT OWN RISK) ADVANCE ONLY TO THE BASE TO WHICH HE/SHE WAS GOING

*PLAY IS ALSO STOPPED WHEN THE LEAD RUNNER IS STOPPED BY A DEFENSIVE PLAY

-SCORE WILL NOT BE KEPT DURING THE REGULAR SEASON

-THERE WILL BE NO INFIELD FLY RULE

-IN ADDITION TO THE COACHING STAFF LISTED ON YOUR ROSTER, YOU MAY HAVE A TEAM PARENT IN THE DUGOUT TO ASSIST YOU WITH THE TEAM