

Colorado River Valley Girls Softball League Rules

Revised 4/28/10

Age groups are based on 8/1/10

Any rules not covered by league rules will be governed by the National Federation Girls Fastpitch Softball Rulebook.

Players cannot play for any other league during the Valley Youth League season.

Six things not to argue with umpires: fair and foul, balls and strikes, safe and out

Rule 1 - Definitions:

Appeal Play - An appeal play is a play on which an umpire may not 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 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 leave the field of play.

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

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 and provided the hit is made before two outs and at a time when first and second bases or all bases are occupied. When it seems apparent that a batted ball will be an infield fly, the umpire shall declare, "Infield Fly. The batter is out if fair."

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

Obstruction - Obstruction is the act of:

- 1) A defensive player or team member which hinders or prevents a batter from striking at or hitting a pitched ball.
- 2) A fielder, who is not in the possession of the ball, in the act of fielding a batted ball, nor about to receive a thrown ball, which impedes the progress of a runner or batter- runner who is legally running bases.

Protests - There are three types of protests:

- 1) Misinterpretation of a playing rule (protest must be made before the next pitch or, if on the last play of the game, before the umpires leave the playing field)
- 2) Illegal substitute or re-entry (protest must be made while they are in the game and before the umpires leave the playing field)
- 3) Ineligible player (protest can be made any time during the game or before the offending team's next game). Eligibility is the decision of the league commissioner.

Rule 2 - The Playing Field

League games will be played with the following field dimensions:

Pitcher's	Mound Distances	Base Distances
8-10 -	30 feet	50 feet
11-12 -	35 feet	50 feet
13-15 -	40 feet	60 feet *(65 feet)
16-18 -	40 feet	60 feet *(65 feet)

* If there are no base standards at 60 feet at your facility, use the 65 feet standards and please inform the visiting team of this slight difference.

Rule 3 - Equipment

Softball	8-12 yrs.: The ball is an optic full flight 11-inch ball with a core of .5 or under. 13-18 yrs.: will use a 12 inch optic ball (full flight).
Helmets	All batters must wear batting helmet and facemask for batting and running the bases. Catchers must wear a catching helmet with face mask, shin guards, and a body protector. Catcher's helmet must have a throat protector.
Cleats	No metal or screw-on type cleats are allowed in any division.

Rule 4 - Players and Substitutes

Team

A team consists of nine players (minimum) or ten players with a designated hitter (maximum).

1) Teams can play a game with 8 players from the season's original roster. The 9th player position is an out.

2) The only time a player can play on two teams is if a team only has 7 original roster players, then the team can pick up another player to make 8 players. Teams can pick up only one player to make 8 and not 2 players to make 9. A replacement player cannot play in the pitcher position on the team she is substituting for. The replacement player must be of the same or lower age group. The replacement player must be from the same town's girl's softball program. If a player from the original roster team shows up to play, the replacement player leaves the game and the original roster player enters as a legal substitute and the team continues to take the out for the 9th player. If 2 or more original roster players show up the team can go to their original 9 players. Coaches must inform the opposing team and the umpires prior to the game that a replacement player is playing on their team. This rule applies only for regular season games. Please see rule #3 for

tournament games. We will allow a team to play with 8 and not be penalized and out, however when playing with 7 one out should be issued.

3) During tournament play, teams can play with 7 original roster players. There will not be replacement players allowed during tournaments. Players must play in three regular season league games to be able to play in final tournament games.

Re-Entry Any of the starting players (including a designated player) may be substituted and re-entered once, provided players occupy the same batting positions whenever in the lineup. The starting players and the substitute(s) may not be in the lineup at the same time. If a manager removes a substitute from the game and re-enters the same substitute later in the game, this is considered an illegal re-entry. * 8-10 & 11-12: *Unlimited substitution will be used for this age group only. Teams may choose to bat their entire roster (i.e. all twenty players can bat but that batting order must remain the same throughout the game).*

Illegal Substitute The use of an illegal substitute is handled as a protest by the offended team. If the team manager or player in violation informs the umpire prior to the offended team's protest, there is no violation regardless of how long the player or players were illegally in the game. If

the offended team protests, the illegal substitute is ejected from the game.

Ejected Player

A player or coach who has been ejected from the game is restricted to the bench unless the act is determined to be flagrant, when the player or coach must leave the grounds. (If a player must leave the grounds, the player must be accompanied by an adult. If an adult is not available, the player must remain in the bench area). Any ejected player discovered participating will constitute a forfeit. Player ejections must be reported to the league board. **All ejected players will receive a one game minimum suspension** (the next scheduled game played).

Blood Rule

A player, coach, or umpire who is bleeding or who has blood on her uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgment.

Rule 5 - The Game

Regulation Game

The length of a regular season game is as follows:

8-10***	-	5 innings or 1 hour 30 minutes
11&12	-	5 innings or 1 hour 30 minutes
13-15	-	6 innings or 1 hour 45 minutes
16-18	-	7 innings or 1 hour 45 minutes

Incomplete or rain games are called as follows:

Ages 8 - 12: 3 ½ innings or one full hour

Ages 13 - 15: 4 ½ innings

***Six runs or three outs will constitute an inning.

In tournament play games will be played with time restrictions.

EXCEPTION: Championship games will have no time restrictions. I

Run Ahead

Rule A run ahead rule will be used in the 11-12, 13-15 and 16-18 divisions to end one sided games.

11&12	-	15 runs after 3 innings 10 runs after 4 innings
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13-15	-	15 runs after 3 innings 10 runs after 4 innings
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16-18	-	15 runs after 3 innings 10 runs after 5 innings
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In tournament play, the run ahead rule will not be in effect.

Speed up rule

When time or the last inning has expired and the teams are tied, the last batter from previous inning is placed on second base, for the next at bat team. This rule will be in effect during the regular season, not in effect during tournaments.

Rule 6 - Pitching Regulations

Warm-up

Pitches

A pitcher is allowed a maximum of five (5) warm-up pitches to the catcher to begin the game. In subsequent innings, a pitcher will receive a maximum of three (3) warm-up pitches. A relief pitcher is allowed a maximum of five (5) warm-up pitches upon a game entry.

Windmill

Pitch

The windmill pitch is legal for all age divisions but it is **not** mandatory.

Rule 7 - Batting Regulations

6 or 3 rule

8-10 The inning is over when there are 6 runs or 3 outs.

Dropped
3rd Strike (8-10) - Does not apply, the batter is called out on the third strike.
(11-18) - Will be followed as taken from the high school rule book: Section 4 g: A batter is out when a third strike is not caught (in flight), provided a runner occupies 1st base at the time of the pitch and there are less than two outs (8-4-1d) (Fast pitch note): If two are out or if no runner occupies 1st base, the batter is not out unless the third strike is caught. The batter is entitled to try to reach 1st base before being tagged out or thrown out.

Rule 8 - Batter-Runner and Runner

Infield

Fly Rule (11-12, 13-15, 16-18) - The infield fly rule will be in effect for these divisions.

Live Ball

Overthrow Runners may advance (on their own risk) when an overthrown ball remains in the field of play.

Dead Ball

Overthrow When the ball is overthrown beyond the boundary lines or is blocked, all runners will be awarded two bases. The award will be governed by the positions of the runners when the ball left the fielder's hand.

Stealing (8-10) - Stealing and taking leads are not permitted. The base runner may leave their base

after the ball leaves the pitcher's hand, but not advance to the next base.
(11-18) - Stealing is permitted but no leads may be taken. The base runner may leave their base after the ball leaves the pitcher's hand.

Sliding

Sliding is not mandatory but is suggested to avoid collisions. When a defensive player has the ball and the runner remains on her feet and deliberately, with great force, crashes into the defensive player, the runner is out, the ball is dead, and the other runners must return to the last base touched at the time of the interference. If the act is determined flagrant, the offender shall be ejected.

Umpires

(8-10, 11-12) - Umpires must be at least 14 years old.
(13-15, 16-18) - Umpires must be at least 16 years old.

Points of Emphasis

Umpires

(8-10) - Umpires should be instructed to call for "time" whenever the ball is in possession of an infielder and no action is occurring (even if "time" is not requested). This really helps to keep younger players from continually throwing the ball around (chaos).

Coaches Teach your players skills that enable them to play fundamentally sound softball. Do not teach players to hit the ball and continue running bases without regard to fielder and ball position. **Coaches and assistant coaches should remain in the field of play, and are not allowed outside fence and behind home plate area. Maximum number of coaches in dugout area per game is 3 coaches.**

Infield Fly Rule 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 and provided the hit is made before two outs and at a time when first and second bases or all bases are occupied. When it seems apparent that a batted ball will be an infield fly, the umpire shall declare, "Infield Fly. The batter is out if fair." Not in effect for 8-10 yr. olds.