

# CATHOLIC YOUTH ORGANIZATION

## Monroe County CYO

### SOFTBALL RULES/REGULATIONS

#### I. PLAYING RULES:

- A. Official Rules: The rules of the CYO Softball League are those of the National Federation. It is imperative that each coach has a working knowledge of the National Federation Rule Book in addition to those rules governing CYO Athletics.
- B. Purpose of these Rules: CYO wishes to stress that scores are not to be run-up by winning teams, and also wishes to emphasize that coaches must make every effort to play as many team members as possible in a given game.
- C. Team Minimum: A team must be able to field the minimum number of players at game time or the game is forfeited. If a player becomes ill or injured and is unable to finish the game, the team may finish the game with one player less than the minimum number of players required to start the game. This does not apply to player ejection. If an ejection leads to a team being short of the minimum number of players, the game is forfeited at that time.
1. A Division: Teams must have 9 of 10 players present to start the game, with the tenth (10<sup>th</sup>) player to be added to the bottom of the line-up upon arrival.
  2. B Division: Teams must have 9 of 10 players present to start the game, with the tenth (10<sup>th</sup>) player to be added to the bottom of the line-up upon arrival.
- D. Game Time: Game time is forfeit time. If one team is not present or not ready to play with the minimum number of players at the time that a contest is scheduled to begin, their opponent may accept forfeit victory for that contest. Game officials shall sign the score sheet to verify forfeit. No official is required to wait beyond the scheduled game time for a team.
- E. Game Length: Games shall be of the following length --
1. A Division: Seven (7) innings shall constitute a game.
  2. B Division: Six (6) innings shall constitute a game.
  3. ALL Divisions: All double-headers (DHs) will consist of two, 5-inning games unless otherwise notified by league director.
- F. Extra Innings:
1. A Division: Tied games will be determined by playing extra innings until a winner is determined. During the regular season, international rules (last batter from previous inning will be placed as runner at second base) will be applied at the beginning of the 8<sup>th</sup> inning. During the postseason, international rules will be applied at the beginning of the 9<sup>th</sup> inning.

2. B Division: Tied games will be determined by playing extra innings until a winner is determined. During the regular season, international rules (last batter from previous inning will be placed as runner at second base) will be applied at the beginning of the 8<sup>th</sup> inning. If the game remains tied after eight (8) innings, it shall be declared a tie.

G. Game Time Limit: No inning shall begin after two hours of play in A Division games, or one hour and thirty minutes of play in B Division games, unless the score is tied. An inning that begins prior to the applicable game time limit will be completed regardless of time. This rule does not apply in Post-Season Tournament games.

H. Mercy Rule: A game will be officially concluded when a team is fifteen (15) or more runs behind and has completed its turn at bat in the 4<sup>th</sup> inning, or is ten (10) or more runs behind and has completed its turn at bat in the 5<sup>th</sup> or subsequent innings. This rule applies in all regular season and Post-Season Tournament games.

(**Exception**: If the time limit expires, the game is concluded regardless of the number of innings that have been completed.)

I. Travesty Rule: The batting team may not score more than five (5) runs in any half inning until after the 3<sup>rd</sup> inning. After the third (3<sup>rd</sup>) complete inning, a team behind in the score may score five (5) runs or as many runs as are needed to tie, whichever is greater. Play in an inning automatically ceases upon the scoring of the fifth or tying run, whichever is applicable, and no additional runs that could be scored on the play will be counted. This rule does not apply in the last inning or any extra innings. Regular mercy rule still applies. ~~This rule does not apply in Post-Season Tournament games.~~

## II. GAME RULES/REGULATIONS:

A. Playing Field: A diamond or infield shall be 60-foot square. The outfield is the unobstructed area between the two foul lines that extends beyond the infield a minimum of 120 feet. All fields are to be marked accordingly and groomed to ensure safety.

1. Base Distance: A Division – 60 feet (60'); B Division – 60 feet (60').

2. Pitching Distance: A Division – 40 feet (40'); B Division – 36 feet (36').

B. Protective Equipment: Catchers must wear a throat guard on their mask, a helmet, shin guards, and a chest protector. A protective cup is recommended. In addition, all infielders are required to wear fielding masks.

C. Helmets: All players batting, on deck, base running or coaching, must wear helmets with a face guard and strap. All helmets in use must have the **NOCSAE** stamp of approval. Violation will result in forfeit.

D. Metal Cleats: Metal cleats are prohibited at the B level but allowed at the A level. Violation will result in forfeit.

- E. Regulation Softball: The twelve inch (12"), optic yellow, 375 compression softball will be used in all games. Each team will furnish a new ball or a ball deemed by the umpire to be playable for each game. All teams are expected to have more balls available if foul balls are not being shagged.
- F. Uniforms: Each player shall be numbered on the back of the shirt and no players on the same team shall wear identical numbers.
- G. Game Roster: Shall be submitted/exchanged between managers ten (10) minutes prior to start of the game.
- H. Team Benches: The home team has the choice of bench (1<sup>st</sup> or 3<sup>rd</sup> baseline). It is recommended that the home team takes the third base bench and the visiting team takes the first base bench.
- I. Pre-Game Warm-up: Where possible, the visiting team will take infield practice thirty (30) minutes prior to game time and the home team will take infield practice fifteen (15) minutes prior to game time. Where there are multiple games scheduled on the same field, if games are running behind, there will be no infield practice after the published time. In such circumstances, teams must come warmed-up and ready to play.
- J. SPECIAL EXCEPTIONS TO NATIONAL FEDERATION RULES:
1. Free Substitution Rule: To provide the maximum amount of playing time for as many individuals as possible, free substitution and the batting of all legal substitutes in the dugout are allowed in all levels. If a team does not choose this option, the regular reentry rules pertaining to all starters would apply.
    - a. The batting order of the participants cannot change.
    - b. A team may play the entire game with the same type of line-up. Either bat 10 players in A Division (10 in B Division), or bat the entire dugout. Example: If you start with 10 players batting, you are to end with 10 players batting. If you start by batting the entire dugout of legal substitutes, you are to end batting the entire dugout of substitutes. If a player shows up late, they become a legal substitute and, if batting the entire dugout, is placed at the end of the order.
    - c. If a vacancy occurs (for any reason) and there are no legal substitutes, an out will be declared when that vacant batter is due at bat. Example: if you bat your dugout of 16 players and the 13<sup>th</sup> player in the batting order must leave the game, when his time at bat occurs he is recorded as an out.
  2. Intentional Walk: If a team desires to intentionally walk the batter, they may do so by informing the umpire in charge. It will not be necessary to throw four (4) pitches. The coach, catcher, or other delegated authority may inform the umpire.
  3. Batter's Starting Count: For B level only, Each batter will start with a 1 ball, 1 strike count. An at Bat will end with batter reaching base or being put out by a fielding play, or with a 3 strike Strikeout or a 4 ball Walk. The batter gets unlimited foul balls with 2 strikes on them. A level will use the standard count, starting with 0 balls, 0 strikes.

4. Pitching Motion: This is a fast pitch league. Any legal pitch/motion may be used.
5. Pitching Limitation: No pitcher may pitch more than twelve (12) outs per game. If a game goes into extra innings, the pitcher at the end of the last regulation inning is eligible to complete the game regardless of the number of previous outs recorded.
6. B Level Coach Pitch Rule: In the B level only, once a single pitcher has walked 4 consecutive girls or 5 total girls in an inning, the coach of the batting team will come out to finish pitching the inning. The coach may stand closer to the plate than the pitching rubber however, if a batted ball hits any part of the coach it shall be considered a dead ball out with no runners advancing. The batter will receive 3 pitches from the coach, all to be considered strikes. If a foul ball occurs on the 3<sup>rd</sup> pitch, an additional pitch will be thrown. At bat will not end on a foul ball.
7. Softball Bat: Only bats meeting the 1.2 dimension shall be used. This rule applies to both Divisions of play. Dropped Third Strike: In the A Division, advancement is allowed. In the B Division, the ball is dead and no advancement is allowed.
8. Stealing & Leading off the Base: In the A Division, lead-offs are not allowed but stealing is permitted once the ball has left the pitcher's hand (judgment call of the umpire). In the B Division, lead-offs are not allowed but stealing is permitted once the ball crosses the plate. Runners may only advance as far as third base on a non-batted ball (stealing, overthrow on an attempt to throw out runner, etc.). A ball must be batted into play for a runner to advance home from 3<sup>rd</sup> or any other base.

### **III. LEAGUE RULES/REGULATIONS:**

- A. Umpire Assigning: CYO will assign one (1) registered umpire to all games unless a Parish/School is required to secure their own registered umpires for their home games. Each team is responsible for paying the umpire twenty-one dollars (\$21.00), for a total of forty-two dollars (\$42.00) per game.
- B. Umpires Not Present: In the event that the assigned officials are not present to officiate the game(s), the teams will have two (2) options:
  1. Play the game with individuals they mutually agree to have officiate the game(s). If a mutual agreement is made to play, the contest(s) results will stand.
  2. Re-schedule the game(s) with the CYO office after mutually agreeing on date(s) and time(s).
- C. Rain-Outs/Postponed Games: The League or the Athletic Director of the home team or the Umpire on site shall have authority to declare a game a rain-out or postponed for other field or weather conditions. Once a game is started, authority for suspending a game is vested in the umpire.
- D. Suspended Games: If a game is called by the umpire due to weather, darkness, or for any

reason, the game will continue from the point of suspension at another time agreed upon by both teams. If the game is suspended after the team behind has completed its fifth (5<sup>th</sup>) inning at bat, the game is considered a complete game, the results will stand, and the remaining innings will not be played. Tournament games, however, will be completed at the point of suspension. The umpire shall retain the fees paid for suspended games.

- E. Re-Scheduled Games: : In the event of games postponed or suspended due to weather conditions, the League, in consultation with the teams involved, will seek to reschedule the game to another mutually convenient date, time and location where possible.
- F. League Standings: The league standings will be completed on the basis of two (2) points for a win, one (1) point for a tie (B Division), and zero (0) points for a loss. Non-league games do not count in division standings.
- G. Roster Limitations: There is no limit as to the number of players that a team may have. Additional players may be similarly registered (as per eligibility rules) at any time during the regular season. Insurance: Secondary medical insurance is provided for participants for all athletics through the Michigan Catholic Conference. This coverage has some limitations and is secondary to parent's medical coverage. This coverage is in effect if the student has no medical coverage. Information can be obtained through the School Principals or Parish Pastors.

#### **IV. PLAY-OFFS:**

- A. Format: Time permitting, a bracket style, single-elimination format will be used. If time does not permit, the top four teams in each division will be seeded into two semifinals, with the winners advancing to the Championship Game.
- B. Tie Breaker (7/8<sup>th</sup> Grade Only):
  - 1. If 2 or 3 teams tie for a division seeding spot, head-to-head game results will determine the breaking of the tie.
  - 2. If still tied after use of the head-to-head comparison, the run differential (victory margin) between the teams involved will be used to break the tie.
  - 3. If still tied after use of the run differential, a coin flip or card draw will be utilized under the direction of the League Director.

#### **V. VIOLATIONS AND PENALTIES:**

Violations of CYO rules and regulations shall subject a member Parish/School to any or all, but not limited to, the following: censure, probation with competition, probation without competition, forfeiture, suspension, and expulsion.