

# **Colorado River Valley Girls Softball League Rules**

Revised 4/24/2019

**Age groups are based on 8/1/2018**

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

**Players participating in additional softball leagues on recreational teams: Players will be evenly distributed on teams from each town (6 players sign up, town has three teams, teams get two players each).**

**8-12 year old players can play for another softball league during the Valley Youth League season. All-Star Little League Players, Traveling Team Players, and Tournament Team Players cannot pitch in Valley Youth League games.**

**13-15 year old softball player can play for another softball league, as long as they get three regular season games to be eligible for tournament.**

**Six things not to argue with umpires: fair and foul, balls and strikes, safe and out.  
No tying in Girls Softball.**

## **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 Distances	Mound Distances	Base
8-10 -	30 feet	50 feet
11-12 -	<b>37 feet</b>	50 feet
13-15 - feet)	<b>43 feet</b>	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**            **Steel cleats are not allowed for 12 and under.**

#### **Rule 4 - Players and Substitutes**

**Special Rules for 8 – 10 yr. old league:  
Bat entire line up with unlimited re-entry rule (put everyone in by the 3rd inning); all players should be involved in 3 outs and up to bat once during game.**

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.
  
- 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.

**3) During tournament play, teams can play with 8 original roster players, the 9<sup>th</sup> player is an out.** 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      Special Rules for 8 – 10 yr. old league: Bat entire line up with unlimited re-entry rule (put everyone in by the 3rd inning); **all players should be involved in 3 outs and up to bat once during game.** The inning is over when there are 6 runs or 3 outs. (6 or 3 rule). No lead off; no balk will be called; no stealing, **batter is out on dropped third strike**; unlimited substitution.

Special Rules for 11-12 old league: Bat entire lineup with unlimited re-entry rule (put everyone in by the 3rd inning); **all players should be involved in 3 outs and up to bat once during game.** The inning is over when there are 10 runs or 3 outs. (10 or 3 rule). No lead off; no balk will be called. See rule 23 regarding stealing.

**Ejected Coach, Player, Fan**

**Teams' coaches are responsible for themselves and the behavior of their assistant coaches, players and fans.**

**Player/Coach Ejection- Leave facility, sit out a played game, away from team.\***

**Fan/Parent Ejection- Leave facility, miss next playable game, away from team.\***

**\*minimum punishment, VYL and towns may require further disciplinary action.**

**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 45 minutes

**13-15** - 6 innings or 2 hour 00 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**

In tournament play games will be played with time restrictions. **EXCEPTION:** Championship games will have no time restrictions.

### Run Ahead

Rule A run-ahead rule will be used to end one-sided games. Not in effect during tournament play.

8-10 - 10 runs after 4 innings

11-12 - 15 runs after 3 innings

10 runs after 4 innings

- 13-15 - 15 runs after 3 innings  
10 runs after 4 innings
- Speed up rule When time of 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**

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

Coach Pitch (Optional for 8-10) If agreed upon by both coaches before game time, no batter will earn a walk when ball-four is pitched. Instead, the batter's coach comes onto the field and pitches to his/her own player until the ball is put into play or the batter strikes out. This optional rule of play can only be agreed upon for regular season games, not for tournament play. (This is an option to allow girls on both offense and defense more live-play action, because at this age, pitchers are still adjusting to throwing a windmill pitch and often struggle to hit the strike zone.)

### **Rule 7 - Batting Regulations**

6 or 3 rule	<b>8-10 year old. The inning is over when there are 6 runs or 3 outs.</b>
<b>10 or 3 rule</b>	<b>11-12 year old. The inning is over when there are 10 runs or 3 outs.</b>
Dropped 3 <sup>rd</sup> Strike	(8-10) - Does not apply, the batter is called out on the third strike. (11-15) - 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) - The infield fly rule will be ineffect 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. Rock leading is permitted

(11-15) - Stealing is permitted but no leads may be taken. The base runner may leave their base after the ball leaves the pitcher's hand. Rock leading is permitted.

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) - 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 **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.**