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# General

## GENERAL PURPOSE

The major emphasis of the Champion Baseball League is to:

1. Provide youth an opportunity for fun and enjoyment in a Christian environment in order to encourage Christ-likeness on and off the playing field.
2. Teach youth baseball skills and techniques.
3. Practice good sportsmanship and physical fitness.

To help ensure proper behavior of spectators, the Champion Baseball League offers the following guidelines:

1. Spectators should remain seated in the spectator area during the game.
2. Spectators should not yell instructions or criticisms to the children.
3. Spectators should make no derogatory comments to players, parents, fans of the opposing team, officials, or league administrators.
4. Spectators should not interfere with any coach. Parents must be willing to relinquish the responsibility for their child to the coach for the period of the contest.
5. Spectators should support the players and encourage them to learn.
6. Smoking is prohibited.
7. Spectators or guests should not bring pets/animals to any CBL games.

## LIABILITY

The Champion Baseball League Committee, Sponsors, Officials, Faith Baptist Church, Fairview Baptist Church, or any supervisory personnel are not responsible for injuries to person or damage to property. This is entirely the responsibility of players and their parents participating (each team member must fill out a parental consent to be eligible to participate). The league strongly urges parents to have insurance of some type in case of injury to the player during the season.

## GENERAL

All age groups of baseball will play **official High School Rules** and softball will play ASA Rules (rules which supersede these will be included in these by-laws).

1. CBL will provide a cap and shirt for each player, but baseball pants, socks, batting glove, and rubber-cleats are optional. Steel or metal cleats are only allowed in Senior Division. For all age groups other than Senior Division, no player shall participate in a game while wearing steel or metal cleats for any reason. In divisions other than Seniors, if player(s) are found playing while wearing metal cleats they will be ejected from the game.
2. CBL requires coaches to play each player a minimum of two innings per game in the field, and teams will bat the full roster of players in attendance. Coaches are encouraged to divide field time as evenly as possible to allow all players to continue to develop.

3. Once games have been scheduled and schedules have been published, games will only be rescheduled at the discretion of the board. Teams should utilize the website schedule for the most up-to-date information on games.
4. Game time is forfeit time. Teams must be ready to start play at game time or the umpire must declare a forfeit. The purpose of the league is to play games, but we must maintain an exact start time because of scheduling, heat, and sundown. It is the responsibility of the team coach to get his team on time to a game. If a coach cannot be at the game, then an appointed adult coach must get the team to the game on time by communicating to each player the day, field, and time of the game.
5. All regular season games, whether six or seven innings long, may not start a new inning after the time limit is up. Extra innings may be played to break a tie, if the time limit permits and both coaches agree to extra innings. No time limit shall apply during tournament games.
6. A 6-inning game is considered to be an official game after 4 complete innings (or 3 innings if the home team is ahead). A 7-inning game is considered to be an official game after 5 complete innings (or 4 innings if the home team is ahead).
7. For (6) inning games (Youth, Minors, Softball): A ten (10) run lead rule will be in effect after 5 innings or a twenty (20) run lead rule, after 4 innings. In the case a team has a 10-run lead at the end of 5 innings or a 20-run lead at the end of 4 innings, the game is complete at that point. T-ball games will play the time limit regardless of the score.
8. For (7) inning games (Majors, Seniors): A ten (10) run lead rule will be in effect after 6 innings or a twenty (20) run lead rule, after 5 innings. In the case a team has a 10-run lead at the end of 6 innings or a 20-run lead at the end of 5 innings, the game is complete at that point.
9. Game clock (or umpire watch or home team scorer watch) will start once the home team takes the field. If time expires once an inning is started the inning will be completed before the game is considered to be completed. Any inning that is started will be completed.
10. The home team scorekeeper will be the official score keeper for each game. The home team is the first team listed in the game schedule and sits on the first base side of the field. A batting order should be given to each team prior to a game.
11. If a late player comes into the game, the player is to be placed at the bottom of the batting order and is not to play until the full completion of the current inning.
12. If a player must permanently leave the game early (game-ending sickness, game-ending injury, leave for other activity, etc), that player is to be removed from the lineup without penalty. However, if a player is temporarily not available at their time at bat but is remaining in the game (i.e. bathroom break, temporary sickness, temporary injury, etc), that player is called out.
13. If a player is injured, a pinch runner may be inserted on one occasion per game. On the second occasion where the same player needs a pinch runner during the same game, that player must either be removed from the game (permanent injury), or that player

will be called out (temporary injury but unable to run bases). Since all players are in the lineup during games, pinch runners may be used only for injuries at the discretion of the umpire.

14. Members of one team shall not heckle or harass members of the opposing team. The penalty for violation, at the discretion of the umpire, shall be removal of the guilty player, players, and/or coach from the game and from the dugout. Cheer for your own team, but do not harass the other.
15. Base coaches cannot physically assist the runners on base.
16. A player cannot interfere with a player's right to play the ball while running to a base. A runner cannot run out of the base line to avoid a tag.
17. Running into a player in order to knock the ball loose from the other player is an automatic out for the runner. Sliding under the play is not charging.
18. Running into a player who is fielding a hit ball is not allowed. If this happens, the ball is dead, the base runner is out, and the batter will stop at 1st base.
19. Carelessly throwing a bat will be determined by the umpire and given a warning to the coach; further offenders will be called out.
20. All players are to wear their batting helmets from the bench back to the bench during their turn at bat, including if they are serving as a base coach.
21. Players cannot wear any type of jewelry during games.
22. Pre-game warm-up protocol: Home team (listed first on schedule) receives field 30 minutes before scheduled game time for 15 minutes; Visiting team receives field 15 minutes before scheduled game time for 15 minutes. If there are less than 30 minutes before scheduled game time, the amount of time should be evenly divided between the two teams (i.e. if field becomes available 10 minutes before game time, each team gets field for 5 minutes, beginning with the home team).
23. Standings shall be determined by overall winning percentage. A tie will not count in winning percentage. If there is a tie in the standings at the end of the regular season, head-to-head results will be the first tiebreaker. If teams remained tied, the CBL Committee will determine playoff positions.
24. After regular season play, a single-elimination tournament will be played to determine Division Champions in all ages except T-ball.
25. While their team is in the field, coaches and assistant coaches must remain in the dugout unless making a defensive change or attending to an injured player. (T-Ball would not need to follow this rule as coaches and parents are allowed to be in the field with the players)

## ROSTERS

1. Coaches are responsible for making sure Parental Consent/Medical release forms are in order and kept in the possession of the coach at all team activities.

2. Once a child is assigned to a team, he cannot change teams without the approval of the Champion Baseball Committee. This change may only be granted by the Committee and after both coaches have been contacted.

#### INCLEMENT WEATHER & RAIN OUT GAMES

1. Game time may be delayed 30 minutes due to inclement weather.
2. Whenever lightening approaches, all games/practices must cease. Everyone must go indoors and must wait 20 minutes since the last flash of lightening before returning to the fields.
3. Excessive rain out games will be made up at the end of the season if they affect the play-offs.
4. Games called due to weather before being official (General Rules #7) will be declared no game.
5. Regular season games maybe delayed 30 min before being called.
6. Playoff games will be suspended and will resume at future date determined by the division representative.
7. When games are cancelled because the fields are wet, all practices at game fields are also cancelled and all teams and players should remain off of the fields.

#### OFFICIALS

In the event a team fails to respect the Umpire's authority or decision, the Umpire has been instructed that he has the authority to forfeit the game to the other team after one (1) warning has been given that such action will be taken.

## PLAYING FIELD

<b>AGE GROUP</b>	<b>PITCHING DISTANCES</b>	<b>BASES</b>	<b>Home to 2<sup>nd</sup></b>
<b>T-Ball Baseball</b>	<b>38 feet</b>	<b>60 feet</b>	<b>84ft 10in</b>
<b>Youth (Coach's Pitch) Baseball</b>	<b>42 feet</b>	<b>60 feet</b>	<b>84ft 10in</b>
<b>Minors Baseball</b>	<b>42 feet</b>	<b>60 feet</b>	<b>84ft 10in</b>
<b>Majors Baseball</b>	<b>54 feet</b>	<b>70 feet</b>	<b>99ft 0in</b>
<b>Senior Baseball</b>	<b>60.5 feet</b>	<b>90 feet</b>	<b>127ft 3in</b>
<b>Youth (13U) Softball</b>	<b>42 feet</b>	<b>60 feet</b>	<b>84ft 10in</b>
<b>Junior Varsity (18U) Softball</b>	<b>43 feet</b>	<b>60 feet</b>	<b>84ft 10in</b>

## PLAY-OFFS

Final regular-season standings shall be determined by overall winning percentage. A tie will not count in winning percentage. If there is a tie in the standings at the end of the regular season, head-to-head results will be the first tiebreaker. If teams remained tied, the CBL Committee will determine playoff positions.

# T-Ball

Rules governing Tee Ball will be the same as Minors (11-and-Under) and Majors (14-and-Under) with the following exceptions:

## EQUIPMENT

1. Bats must be approved for little league play, shall be no more than 2 ¼ inches in diameter, and a maximum of 32 inches in length. No wooden bats allowed.
2. All catches are required to wear a protective helmet, face mask, and throat protectors.

## GENERAL

1. A full game will be three (3) innings or 90 minutes.
2. All players are required to hit from the tee during the first two innings. During the third inning players will have the option to hit from an adult coach pitching.
3. A team may play with seven (7) without having to forfeit.
4. All players are allowed to play in the field; extra players are to play in the outfield.
5. The entire team will bat through their roster each inning
6. After a team records 3 outs in an inning, the score will no longer be kept for that team for that inning, but each remaining player will bat in the inning.
7. Play will begin when the umpire places the ball on the tee and positions himself behind the catcher.
8. A batter cannot strike out.
9. During the third inning, if a player decides to hit from an adult coach pitching, they make take three pitches from the coach. If they fail to hit any of the first three pitches fair, the tee will then be used for the remainder of the at bat.
- 10.If the batter hits the tee and not the ball, a foul ball will be called.
- 11.Play is stopped when runners have been forced to remain at base and/or umpire has granted time. Time may also be granted when any defensive player, with the ball in possession, steps into the infield and holds the ball in the air.
- 12.There will be no infield fly rule in effect.
- 13.There will automatically be two (2) outs when the last batter comes to the plate. (Seventh batter if only 7 players).
- 14.For the safety of the players, no sliding will be allowed.
- 15.The pitcher position is limited to one (1) inning per game per player (i.e. no player can play in the pitcher position more than one inning per game).



# Youth (Coach's Pitch)

Rules governing Coach's Pitch will be the same as Minors (11-and-Under) and Majors (14-and-Under) with the following exceptions:

## EQUIPMENT

1. Bats must be approved for little league play, shall be no more than  $2\frac{5}{8}$  inches in diameter, and a maximum of 32 inches in length. No wooden bats allowed.
2. All catchers are required to wear a protective helmet, face mask, throat protector, shin guards, and chest protector.

## GENERAL

1. A full game will be six (6) innings or 90 minutes
2. A full team will be ten (10) players in the field. A team may play with a minimum of seven (7) without having to forfeit.
3. After 10 or total number of batters for the side in a single inning (or the lower number of players on the roster at the beginning of the game), the side shall be retired when three (3) outs have been achieved or the tenth/closing batter crosses home plate. Batters beyond the tenth/closing batter will continue to bat until either condition is met above. Only the tenth/closing batters run will be counted for the game score.
4. There will automatically be two (2) outs when the tenth/final batter comes to the plate.
5. The youth pitcher must keep at least one foot inside the circle around the pitching rubber until the ball crosses the plate.
6. A batter will have six (6) pitches to hit the ball outside the 5-foot circle in front of home plate. If the batter fouls the last pitch, he may keep swinging until he hits or strikes out. There are no walks.
7. No bunting will be allowed; the batter must swing.
8. An adult coach (18 years or older) will pitch for his or her own team. The ball can be thrown overhand or underhand. It is recommended the coaches throw overhand for boys and underhand for girls (to prepare them for baseball and softball at the next level). The coach must stand or kneel between the line, which will be 18 feet from home plate and in front of the 42-foot pitching rubber.
9. If the adult pitcher touches the batted ball, the play is dead, and the runners will return to the last base occupied. The batter will be given an extra swing. Any other interference by the adult pitcher will be an out for the batter.
10. While on the playing field, the adult pitcher may instruct his batter, but not the base runners. If this happens (instructs base runner), after a warning is issued, that adult pitcher may be instructed to leave the field. A batter becomes a base runner when he touches first base. Once off of the field in foul territory, the coach may instruct base runners, but may not touch or interfere with them. Failure to supply an adult pitcher will result in a forfeit.

11. Play is stopped when the runners have been forced to stop and/or the umpire has granted time. While in the field any defensive player may stop play by doing one of the following:

- Occupying the pitcher's circle with the ball in possession, looking at the umpire or home plate.
- Holding the ball in the air while any part of the player is inside of the pitcher's circle to request time
- Diving into the pitcher's circle (with ball in possession)
- Standing on the base or in the baseline immediately in front of the lead runner with the ball in possession, and no runners who may advance are attempting to run.

**Play is not stopped:**

- If the defensive player runs through the pitcher's circle in an attempt to make a play
- A defensive player steps on home plate, if 3rd base is not occupied.

12. There will be no infield fly rule in effect.

13. Sliding feet first will be allowed with the stipulation that this skill is taught by the coach of each team. Sliding headfirst is not allowed (the runner will be called out at the discretion of the umpire).

14. The Time Out rule will be as follows: one (1) time out per inning for offense and three (3) time outs for defense per regulation game.

# Minors

## EQUIPMENT

1. Bats must be approved for little league play, shall be no more than 2 <sup>5</sup>/<sub>8</sub> inches in diameter, and a maximum of 32 inches in length. No wooden bats allowed.
2. All catchers are required to wear a protective helmet, face mask, throat protector, shin guards, and chest protector.

## GENERAL

1. A full game will be six (6) innings or 105 minutes.
2. A full team will be ten (10) players in the field. A team may play with 7 without having to forfeit.
3. After 10 or total number of batters for the side in a single inning (or the lower number of players on the roster at the beginning of the game), the side shall be retired when three (3) outs have been achieved or the tenth/closing batter crosses home plate. Batters beyond the tenth/closing batter will continue to bat until either condition is met above. Only the tenth/closing batters run will be counted for the game score.
4. There will automatically be two (2) outs when the tenth/final batter comes to the plate.
5. A player or players may be freely substituted when a team takes the field. Substitutions do not have to be given to the umpire or opposing team scorekeeper during the game.
6. The starting pitcher's name and number should be given to the opposing team's scorekeeper at the beginning of the game. All pitcher substitutions must be given to the opposing team's scorekeeper.
7. Coaches on the baselines may be two (2) eligible players in uniform wearing protective helmets, or assistant coaches.
8. The catcher shall not be required to catch the third strike, except for a foul tip. The batter shall be out and the ball shall remain in play, and base runners shall advance at their own risk.
9. All batters must be pitched to; even for intentional walks (4 balls must be thrown).
10. One time-out shall be allowed on offense to talk to a batter during the same time at bat. Any other requests will be denied.
11. Bunting is allowed.
12. The infield fly rule will be called at all games.

## THE RUNNER

1. When a pitcher is in contact with the pitcher's plate with the ball in his possession, and the catcher is in the catcher's box in position to receive the pitch, all runners shall be in contact with their bases until the pitch has reached home plate. Base stealing will be allowed once the ball reaches home plate. If a runner leaves the base before the pitch reaches home plate, the runner shall be declared out and the play declared "no pitch"

The ball is dead. All other runners shall return to bases occupied at the time of the pitch. The count on the batter returns to what it was before the runner left the base.

2. Sliding feet first will be allowed with the stipulation that this skill is taught by the coach of each team. Sliding headfirst is not allowed. A warning will be issued for the first offense, the second offense and the runner will be called out.

#### THE PITCHER

1. A pitcher can pitch no more than 80 pitches or 4 innings (whichever comes first) which must be consecutive. Any part of an inning pitched shall constitute a full inning.
2. If a pitcher reaches the maximum number of pitches while facing a batter, he may continue to pitch until one of the following occur:
  - The batter reaches base
  - The batter is put out
  - The third out is recorded to complete the half inning
3. Pitchers must adhere to the following rest schedule
  - If a pitcher throws 70 or more pitches, he cannot pitch for three (3) calendar days
  - If a pitcher throws 56-69 pitches, he cannot pitch for two (2) calendar days
  - If a pitcher throws 41-55 pitches, he cannot pitch for one (1) calendar day
  - If a pitcher throws 40 or less pitches, he can pitch the next day

# Majors

## EQUIPMENT

1. The bat shall not be less than 25 inches or more than 34 inches in length; the barrel can be a maximum of 2  $\frac{5}{8}$  inches. No wooden bats.
2. All catchers must wear a protective cap made of the same material and padding approved for the batter's helmet, as well as a mask, throat protectors, chest protector and shin guards. Protective cups are also recommended.

## GENERAL

1. A full game will be seven (7) innings or 120 minutes.
2. A full team will be nine (9) players in the field. A team may play with 7 without having to forfeit.
3. Each player present at the game and eligible to play will be in the batting order.
4. Teams bat the entire roster of players at the game and each player must play at least two innings in the field.
5. After 9 or total number of batters for the side in a single inning, the side shall be retired when three (3) outs have been achieved or the ninth/closing batter crosses home plate. Batters beyond the ninth/closing batter will continue to bat until either condition is met above. Only the ninth/closing batters run will be counted for the game score.
6. Both teams shall bat the same number of players up to 9 in an inning (i.e. seven if one team has only 7, eight if one team has only 8, etc.)
7. The playing order roster will also be the batting order for the entire game unless a player becomes sick or injured during the game. (i.e. any player from the playing order roster may not substitute for R1 unless R1 becomes sick or injured.). The umpire and scorekeeper of the opposing team must have batting order of all players present at the beginning of each game.
8. A player or players may be freely substituted when a team takes the field. Substitutions do not have to be given to the umpire or opposing team scorekeeper during the game.
9. The starting pitcher's name and number should be given to the opposing team's scorekeeper at the beginning of the game. All pitcher substitutions must be given to the opposing team's scorekeeper.
10. Coaches on the baselines may be two (2) eligible players in uniform wearing protective helmets, or assistant coaches.
11. The catcher shall be required to catch the third strike, except for a foul tip. If the 3<sup>rd</sup> strike is dropped, the batter must be put out. When there is a runner on 1st and fewer than 2 outs, the batter/runner is automatically out.
12. In each game, teams shall be entitled to no more than three (3) defensive time-outs to confer with players, without penalty. On the fourth time, it is required that the pitcher be removed from the mound, but not the game.

13. One time-out shall be allowed on offense to talk to a batter during the same time at bat. Any other requests will be denied.
14. Bunting is allowed.
15. The infield fly rule will be called at all games

#### THE RUNNER

1. When a pitcher is in contact with the pitcher's rubber with the ball in his possession, and the catcher is in the catcher's box in position to receive the pitch, runners are allowed to "lead off" and steal.
2. Sliding feet first will be allowed with the stipulation that this skill is taught by the coach of each team. Sliding headfirst is not allowed. A warning will be issued for the first offense, the second offense and the runner will be called out.
3. Running into a player in order to knock the ball loose from the other player is an automatic out for the runner. Sliding under the play is not charging.

#### THE PITCHER

1. A pitcher can pitch no more than 95 pitches or 4 innings (whichever comes first) which must be consecutive. Any part of an inning pitched shall constitute a full inning.
2. If a pitcher reaches the maximum number of pitches while facing a batter, he may continue to pitch until one of the following occur:
  - The batter reaches base
  - The batter is put out
  - The third out is recorded to complete the half inning
3. The hidden ball trick shall be illegal. Any attempt at the hidden ball trick will result in a balk.
4. Pitchers must adhere to the following rest schedule
  - If a pitcher throws 80 or more pitches, he cannot pitch for three (3) calendar days
  - If a pitcher throws 66-79 pitches, he cannot pitch for two (2) calendar days
  - If a pitcher throws 51-65 pitches, he cannot pitch for one (1) calendar day
  - If a pitcher throws 50 or less pitches, he can pitch the next day

# Seniors

## EQUIPMENT

1. The bat shall meet 2020 and prior national high school standards (USAA); the barrel shall be a maximum of 2  $\frac{5}{8}$  inches. No wooden bats allowed.
2. All catchers must wear a protective cap made of the same material and padding approved for the batter's helmet, as well as a mask, throat protectors, chest protector and shin guards. Protective cups are also recommended.
3. Players may wear steel/metal cleats, rubber cleats, or tennis/athletic shoes. Pitchers should not wear metal cleats when pitching on artificial surfaces.

## GENERAL

1. A full game will be seven (7) innings or 120 minutes.
2. A full team will be nine (9) players in the field. A team may play with 7 without having to forfeit.
3. Each player present at the game and eligible to play will be in the batting order.
4. Teams bat the entire roster of players at the game and each player must play at least two innings in the field.
5. The playing order roster will also be the batting order for the entire game unless a player becomes sick or injured during the game. (i.e. any player from the playing order roster may not substitute for R1 unless R1 becomes sick or injured). The umpire and scorekeeper of the opposing team must have batting order of all players present at the beginning of each game.
6. A player or players may be freely substituted when a team takes the field. Substitutions do not have to be given to the umpire or opposing team scorekeeper during the game.
7. The starting pitcher's name and number should be given to the opposing team's scorekeeper at the beginning of the game. All pitcher substitutions must be given to the opposing team's scorekeeper.
8. Coaches on the baselines may be two (2) eligible players in uniform wearing protective helmets, or assistant coaches.
9. The catcher shall be required to catch the third strike, except for a foul tip. If the 3<sup>rd</sup> strike is dropped, the batter must be put out. When there is a runner on first and fewer than 2 outs, the batter/runner is automatically out.
10. In each game, teams shall be entitled to no more than three (3) defensive time-outs to confer with players, without penalty. On the fourth time, it is required that the pitcher be removed from the mound, but not the game.
11. One time-out shall be allowed on offense to talk to a batter during the same time at bat. Any other requests will be denied.
12. A defensive player shall not block a base from a runner without first having possession of the ball.

13. Bunting is allowed.

14. The infield fly rule will be called at all games.

#### THE RUNNER

1. When a pitcher is in contact with the pitcher's rubber with the ball in his possession, and the catcher is in the catcher's box in position to receive the pitch, runners are allowed to "lead off".
2. Sliding head first and feet first will be allowed with the stipulation that this skill is taught by the coach of each team.
3. Running into a player in order to knock the ball loose from the other player is an automatic out for the runner. Sliding under the play is not charging.

#### THE PITCHER

1. A pitcher shall not pitch in more than 10 innings in any one-calendar week. Any part of an inning pitched shall constitute a full inning.
2. A pitcher who is removed from the mound may return to the mound one more time during the game, but not in the same inning.
3. The hidden ball trick shall be illegal. Any attempt at the hidden ball trick will result in a balk.
4. A pitcher can pitch no more than 105 pitches in a day. If the pitcher reaches 105 pitches while facing a batter, he may finish the at bat before being removed from pitcher.
5. Pitchers must adhere to the following rest schedule
  1. If a pitcher throws 85 or more pitches, he cannot pitch for three (3) calendar days
  2. If a pitcher throws 71-84 pitches, he cannot pitch for two (2) calendar days
  3. If a pitcher throws 56-70 pitches, he cannot pitch for one (1) calendar day
  4. If a pitcher throws 55 or less pitches, he can pitch the next day



# 13U Softball

Rules governing Youth Softball will be ASA Official Slow Pitch Softball Rules with the following exceptions:

## EQUIPMENT

1. All players must wear baseball pants, sweatpants, long pants, “culottes”, or other baseball-pant length bottoms.
2. Players cannot wear any type of jewelry during games.
3. All catchers must wear a protective cap made of the same material and padding approved for the batter’s helmet, as well as a mask and chest protector.

## GENERAL

1. A full game will be 6 innings or 90 minutes.
2. A full team will be 10 players. A team may play with 7 players without having to forfeit.
3. Each player present at the game and eligible to play will be in the batting order.
4. Teams bat the entire roster of players at the game and each player must play at least two innings in the field.
5. After 10 batters in a single inning (seven if only 7 are playing), the side shall be retired even though three (3) outs have not been achieved. Both teams shall bat the same number of players up to 10 in an inning, (i.e. seven if a team has only 7, eight if a team has only 8, etc.). There shall automatically be two outs when the tenth/final batter comes to the plate (seven batters if only 7 players). Play continues until the third out is made or all runners have crossed home plate.
6. There will be no infield fly rule in effect.

## THE PITCHER

1. A coach will pitch for his or her own team. The ball can be pitched either slow or modified. The coach must stand or kneel between the line, which will be 18 feet from home plate, and in front of the 40-foot pitching rubber.
2. The youth pitcher must keep at least one foot inside the circle around the pitching rubber until the ball crosses the plate. When the batter hits the ball, the adult pitcher must get off the field as quickly as possible without disturbing the outcome of the play.
3. If the coach pitcher touches the batted ball, the play is dead and the runners will return to the last base occupied. The batter will get an extra swing. Any deliberate interference by the coach pitcher will be a dead ball out for the batter. Runners will return to the last base occupied.
4. While on the playing field, the Coach pitcher may instruct the batter, but not the base runners. If the pitcher instructs the runners already on base, the umpire will issue a warning. Subsequent violations of this rule may result in the removal of that Coach pitcher. Failure to supply a Coach pitcher will result in a forfeit.

## THE BATTER

1. A batter will have 6 pitches to hit the ball outside the five-foot circle in front of home plate. If the batter fouls the last pitch, she may keep swinging until she puts the ball into play or strikes out. Any batted ball that does not cross the five-foot circle is a foul ball.
2. No bunting will be allowed.
3. Play is stopped when the runners have been forced to stop and/or the umpire has granted time. While in the field any defensive player may stop play by doing one of the following:
  - Occupying the pitcher's circle with the ball in possession, looking at the umpire or home plate.
  - Holding the ball in the air while any part of the player is inside of the pitcher's circle to request time
  - Diving into the pitcher's circle (with ball in possession)
  - Standing on the base or in the baseline immediately in front of the lead runner with the ball in possession

### **Play is not stopped:**

- If the defensive player runs through the pitcher's circle in an attempt to make a play
  - A defensive player steps on home plate, if 3<sup>rd</sup> base is not occupied.
4. Courtesy runners may only be used when a player is injured as a batter-runner or runner. The courtesy runner should come from:
    - Any player who will not bat that inning due to the batter limit rule.
    - Any player who has already batted that inning and is no longer a base runner.
    - Or, in extreme cases, any player who will not jeopardize their time at bat by use as a courtesy runner.
  5. Runners must remain in contact with the base until the ball crosses home plate. A runner who leaves too early shall be declared out and the play declared "no pitch." The ball is dead. All other runners shall return to bases occupied at the time of the pitch. The count on the batter returns to what it was before the runner left the base.
  6. After 10 or total number of batters for the side in a single inning (see item 6), the side shall be retired when three (3) outs have been achieved or the ninth/closing batter crosses home plate. Batters beyond the tenth/closing batter will continue to bat until either condition is met above. Only the tenth/closing batters run will be counted for the game score.

# 18U Softball

Rules governing Junior Varsity Softball will be ASA Official Modified Fast Pitch Softball Rules with the following exceptions:

## EQUIPMENT

1. All players must wear baseball pants, sweatpants, long pants, “culottes”, or other baseball-pant length bottoms.
2. Players cannot wear any type of jewelry during games.
3. All catchers must wear a protective cap made of the same material and padding approved for the batter’s helmet, as well as a mask and chest protector.
4. The batter must use a bat that is marked “Official Softball” or has “ASA approved” on the bat. No bat larger than 2 1/2 inches in diameter will be allowed. No bat longer than 34 inches will be allowed.

## GENERAL

1. A full game will be 6 innings or 105 minutes.
2. A full team will be 10 players. A team may play with 7 players without having to forfeit.
3. Each player present at the game and eligible to play will be in the batting order. Players may be substituted freely on defense.
4. All players will bat in rotation.
5. All players will bat and play at least two innings.
6. No batter limit shall be imposed. Three (3) outs must be earned.
7. The catcher shall not be required to catch the third strike, except for a foul tip. The batter shall be out and the ball shall remain in play, and base runners shall advance at their own risk.
8. If time permits during the regular season, and for all tournament games, the Junior Olympic tiebreaker rule will be in effect for any game that goes into extra innings.
9. The infield fly rule will be called at all games.
10. Bunting will be allowed.
11. Modified fast pitch Pitching:

1. The Pitcher must:

- Must start with both feet on the rubber
- Have their hips and shoulders fully square to home plate.
- Start the backswing directly out of the paused position.
- Take the ball behind the back, outwards (within reason), or over the head during the back-swing.
- There is no limit to the height of the back-swing.

- Lift their front foot off the ground.
- Slide or drag the pivot foot, so long as it remains in constant contact with the pitching rubber.

## 2. The Pitcher MAY NOT:

- Use a “windmill” motion. (In a windmill motion, the backswing and delivery are in one continuous circular motion.)
- Use an obvious “slingshot” motion – bending the elbow AND rotating the body significantly towards first or third base. All pitchers bend their elbows and turn their bodies to some extent. In an illegal slingshot, these movements are very pronounced so as to allow the pitcher to “whip” the ball around.

12. There is no limit on the number of innings a pitcher may pitch in any game or week.

13. The strike zone shall be the standard modified fast pitch strike zone. (Batter’s armpits to knees). Because it is modified fast pitch, there is no arc limit.

14. Any uncaught foul on the third strike shall be declared a dead ball, the count will remain the same and the batter shall continue to bat until the pitch is put into play or missed on a swing.

15. Base stealing will be allowed once the ball reaches home plate. All runners shall remain in contact with their bases until the pitch has reached home plate. If a runner leaves the base before the pitch reaches home plate, the runner shall be declared out and the play declared out and the play declare no pitch. The ball is dead. All other runners shall return to bases occupied at the time of the pitch. The count on the batter returns to what it was before the runner left the base.

16. The batting order may not be changed once the game starts. A player who arrives to the game late may be placed at the end of the batting order. That player must bat in the spot even if one or more possible turns at bat have been missed.

17. Courtesy runners may only be used when a player is injured as a batter-runner or runner. The courtesy runner should come from:

1. Any player who will not bat that inning due to the batter limit rule.
2. Any player who has already batted that inning and is no longer a base runner.
3. Or, in extreme cases, any player who will not jeopardize their time at bat by use as a courtesy runner.