

# Connetquot Youth Association



*Where Dreams Begin*

## League Rules 2009

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## I. Mission Statement

The Connetquot Youth Association is a non-profit organization dedicated to developing and enhancing the skills of young ball players through encouragement and instruction while maintaining a high degree of good sportsmanship and patience.

## II. Codes of Conduct

### A. *Managers Code of Conduct*

One of the most challenging aspects of coaching is to be a positive role model to our players. Therefore, we have an obligation and duty to the children to reinforce teamwork, fair play and good sportsmanship. As a manager or coach of a CYA team, you hereby pledge to provide positive support, care, and encouragement for each child participating in CYA Baseball and Softball by following this Code of Conduct:

- I will place the emotional and physical well being of all children on all teams ahead of any personal desire to win.
- I will do all that I can to make the game fun and safe for all the children involved in CYA.
- I will demand a drug, alcohol, and tobacco-free sports environment for my players and agree to refrain from their use at all CYA games, and practices.
- I will encourage good sportsmanship by demonstrating positive support and respect for all children, parents, coaches, umpires and league officials. This applies to every game, every practice, and any other CYA event.
- I will ask my players to treat all other players, coaches, umpires, league officials, and parents with respect.
- I will refrain from using profane and/or abusive language.
- I understand that CYA is a volunteer organization that requires all parents to participate in activities, such as field preparation, snack-stand duty, and fundraising. I therefore agree to enlist the support of all the parents of my players in this effort.
- I will do all that I can to teach the games of Baseball and Softball to the best of my ability and to all players equally.
- I acknowledge the need to demonstrate fundamental proficiencies of the game and I agree to be trained in the responsibilities of being a

CYA Manager or Coach, and will attend all manager meetings and training clinics, including first aid training.

- I recognize that I may be removed from a managing or coaching position by the CYA Board of Directors if I violate this Code of Conduct or take any action detrimental to the children of CYA or the CYA itself.

### **B. Players Code of Conduct**

- Any player using foul, abusive language or gestures to any other player, coach, umpire or fan WILL be ejected from the game
- Fighting is an automatic ejection from the game
- Any player ejected from a game is automatically suspended for the next game
- All players are to treat their co-players, coaches, umpires and fans with respect
- Players will not taunt, yell at or in any way try to distract players on the opposing team
- Players will shake hands with the opposing team after the game

### **C. Parents Code of Conduct**

One of the most challenging aspects of coaching is to play the part of role models to our players. In the heat of the game, it is not hard to get emotional. Regardless, we have an obligation and duty to the children to reinforce teamwork, fair play and good sportsmanship. Sometimes behavior of individuals off the field raises eyebrows. Just like the manager and coaches, the parents must be role models. Our children need to see as many positive examples as possible.

If all adults can remember the following, our children will have a great baseball experience.

- Set an example for sportsmanship for our children to follow
- Retain perspective, there are no major league scouts in the stands
- Do not criticize the umpires

- Do not criticize an opposing team, its players, coaches or fans by word of mouth or gesture
- Do not be a “grand stand” manager
- Remember that everyone associated with the league, whether a board member, coach or umpire are volunteers. They are doing their very best that they can.

## **II General League Rules**

### **D. Start Time/Inclement Weather Conditions/Rescheduling:**

1. All weekday games are to start play at 6:00 PM except during the month of April where they will start at 5:30 PM. Under no circumstances will any inning be started after 8:15 p.m. All games must start within 15 minutes of the scheduled start time. If a team cannot field 8 positions by that time, the game is forfeited and the umpire is paid. This rule affects Junior through Majors Divisions for baseball and all Softball division except where noted.
2. All games have a two-hour time limit, except in the Seniors Division where there games will follow the NJBL time limits. The home team must be allowed to bat if they are behind in the score.
3. If lightning is sighted before the start of the game, the game may be delayed for a maximum of ½ hour. If no sight of lightning occurs in that time frame, the game may be played. After the game has started (first pitch), and lightning is sighted, the game is ended. If the game is official, no rescheduling is necessary.
4. Two 15-minute rain delays are permitted at the umpire’s discretion either before or during the game.
5. On occasion, it may be necessary to cancel a game due to inclement weather or unfit field conditions.
  - **Prior to scheduled game time**, the League President, along with any one of the other Board Members (preferably the Division Coordinator or Umpire Coordinator) can call off games due to hazardous field conditions. In the absence of the League President, the Vice President or any assigned member of the Executive Board can act in his behalf.
  - **Immediately prior to the start of game, and only in the absence of a Board Member** the managers of both teams will have the option to cancel under these circumstances. If they are unable to agree, the umpire will make the determination. On-site Division Coordinator has the final decision on the game and **MUST BE CONTACTED**.

**Note: This rule is intended for field examination prior to the game start time and supersedes any other pre-start rule...**

6. Once a game has been started, the plate umpire will have complete control over the game. If it is deemed necessary by the plate umpire, he may call a game in progress due to the above-mentioned conditions or for reasons outlined in the Little League rulebook.
7. It will be considered a regulation game if:
  - The home team is ahead after three and one half innings or four innings if the home team is at the end of the inning.
  - The home team scores one or more runs in its half of the fourth inning to tie the score, the game ends in tie. For the purpose of determining standings, a win will count as two points and a tie will count as one.
8. If a game is called before it has become a regulation game, the umpire shall declare it no game. The game will be replayed at a later date in its entirety. All innings pitched will count towards the weekly total. Managers must notify the division coordinator who will reschedule the game with in 24 hours. If there is a conflict, the division coordinator will make the final decision. All make-up games must be played within 7 days of the original date scheduled to avoid a double forfeit. Regarding multiple reschedules (i.e. Saturday games), the Division Coordinator has the flexibility to schedule make-up games for any of the make-up dates immediately following the original game cancellation. (Only exception to this rule will be for school or church functions where a team cannot field 9 players. **There will be no rescheduling of games by managers without the approval of the Division Coordinator. An unapproved rescheduled game will result in a double forfeit for both teams.**

#### **E. Conduct and Safety:**

1. Field decorum, conduct and actions of players, managers, coaches, umpires and League Officials must be above reproach. Under no circumstances shall a manager, coach, or player verbally or otherwise abuse a player, parent, umpire, etc. This type of conduct will not be tolerated, and may result in expulsion from the League. **This will be strictly enforced.** No alcoholic beverages are permitted on or near the fields at any time. **Throwing of equipment is prohibited and can result in ejection.**
2. Managers will be responsible for controlling spectators who may become abusive to an umpire or a player of an opposing team. A warning will be given to the manager. If this type of conduct continues, the game will be called a forfeit for the offending team. Spectators are not permitted to stand or sit behind or on the sides of the backstop.
3. All players must wear complete uniforms, **Including Sponsor Hats.** If a player for some justifiable reason is not in full uniform, he will be permitted to wear a school uniform when coming directly from a school game.

4. It is required that all male players wear a cup. No catcher will catch without a cup. Catchers must wear throat-protecting Yeager's. It is also recommended that young children, T-ball through Farms (all divisions) where approved heart guard.
5. All runners are to avoid contact at all times by sliding feet first into any base where a fielder **who has the ball** is waiting to make a tag. Any runner is who does not slide feet first will be called out a. No head first slides are permitted unless a runner who has passed a base decides to return to that base, provided the runner has not passed the base by more than two strides.
6. Metal cleats are permitted only in the Senior Division only.

#### **F. General Manager Responsibilities**

These responsibilities are in addition to any others outline within the rules book.

1. To abide by the Managers Code of Conduct.
2. It is the responsibility of the team managers and coaches to prepare the field of play. This consists of lining the field before each game, laying out the bases, raking out the pitcher's mound, home plate and around each base after games.
3. Managers must have their teams pick up and deposit in the trash can all water bottles, wrappers and garbage found in the dugouts after each game.
4. In the event of rain it is the responsibility of the manager to contact players to inform them of such.
5. In the event of rain the league will assist to make every effort to make a field playable, however it is the responsibility of the coaches to work on removing water from the fields. Should rain occur on a Friday evening all coaches should be prepared to arrive at the field early Saturday morning to prepare the fields.
6. If your game is the last of the day you must put away any equipment that may have been taken out and or used to conduct the game.
7. It is the responsibility of the managers to sign off on the umpires score card.
8. Report scores and pitching in divisions where it is tracked in a timely manner.
9. Maintain order in the dugout.

#### **G. Reporting Scores/Managers & Coaches/Player Affairs/Pitching Rules:**

1. The Manager of the winning team must call in or email scores to the Division Coordinator along with the names of the pitchers for both teams, and the number of innings pitched. All team Managers must be keep pitching logs (except T-ball and Pre Farms).
2. Newspaper articles can be emailed to [info@ConnetquotYouthAssociation.org](mailto:info@ConnetquotYouthAssociation.org).

- Each team will be allowed one manager and two coaches on the official roster. All manger and coach must be approved by the Board of Directors by vote prior to Division draft. Managers or coaches have the option of coaching at both bases. Parents and/or spectators are not permitted to coach or enter the dugout (except T-ball Division). Team players wearing batting helmets may coach a base line. All managers and coaches must be in the dugout when not coaching a base. A parent may substitute for an absent manager or coach.

**Note: A maximum of 3 adults in the dugout during the game shall be permitted.**

- Under special circumstances, an existing roster player may be traded with the recommendation of the Player Agent and League President. Any trade must be presented to the Board of Directors for final approval. The Player Agent is responsible to contact parents for approval of the traded players. If the Player Agent does not receive the approval, the trade is voided.

#### H. Duties:

**League President** – Oversee and approve – Bring to the attention of the Board any events at the next scheduled meeting.

**Division Coordinator** – Advise all managers or coaches within that Division of Board communications.

**Player Agent** – Organize player ratings, divisional rosters and acquire parental permission.

#### I. Borrow up Rule:

- Under special circumstances a player may be borrowed up from a lower Division. This rule will be in effect when the borrowing team has 8 players or less on the official roster. Borrowed up players are prohibited from pitching. Prior to the start of the season, the Player Agent will formulate a list of the next lower Division borrow up players and the draft rotation order. In a multiple year Division, the older players go to the top of the list. The borrowing up roster must be approved by the League President or, in his absence, the Vice President and/or designee appointed by the President. With Board approval, a player may be temporarily removed from the official roster due to injury or absence. The borrowed up player must bat last. Players called up from the Farms to the Junior division must play in the outfield.
- Regular games of a borrowed up player take precedent. If a team has 9 or more players at game time, the borrowed up player(s)

must play the required minimum number of innings and will bat in rotation.

- Should a manager feel a player is too young, or not capable of playing in the present Division (which could cause injury to the player), the manager will bring the situation to the attention of the Player Agent. The Player Agent will evaluate the player and if he feels the situation is valid, he will authorize the removal of that player from that division (with parent's approval). The Player Agent must advise the Board of Directors at the earliest date. Any conflicts arising will be subject to Board evaluation.
- 7 year old players may not appear on a call up list for the Juniors unless previously approved by the Boards. Similarly 9 year olds may not appear on the Major division call up list unless approved by the board.

#### J. General Pitching Rules:

- No pitcher will pitch more than 6 innings in a calendar week. The calendar week starts on Monday and ends on Sunday. **See Divisional rules for pitching rest rules.** Delivery of a single pitch will constitute having pitched an inning. The calendar week does not affect days rest rule.
- A manager/coach may take 2 visits to the pitcher in an inning. On the second trip in an inning, the pitcher must be removed. After a maximum of 3 visits per pitcher per game, the pitcher must be removed. If a pitcher is injured, this will not count as a visit.
- If a pitcher hits 2 batters in an inning or 3 in a game he will be removed from the game and a new pitcher shall enter the game. All innings pitched shall count toward the pitchers weekly totals.
- See Divisional pitching rules for details.

If a Player pitches in 4 or more innings:	Is eligible to pitch again on:
Monday	Saturday
Tuesday	Sunday
Wednesday	Monday
Thursday	Tuesday
Friday	Wednesday
Saturday	Thursday
Sunday	Friday

If it is brought to the attention of the League that a pitcher has pitched more than 6 innings in a calendar week, the penalty will be forfeiture of the game the pitcher pitched illegally in. Pitching logs must be signed by both managers/coaches after game.

### **K. Catcher Speed Up Rule:**

Managers are encouraged to use the Catcher Speed Up Rule in all divisions except T-ball and Pre-Farms. When a catcher is on base and there are two outs, the catcher speed up rule allows a manager to replace the catcher with **the player who was the last batted out** so that the catcher can start to put his equipment back on. The use of this rule must be agreed to by both managers prior to the start of the game and will stay in effect for the entire game.

### **L. Protest/Appeals/On-Field Play:**

1. The umpire will accept no protests unless a rulebook is in hand of the protester. Protesting managers will have 5 minutes to find and show the rule to the umpire as it appears in the rulebook. Then the umpire shall make a protest. After this procedure has been done and the protesting manager still wants to play the game under protest, he must adhere to the rulebook entitled "**Protesting Game**". The only exception to the rulebook will be in a situation where the League President cannot be reached. The option of verbal protest within 24 hours of said protest to the Division Coordinator will be valid only if it is followed within 48 hours thereafter, with a written protest to the League President.
2. There are no appeal plays in the Farms and Juniors Divisions.
  - The umpire must call any infraction he sees (i.e. the runner missing bases, runner leaving too soon, tagging up, etc.).
  - A manager may appeal if he can prove a team is using an ineligible pitcher.
  - Exception – batting out of turn (refer to Little League rulebook for procedure).
  - Exception – home plate umpire, at his discretion, appeals to field umpire on a check swing or hit batter).
3. A base coach will not be allowed to touch a base runner or a defensive player while ball is in play. If a manager aids or touches a runner while the ball is in play, the runner will be called out.
4. After an initial warning, an umpire, in his judgment, may remove a pitcher if he thinks the pitcher is uncontrollable or wild or has hit several batters in an inning.

### **M. Official Roster/Mercy Rule/General:**

1. All roster/team members must be officially registered and paid.
  - a) Each manager will provide the opposing manager with lineup card before the start of each game. The lineup card will list the players in the batting order and must include each player's uniform number, first name, and last name. Uniform numbers assigned to players at the commencement of the season must remain the

same throughout the season. The lineup cards must be turned in to the umpire at the end of each game.

- b) A universal batting order must be used in all Divisions. Late arriving players (after the first pitch is thrown) will be placed at the bottom of the batting order. A player removed from the game due to injury or illness may not return to play without agreement of opposing manager and umpire.
  - c) Every player must play at least 9 outs in the field. Players are required to play 3 outs (if available) if arrival at game is after the third inning.
  - d) Games require 8 players to start. No automatic outs in any division.
  - e) Failure to follow these roster rules will result in a forfeit of the game. The only exception is when the mercy run rule or rain/lightning/darkness shortened the game is implemented.
2. Mercy rule run: The mercy run rule will go into effect after a team is ahead by 12 or more runs. Farms through Majors Divisions: The mercy run rule will go into effect after the fourth inning, or 3-1/2 innings if the home team is ahead.
  3. No intentional walks in Farms through Majors division.
  4. Farm and Juniors Divisions will play with 10 players in the field, if available (4 outfielders).
  5. At the conclusion of each game, both teams will meet at home plate to shake hands. The umpires will remain for the handshake, and the managers will sign their cards afterwards.
  6. Refer to individual division rules for specific circumstances.
  7. For all situations not covered within this rulebook, the Little League/Senior League Rulebook will be referred to for interpretation or clarification. The Senior Division will follow the NJBL rules.
  8. The Board of Directors must approve exceptions or variations to any rule.

### **N. Injury/Illness**

1. Any player who receives an injury (other than superficial) or becomes ill, etc., may not play anymore that day. Note that swelling, lacerations, etc. will remove an injury from the superficial status. A player who has been rendered unconscious during a game shall not be permitted play in subsequent games without written authorization from a physician. When a player is removed from a game for an injury / illness, all substitution rules apply. In the event of an injury that happened during the game, the automatic out, as per Rule "O", above, will not apply. All injuries must be reported within 24 hours in writing to the League Safety Coordinator. The Injury form may be found on the CYA website, [www.ConnetquotYouthAssociation.org](http://www.ConnetquotYouthAssociation.org).

## 2. T-Ball Division Rules

At this level of play, consistency and structure are very important for the young athlete AND his or her parents. Some situations will arise where the rules allow for “manager discretion”. It should be explained to the parents that T-Ball is in part a non-competitive, instructional division and as the season progresses, the rules will tighten up. In order to maintain consistency, managers should agree on how each discretionary rule will be handled *before the start of each game*.

- A. All team members must take the field while the team is on defense.
- B. While on offense, the entire roster will bat each inning regardless of outs. Once game situations start, baseball rules will apply as follows: While on offense, the entire roster bats or 3 outs, whichever comes first. If 3 outs occur before the entire roster bats, the batting order continues the next inning
- C. A batted ball should travel at least 20 feet from home plate to be considered a fair ball (at both managers’ discretion).
- D. Batter is allowed 4 strikes for a strikeout (managers’ discretion).
- E. No base is allowed for an overthrow of any kind.
- F. A maximum of 5 adults are allowed on the field for defensive coaching.
- G. A maximum of 3 adults are allowed on the field for offensive coaching.
- H. One adult is permitted as a batting coach.
- I. The defensive team may have a catcher if they have 10 or more players. The league will provide equipment upon request.
- J. Players are not allowed to be touched, held, pushed, etc., by any adult while the player is in the act of fielding, batting or running.
- K. Umpires shall be volunteer parents from either one or both teams. They must use discretion, common sense and have a cooperative attitude.
- L. Each respective manager should keep runs scored with the maximum runs scored in one inning to be no more than the total number of batters.
- M. No stealing, bunting or tagging up allowed.
- N. Base runners may not leave the base until the batter hits the ball.

- O. Individual game scores can be kept, however, team standings will not be maintained.
- P. Before each game, a team parent will be requested to maintain team members order and contain team members in the dugout area.

**Penalty: Unruly players will be ejected from the game.**

- Q. During the second half of the season, the managers or coaches will pitch. Once the batter has two strikes, the batting tee will be brought back into the game (Managers’ discretion – number of strikes – must be discussed before game).
- R. After the game, managers, coaches and players must clean the dugouts and surrounding areas.
- S. There will be 4 45 minute practices fit into the game schedule for the first 4 games of the season. **This is mandatory.** Manager scheduled practices should be continued during the season.
- T. Concerning the practices – The first 45 minutes of the first 4 games will be used for practice by both teams. One team will use the field while the other goes into the outfield for batting practice. After 20 minutes they will switch. The last 45 minutes will be used to play a game between the two teams.

**Managers and Coaches must conduct themselves in the true spirit of the game of baseball and remember that the T-Ball division is a non-competitive instructional division**

### 3. Pre-Farm Division Rules

Managers and Coaches should understand that this **division is a non-competitive division and no scores will be kept**. The Pre-Farm program is a training process by which youngsters can learn, develop and practice fundamental baseball skills at an early age and receive the maximum enjoyment from the experience. **Managers and Coaches must reflect positive and constructive direction tempered with patience**. The learning experience must be fun, coupled with developing the fundamental skills of hitting, throwing, fielding and running. The basic concept should be total team participation in a congenial environment under the direction of concerned and competent Managers and Coaches. The Managers and Coaches reward will come from being a positive factor and influence in each player's development.

- A. All players must have one-year of T-Ball experience in our league.
- B. Every player bats and plays the field (infield regulation 4 infielders and pitch).
- C. 6 inning game with pitching machine set at 27 mph.
- D. 3 outs or three runs per inning (which ever comes first).
- E. Batter is allowed 5 pitches at bat (no walks)
- F. No scores kept.
- G. No stealing, bunting or tag ups (base runners may not leave the base until the ball is hit).
- H. Umpires shall be volunteer parents from each team.
- I. Maximum of 3 adults on field for offensive coaching.
- J. Maximum of 5 adults on field for defensive coaching.
- K. One adult for batting coach.
- L. No base on overthrows.

### 4. Farms Division Rules

- A. There is a maximum of 3 runs per inning (No Continuous play). The only exception to this rule is if someone hits a home run **OVER THE FENCE**. In this case, all runs scored as a result of the home run will count towards the total number runs scored in the inning. Only then can a team score more than 3 runs in one inning. This rule is not in effect in the last inning where each team can score as many runs as possible.
- B. In the event that the umpire deems it is too dark for safe play, the umpire **MUST** announce the last inning **for darkness only BEFORE THE START OF THE INNING**.
- C. No bunting in the Farm Division
- D. No Stealing/Leading.
- E. All players must play at least 3 innings (9 outs) on defense.
- F. Free substitution allowed (**EXCEPT PITCHING**).
- G. No infield fly rule.
- H. No tagging up.
- I. A 10 player defensive team will be used, if available with four outfielders and NO short center fielder. If only 7 players are present at game time, the team can play. If the eighth, ninth or tenth player comes later, he or she goes to the end of the batting order. A full team will consist of a minimum of 7 players. If less than 7 players are present at game time, the game will called a forfeit.
- J. Only one coach is allowed on the field while on defense.
- K. Farm Division Pitching Rules
  - 1. A pitcher may not pitch in 2 consecutive games in the same calendar week. (The week starts on Monday and ends on Sunday).
  - 2. A pitcher may pitch a maximum of 3 innings per calendar week and a maximum of 2 innings per game.
  - 3. One days rest for every inning pitched.
  - 4. The pitching machine is used for the first 3 innings, the players pitch the last 3 innings.
  - 5. All teams must obey the section on Pitching Machine Rules. If pitching machine is not working or unavailable then the coach must pitch from the rubber.

#### L. Overthrow (dead ball) Rule:

1. A ball thrown to either first or third base, which gets past the fielder, the runner can advance only one base at his/her own risk.

**NOTE: Advance of one base is defined as one base from the base the runner was running to.**

2. An overthrown ball to either first or third base, which goes over the fence, is considered a dead ball. The play is stopped and all runners advance one base.
3. An overthrow of second base, which goes into the outfield, is considered a dead ball. The play is stopped and all runners advance one base. An overthrow of second base, which stays on the infield dirt and does not go onto the outfield grass, is considered a live ball and all runners may advance at their own risk.
4. A ball hit into the outfield is considered a live ball and all runners may advance at their own risk until the ball is returned to the infield where it is considered a dead ball and the play stops. If a runner has advanced more than half way to the next base before the ball thrown from the outfield reaches the infield he/she may advance only to the next base at their own risk. If a runner has not advanced more than half way to the next base, or if a runner who has advanced more than half way, chooses not to try for the next base, the runner may return to the previous base safely.

#### M. Pitching Machine Rules

1. The pitching machine will be used for the first 3 innings of each game. There are no walks with the pitching machine. If pitching machine is not working or unavailable, then the coach must pitch from the rubber.
2. Each batter will get three strikes, there are no walks while the pitching machine is in use.
3. The umpire will feed the baseballs and make the calls from the mound position. While the machine is in use, the umpire will also prevent players from running into the machine.
4. The machine will be set up on the pitchers mound. Once the game starts, the pitch speed will remain the same throughout the game. **(Speed settings 33-36 mph by umpire).**
5. The home team, when lining the field, will draw a circle around the pitchers mound. Any batted ball that hits the machine and exits the circle is considered a live ball and in play even if the ball lands in foul territory. Any fair-batted ball that gets stuck in or under the machine, or which remains inside the circle around the mound, is a dead ball. **The batter is awarded 1<sup>st</sup> base and each runner is to advance one base.** The pitching machine does not void any other "in play" rule.

6. For last announced or regularly scheduled 6<sup>th</sup> inning and after a maximum of four walks, the pitching machine is brought back in to end the inning (a hit batter counts as a walk).
7. After the pitching machine is set up and both managers accept the adjustments, no additional adjustments may be made **until the end of the inning.** Both teams must hit a complete inning under the same adjustments made to the pitching machine. The only exception to this rule is if the position of the machine is interfered with normal play (i.e. ball hits it, player/umpire hits it, etc.).
8. If there is any disagreement to the cause of the misalignment of the machine, the umpire will decide if the machine should be readjusted immediately or at the end of that inning.

## 5. Juniors Division Rules

- A. Bunting is allowed
- B. No infield fly rule.
- C. Tagging up is allowed.
- D. Stealing can occur only after the ball passes the batter.
- E. No hidden ball trick.
- F. No leading or leaving the base early is allowed. The umpire will issue one warning. This warning will apply to both teams and the runner shall go back to the base previously occupied. **On the next occurrence, the runner is out.**
- G. **No stealing Home.**
- H. There is a maximum of 5 runs per inning (No Continuous play). The only exception to this rule is if someone hits a home run **OVER THE FENCE**. In this case, all runs scored as a result of the home run will count towards the total number runs scored in the inning. Only then can a team score more than 5 runs in one inning. This rule is not in effect in the last inning where each team can score as many runs as possible.
- I. In the event that the umpire deems it is too dark for safe play, the umpire MUST announce the last inning **for darkness only BEFORE THE START OF THE INNING.**
- J. Play is considered dead when the pitcher is on the mound, toeing the rubber and ready to pitch. It is at this point that the runners must be on base and not allowed to lead. IN all other situations, the ball is live and runners may advance at their own risk.
- K.
- L. Juniors Division Pitching Rules
  - 1. 3 innings per game
  - 2. 6 innings per week
  - 3. One (1) days rest for up to two (2) innings pitched and two (2) days rest for three (3) innings pitched. The rest period rule supercedes the calendar week rule.

## 6. Majors Division Rules

- A. Bunting is allowed
- B. The infield fly rule is in effect.
- C. Tagging up is allowed.
- D. Stealing can occur on the release of the pitch.
- E. Dropped 3<sup>rd</sup> strike.
- F. No hidden ball trick.
- G. The runner may not advance while the pitcher has the ball on the mound.
- H. No leading or leaving the base early is allowed. The umpire will issue one warning. This warning will apply to both teams and the runner shall go back to the base previously occupied. **On the next occurrence, the runner is out.**
- I. **Double steals can include stealing home.**
- J. In the event that the umpire deems it is too dark for safe play, the umpire MUST announce the last inning **for darkness only BEFORE THE START OF THE INNING.**
- K. Majors Division Pitching Rules
  - 1. 4 innings per game
  - 2. 6 innings per week
  - 3. One (1) days rest for up to two (2) innings pitched. Two (2) days rest for three (3) innings pitched. Three (3) days rest for four (4) innings pitched. The rest period rule supercedes the calendar week rule.

## 7. Seniors Division Rules

- A. The Senior Division will follow the NJBL rules for game play. With the exception of pitching. A pitcher will only be allowed to pitch in 2 consecutive innings in any one game unless both managers agree that the pitcher can throw a 3<sup>rd</sup> inning. If a pitcher strikes out 3 consecutive batters in a single inning he will not be permitted to pitch in the next inning unless the opposing manager agrees. All other NJBL pitching rules apply

## 8. Player Draft

Each player must be rated prior to being placed on a team. Prior to the draft, any registered players not rated will need to have their skill rated on the specified date by the Player Agent, Division Coordinator and any additional volunteer Board Members. All ratings will be entered into the player agent system for the upcoming season. The coaches may collectively rate those who have a history with the league that were absent from the draft. Players without a history who were absent from the draft will be pulled from a hat in the draft order.

Team drafting order will be determined by the average rating of both the coach's and the assistant coach's children from the lowest to the highest average.

### A. Rating process:

1. The player agent will provide a list of players in alphabetical order including coach's children in preparation for the ratings.
2. Each will be rated in the following categories: Fielding, Throwing, Batting, Pitching and Overall rating. Each attendee will enter his/her rating for each skill level box from 1 – 5.
3. At the conclusion of the ratings, the division coordinator will moderate a final overall rating agreed to by all present for each player present, which will be used during the draft process.
4. The Player Agent will enter all player ratings in the player database and produce a draft list in descending order by overall rating.

### B. Draft Process:

1. Each coach will forgo the first round where his or her child's rating level becomes available. For example: if a coach's child is rated a 5, then he must forgo the first round of the draft. If his assistant coach's child is also a 5, then that coach will not be able to draft for the first two rounds.
2. A team that doesn't have a sponsor must pick a sponsor player within the rating level they become available.
3. Once all players are selected, then trades may occur, but only for a player of equal or below skill level. In addition, no player can be traded after the meeting has closed.
4. All late registrations will be rated and awarded to the team with the lowest overall rating or assigned at the discretion of the division coordinator.

**The player agent and the division coordinator will make the final determination in the event of any discrepancies or disagreements.**

### C. Draft Rules:

1. If a team drafts a player and that player has a brother or sister who is eligible for the drafted, the two siblings will automatically be drafted to the same team as consecutive draft picks as they become available in the appropriate rating level (unless the parent wishes them to be separated).
2. A manager and/or coach who have a child and a sibling eligible for the draft shall notify the player agent and both children must be picked in the appropriate rating level.
3. If child of either the manager or coach registers after the draft, the child will be rated and assigned to the most appropriate team at the discretion of the Division Coordinator. If drafted to another team in that division or in the division below (if applicable), the child remains where drafted. **Exceptions to this rule will be decided by the Board of Directors only and must be handled in an up front manner and for justifiable reasons, i.e., medical.**
4. A team can have a maximum of one manager and one coach for the purpose of draft picks. However, a manager can select a second or third coach if he/she selects the player during the course of the draft. Should these additional coaches have eligible children for the draft, any manager, can draft these players at any time, by any team.
5. All teams will follow drafting procedures until all players registered have been drafted.
6. In the event a manager is not present at the draft, a representative will be appointed to draft his team.
7. The regular draft rotation will proceed from top to bottom in the 1<sup>st</sup>, 5<sup>th</sup>, 7<sup>th</sup>, 9<sup>th</sup>, 11<sup>th</sup>, etc., and from bottom to top in the 3<sup>rd</sup>, 6<sup>th</sup>, 8<sup>th</sup>, 10<sup>th</sup>, 12<sup>th</sup>, etc
8. Non-paid registrants are NOT ELIGIBLE to be drafted.
9. A change in the draft procedures can only be done with Board of Directors approval.

## 9. Playoff Rules

- a. All playoffs in all Divisions will be Round Robin single elimination with all teams making the playoffs.
- b. Division Coordinators will make-up Playoff brackets. The first round of the playoffs will begin as follows:
  1. When there are an odd number of teams in the division, the team with the highest seed will receive a bye.
  2. In a four-team division, the 1<sup>st</sup> place team will play the 4<sup>th</sup> place team and the 2<sup>nd</sup> place team will play the 3<sup>rd</sup> place team in the first round.
  3. In a six-team division, the 1<sup>st</sup> place and 2<sup>nd</sup> place teams will receive a first round bye. The 3<sup>rd</sup> place team will play the 6<sup>th</sup> place team and the 4<sup>th</sup> place team will play the 5<sup>th</sup> place team in the first round.
  4. In an eight team division, the first place team will play the 8<sup>th</sup> place team, the 2<sup>nd</sup> place team will play the 7<sup>th</sup> place team, the 3<sup>rd</sup> place team will play the 6<sup>th</sup> place team and the 4<sup>th</sup> place team will play the 5<sup>th</sup> place team in the first round.
- c. Higher seed is the home team in all rounds.
- d. Playoff Pitching Rules are the same as the regular season.
- e. Playoffs are considered a continuation of the regular season as it pertains to the pitching rules.

## 10. All Star Game Rules

The All-Star game will be played at the end of the season (see current year schedule). The team standings will determine which teams will combine to form two opposing All-Star teams.

### ***Eight Team Division***

Team 1 will send 4 players, and teams 4, 6, and 8 will send 3 players each.

Team 2 will send 4 players, and teams 3, 5, and 7 will send 3 players each.

### ***Six Team Divisions***

Teams 1, 4, and 5 will send 4 players each

Teams 2, 3, and 6 will send 4 players each.

### ***Five Team Division***

(Teams 1 and 4 play teams 2 and 3 with 2 players from team 5)

Teams 1 and 2 will send 5 players each.

Teams 3 and 4 will send 4 players each.

Team 5 will send 4 players to be split between the two All-Star teams.

### ***Four Team Division***

Teams 1 and 4 will send 6 players each

Teams 2 and 3 will send 6 players each.

### **The following rules will apply for the All-Star game:**

- A. A nine-inning game will be played in the Senior, Major and Juniors Divisions. A seven-inning game will be played in the Farm Divisions.
- B. No pitcher shall pitch more than two innings. The regular pitching rules are waived.
- C. The home All-Star team will be determined by a flip of a coin by the umpire-in-chief. This will take place when the lineup cards are presented to the umpire-in-chief at home plate by the opposing managers.
- D. The opposing managers will be the managers of the teams who finished #1 and #2 in the final overall standings.
- E. No substitutes shall be permitted to play in the All-Star game without obtaining permission of the Division Coordinator. Exception will be in the

event of an injury. In this case, a substitute will be allowed with Board of Directors approval.

- F. This game will be played according to the Little League/Senior League Rulebook with the exception of the aforementioned All-Star rules.
- G. Managers and coaches should pick their best players to represent their team in the All-Star Game.
- H. The method of choosing players is optional. Players are to be notified by their respective managers.
- I. Under special circumstances, the Board of Directors reserves the right to change any or all rules regarding the All-Star game.

## 11. Field Dimensions, Pitching Chart and approved Bat Sizes

Division	Mound	Base Length	Max Innings Pitched		Pitching Rest Rule		Bat Sizes	
			Per Game	Per Week	Innings Pitched	Days Rest *	Barrel Size **	Minus Rating
Seniors	60' 6"	90'	6	10			2 5/8 2 1/4	-3 N/A
Majors	51'	75'	4	6	4	3	2 5/8 2 1/4	-11 N/A
					3	2		
					2 or 1	1		
Juniors	46'	60'	3	6	3	2	2 1/4	N/A
					2 or 1	1		
Farms	36'	50'	3	3	3	3	2 1/4	N/A
					2	2		
					1	1		
Pre-Farms	36'	50'	N/A	N/A	N/A	N/A	N/A	N/A
T-Ball	N/A	40'	N/A	N/A	N/A	N/A	N/A	N/A

\* The week starts on Monday and ends on Sunday.

\*\* Bats with a 2 3/4" barrel are prohibited.

## 12. GENERAL SOFTBALL RULES

### A. THE GAME:

- There are no forfeits in the softball division. Managers and coaches must notify the Softball Coordinator 24 hours prior to a game that they will not be able to field a team. In such instances, a make up date will be issued by the Softball Coordinator in accordance with league make up rules.
- A team may play with eight players. If and when additional players arrive, they must be inserted into the game in the ninth and tenth slots and are considered starting players.
- A team shall not be penalized with automatic outs when playing with less than 10 players, regardless of how many started the game.
- Weekday game – Play will be halted because of darkness at the discretion of the Umpire or other member of the CYA Board of Directors.
- A regulation game is 6 innings in all divisions.
- A regulation game shall be declared official in all divisions after 4 innings are completed or when the home team is leading after 3 1/2 innings. If a game is called before being official, it shall be replayed in its entirety.
- An official game called during an incomplete inning shall revert back to the last completed inning. If the score is tied, it will be considered a tie game.
- A universal batting order will be used in all games unless otherwise stated in an individual divisions rules.

### 1. GROUND RULES:

- Ground rules shall be discussed between both managers/coaches with the umpire prior to the start of the game.
- It is suggested that any special division rules that apply be discussed with the umpire prior to the start of the game. This will prevent misinterpretations.

### 2. EQUIPMENT:

- Each team will supply one game ball.
- All batters must wear a batting helmet while at bat and running the bases (face cages are preferred but not required).
- CYA issued uniforms must be worn during a game.

- d. Sneakers or rubber cleats must be worn. Metal spikes are not permitted.
- e. Batting warm-ups donuts are not permitted.
- f. Use of regulation bats only. Bats may not be altered in any manner. Bats must be in good condition.
- g. The umpire or league official may remove from the game any equipment that they deem unsuitable for competition.

### 3. **LINE-UP:**

- a. Prior to the start of each game, the managers/coaches shall be responsible for exchanging a line-up, containing the name and uniform number of all players listed in the order they will bat. These players must be in Conyo issued uniforms or they will not be permitted to play.
- b. Any changes in the line-up after the initial exchange must be IMMEDIATELY brought to the attention of the opposing manager/coach and be in accordance with prescribed rules.

### 4. **PLAYERS:**

- a. Batting helmets must be worn at all times while at bat and on the bases.
- b. The catcher's equipment, chest protector, shin guards, helmet & mask must be worn any time the catcher assumes her position.
- c. All members of the team will bat in a rotating batting order in all divisions.
- d. Bats, helmets or any equipment shall not be thrown. If in the umpires judgment, equipment is intentionally thrown the player will be warned on the first occurrence. Should a second occurrence take place, the player will be ejected from the game and her at bat will be recorded as an out with no advancement of the runners.
- e. Sneakers or rubber cleats only. No metal spikes.
- f. All on-deck batters MUST be behind the fence either on the first base or third base side. On-deck batters may not be in the LIVE PLAY AREA.
- g. If a player will not play because of disciplinary reasons, the manager/coach must inform the umpire and opposing manager/coach before the game. The Softball Coordinator must clear this action.
- h. All players are subject to the CYA Code of Ethics and associated penalties.
- i. All players will receive a participation trophy.

### 5. **PITCHING:**

- a. A pitcher may pitch six (6) innings per calendar week and once per calendar day (this includes a pitcher who has pitched for a school game). If a pitcher is removed, she may not return as the pitcher for the remainder of the game.
- b. Any pitcher who hits three (3) batters in an inning must be replaced as the pitcher and cannot return as the pitcher for the remainder of the game. CLARIFICATION: A batter, who in the opinion of the umpire, made no attempt to get out of the way, shall not be considered a hit batter.
- c. Any pitcher who hits six (6) batters during the course of a game must be replaced as the pitcher and cannot return as the pitcher for the remainder of the game.
- d. A pitcher must have one complete day of rest between games pitched.
- e. One pitched delivered in an inning constitutes an inning pitched, regardless if it is a modified fast pitch or a windmill pitch.
- f. It is the responsibility of the individual managers/coaches to insure the well-being of their pitchers regardless of what the rules allow.
- g. Team manager and/or coach may visit the pitcher's mound a total of once per inning. As second visit, in any one inning, will require the pitcher to be changed.
- h. Windmill is accepted, but if they are finding it hard to reach the plate a pitcher can pitch underhand with an arc.

### 6. **PROTESTING THE GAME:**

There is no protesting a game in the softball division as there are no standings at this time.

### 7. **ALL STAR GAME:**

- a. Each team will be represented in the All-Star game by an equal number of players. This will be determined by May of each season.
- b. All-Stars shall be selected by a closed ballot by the team players. The manager will tally the ballots. If a player is unable to participate, the next highest voted player will attend. In the event of a tie, the team players will revote on the tied players
- c. Players selected for the All-Star game will each receive a plaque, regardless of whether or not the game is played.
- d. All players receive equal playing time.

- e. Pitchers shall only pitch two (2) innings during an All-Star game. These innings do not count towards the divisional pitching rest requirements.
- f. The game shall be six (6) innings, and may end in a tie.
- g. The managers/coaches will rotate/assist in the coaching of the game.

**8. THE UMPIRE:**

- 4. Are responsible for officiating the game start to finish.
- 5. Will set up ground rules at each field with the managers/coaches prior to the start of the game.
- 6. Answer only to Umpire Coordinator and CYA Board of Directors.
- 7. Will follow the special rules for each division.
- 8. Will not tolerate any abuse. Abusive behavior shall be brought to the attention of the Umpire coordinator.
- 9. Can call game for any of the following reasons:
  - i. Darkness
  - ii. game time limit
  - iii. In the event of lightning.
- 10. Will umpire from behind the plate.
- 11. If for some reason an umpire does not show up, the managers/coaches will umpire the game from behind the pitchers' mound, splitting the game three (3) innings each. Lack of an umpire is not a reason to reschedule or cancel a game.

**B. SPECIAL RULES FOR THE FARMS DIVISION**

**\*\*\* This is an instructional division\*\*\***

- 1. Base distance is 55 feet (from the back of home plate to the front of the base).
- 2. Pitching rubber is 30 feet (from the back of home plate to the front of the rubber).
- 3. There are no umpires for this division.

**PITCHING:**

- 1. Managers/coaches pitch to his/her own batters.
- 2. The manager shall not pitch any closer than 30 feet.
- 3. Batters can strike out swinging. Batters can be walked. IF three (3) batters consecutively walk, the fourth batter must hit the ball or strike out.
- 4. A pitcher (defensive position) must be positioned within three (3) feet of the pitching rubber until the ball is hit. A violation will result in a safe call if the play is made.
- 5. If the batted ball hits the manager, the batter shall be awarded first base.

**BATTING:**

- 1. All members of the team will bat in a rotating batting order (see "Rotating Batting Order").
- 2. Batters must wear a helmet.
- 3. Batters must hit from the batter's box, drawn by the managers/coaches.
- 4. A strike will be called if the ball is swung at and missed, the batter can strike out.
- 5. No bunting. The batter must take a full swing or a strike is called.
- 6. The ball is in play if any part of the ball is hit and is in fair ball territory. Ten (10) feet in front of home plate is dead ball territory. Any ball hit in this area shall be hit over with no advancement of the runners.

7. Bat throwing is illegal. A warning is to be placed on the batter and manager/coach on the first occurrence. Each succeeding occurrence will result in an automatic out with no advancement of the runners.

#### **BASE RUNNING:**

1. No leading.
2. No head first sliding, except to return to first base.
3. More than one base is allowed on a clean hit. A clean hit is defined as a batted ball that does not touch an infielder, and which passes between infielders or is hit over their heads on its way to the outfield.
4. No additional bases on an overthrow.
5. The play is ended upon return of the ball to the pitchers' mound. If the pitcher fails to catch the ball the play is still dead. If the runner is more than halfway to the next base, she is awarded that base.
6. No manager/coach is allowed to touch a player while she is running the bases or the runner is out.

#### **FIELDING:**

1. All players will field a position. Managers/coaches can field all players. NO PLAYER SHALL SIT OUT DURING ANY INNING.
2. All players not positioned at one of the six (6) infield positions will be positioned in the outfield on the grass.
3. Each player must play three (3) innings in an outfield position and three (3) innings in an infield position in each game.
4. The catcher position is fielded by any adult on the team (assistant coach, parent, etc.).
5. Infielders must be instructed not to position themselves in the base path of the runner(s).
6. No infield fly rule.

#### **SCORING:**

1. Five (5) runs is the maximum either team can score during innings 1–6.
2. Six (6) innings constitutes a complete game.

3. A tie ends in a tie. There is no 7<sup>th</sup> inning.

4. No new inning may start after an hour and forty-five minutes of the scheduled start time.

#### **C. SPECIAL RULES FOR THE MINORS DIVISON:**

1. Base distance is 60 feet (from the back of home plate to the front of the base).
2. Pitching rubber is 35 feet (from the back of home plate to the front of the pitching rubber).
3. Umpires are used in this division.
4. Ball size is 11”.

#### **PITCHING:**

1. Girls pitch to all batters. The pitcher can walk or strike out a batter.
2. A run can be walked in.
3. The pitcher must have one foot on the rubber from the start of the windup until the ball is released. Exception: After initial step forward with the non-pivot foot, the pivot foot may pull away from the rubber, provided it remains in contact with the ground prior to the release of the ball.
4. Players must pitch in consecutive innings and cannot pitch more than six (6) innings per week.
5. Once a pitcher is removed from the game, she may not return as a pitcher during the remainder of the game.
6. Underhand fast pitch is permitted.
7. Windmill pitching is permitted. If the pitcher has lost control, she can pitch underhand.
8. One (1) pitch delivered in an inning constitutes an inning pitched, regardless of whether it is a modified fast pitch or a windmill pitch.
9. Walk limit – three (3) consecutive walks in an inning, the next batter must hit or strikeout.

**BATTING:**

1. All members of the team will bat in rotating batting order.
2. Balls and strikes will be called. Batters can strike out or walk.
3. No intentional walks.
4. The ball is in play if any part of the ball is hit and is in fair territory.
5. Bunting is permitted.
6. No drop third strike.
7. No infield fly rule.
8. Helmets must be worn by batters.
9. Bat throwing is illegal. A warning will be placed on the batter and manager/coach on the first occurrence. Each succeeding bat throwing occurrence will result in an automatic out with no advancement of the runners.

**BASE RUNNING:**

1. Runners can steal 3<sup>rd</sup> base and home once the pitched ball has crossed home plate.
2. Sliding is allowed into 2<sup>nd</sup>, 3<sup>rd</sup> and home. For reasons of safety, on plays, the base runner should slide into a base to avoid collision with a fielder. Sliding into first base is not allowed. If in the opinion of the umpire the base runner unnecessarily caused a dangerous situation, the base runner shall be called out.
3. No head first sliding. A violation of this rule will result in the runner being called out.
4. Play is ended upon the return of the ball to the pitcher and the pitcher is on the mound. If the pitcher fails to catch the ball, the play is still ended. If the runner is more than halfway to the next base, she is awarded that base.
5. No manager/coach may touch a player while she is running the base path or the runner is out.
6. Managers/coaches may coach the runners from first or third base line.
7. No tagging up.

9. No leading. First lead is a warning. Each additional lead is an out.
10. Stealing is permitted after the ball crosses the plate.
11. Continuous Walk Rule is in effect. If a batter is walked and second base is open, the batter may make an attempt at stealing second base.

**FIELDING:**

1. A four (4) player outfield will be used. The four outfielders must be positioned on the outfield grass.
2. A total of ten (10) fielders may take the field.
3. Infielders must be instructed not to position themselves in the base path of the runners.
4. Upon an overthrow, the play shall be ruled an extra base. An overthrow is defined as any attempt at making a defensive play at first or third, and the ball gets by the defensive player. If any runner is more than half way to the next base, she shall be awarded that base only. No additional bases shall be awarded.
5. Catchers are dressed. Any player in this position must wear chest protector, shin guards and a face mask at all times when playing this position.

**SCORING:**

1. Five (5) runs is the maximum either team can score in innings 1-5.
2. Inning six (6) unlimited runs are permitted.
3. Six (6) innings constitute a complete game.
4. Tie game ends in a tie. There is no seventh inning.

## D. SPECIAL RULES FOR THE MAJOR DIVISION

1. Base distance is 60 feet (from the back of home plate to the front of the base).
2. Pitching rubber is at 40 feet (from the back of home plate to the front of the pitching rubber).
3. Umpires are used in this division.
4. Ball size is 12”.

### PITCHING:

1. Girls pitch to all batters.
2. A run may be walked in.
3. The pitcher must have one foot on the rubber from the start of the windup until the ball is released. Exception: After the initial step forward with the non-pivot foot, the pivot foot may pull away from the rubber, provided it remains in contact with the ground prior to the release of the ball.
4. Players must pitch in consecutive innings and cannot pitch more than eight (8) innings per week.
5. Once a pitcher is removed from the game, she cannot return as the pitcher for the remainder of the game.
6. Underhand fast pitch is permitted.
7. Windmill pitching is permitted.
8. One (1) pitch is delivered in an inning, constitutes an inning pitched regardless of whether it is underhand fast pitch or windmill pitch.
9. No pitcher may wear white (ie: armband, glove, or headband).

### BATTING:

1. All members of the team will bat in rotating batting order.
2. Balls and strikes will be called. Batters can strike out or walk.
3. Bunting is permitted.
4. Drop third strike is permitted (if on a third strike, the catcher drops the ball and first base is open, the batter may attempt to run to first. The catcher then has the opportunity to throw out the runner. If the runner beats the throw, she is safe).
5. Infield fly rule applies (a ball hit into the air in the does not pass the infielders, is an out).
6. Bat throwing is illegal. A warning will be placed on the batter and manager/coach on the first occurrence. Each succeeding occurrence will result in the player being out with no advancement of the runners.
7. Helmets must be worn by the batter and base runners.

### BASE RUNNING:

1. Runners can steal 3<sup>rd</sup> and home once the pitched ball has crossed home plate.
2. Sliding is allowed into 2<sup>nd</sup>, 3<sup>rd</sup>, and home. For reasons of safety, on plays, the base runner should slide into a base to avoid collision with a fielder. Sliding into first base is not allowed. If in the opinion of the umpire the base runner unnecessarily caused a dangerous situation, the base runner shall be called out.
3. No head first siding. A violation of this rule will result in the runner being called out.
5. Play is ended upon the return of the ball to the pitcher and the pitcher is on the mound or when the umpire calls “time.” If the pitcher has the ball but is not in the circle, any base runner has the opportunity to attempt to take the next base, if open.
6. Continuous walk rule. If a batter is walked and the pitcher does not have the ball in the circle, the batter, now runner may try to take second base only if it is open.
6. No manager or coach may touch a player while she is running the bases or she is out.
7. Manager/coaches may coach a runner from the first or third base line.
8. Tagging up is permitted.
9. No leading. First lead is a warning. Each additional is an automatic out.
10. Stealing is permitted after the release of the ball from the pitchers hand.
11. Only one base on an overthrown ball.

### FIELDING:

1. A four (4) player outfield will be used. The four (4) outfielders must be positioned on the outfield grass.
2. A total of ten (10) players make take the field.
3. Infielders must be instructed not to position themselves in the base path of the runners.
7. Catchers are dressed. Any player in this position must wear chest protectors, shin guards, face mask at all times while playing this position.
8. Infield fly rule is in effect.

### SCORING:

1. Unlimited runs allowed per inning.
2. Six (6) innings constitutes a complete game.
3. Tie game ends in a tie. There is no seventh inning.