

Community Youth Softball Association

Bethany - Janetville – Cavan - Pontypool

Softball Rules

18U Mixed	16 years old to 18 years old as of January 1
15U Mixed	13 years old to 15 years old as of January 1
12U Mixed	10 years old to 12 years old as of January 1
9U Mixed	7 years old to 9 years old as of January 1
6U/T-Ball Mixed	4 years old to 6 years old as of January 1

General rules - For the safety of the player, exceptions may be made on an individual basis to be discussed and voted upon by board members.

1. For each home game, the home team must supply 2 balls, one in good condition, and preferably one new.
2. Fighting during the ball game or immediately after the game will result in a three-game suspension. To monitor this, the coaches must report this to either the President or one other Executive member. A second fight will result in season suspension. The community convenor must also be notified.
3. To be eligible for league tournament play, a player must be on the original player's list. Extra players for the tournament may be borrowed from other teams from the next age division below for the express purpose of preventing the forfeiting of the game, but the Community Executive must approve this. Players must play 51% of the season's games.
4. Score sheets to be available if called upon at games or tournaments. For 9U and up, EACH TEAM must keep track of the score for both teams. Scorers from both teams should validate their scores with each other throughout the game to ensure the score is accurate.
5. For 9U and up, the winning team must submit their game score to their respective community Director/President. Scores throughout the season will help determine tournament schedules.
6. No player may wear steel spikes or cleats. Rubber cleats are permitted. Players must wear closed toed shoes and have their legs & ankles covered by their pants or socks. All players must tuck their shirts in. **No loose jewellery is permitted. New piercings may be left in and covered if approved by Umpire prior to beginning of play.**

7. All batters and base runners in all minor divisions will wear helmets with chin straps fastened properly. It is highly recommended that each player has his/her own batting helmet and sharing of batting helmets is not recommended. There will be no helmets supplied from the team. Siblings on the same team can share batting helmets.
8. The tournaments will be played by CYSA and local rules for all teams.
9. All games should start between 6:30 pm and 6:40 pm unless otherwise scheduled as such. For games when school is in, no new inning is to start after 1hr 30min. After school is done, no new inning is to start after 1hr 45min. Example:
 - a. School In- 6:30 start; no new inning after 8pm
 - b. School Out- 6:30 start; no new inning after 8:15pm
10. There will be a maximum of 7 runs scored per inning or 3 outs, whichever comes first. If the batter has not left the batter box when the 7th run crosses the plate, he/she will be up to bat again the next inning.
11. **A runner is out if their helmet is removed, or strap is purposely untied before leaving the playing area.** (Umpire to call this) Player cannot be called out twice. If a run is scored, it is counted. One warning will be given for the entire team.
12. **The infield fly rule will apply from U12 and up.** An infield fly is a fair ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort, **when first and second or first, second and third bases are occupied, before two out are out.** The pitcher, catcher or any outfielder who positions him or herself in the infield on the play, shall be considered infielders for the purpose of this rule. When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare *"infield fly: if fair, the batter is out"* for the benefit of the runners. The ball is live and runners may advance at the risk of the ball being caught or they may retouch the base and advance after the ball is touched, the same as on any fly ball. If the hit becomes foul, it is treated as any foul. If a declared infield fly is allowed to fall untouched to the ground and bounces foul before passing first or third base, it is a foul ball. If a declared infield fly is allowed to fall untouched to the ground outside the baselines and bounces fair before passing first or third base, it is an infield fly within baselines. *Page 116 rule 1 section 44 of 2001/2002 official guide and rule book.*

13. Players should shake hands at the end of the game. Coaches are to monitor the players in line and enforce appropriate and sportsmanlike behaviour.
14. In 12U and up, when a pitcher hits a batter with a pitched ball, the umpire will warn the pitcher. If the pitcher hits a batter a second time, the pitcher will no longer be able to pitch in the game. The batter must make an attempt to get out of the way of the pitch (as determined by the umpire.) The batter is awarded first base unless the umpire rules the batter did not make an attempt to get out of the way.
15. 9U age and up should wear protective cups for their own safety.
16. Any player playing in an age division higher than appropriate, they must decide to stay or go back down to the appropriate division by May 31st. Additional uniform costs may be required at the expense of the player's parent/guardian.
17. At any time during the game if blood is exposed, the player must leave the game until all traces of blood are removed and the wound is covered. Players may be substituted on base by LAST OUT if necessary. Each team must have a first aid kit in their equipment bag.
18. Intentional body contact, roughness or other unsportsmanlike conduct as decided by an umpire is an automatic out the first time. After a second offence the player is removed from the game. Further discipline may be imposed based on a CYSA Committee review as per the CYSA Discipline Policy.
19. Pitchers in 12U and up must begin their pitch with both feet in contact with the pitching rubber. The pitcher must always have one foot on the ground during the delivery of the pitch. There is no hopping off the pitcher's mound. LESS THAN 2 REVOLUTIONS CAN BE MADE. ONLY ONE STEP FORWARD IS PERMITTED.
20. Softball Canada has made it mandatory for pitchers younger than 12U to wear a protective face mask/guard. The CYSA is making this rule optional for pitchers.
21. Protective masks must be attached to the batting helmets for 12U and up. All base runners must also have an attached face mask to the helmet. This will not be made mandatory for the CYSA and will be a player's personal decision.

22. Coaches to ensure that their players are not standing on the baseline.
When a fielder obstructs the runner from making a base, unless the fielder is trying to field a batted ball, has the ball ready to touch the runner, or is about to receive a thrown ball, the runner will be awarded the base. This may still be appealed if the player missed a base on the way to the next base.
23. If a player becomes injured during the course of play (batting/running the bases), they may receive a courtesy runner or pinch runner. If a player comes to the game injured or is removed from the game for a more serious injury (and returns to play), they will be required to run the bases. This pinch runner must be the last player out in the same inning or the last player to cross home plate.
24. To speed the game up, a pinch runner may be used for the player that will be playing the catcher position in the next inning but may only occur with two outs in the current inning. Example- The player that will be playing the catcher position in the next inning is at bat and there are two outs. The player hits the ball and safely reaches 1st base. An eligible player may come into the game as a pinch runner so that the catcher may come in and get the catcher gear on and be ready for the next inning.
25. Any approved over age player is not allowed to pitch.
26. No player who currently pitches in a rep softball league will be allowed to pitch in house league. This does not include House League Select players that pitch.
27. Running of the Bases- When a batter hits a pitched ball, they become the Batter Runner. When running to first base, the batter runner is to attempt to run to and touch the orange part of the safety base. If the defensive player playing first base is covering the orange part of the safety bag, the batter runner may run to and touch the white portion of the base. The purpose of the two-coloured bag is to prevent collisions between the batter runner and the first base player.
28. Bat Throwing- For the safety of players, coaches, and umpires, throwing of the bat after a batted ball will be strictly enforced. Enforcement of this rule is as follows:
- First Offence- If the player that threw the bat reaches base safely, they will be allowed to remain in the game and be warned by the umpire about throwing the bat. Coaches from **BOTH** teams will be given a verbal warning about throwing the bat.
 - Second and Subsequent Offences- If **any other player from either team** throws the bat after the ball is batted, the play will be called dead

immediately and the batter will be called out. Any runners that were advancing on the play will return to the base they were occupying prior to the ball being batted.

29. Base Placement- First base (safety base) is to be placed so that the white portion of the base is directly on the outer edge of the foul line and the orange portion of the base is fully on the foul side of the baseline. Third base is to be placed on the base line so that the foul side of the base is directly in line with the outer part of the baseline. See pictures below.

First Base Placement



Third Base Placement



PLAYING RULES (ANY RULE NOT STATED BELOW IS TO BE GOVERNED BY THE ONTARIO AMATEUR SOFTBALL ASSOCIATION)

1. All players present, must be listed on the game sheet. Every player bats in the order shown on the game sheet.
2. If a team does not have a minimum of 9 players, that team may borrow players from the opposition or ask for REGISTERED players from the age group below. The team that borrows players from the opposing team, forfeits the game and is recorded as a loss. If the team with missing players does not want to forfeit the game, they may NOT borrow any players and play short-handed so long as there are a minimum of 8 players.
3. Decision to cancel a game due to rain/weather must be made by 5:15pm of the game day. Rain out games are decided by the home and away coaches. The home coach must contact the Community Director as soon as the decision to cancel is made so the umpire(s) can be notified in time of the cancellation. Make up games are to be scheduled by the playing teams and then notify the Home Team Director to help reschedule the game and assign an umpire.

4. When there is more than one team in each division per area, the male and female players must be divided as equally as possible as well as skill level. No stacked teams. Any changes to player rosters need to be made by May 31.
5. Only league approved bats are permitted. No composite or two-piece bats are allowed. For 9U, Tball or Little League baseball bats will be allowed in addition to approved softball bats. All bats in 12U and up **MUST** contain a USSSA 1.20 BPF stamp **and** a combination of ISF 2005 and/or WBSC **plus** an ASA or USA Softball stamp.



ISF2005



WBSC (New)



ASA2000



ASA2004

USA Softball
(New)

6. Ball Compression Rule:

- 9U and 12U- Ball must be an 11" Red Dot ball with a COR of .52 or less
- 15U and 18U- Ball must be a 12" Red Dot ball with a COR of .52 or less

9U

1. 9U will use an 11-inch Red Dot ball.
2. 9U bases will be set at 45 feet. The orange part of 1st base should be on the foul side of the foul line.
3. For the defensive team, a maximum of 10 players can be fielded. The 10th player (Rover Outfield) must be in the outfield grass.
4. There will be no stealing allowed after the play has been stopped.
5. Softball bats (as per the bat rules above) and T-ball bats/Little League bats (not composite) are permitted for use in 9U only.
6. New for 2022**- 9U will now be Coach Pitch.

9U Coach Pitch Rules:

- Pitching rubber or plate will be set at 30 feet.
 - The Coach Pitcher must pitch from the pitcher's plate, behind the pitcher's plate or in front of the pitcher's plate but no farther than 10 feet from pitcher's plate.
 - A player must play the pitcher position. They must be no more than 4ft to either side or front side of the Coach Pitcher at the batter's contact.
 - Each batter gets five (5) pitches unless the last pitch is a foul ball.
 - If the batter fouls off the fifth (5th) pitch, they are entitled to continue until the ball is either put into play or the batter swings and misses the pitch or the batter does not swing at another subsequent pitch. If the 5th pitch is a foul tip caught by the catcher, then the batter is out.
 - There will be no walks or free bases, even if the batter is struck by a pitched ball.
 - All Coach Pitchers must pitch underhand.
 - Once the ball is batted, the coach pitcher must move to the nearest sideline and be on the foul side of the line until all play is dead.
 - A ball that strikes the Coach Pitcher is dead and all play stops. All runners may advance to the next base in a force situation (If there is no runner behind them, they do not advance to the next base and go back to the base they were at prior to the batted ball). The hitter will be given a hit and will advance to 1st base.
 - Coaches are encouraged to have their players practice pitching for when they move on to 12U.
7. Protective face mask/guard is NOT mandatory for pitchers.
 8. Protective face masks for batter helmets are NOT mandatory.
 9. Teams can field a rover as a fourth fielder, (10 players on field at one time). Rover must be in the outfield at least 10 feet behind baseline.
 10. Catcher cannot remove his/her helmet during play.
 11. No bunting allowed.

12U

1. 12U will use an 11-inch Red Dot ball.
2. Pitching distance will be 35 feet with 55-foot baselines.
3. "Windmill" type pitching is allowed as long as the pitching guidelines on Page 3, #19 are followed.
4. For the defensive team, a maximum of 10 players can be fielded. The 10th player (Rover Outfield) must be in the outfield grass.

5. Protective face mask/guard is NOT mandatory for pitchers.
6. Protective face masks are NOT mandatory for batter/runner helmets.
7. Stealing will be allowed after the pitched ball has crossed the plate.
8. No lead offs. Runners must stay in contact with the base until the pitched ball has either crossed the plate or the batter hits the ball.
9. Bunting will be allowed for U12 and up. With two (2) strikes to the batter, any bunted ball that rolls foul before passing the 1st or 3rd bases, will be deemed a foul ball and the batter is out.
10. Infield Fly Rule is in effect.

11. Third Strike Rule in effect- “When the catcher fails to catch the third strike or the ball bounces on the ground before the catcher catches the ball and when there are less than two outs, and first base is unoccupied or any time there are two outs. This is called a third strike rule. The ball is in play and the batter becomes a runner with liability to be put out” Page 144 Rule 8 section 2b. **If 1st Base is occupied at the beginning of a pitch, that base is considered as occupied even if the runner attempts to steal.**

15U

1. Will use a 12-inch Red Dot ball.
2. Pitching distance is 40 feet with 55-foot baselines.
3. “Windmill” type pitching is allowed as long as the pitching guidelines on Page 3, #19 are followed.
4. For the defensive team, a maximum of 10 players; 6 infielders and 4 outfielders.
5. Protective face masks are NOT mandatory for batter/runner helmets.
6. Stealing- Runners may leave the base after the pitcher has released the ball.
7. Bunting is allowed. With two (2) strikes to the batter, any bunted ball that rolls foul before passing the 1st or 3rd bases, will be deemed a foul ball and the batter is out.
8. **Third Strike Rule in effect-** “When the catcher fails to catch the third strike or the ball bounces on the ground before the catcher catches the ball and when there are less than two outs, and first base is unoccupied or any time there are two outs. This is called a third strike rule. The ball is in play and the batter becomes a runner with liability to be put out” Page 144 Rule 8 section 2b. **If 1st Base is occupied at the beginning of a**

pitch, that base is considered as occupied even if the runner attempts to steal.

9. Infield Fly Rule is in effect. *Pg2, #11*

18U

1. Will use a 12-inch Red Dot ball.
2. Pitching distance is 43 feet with 60-foot baselines.
3. Windmill type pitching is allowed as long as the pitching guidelines on Page 3, #19 are followed.
4. For the defensive team, a maximum of 9 players are allowed to be on the field; 6 infield positions and 3 outfield positions.
5. Bunting is allowed. With two (2) strikes to the batter, any bunted ball that rolls foul before passing the 1st or 3rd bases, will be deemed a foul ball and the batter is out.
6. Stealing- Runners may leave the base after the pitcher has released the ball.
7. **Third Strike Rule is in effect-** “When the catcher fails to catch the third strike or the ball bounces on the ground before the catcher catches the ball and when there are less than two outs, and first base is unoccupied or any time there are two outs. This is called a third strike rule. The ball is in play and the batter becomes a runner with liability to be put out” Page 144 Rule 8 section 2b. Infield Fly Rule is in effect. **If 1st Base is occupied at the beginning of a pitch, that base is considered as occupied even if the runner attempts to steal.**
8. Infield Fly Rule is in effect. *Pg2, #11*

Tball/6U

1. No jewellery allowed, no open toed shoes. Shorts are not recommended for the safety of players.
2. 1st and 3rd bases are to be placed at 40 feet from the back corner of home plate along the base lines. The foul side edge of the base must be on the base line so that the entire base is within the fair side of the infield.
3. The game will last one hour; no new inning to start of 60 minutes of start time. Finish out the inning with the home team batting last. Should finish around 7:30pm.
4. Batting helmets must be worn by the batter and by all base runners. Batting helmets must remain on until a player is safely in the dugout.
5. For the defensive team, a catcher is not required. If a player is to play the catcher position, the player must wear the shin and chest protection as well as the catcher's mask. Recommend NOT utilizing the catcher position in Tball.
6. Allow hitters to "line up" the batting tee prior to taking a swing. Coaches will need to adjust the batting tee for the hitter.

7. If one team does not have “enough players”, players from the opposing team may be borrowed to even things out.
8. The pitcher position should be played by a more experienced player. The remaining players should be positioned evenly around the infield.
9. All players are to bat during each inning and advance one (1) base at a time. Example- First batter hits and runs to 1st base and stops. They should be taught and practice to run to and touch the orange part of 1st base. The next batter hits the ball and runs to 1st base and stops. When the ball is hit, the runner on 1st base runs to 2nd base and stops. This continues until the last batter hits and everyone that is on base continues to run and touch home plate. There is to be no stealing of the bases while batters are up; only run to the next base when the ball is batted.
10. Teach the players to step on the bases and home plate. For 1st base, have the players practice running to and touching the orange part of the base.
11. When a player is running to home plate, the coach helping the batters should move the batting tee so that the players can touch home plate without the tee in the way.
12. When your team is at bat, a coach/volunteer is encouraged to be:
 - a. At the plate to help position the batting tee and adjust batter's stance
 - b. At 1st base as a base coach to encourage running to and touching the orange part of the base and stopping
 - c. At 3rd base as a base coach to encourage runners to run to home plate
 - d. On the bench to encourage players getting ready to bat, ensuring that helmets are on, and chin straps are fastened.
13. When your team is in the field, a coach/volunteer is encouraged to be:
 - a. Near the pitcher's position to help guide and encourage players fielding a batted ball to throw the ball to first base
 - b. With the player at 1st base helping them be prepared for throws when a ball is batted
 - c. Between 2nd and 3rd bases to encourage players fielding a batted ball to throw the ball to 1st base.
14. Fielding suggestions for coaches: In order to get players ready for the 9U division, encourage players to play all positions. If there are more than 9 players, have more players play an outfield position. They should be

- placed along the outer edges of the infield so that they can get to any balls that make it past the infielders. Rotate players each inning and game to different positions, however, take into consideration each player's confidence, experience, and comfort levels.
15. For experienced players, the batting tee could be removed and a coach pitch three pitches (underhand) to the batter. If they hit the ball with one of the three pitches, they run to 1st base. If they cannot hit one of the three pitches, place the batting tee back into position and allow the player to hit the ball off the tee.