

RULES OF PLAY FOR  
CASHIE YOUTH LEAGUES, INC.  
(Revised – May 13, 2024)

**Article I League**

- A. Cashie Youth Leagues will consist of seven (7) Leagues. Girls Softball Leagues will consist of 8U, 12U, and 16U teams. Boys Baseball Leagues will consist of 8U, 12U, and 15U teams. The Rookie League 5U and Farm league 8U are both coed Leagues. Each league must be composed of a minimum two (2) teams. The boundary limits shall be the county of Bertie, additional areas can be approved by the CYL President with approval of Tar Heel League Inc. Cashie Youth Leagues has no population restrictions. At the end of the season each League will have an All-Star team to represent CYL in the Tar Heel Leagues District Tournament. If a League has more than ten (10) teams that League will have two (2) All-Star teams.
  
- B. Each league must apply for sanction annually with application forms issued by the office of the Tar Heel Leagues, Inc. State President, and must be filed no later than May 1 of the current year.

**Article II Eligible Players**

A. Baseball

- (1) Rookie League - Any player whose sixth (6) birthday falls on or after May 1 of the current year is eligible to compete in the 5U Rookie League. A player must be four (4) years of age unless approved by the League President.
  
- (2) Farm League 8U - Any player whose ninth (9) birthday falls on or after May 1 of current year is eligible to compete in 8U play. A player must be six (6) years of age unless approved by the League President.
  
- (3) Little League 10U & 12U - Any player whose thirteenth (13) birthday falls on or after May 1 of current year is eligible to compete in 12U play. A player must be nine (9) years of age unless approved by the League President.
  - i. 10U All-Stars Only - Any player whose eleventh (11) birthday falls on or after May 1 of current year is eligible to compete in 10U play. A player must be eight (8) years of age.
  
- (4) Junior League 15U - Any player whose sixteenth (16) birthday falls on or after May 1 of current year is eligible to compete in 15U play. A player must be twelve (12) years

of age unless approved by the League President.

**B. Softball**

(1) Softball 8 & Under - Any player whose ninth (9) birthday falls on or after January 1 of current year is eligible to compete in 8U play. A player must be six (6) years of age unless approved by the League President.

(2) Softball 12 & Under - Any player whose thirteenth (13) birthday falls on or after January 1 of current year is eligible to compete in 12U play. A player must have a minimum league age of nine (9) unless approved by the League President.

i. 10U All-Stars Only - Any player whose eleventh (11) birthday falls on or after January 1 of current year is eligible to compete in 10U play. A player must be eight (8) years of age.

(3) Softball 16 & Under - Any player whose seventeenth (17) birthday falls on or after January 1 of current year is eligible to compete in 16U play. A player must have a minimum league age of twelve (12) unless approved by the League President.

i. 16U All-Stars Only - Any player whose seventeenth (17) birthday falls on or after January 1 of current year is eligible to compete in 15U play. A player must have a minimum league age of twelve (12).

C. Dates of birth of players shall be certified by an original registration of birth, an official government photo ID, or a copy of the original registration of birth. Player contracts, birth certificates, and annual registration fee is required of all players. It shall be the responsibility of the team manager to see that each of his players has these items on file with the league Vice President before one can play in any regular game. Parents should be informed that the league cannot be responsible for returning birth certificates so a copy should be used.

D. The CYL Secretary and Vice Presidents will maintain a roster of players for their respective League. The Roster will include name, birthdate, parent / guardian, phone number, address, emergency contact person with phone number.

**Article III Teams / Player Draft**

A. The baseball draft system will be used in selecting new players for teams in the Rookie League, Farm League, Little League, Junior League, and Girls Softball Leagues. The team that finished last in the previous season league standings will have first draft choice. This rotation, from last to first, will continue until the player pool is depleted or until rosters are filled to maximum.

- (1) Sisters or brothers or children of sponsors will play on the same team, parents and sponsors consenting. The above-mentioned sister or brother or children of sponsors will be immune to the draft of the other teams until after the second round of the draft (must be taken on the second round). If a team has more than one automatic draft, one child will be immune to the draft of the other teams on the first round and the second child will be immune to the draft of the other teams until after the third round (one automatic taken on the first round and the second automatic taken on the third round. Manager can choose to take automatics in first and second round but must take second automatic by third round)
- B. A child or grandchild of a manager or coach of a team cannot be drafted by a team coached by someone other than the child's parent or grandparent provided the child is taken in the second round of the draft. A coach intending to exercise this rule must advise all other coaches through the League VP before the first round of drafting begins. If the coach fails to notify the other coaches as provided above, he forfeits his exclusive right to draft his child or grandchild. This also applies to managers or coaches who have managed or coached for the previous one (1) season in the same league.
  - (1) After the annual pre-season draft any new player registrations will be assigned by the CYL President at his/her discretion.
  - (2) Any problems or issues resulting from the draft will be reported to the President of the League for a ruling.

#### **Article IV Managers and Coaches**

- A. Managers and Coaches will adhere to the Code of Conduct set forth by Cashie Youth Leagues.
- B. All Managers and Coaches will continue to educate themselves to the proper techniques of coaching their sport.
- C. No one will be a manager of more than one team in Cashie Youth Leagues.

#### **Article V Forfeiture**

- A. Playing ineligible players shall result in forfeiture of games in which players participated illegally.

#### **Article VI Protest**

- A. A protest based on a play which involves umpire's judgement is not permitted. The umpire's decision shall be final.
- B. The only legal protest is one which involves a misapplication or misinterpretation of playing rules, or the use of an ineligible player, and is protested at time of infraction.
- C. The protesting coach must immediately notify the umpire that he/she is protesting before the next legal/illegal pitch. The umpire shall announce that the game is being played under protest.
- D. In local league play, a protest shall be considered only if it is placed in writing and submitted to the CYL President within 48 hours after the rule infraction occurs.

### **Article VII Sponsors**

- A. Teams in local leagues shall be sponsored only by those organizations or business firms whose activities or products are not detrimental to the welfare of the community youth.

### **Article VIII Playing Rules (General for all Leagues)**

- A. All players will be always in full uniform, with shirt tail in their pants.
- B. All players in uniform of two teams playing a game will remain in dugout while not on playing field. This shall be enforced by the manager.
- C. No food will be allowed on field. Water, Gatorade etc. shall remain in the dugout. Managers will enforce this rule.
- D. No smoking (including e-cigarettes and vapes) will be permitted on the playing field or in the dugout. Managers will enforce this rule.
- E. If one or both teams do not have enough players to start a game, a fifteen (15) minute period will be allotted to field a team. After this time, if a team does not have the required number of players to start the game, the game will be considered a forfeit. That team will be allowed to pick up a player from another team of equal talent level and the game can be played but the forfeit stands. The opposing team's manager must agree with the player that is picked up. This player may not pitch or catch. If neither team can field a team of nine players, the game will be considered a loss for both teams and not rescheduled. To avoid these forfeit scenarios the Team Manager needs to notify the League VP that their team will not have the required number of players to

field a team for the scheduled game. The League VP should be notified no later than 24 hours prior to the scheduled game times the game can be rescheduled.

- F. Tie games will count 1/2-win, 1/2 loss for standing purposes and will not be replayed. This rule applies to the Farm League, Little League, Junior League, and the Girls Softball Leagues. Games are permitted to go into extra innings if a new inning can be started within the time limits as defined by each league. Both teams shall be allowed to bat in extra innings.
- G. An ejected manager, coach or player will be suspended from the next regularly scheduled game. The ejected person may appeal the next game suspension with the CYL President. The President may reduce the penalty of missing the next game.
- H. A second ejection of anyone will result in suspension for the remainder of the season, unless reinstated by the CYL President.
- I. The scorekeeper shall be the official timekeeper. Where a scorekeeper is not in the press box, the umpire shall be the official timekeeper.
- J. Home team is the second name on schedule. Visiting team is the first name on schedule.
- K. The Home team will occupy the first (1st) base dugout with the visiting team occupying the third (3rd) base dugout.
- L. Players should be encouraged to attend team practices; it is the Parents responsibility to see that this happens. If a manager has a situation where a player is not attending practice on a regular basis, this should be brought to the attention of the League VP. A meeting with the Parent, Player, Manager and League VP to help with this problem. If the situation can't be resolved, the League VP may ask the CYL President to suspend the Player.
- M. Profanity and the use of alcoholic beverages, including drugs, are absolutely prohibited. The CYL President may suspend any player or coach for violating this rule for the remainder of the year depending on the severity of the infraction.
- N. If a player quits his or her team prior to the end of the regular season, that player may not be eligible the next season. Any such player for good cause may re-enter the draft with President's approval after consultation with the player, the parents, and agreement of the manager of the respective team.
- O. A player may choose to play up in the next age group as well as in the league according to their age. However, the player must sign up for both leagues prior to the season starting unless approved by the CYL President.

- P. All leagues are affiliated with Tar Heel Leagues; therefore, players can only be rostered on one All-Star team. Players that choose to play in more than one age division will only be eligible for All-Stars in their age division. Girls playing both 8U Softball and Farm League will be eligible for All-Stars in both leagues, provided the All-Star tournament dates do not conflict with one another.
- Q. Home teams of last game on each field are responsible for raking around the bases, batter's box, and pitcher's mound.
- R. In each league, the team with the best winning record at the end of regular season shall be declared League Champion. All teams in contention for League Championship shall have played the same number of games. Where 2 or more teams are tied with the same exact record at the end of the season, the head-to-head record shall determine which team is the League Champion.
  - a. If the head-to-head record is tied between 2 teams, then a playoff game can be played to determine the champion, provided that both managers agree to this. Otherwise, both teams shall be declared Co-Champions. (Draft order for following season will be based on a coin flip between 2 teams.)
  - b. If the head-to-head record is tied between 3 teams, then all 3 teams will be declared Tri-Champions. (Draft order for the following season will be based on drawing numbers out of a hat.)
- S. Tar Heel Leagues, Inc. has adopted the USA Baseball bat standard for all baseball division. For 8U, 10U, 12U and 15U, all non-wooden bats must be USA Baseball approved and carry the USA Baseball stamp or, must be NFHS approved and carry the BBCOR stamp (High School) for use in Tar Heel Leagues. Bats may not exceed 2-5/8 inches in diameter nor 36 inches in length. There is no rule regarding weight/length ratio.

#### **Article IX Park Director and Duties**

- A. The Park Director has the responsibility of having the playing field properly prepared and ready for play.
- B. The Director shall be responsible for turning the lights off after the last game.
- C. In the absence of the Park Director, each leagues' Vice President is responsible for turning off the lights on their field.
- D. The Park Director will have the responsibility to cancel a game before its beginning due to weather or other hazards that would make play unsafe or unwise.

- E. In absence of the Park Director, when there are hazardous conditions present, prior to a game beginning, the league's Vice President and CYL President will make that determination.

#### **Article X Rained Out Games**

- A. The umpire will decide on the playing condition of the field in case of rain during a game. He shall have the authority to call a game when he determines playing conditions are unsafe or unwise.
- B. Rain-out games are to be rescheduled as soon as possible with Sunday afternoon being an option.
- C. In the event of darkness, rain or other causes interferes with play and the game is called by the umpire, it will be considered a complete game if 3 1/2 innings have been played in the Little League, Farm League, and Girls Softball (8U & 12U) or 4 1/2 innings in the 15U Girls Softball and Junior League and home team is ahead or had equal times at bat.

#### **Article XI Lightning Policy**

- A. In the event of the possibility of severe weather approaching Davis Park the league Vice - Presidents and the Park Director will monitor weather apps that can detect lightning strike distance from the park. They will keep the Umpires informed of the distance and which way the storm is going. Once the storms reach the 10-mile distance from Davis Park play will be suspended. Players and fans will return to their vehicles until a decision is made to allow the game to resume.
- B. Tar Heel Leagues, Inc. will follow the NFHS rule book for its lightning policy.
- C. Criteria for suspension and resumption of play.
  - i. When thunder is heard or lightning is seen, the leading edge of the thunderstorm is close enough to strike your location with lightning. Suspend play for at least 30 minutes, vacate the playing fields and return to their vehicles. 30-Minute Rule: Once play has been suspended, wait at least 30 minutes after the last thunder is heard or lightning is witnessed prior to resuming play.
  - ii. Any subsequent thunder or lightning after the beginning of the 30-minute count will reset the clock and another 30-minute count should begin.
  - iii. When lightning-detection devices or mobile phone apps are available, this technology could be used to assist in deciding to suspend play if a lightning strike is noted to be within 10 miles of the event location. However, you should never depend on the reliability of these devices, and thus, hearing thunder or seeing

lightning should always take precedence over information from a mobile app or lightning detection device.

- iv. At night, under certain atmospheric conditions, lightning flashes may be seen from distant storms. In these cases, it may be safe to continue an event. If no thunder can be heard and the flashes are low on the horizon, the storm may not pose a threat.

## **Article XII Game Times**

- A. All weekday games will begin at 6:00 pm. Saturday games may be scheduled earlier. Exceptions may occur depending on the league.

## **Article XIII Specific Rules Applicable to Rookie League**

### **A. Playing Field Dimensions**

Bases:	60'
Pitching Rubber:	35'
Circle at Pitching Rubber:	8' Radius
Batter's Box:	6' x 3' (when used)

### **B. Playing Field Specifics –**

- a. Fair Ball Arc: There will be a 15' arc drawn from the back point of home plate, extending from 1st baseline to 3rd baseline in front of home plate. A batted ball must go past this line to be a fair ball "in play". A ball stopping on the line is a fair ball. If the ball does not pass the line or stop on the line, it is considered a foul ball.
- b. Pitching rubber shall be in the center of an 8' radius circle.

### **C. Coaches - Coaching rules will allow 1 Manager and 4 Coaches in dugout at any time during the game.**

- a. Offense - One coach at third base, one coach at first base, one coach pitching, one coach catching, and one coach in dugout for player control.
- b. Defense - There may be a defensive coach(es) in the right field and the left field.

### **D. Playing Rules**

- a. Coach must submit a batting lineup to press box before game which includes players' first name, last name, and jersey number. All players must be listed in a batting order that will not change during said game. In the event a player is injured (umpire will justify), scorer will be notified and said player will sit out for remainder of said game with no



- penalty in batting order. All players will play in the field. Players should rotate at different positions to learn the game.
- b. Batting through the lineup will constitute an offensive inning. If (3) outs is made before going through the lineup, the bases will be cleared, and the batting will continue with zero outs.
  - c. Three (3) innings will constitute a game or 1-hour time limit.
  - d. No new inning will start after 55 minutes of play.
  - e. Four (4) innings is the maximum number of innings regardless of the time.
  - f. The score will not be kept as this is an educational league.
  - g. An eight (8) foot radius circle is to be drawn around pitching rubber. Defensive pitcher, with both feet in the circle, must remain inside circle, even or behind the coach pitching, until the batter contacts the ball.
  - h. All outfielders must be positioned at a similar radius near the grass line.
  - i. The 1B, 2B, SS, and 3B must be positioned near the baselines, but not standing on the bases.
  - j. A catcher will not be used in this league.
  - k. If a team has less than (8) players present, the infield positions must be filled first.
  - l. Each batter will be allowed three (3) pitches. If they do not successfully hit the pitches, then the tee will be used. There will be no strikeouts.
  - m. A runner may not leave the base until the batter hits the ball.
  - n. The coach is allowed to move closer to the batter when pitching. Once the ball is hit, the coach should move out of the way so that the fielders can make a play on the ball.
  - o. The maximum number of bases that a runner/batter can advance on a play is 2. Once this occurs, the play is stopped.
  - p. Teams should lineup at home plate at the end of the game and shake hands with opponents.
  - q. Snacks should be provided after each game by the parents of the team. Coaches will need to establish a snack schedule.
- E. Rookie League Eligibility & Draft:
- a. Rookie League eligibility: All players must be 4 years old before May 1 and not be 6 years old before May 1, unless specifically approved by League President and Rookie League Vice President.
  - b. Draft protocol: All new players aged 4 and 5 will be listed according to age and sex. The draft order for teams will be determined randomly. Girls will be drafted first to even the number of girls between each team. After all girls have been drafted, the draft order will return to the team drafting first and continue until all boys have been drafted. If adjustments need to be made to this process to ensure all teams will have the same number of players, the CYL President will inform Managers of the changes prior to the draft process begins.

F. Rookie League Goals:

- a. Teach kids which way to run around the bases.
- b. Teach kids the different ways you can make an out – force outs, tag outs, pop-ups
- c. Teach kids how to stand and hit in the batter’s box.
- d. Teach kids where to stand in the field and what position they are playing.
- e. Teach kids not to all go to the ball at the same time.
- f. Teach kids about lineup order and the on-deck circle.
- g. Encourage the kids with positive reinforcement.
- h. Make it fun for everyone involved.
- i. Coaches should show a lot of patience with the kids.
- j. This league is not about winning!

**Article XIV Specific Rules Applicable to Farm League Baseball – 8U**

A. Playing Rules

Bases:	60'
Pitching Rubber:	40'
Circle at Pitching Rubber:	8' Radius
Batter's Box:	6' x 3' (when used)

B. Playing Field Specifics

- a. There shall be a chalked hash line 1/2 the distance (30 feet) between first and second base. This line shall determine whether a player may advance to the next base or return to the previous base at the time of dead ball.
- b. Pitching rubber shall be in the center of an 8' radius circle.

C. Coaches - Coaching rules will allow 1 Manager and 3 Coaches in dugout at any time during the game.

- a. Offense - One coach at third base, one coach at first base, one coach pitching, and one coach in dugout for player control.
- b. Defense - One coach at third base, one coach at first base, one coach pitching, and one coach in dugout for player control.
- c. The defensive coach cannot come within 60 feet of the base during a live ball. A hash line will be marked on the foul line indicating the required distance.

D. Playing Rules

- a. Coach must submit a batting order to umpire and scorer before game. All players must be listed in a batting order that will not change during said game. All players must bat in order for the entire game. In the event a player is injured (umpire will justify), scorer will

- be notified and said player will sit out for remainder of said game with no penalty in batting order. No player shall sit in dugout two (2) consecutive innings.
- b. A maximum of five (5) runs, or three (3) outs will constitute an offensive inning.
  - c. Six (6) innings will constitute a game.
  - d. Time Limit will be 75 minutes. No new inning will start after 70 minutes of play. Once a inning has started the 75 minute time limit will not end the game; the inning will continue to be played until it is complete or the home team is winning. The game will then be considered a complete/regulation game.
  - e. Six (6) innings is the maximum number of innings, unless time permits an extra inning to start if the game is tied.
  - f. Once a team becomes mathematically eliminated, the game shall end.
  - g. No intentional bunting is allowed. No walks are allowed. Attempted bunting will constitute a strike.
  - h. An eight (8) foot radius circle is to be drawn around pitching plate. Defensive pitcher, with both feet in the circle, must remain inside circle, even or behind the pitching rubber, until the batter contacts ball.
  - i. All outfielders must be positioned at a similar radius.
  - j. Each batter will be allowed five (5) pitches or three (3) swings per at bat in 8U. There is no limit on the number of foul balls on 5th pitch or 3rd swing.
  - k. There is no infield fly rule.
  - l. No base stealing is allowed. A runner may leave the base once the ball reaches the plate. A runner leaving his/her base before the ball reaches the plate will result in a delayed dead ball being called by the umpire, with the runner removed and called out.
  - m. Base runners that miss touching a base, or leave a base early, shall be called out by the umpire upon completion of the play. A delayed dead ball shall be called by the umpire.
  - n. A team may have a courtesy runner for the catcher at any time. The runner used as a courtesy runner will be the player that made the last out.
  - o. The umpire's judgement will rule on the runner's position at the point time is called by either umpire. Time is called once the front runner is contained or the throw back to the player pitcher is within reach of the pitcher.
  - p. Catcher must be in a squatted catcher's position and not standing.
  - q. The coach who is pitching must stay in contact with the pitching rubber until the ball is released. Once the coach releases the ball, he/ she cannot be involved in coaching until time is called as there are base coaches to direct runners. Coach may not deceive defensive players to get the ball thrown before time is called. Penalty: The ball is dead, the batter is declared out, all runners return to the base occupied before the pitch, and the lead runner is declared out. The adult pitcher should only communicate with the batter before the ball is put in play.
  - r. If a batted ball hits the coach who is pitching before the defensive player touches the ball, the ball is dead, with all runners advancing one (1) base if forced. If the coach who is pitching intentionally interferes, the ball is dead, the batter is declared out, and all runners

- return to the base occupied before the pitch except the lead runner, who is also declared out.
- s. When possible, the coach who is pitching MUST leave the field, from either the first or third baseline, when the batted ball is put in play.
  - t. Batters will not be walked, nor can they advance to first base by Hit By Pitch (HBP).
  - u. A team must have nine (9) players to start a game and may finish with nine (9) players. A disqualified/ejected player will result in an out each time that position comes to bat. If a team only has (8) players, the game can be played, but an out must be taken in the lineup where the 9th batter would bat. Any game starting with less than (8) players will be considered a forfeit. Any game that requires a team to pick-up a player from another team will be considered a forfeit. (This is a local rule.)
  - v. Between pitches, if ball is not put into play, the coach must remain within the pitching circle.
  - w. Headfirst slide is allowed in 8U.
  - x. If a player throws a bat, the team will receive a warning. On the second offense, the ball is declared dead, the batter is out, and all runners are returned to the previous base.
  - y. All lineup cards presented at the pre-game conference with the umpires must include the player's first name, last name, and uniform number.

E. Farm League Eligibility & Draft:

- a. Farm League eligibility: All players must be 6 years old before May 1 and not be 9 years old before May 1
- b. Draft protocol: All new players age 6, 7, & 8, will be listed according to age and sex. The draft will be conducted in reverse order of the finish from the previous season. Girls will be drafted first to even the number of girls between each team. After all girls have been drafted, the draft order will return to the team drafting first and continue until all players have been drafted. If adjustments need to be made to this process to ensure all teams will have the same number of players, the CYL President will inform Managers of the changes prior to the draft process begins.

F. Farm League All-Stars:

- a. Farm League All-Stars will be selected by all Managers – one (1) vote from each team. This will be done by secret ballot from the list of all eligible players submitted and for vote. Each Manager will determine as a group the 12 All-Star members. In the case of a tie vote, all managers need to revote until there is a majority vote for 12 players. In the case there is still a tie, the All-Star manager decides. If the All-Star manager has not been determined, then the Vice President and President decide. There can be a maximum number of 13 players selected. The manager of the All-Star team may choose one (1) additional player to complete the maximum of 13 players per team, provided the player had at least one vote.

- b. All-Star Manager selection process: Managers interested in managing an all-star team will submit their name to the CYL President for consideration. The candidate should include their reasons why they want to be an all-star manager and include their strengths, experience and any all-star history they may have. The President will select an all-star committee to assist with the all-star manager selection. Members of the committee will consist of the League VP and others selected from CYL officers and members of the executive council. After consulting with members of the committee the CYL President will name the All-Star Manager. The Manager will then select the Coaches with the approval of the CYL President. These coaches should come from the League in which they will represent.

## **Article XV Specific Rules Applicable to Little League – 10U & 12U**

### A. Playing Field Dimensions - 10U (Tar Heel)

Bases:	60'
Pitching Rubber:	46'
Batter's Box:	6' x 3' (when used)

### B. Playing Field Dimensions - 12U (Tar Heel)

Bases:	70'
Pitching Rubber:	50'
Batter's Box:	6' x 4' (when used)

### C. Playing Field Dimensions - 10U/12U (Cashie)

Bases:	65'
Pitching Rubber:	48'
Batter's Box:	6' x 4' (when used)

### D. Managers and Coaches

- a. There will be no coaches or managers under the age of 18.
- b. Each team will have one manager, two coaches and one scorekeeper, in the dugout during the games.
- c. Two base coaches are allowed on the field, one at 1st and one at 3rd.
- d. No defensive manager or coach is allowed past the marked off open end of the dugout during a game unless a time out is called or in case of an injury.

### E. Playing Rules

- a. Any rule not specifically covered in this section will be governed by the National Federation of State High School Associations

- b. Any of the starting players may be withdrawn and re-entered once, provided such player occupies the same batting position.
- c. Optional continuous batting order:
  - i. Teams may elect to use a continuous batting order. They may bat as many players as they choose (9,10,11,12,13). A player that is in the line-up may substitute freely, defensively, as they choose (pitching rules still apply).
  - ii. A player not in the line-up will be considered a SUBSTITUTE and will be allowed to enter the game one time. A starter that comes out of the game for a substitute will be allowed to re-enter one time (in the same place in the line-up for the same person that replaced him per substitution rules.)
- d. If a player is injured to the extent that he/she cannot continue, and his/her team does not have a substitute, he/she will be ruled out at his/her next turn at bat. At his/her second and subsequent turns at bat (after he/she comes out of the game), his/her spot in the batting order will be skipped each time he/she is due to hit.
- e. Once a player misses his/her turn to bat due to injury, that player will not be allowed to return in that game.
- f. If a player is ejected and the team does not have a substitute, he/ she will be ruled out each time he/she is due to bat.
- g. If a team is using a continuous batting order and does not have any substitutes, the player making the last out will be the courtesy runner for the pitcher and/or catcher.
- h. The catcher does not have to catch the third strike. The batter is automatically out, and the ball remains in play. The base runner may advance at his/her own risk.
- i. Once a pitcher starts his/her motion toward home plate, the pitcher must deliver the ball. If the pitcher stops his/her motion, a balk will be called. There will be no penalty with no runners on base.
- j. When a pitcher is in contact with the rubber with the ball in his/ her hand, the catcher is in the catcher's box ready to receive the ball, and the batter is in the batter's box, no base runners shall leave the base until the pitched ball reaches the plate.
- k. A runner leaving his/her base before the ball reaches the plate will result in a delayed dead ball being called by the umpire, with the runner removed and called out.
- l. A player failing to touch a base during a live ball situation will be called out by umpire by sign of delayed dead ball.
- m. Mandatory play rule for ALL ages. Each eligible player listed on the lineup card, and present at the game, must have one (1) at bat and three (3) defensive outs in the field. Penalty: Forfeit, unless the game is shortened by the run rule. Once the mandatory play rule is met, if a player is injured or sick and there are no available substitutes, the team may use an expended player to assume the position in the lineup. If a team is using a continuous batting order, the player making the last out will assume the position in the lineup. This rule does not apply to ejections. (Tar Heel Rule)
- n. A headfirst slide is allowed in 10U & 12U.

- o. If a player throws a bat, the team will receive a warning. On the second offense, the ball is declared dead, the batter is out, and all runners are returned to the previous base.
- p. All lineup cards presented at the pre-game conference with the umpires must include the player's first name, last name, and uniform number.

#### F. Regulation Game

- a. 10U & 12U games shall be six (6) innings unless shortened legally.
- b. Six (6) innings is the maximum number of innings, unless time permits an extra inning to start if the game is tied.
- c. Time Limit will be 90 minutes. No new inning will start after 85 minutes of play. Once an inning has started the 90-minute time limit will not end the game, the inning will continue to be played until it is complete unless the home team is winning. The game will then be considered a complete/regulation game.
- d. Run Rule - 12 runs after three (3) innings, 10 runs after four (4) innings. The losing team must have an equal number of at bats.
- e. If a game is called before it becomes a regulation game, it must be replayed from the exact point of interruption with the same ball and strike count on the batter and the same lineup as near as possible.

#### G. Pitching Rules

- a. Any member of a team may pitch; however, all pitchers are subject to all pitching rules.
- b. A pitcher removed from the mound, or the game, may not return to the mound in the same game.
- c. As soon as a pitcher delivers one (1) pitch to a batter he/she shall be considered as having pitched one (1) inning.
- d. No 10U or 12U pitcher will be allowed to pitch more than six (6) innings in one day, nor more than (6) innings in a week. The week will run from Monday -Sunday. Pitchers throwing the last day of the week must have the allotted rest.
- e. A pitcher shall be considered ineligible if he/she makes one (1) legal/illegal pitch after reaching the pitching limitations.
- f. A team that uses an ineligible pitcher must remove the player from the mound, with the head coach being ejected from the game, and innings counted toward the pitching record.
- g. Pitchers must have at least one (1) calendar day rest after pitching in three (3) or more innings in the same game or on the same calendar date. This rule applies to both local league and tournament play and may not be waived.
- h. A defensive coach may request one (1) charged conference per inning. On the second and any subsequent request, the pitcher must be removed from the mound. This rule does not apply on a conference when the pitcher is removed.
- i. Each team in the Little League shall pitch a 9- or 10-year-old player in each game. The player(s) will be required to record 3 outs or pitch to a minimum of 5 batters. It will be the



- responsibility of each team to see that these rules are properly implemented. Weather shortened games will be the only exception to this rule.
- j. It should be our CYL goal to develop pitching at all age levels. This will ensure that we continue to have competitive teams and games.

#### H. Little League All-Stars

- a. All-Star Player selection process: Each team Manager will be given a list of all the players by team that are 9-10 years old and a list of all the players by team that are 11-12 years old. All-Stars will be selected by all Managers – one (1) vote from each team. This will be done by secret ballot from the list submitted for each age group. All Star team will consist of 12 All-Star members for the 9-10- and 11–12-year-old All-Star Teams. In the case of a tie vote, all managers need to revote until there is a majority vote for 12 players. In the case there is still a tie, the All-Star manager decides. If the All-Star manager has not been determined, then the Vice President and President decide. One (1) player may be chosen by the manager of the 9-10 years old team and one (1) player may be chosen by the manager of the 11-12 years old team to complete the All-Star rosters to a maximum of 13 players, provided the player(s) had at least one vote.
- b. All-Star Manager selection process: Managers interested in managing an all-star team will submit their name to the CYL President for consideration. The candidate should include their reasons why they want to be a All-Star manager and include their strengths, experience and any all-star history they may have. The President will select an all-star committee to assist with the all-star manager selection. Members of the committee will consist of the League VP and others selected from CYL officers and members of the executive council. After consulting with members of the committee the CYL President will name the All-Star manager. The All-Star Manager will then select the coaches with the approval of the CYL President. These coaches should come from the League in which they will represent.

### **Article XVI Specific Rules Applicable to Junior League Baseball – 15U**

#### A. Playing Field Dimensions

Bases:	90'
Pitching Rubber:	60' - 6"
Batter's Box:	6' x 4' (when used)

#### B. Managers and Coaches

- a. There will be no coaches or managers under the age of 18.



- b. Each team will have one manager, two coaches and one scorekeeper, in the dugout during the games.
- c. Two base coaches are allowed on the field, one at 1st and one at 3rd.
- d. No defensive manager or coach is allowed past the marked off open end of the dugout during a game unless a time out is called or in case of an injury.

### C. Playing Rules

- a. Any rule not specifically covered in these rules will be governed by the National Federation of State High School Associations.
- b. Any of the starting players may be withdrawn and re-entered once, provided such player occupies the same batting position, including tournaments.
- c. **Optional continuous batting order:**
  - i. Teams may elect to use a continuous batting order. They may bat as many players as they choose (9,10,11,12,13). A player that is in the line-up may substitute freely, defensively, as they choose (pitching rules still apply).
  - ii. A player not in the line-up will be considered a SUBSTITUTE and will be allowed to enter the game one time. A starter that comes out of the game for a substitute will be allowed to re-enter one time (in the same place in the line-up for the same person that replaced him per substitution rules.)
- d. If a player is injured to the extent that he/she cannot continue, and his/her team does not have a substitute, he/she will be ruled out at his/her next turn at bat. At his/her second and subsequent turns at bat (after he/she comes out of the game), his/her spot in the batting order will be skipped each time he/she is due to bat.
- e. Once a player misses his/her turn at bat due to injury, that player will not be allowed to return in that game.
- f. If a player is ejected and the team does not have a substitute, he/she will be ruled out each time he/she is due to bat.
- g. If a team uses a continuous batting order and does not have any substitutes, the player making the last out will be the courtesy runner for the pitcher and/or catcher.
- h. A player failing to touch a base during a live ball situation will be handled as an appeal play.
- i. Mandatory play rule for ALL ages. Each player listed on lineup card and present at the game must have one (1) at bat and three (3) defensive outs in the field. Penalty: Forfeit, unless the game is shortened by the run rule. Once the mandatory play rule is met, if a player is injured or sick and there are no available substitutes, the team may use an expended player to assume the position in the lineup. If a team is using a continuous batting order, the player making the last out will assume the position in the lineup. This rule does not apply to ejections.
- j. A headfirst slide is allowed in 15U.
- k. If a player throws a bat, the team will receive a warning. On the second offense, the ball is declared dead, the batter is out, and all runners are returned to the previous base.

#### D. Regulation Game

- a. 15U games shall be seven (7) innings unless shortened legally.
- b. Seven (7) innings is the maximum number of innings, unless time permits an extra inning to start if the game is tied.
- c. Time Limit will be 100 minutes. No new inning will start after 90 minutes of play. Once an inning has started the 100-minute time limit will not end the game, the inning will continue to be played until it is complete unless the home team is winning. The game will then be considered a complete/regulation game.
- d. Run Rule for 15U: 15 runs after three (3) innings, 12 runs after four (4) innings, or 10 runs after five (5) innings. The losing team must have an equal number of at bats.
- e. If a game is called before it becomes a regulation game, it must be replayed from the exact point of interruption with the same ball and strike count on the batter and the same lineup as near as possible.

#### E. Pitching Rules

- a. Any member of a team may pitch; however, all pitchers are subject to all pitching rules.
- b. A pitcher removed from the mound, or the game, may not return to the mound in the same game.
- c. As soon as a pitcher delivers one (1) pitch to a batter he/she shall be considered as having pitched one (1) inning.
- d. 15U pitchers will not be allowed to pitch more than seven (7) innings in one calendar day, nor more than (10) innings in a week. The week will run from Monday - Sunday. Pitchers throwing the last day of the week must have the allotted rest.
- e. 15U pitchers must have at least one (1) calendar day rest after pitching four (4) or more innings in the same game or on the same calendar day. This rule applies to both Local League and Tournament play and may not be waived.
- f. A pitcher shall be considered ineligible if he/she makes one (1) legal/illegal pitch after reaching the pitching limitations.
- g. A team that uses an ineligible pitcher must remove the player from the mound, with the head coach being ejected from the game and the innings counted towards the pitching record.
- h. A defensive coach may request one (1) charged conference per inning. On the second and any subsequent request, the pitcher must be removed from mound. This does not apply to a conference when the pitcher is removed.
- i. CYL Pitching Rule: Since CYL allows 16 yr. olds to play in the 15U JR League the following pitching rules have been adopted. A 13-14- or 15-year-old must pitch a minimum of 2 innings per game. A 16 yr. old may pitch a maximum of 2 innings per game. Additional 16 yr. olds may pitch a maximum of 2 innings after the 13-14-15 pitching rule minimum innings has been fulfilled.

F. Junior League All-Stars

- a. All-Star player selection process: Each team manager will be given a list of all eligible players in the league for consideration. The all-star team will be selected by all Managers, one (1) vote for each team. This vote will be done by secret ballot. The 15U All-Star team will consist of 12 members. In the case of a tie vote, all managers need to revote until there is a majority vote for 12 players. In the case there is still a tie, the All-Star manager decides. If the All-Star manager has not been determined, then the Vice President and President decide. One (1) player may be chosen by the manager of the All-Star team to complete the All-Star rosters to a maximum of 13 players, provided the player had at least one vote.
- b. All-Star Manager selection process: Managers interested in managing the All-Star team will submit their name to the CYL President for consideration. The candidate should include their reasons why they want to be an All-Star Manager and include their strengths, experience, and all-star history they may have. The CYL President will select an all-star committee to assist with the all-star manager selection. Members of the committee will consist of the League VP and others selected from CYL officers and members of the executive council. After consulting with members of the committee the CYL President will name the all-star manager. The All-Star Manager will then select the Coaches with approval of the CYL President. These coaches should come from the League in which they will represent.

**Article XVII Specific Rules Applicable to Girls Softball 8 & Under**

A. Playing Field Dimensions

Bases:	60'
Pitching Rubber:	35'
Circle at Pitching Rubber:	8' Radius
Batter's Box:	6' x 3' (when used)

B. Playing Field Specifics

- a. There shall be a chalked hash line 1/2 the distance (30ft) between first and second base. This line shall determine whether a player may advance to the next base or return to the previous base at the time of dead ball.
- b. The pitching rubber shall be in the center of an 8' radius circle.

C. Coaches - Coaching rules will allow only four (4) adults in dugout at any time during the game.

- a. Offense- One coach at third base, one coach at first base, one coach pitching, and one coach in the dugout for player control.

- b. Defense- There may be a defensive coach on the right field line and the left field line, provided they stay in foul territory.
- c. The defensive coach cannot come within 60 feet of the base during a live ball. A hash line shall be marked on the foul line indicating the required distance.

#### D. Playing Rules

- a. Coach must submit a batting order to umpire and scorer before game. All players must be listed in a batting order that will not change during said game. All players must bat in the same order for the entire game. In the event a player is injured (umpire will justify), scorer will be notified and said player will sit out for remainder of said game with no penalty in batting order. No player shall sit in dugout two (2) consecutive innings.
- b. A maximum of five (5) runs, or three (3) outs will constitute an offensive inning.
- c. Six (6) innings is the maximum number of innings, unless time permits an extra inning to start if the game is tied.
- d. Time Limit will be 75 minutes. No new inning will start after 70 minutes of play. Once an inning has started the 75 minutes will not end the game, the inning will continue to be played until it is complete unless the home team is winning. The game will then be considered a complete/regulation game.
- e. Once a team becomes mathematically eliminated, the game shall end.
- f. No intentional bunting is allowed. No walks are allowed. Attempted bunting will constitute a strike.
- g. An eight (8) foot radius circle is to be drawn around pitching plate. The defensive pitcher, with both feet in the circle, must remain inside circle, even or behind the pitching rubber, until the batter contacts the ball.
- h. All outfielders must be positioned at a similar radius.
- i. Each batter will be allowed five (5) pitches or three (3) swings per at bat for 8U. There is no limit of the number of foul balls on the 5th pitch or 3rd swing.
- j. There is no infield fly rule.
- k. No base stealing is allowed. A runner leaving her base before the ball reaches the plate will result in a delayed dead ball being called by the umpire, and the runner removed and called out.
- l. Base runners that miss touching a base, or leave a base early, shall be called out by the umpire upon completion of the play. No appeals on missed bases will be allowed. A delayed dead ball will be called by the umpire.
- m. A team may have a courtesy runner for the catcher at any time. The runner used as a courtesy runner will be the player that made the last out.
- n. The umpire's judgement will rule on the runner's position at the umpire's call of time. Time is called once the front runner is contained.
- o. Catcher must be in a squatted catcher's position and not standing.
- p. The coach who is pitching must stay in contact with pitching rubber until the ball is released. Once the coach releases the ball, he/she cannot be involved with coaching until

- time is called, as there are base coaches to direct runners. The coach may not deceive defensive players to get the ball thrown before time is called. Penalty: The ball is dead, the batter is declared out and all runners return to the base occupied before the pitch, with the lead runner also declared out. The adult who is pitching should only communicate with the batter before the ball is put in play.
- q. If a batted ball hits the coach who is pitching before a defensive player touches the ball, the ball is dead, with all runners advancing one (1) base if forced. If the coach who is pitching intentionally interferes, the ball is dead, the batter is declared out, and all runners are returned to the base occupied before the pitch, with the lead runner also being declared out.
  - r. No metal cleats are allowed.
  - s. When possible, the coach who is pitching MUST leave the field, from either the first or third baseline, when batted ball is put in play.
  - t. Batters will not be walked, nor can they advance to first base by Hit-By-Pitch (HBP).
  - u. A team must have nine (9) players to start a game and may finish with nine (9) players. A disqualified/ejected player will result in an out each time that position comes to bat. If a team only has (8) players, the game can be played, but an out must be taken in the lineup where the 9th batter would bat. Any game starting with less than (8) players will be considered a forfeit. Any game that requires a team to pick-up a player from another team will be considered a forfeit. (This is a local rule.)
  - v. Between pitches if the ball is not put into play, the coach must remain within the pitching circle.
  - w. Defensive players must wear an approved face mask.

#### E. 8U Softball All-Stars

- a. All Star Player selection process: Each team manager will be given a list of all eligible players in the League for consideration. The All-Star team will consist of 12 players. The All-Star team will be selected by all managers one (1) vote per team. This will be done by secret ballot. The manager of the All-Star team may choose one (1) additional player to complete the maximum of 13 players per team, provided the player had at least one vote.
- b. All-Star Manager selection process: Managers interested in managing an all-star team will submit their name for consideration to the CYL president. The candidate should include their reasons why they want to be an all-star manager and include their strengths, experience and any all-star history they may have. The President will select an all-star committee to assist with the all-star manager selection. Members of the committee will consist of the League VP and others selected from the officers and executive council members. After consulting with members of the committee the CYL President will name the all-star manager. The All-Star Manager will then select the coaches with the coaches with the approval of the CYL President. These coaches should come from the League in which they will represent.

## Article XVIII Specific Rules Applicable to Girls Softball 10 & Under

### A. Playing Field Dimensions

Bases:	60'
Pitching Rubber:	35'
Circle at Pitching Rubber:	8' Radius
Batter's Box:	7' x 3' (when used)

### B. Managers and Coaches

- a. There will be no coaches or managers under the age of 18.
- b. Each team will have one manager, two coaches and one scorekeeper, in the dugout during the games.
- c. Two base coaches are allowed on the field, one at 1st and one at 3rd.
- d. No defensive manager or coach is allowed past the marked off open end of the dugout during a game unless a time out is called or in case of an injury.

### C. Playing Rules

- a. Players may steal when the ball reaches home plate with player pitching.
- b. Batter may not advance to first base on a dropped third strike. The ball is not dead - Base runners MAY advance at their own risk.
- c. Teams may play ten (10) fielders defensively with four outfielders in the same radius. A team has the option of choosing to turn in a lineup card to the home plate official with nine (9) to thirteen (13) players in the batting order with all players listed. As long as a player is on the lineup card then the coach can play that person on defense at any time, unless it is in violation of the pitching rules. If a player is a substitute, then she is governed by the rule book that applies. If a player is unable to complete her turn at bat except for a noticeable injury or sickness, then an out will be called in the continuous lineup. This decision will solely be the decision of the officiating crew.
- d. Six (6) innings will constitute a complete game unless one team is ahead by twelve (12) runs after three (3) innings or ten (10) runs after four (4) innings.
- e. Six (6) innings is the maximum number of innings, unless time permits an extra inning to start if the game is tied.
- f. Time Limit will be 90 minutes. No new inning will start after 85 minutes of play. Once a inning has started the 90 minute time limit will not end the game, the game will continue to be played until the inning is complete unless the home team is winning. The game will then be considered a complete/regulation game.
- g. Batter cannot be walked in this program.
- h. Batter may bunt with player pitching but cannot bunt with coach pitching. Any attempted bunt is a strike on the batter.

- i. Base runners are not allowed to steal home at any time.
- j. Base runners are not allowed to steal with coach pitching. Base runners may steal per NFHS rules with 10U girl pitching.
- k. Base runners are allowed to only steal / advance one base at a time per pitch with player pitching. Base runners may advance as many bases as possible on a base hit.
- l. The pitcher player will pitch to the batter until the batter becomes a runner, is called out on strikes, is put out by a play or receives ball four (4) as called by the plate official. Upon the batter receiving ball four (4), offensive coach will enter to pitch to the batter. If the batter has four (4) balls and no strikes count, the coach will only have three (3) pitches. If the batter has four (4) balls and one (1) strike count, the coach will only have two (2) pitches. If the batter has four (4) balls and two (2) strikes, the coach will only have one (1) pitch. If after the above has been completed and the batter is still at home plate, she shall be called out.
- m. An eight (8) foot radius circle is to be drawn around pitching plate. Defensive pitcher, with both feet in the circle, must remain inside, even or behind the pitching plate, until the batter contacts the ball.
- n. The coach who is pitching must stay in contact with the pitching rubber until the ball is released. Once the coach releases the ball, he/ she cannot be involved with coaching until time is called as there are base coaches to direct runners. The coach may not deceive defensive players to get the ball thrown before time is called. Penalty: The ball is dead, the batter is declared out and all runners are returned to the base occupied before the pitch, with the lead runner also declared out. The adult, who is pitching, should only communicate with the batter before the ball is put in play.
- o. On the third strike or last pitch the batter may remain at bat if the ball is ruled a foul.
- p. A player missing a base or leaving a base too soon will result in a delayed dead ball call by the umpire and will be ruled on when all playing action is over. There are no appeals from the defense in the 10U program.
- q. In the 10U program the pitching rules will follow the NFHS Softball rule book. With the coach pitching there will be no illegal pitch called.
- r. This program will use an eleven (11) inch softball.
- s. The infield fly rule is in effect.
- t. No metal cleats allowed.
- u. A player hit by a pitch will be awarded first base when the player is pitching on the defensive team but is not awarded first base when the coach is pitching.
- v. When possible, the adult coach who is pitching MUST leave the field, either from the first or third base line, when the batted ball is put into play.
- w. Teams will be allowed 3 coaches and 1 scorekeeper in the dugout.

#### D. 10U Softball All-Stars



- a. All Star Player selection process: Each team manager will be given a list of all eligible players in the League for consideration. The All-Star team will consist of 12 players. The All-Star team will be selected by all managers one (1) vote per team. This will be done by secret ballot. The manager of the All-Star team may choose one (1) additional player to complete the maximum of 13 players per team, provided the player had at least one vote.
- b. All-Star Manager selection process: Managers interested in managing an all-star team will submit their name for consideration to the CYL president. The candidate should include their reasons why they want to be an all-star manager and include their strengths, experience and any all-star history they may have. The President will select an all-star committee to assist with the all-star manager selection. Members of the committee will consist of the League VP and others selected from the officers and executive council members. After consulting with members of the committee the CYL President will name the all-star manager. The All-Star Manager will then select the coaches with the approval of the CYL President. These coaches should come from the League in which they will represent.

## **Article XIX Specific Rules Applicable to Girls Softball 12 & Under**

### **A. Playing Field Dimensions**

Bases:	60'
Pitching Rubber:	40'
Circle at Pitching Rubber:	8' Radius
Batter's Box:	7' x 3' (when used)

### **B. Managers and Coaches**

- a. There will be no coaches or managers under the age of 18.
- b. Each team will have one manager, two coaches and one scorekeeper, in the dugout during the games.
- c. Two base coaches are allowed on the field, one at 1st and one at 3rd.
- d. No defensive manager or coach is allowed past the marked off open end of the dugout during a game unless a time out is called or in case of an injury.

### **C. Playing Rules**

- a. Players may steal when the ball leaves the pitchers hand per the NFHS Softball rule book.
- b. Batter MAY advance to first base on a dropped third strike per the NFHS Softball rule book. The ball is not dead - Base runner MAY advance at their own risk.
- c. Teams will play nine (9) fielders defensively but may bat thirteen (13) players. The thirteen (13) batters must be on the original lineup card given to the plate official.



- d. Six (6) innings will constitute a complete game unless one team is ahead twelve (12) runs after three (3) innings or ten (10) runs after four (4) innings. The losing team must have an equal number of at bats.
- e. Six (6) innings is the maximum number of innings, unless time permits an extra inning to start if the game is tied.
- f. Time Limit will be 90 minutes. No new inning will start after 85 minutes of play. Once the inning has started the 90-minute time limit will not end the game, the game will continue to be played until the inning is complete unless the home team is winning. The game will then be considered a complete/regulation game.
- g. This program will use a twelve (12) inch softball.
- h. In the 12U program the pitching rules will follow the NFHS Softball rule.
- i. The infield fly rule is in effect.
- j. A player missing a base or leaving too soon will result in a delayed dead ball call by the umpire and will be ruled out when all playing action is over. There are no appeals from the defense in the 12U program.
- k. No metal cleats are allowed.

**D. 12U Softball All-Stars**

- a. All Star Player selection process: Each team manager will be given a list of all eligible players in the League for consideration. The All-Star team will consist of 12 players. The All-Star team will be selected by all managers one (1) vote per team. This will be done by secret ballot. The manager of the All-Star team may choose one (1) additional player to complete the maximum of 13 players per team, provided the player had at least one vote.
- b. All-Star Manager selection process: Managers interested in managing an all-star team will submit their name for consideration to the CYL president. The candidate should include their reasons why they want to be an all-star manager and include their strengths, experience, and any all-star history they may have. The President will select an all-star committee to assist with the all-star manager selection. Members of the committee will consist of the League VP and others selected from the officers and executive council members. After consulting with members of the committee the CYL President will name the all-star manager. The All-Star Manager will then select the coaches with the approval of the CYL President. These coaches should come from the League in which they will represent.

**Article XX Specific Rules Applicable to Girls Softball 12 & Under League - Local Rules**

**A. Playing Field Dimensions**

Bases:	60'
Pitching Rubber:	35' (for 9 & 10 year olds), 40' (for 11 & 12 year olds)
Circle at Pitching Rubber:	8' Radius
Batter's Box:	7' x 3' (when used)

## B. Managers and Coaches

- a. There will be no coaches or managers under the age of 18.
- b. Each team will have one manager, two coaches and one scorekeeper, in the dugout during the games.
- c. Two base coaches are allowed on the field, one at 1st and one at 3rd.
- d. No defensive manager or coach is allowed past the marked off open end of the dugout during a game unless a time out is called or in case of an injury.

## C. Playing Rules

- a. Players may steal when the ball reaches home plate with player pitching.
- b. Batter may not advance to first base on a dropped third strike. The ball is not dead - Base runners MAY advance at their own risk.
- c. Teams may play ten (10) fielders defensively with four outfielders in the same radius. A team has the option of choosing to turn in a lineup card to the home plate official with nine (9) to thirteen (13) players in the batting order with all players listed. As long as a player is on the lineup card then the coach can play that person on defense at any time, unless it is in violation of the pitching rules. If a player is a substitute, then she is governed by the rule book that applies. If a player is unable to complete her turn at bat except for a noticeable injury or sickness, then an out will be called in the continuous lineup. This decision will solely be the decision of the officiating crew.
- d. Six (6) innings will constitute a complete game unless one team is ahead by twelve (12) runs after three (3) innings or ten (10) runs after four (4) innings.
- e. Six (6) innings is the maximum number of innings, unless time permits an extra inning to start if the game is tied.
- f. Time Limit will be 90 minutes. No new inning will start after 85 minutes of play. Once a inning has started the 90 minute time limit will not end the game, the game will continue to be played until the inning is complete unless the home team is winning. The game will then be considered a complete/regulation game.
- g. Batters can be walked in this league.
- h. Batters may bunt.
- i. Base runners are not allowed to steal home at any time.
- j. Base runners are allowed to only steal / advance one base at a time per pitch. Base runners may advance as many bases as possible on a base hit.
- k. The pitcher player will pitch to the batter until the batter becomes a runner, is called out on strikes, is put out by a play or receives ball four (4) as called by the plate official.
- l. An eight (8) foot radius circle is to be drawn around pitching plate.
- m. On the third strike or last pitch the batter may remain at bat if the ball is ruled a foul.
- n. A player missing a base or leaving a base too soon will result in a delayed dead ball call by the umpire and will be ruled on when all playing action is over. There are no appeals from the defense in this program.

- o. Pitching rules will follow the NFHS Softball rule book.
- p. This program will use an eleven (11) inch softball when a 9- or 10-year-old is pitching. When a 11- or 12-year-old is pitching, a (12) inch softball will be used.
- q. The infield fly rule is in effect.
- r. No metal cleats allowed.
- s. A player hit by a pitch will be awarded first base.
- t. Teams will be allowed 3 coaches and 1 scorekeeper in the dugout.

## **Article XXI Specific Rules Applicable to Girls Softball 16 & Under**

### **A. Playing Field Dimensions**

Bases:	60'
Pitching Rubber:	43'
Circle at Pitching Rubber:	8' Radius
Batter's Box:	7' x 3'

### **B. Managers and Coaches**

- a. There will be no coaches or managers under the age of 18.
- b. Each team will have one manager, two coaches and one scorekeeper, in the dugout during the games.
- c. Two base coaches are allowed on the field, one at 1st and one at 3rd.
- d. No defensive manager or coach is allowed past the marked off open end of the dugout during a game unless a time out is called or in case of an injury.

### **C. Playing Rules**

- a. Players may steal when the ball leaves the pitchers hand per the NFHS Softball rule book.
- b. Batter MAY advance to first base on a dropped third strike per the NFHS Softball rule book.
- c. Teams will play nine (9) fielders defensively but may bat thirteen (13) players. The thirteen (13) batters must be on the original lineup card given to the plate official.
- d. Seven (7) innings will constitute a complete game, unless one team is ahead by fifteen (15) runs after three (3) innings, twelve (12) runs after four (4) innings or ten (10) runs after five (5) innings. The losing team must have equal number of at bats.
- e. Seven (7) innings is the maximum number of innings, unless time permits an extra inning to start if the game is tied.
- f. Time Limit will be 100 minutes. No new inning will start after 90 minutes of play. Once the inning has started the 100-minute time limit will not end the game, the game will continue to be played until the inning is complete unless the home team is winning. The game will then be considered a complete/regulation game.

- g. A player missing a base or leaving early is an appeal play by defense and must be properly appealed to the proper official per the NFHS Softball rule book.
- h. This program will use a twelve (12) inch softball.
- i. Metal cleats are allowed in 16U.

#### D. 16U Softball All-Stars

- a. All-Star player selection process: Each team manager will be give a list of all eligible players in the league for consideration. The all-star team will be selected by all Managers, one (1) vote for each team. This vote will be done by secret ballot. The all-star team will consist of 12 members for the 16U All-Star Team. In the case of a tie vote, all managers need to revote until there is a majority vote for 12 players. In the case there is still a tie, the All-Star manager decides. If the All-Star manager has not been determined, then the Vice President and President decide. The manager of the All-Star team may choose one (1) additional player to complete the maximum of 13 players per team, provided the player had at least one vote.
- b. All-Star Manager selection process: Managers interested in managing the All-Star team will submit their name to the CYL President for consideration. The candidate should include Their reasons why they want to be an All-Star Manager and include their strengths, experience, and all-star history they may have. The CYL President will select an all-star committee to assist with the all-star manager selection. Members of the committee will consist of the League VP and others selected from CYL officers and members of the executive council. After consulting with members of the committee the CYL President will name the all-star manager. The All-Star Manager will then select the coaches with the approval of the CYL President. These coaches should come from the League in which they will represent.

### **Article XXII Softball Rules for All Age Brackets**

#### A. Playing Rules

- a. Batting helmets with face guards are required for all batters.
- b. The pitcher and catcher may have a courtesy runner at any time. The courtesy runner may be any player not in active line-up. If team has nine (9) or fewer players, the courtesy runner will be the player making the last out and it can only be for the catcher with two (2) outs. The catcher must be the catcher or record.
- c. If a game is called before it becomes a regulation game, it must be played from the exact point of interruption with the same ball and strike count on the batter and the same lineup as near as possible.
- d. No amplified music or artificial noisemakers are allowed to be played or used by players, coaches, and spectators.
- e. Mandatory play rule for ALL ages. Each player listed on the lineup card and is present at the game, must have at least one (1) at bat and three (3) defensive outs in the field.

- Penalty: Forfeit, unless game is shortened by the run rule. Once the mandatory play rule is met, if a player is injured or sick and there are no available substitutes, the team may use an expended player to assume the position in the lineup. If a team is using a continuous batting order, the player making the last out will assume the position in the lineup. This rule does not apply to ejections.
- f. Three (3) defensive charged timeouts per game and one (1) offensive charged timeout per inning are allowed without the player being removed or replaced. An injury timeout for an injured player does not count as a defensive or offensive timeout.
  - g. Headfirst slides are allowed in all age divisions.
  - h. If a player throws a bat, the team will receive a warning. On the second offense, the ball is declared dead, the batter is out, and all the runners are returned to the previous base.
  - i. Tar Heel Leagues, Inc. recognizes and utilizes USA Softball's certification process. For a bat to be legal for use in a Tar Heel League's Inc. sanctioned contest, it must be marked with the ASA 2000, 2004, or the USA Softball All-Games Certification Mark. All bats that are approved by USA Softball, formerly ASA, for use in fast pitch play shall bear one of these markings. Additionally, any bat with one of these certification marks must not appear on the list of the USA Softball Non-Approved Bats with Certification Marks list. This list was created to alert players and coaches that a bat that was once approved for use has now been deemed no longer approved for use.
    - i. NON-Approved Bat List with Certification marks:  
<https://usa.asasoftball.com/e/BB1P2000.asp>

### **Article XXIII Umpires**

- A. The CYL Secretary in coordination with the League VP will be responsible for scheduling Umpires.
- B. The Umpire will be expected to adhere to the CYL Code of Conduct.