

High School Rules for CIF – SF Section (AAA)

<i>School</i>	<i>Game Time</i>	<i>Grace Period</i>	<i>Time Limit</i>	<i>Mercy Rule</i>	<i>* Notes...</i>
<i>High School</i>	<i>3:30 p.m.</i>	<i>N/A (call Assignor)</i>	<i>2 hours *See Notes...</i>	<i>15 runs after 3 10 runs after 5</i>	<p><i>If the game is tied after 2 hours, the 2 teams shall play an extra inning to break the tie. If the game is still tied at the end of the extra inning; the game shall end a tie. The tiebreaker procedure of Rule 4, Section 2, Article 6 shall <u>NOT</u> be used.</i></p> <p><i>Must report the following to the Assignor (Anna) after each game:</i></p> <ol style="list-style-type: none"> <i>1) Game start time</i> <i>2) Game end time</i> <i>3) # of innings played</i>

Additional Notes

Adult Base Coaches must wear a protective helmet. Play will not continue until compliance with this rule is met. It is recommended that the helmet meet NOCSE standards.

Hats and visors are optional for defensive players. NO bandanas are allowed!

Each team must furnish a “new” unused ball for each game and have their own catcher’s helmet. Home team will be responsible to supply the third ball and the visitors the fourth ball, if necessary.

All teams must be in full uniform.

Each coach is to bring a set of bases.

THE OFFICIAL RULES BOOK IS THE CURRENT YEAR’S NFHS SOFTBALL RULE BOOK.