

COLUMBIA FALLS YOUTH SOFTBALL ASSOCIATION

LOCAL RULES

These rules shall be the basis for which the CFYSA's program shall organize and run for the current year. These rules shall not conflict with the Articles, Bylaws, or State Law. The current edition of the USA Softball Rulebook shall be used in all other instances. These "Local Rules" shall be an attachment to CFYSA's Articles, Bylaws, and Policies in the Policies Section I.

A. LEAGUE RULES PERTAINING TO ALL DIVISIONS

1. **Field Access:** Access to the fields for practices &/or games for your team cannot begin before 5:30 pm. (Unless permission is granted by the high school coach &/or athletic director.) Any violation of this will immediately result in the CANCELLATION of your team's permission to use the fields, due to the rules and regulations placed on our organization by School District #6.
2. **Practices:** Will be scheduled before the coaches meeting. Schedule will be tentative--weather dependent and in cooperation with CFHS schedule.
3. **Game Readiness:** Teams must be ready to play at the appointed time (this means all line-ups are complete & exchanged and both teams are in their dugouts). Games may be delayed up to 10 minutes before a forfeit is declared, however the time limit shall apply as if the game had started on time.
4. **Dugout & Field Rule:** The only adults allowed in the dugouts are those who are coaches or team parent helpers who have passed a background check. No children except the rostered players to your team &/or pick-up players may be in the dugout during game play. Players must remain in the dugout &/or field at all times during the game.
5. **Field Prep & Equipment:** Each team will be responsible for getting the equipment to the field. Both teams will prep the fields, including chalking the fields and raking around the bases to fill in holes. All teams must clean out their dugout prior to exiting the field. The final game of the evening, both teams will be responsible to put the bases away, rake the fields, and haul full garbage bags to the dumpsters. Also, to make sure the equipment shed is locked and secure.
6. **Helmets:** All offensive players shall have helmets on, AT ALL TIMES, when on the field. This applies to all practices & games. Helmets are also required in the batting cages.
7. **Bats:** Only USA Softball certified fastpitch softball bats are allowed.
8. Batters will be called out for throwing the bat after they've been warned once by the umpire. **COACHES, PLEASE EMPHASIZE TO YOUR PLAYERS THAT A THROWN BAT IS VERY DANGEROUS!**
9. **Team Definition:** A team must consist of at least 8 players to play a game. A team may pick up a maximum of 4 players to make 9. Pickup players must be from another CFYSA team of an equal or lesser aged division. They must be placed at the bottom of the batting order and played in the outfield. When playing with 9 players with 4 pickup players, the 4th player has to play 3rd base.
10. **Late Player Rule:** If a regular team player arrives late and the first batter has not batted twice, then she must be substituted in. If the player causes the roster to exceed 9 players, then one pickup player must be discarded, starting from the last rostered pickup player position as regular players show up. After the first batter takes a pitch, for the first time in the 2nd inning, the batting roster is frozen and cannot be altered.

11. **Rocket Batting:** Every player will be in the batting lineup for the entire game.
12. **Facemasks:** All infield players must wear a facemask.
13. **Catchers:** Will wear full gear and be ready to take the field before the end of the inning.
14. **Injured Player:** Due to an injury to a player, not able to return to the game, they will be skipped in the lineup, but not as an out. If the player then returns to the game, but not at the time the player is up to bat, then the team will be charged an out.
15. **Playing time:** Each player will play a minimum of one inning of defense (3 outs) and remain in the batting lineup the entire game, including tournament day. There will be free substitutions.
16. **Weather:** Rained out games are determined by the league scheduler prior to game start time or umpire after the game has started. Coaches will be notified & a post will be made on our website and Facebook page, regarding cancellations, by 4:30pm.
17. **Age for Division Placement:** Players will play in their own age bracket as determined by their age. All requests to play up a division will be considered at assessment on a case by case basis by CFYSA's Board.
18. Sorry NO special requests for coaches, same team as a friend, or for carpooling. Exception only for 6U, 8U, & 10U, if family members need to be together.
19. The CFHS Fields do not allow any tobacco, alcohol, animals (even on a leash), and no motorized vehicles (authorized vehicles only).

B. 6U DIVISION HIGHLIGHT RULES

1. Program Specifics: This division will operate with a camp-like feel. Players will participate in a program that focuses on fundamental skill sets--throwing, catching, fielding, batting, base running, etc.
2. 6U will use the softflex ball.
3. Depending on the number of players, the program will run for 1 hour of fundamentals and about 30 minutes of a game feel--splitting players into two groups, one on the field one at bat.
 - a. Everyone bats either by coach pitch or off of a tee
 - i. Each player shall receive 4 pitched balls from a coach. The player playing the pitcher's position will stand a safe distance to the side and behind the pitching coach. Said player can charge in after the ball is hit. If the batter is not able to hit off the first 4 pitched balls, then the tee is set up for the batter. NO EXCEPTIONS!
 - b. Players in the field will attempt to make the appropriate fundamental play.
 - c. We will change offense to defense after each member has had a chance to bat

C. 8U DIVISION HIGHLIGHT RULES

1. **Game Specifics:** Each game will be limited to no new inning after 1 hour 20 minutes. For regular season games, ties shall stand and count as a tie. We shall strive to play regulation games when possible for all divisions. When a new inning is started before the 1 hour 20 minute time limit, the inning will be finished in its entirety. Exceptions can be enforced by umpire due to safety (i.e. weather, darkness, etc.). In the opinion of the umpire, but in no case later than 10 minutes before the 1 hour 20 minute time limit to begin the inning, the umpire will inform both coaches, before the inning begins, that it will be the last inning.

2. **Pitching:** There will be 5 warm up pitches allotted per inning. Each player can only pitch 2 innings per game during the regular season. There shall be no pitching restrictions in the 4th inning. There shall be no pitching restrictions during the end of season tournament. Each player shall receive 4 pitched balls from the pitcher. In the event the batter does not hit and attempts to advance to a base after four (4) pitched balls from the pitcher, the offensive coach will pitch to batter with the defensive player standing near the pitcher's rubber. Batter's will get three (3) strikes from the coach pitcher while maintaining their strike count from the player pitcher toward their 3 (3) strikes. Coach must deliver a flat pitch. There will be no walks however or hit by pitch when a Coach is pitching. There will be no bunting when a Coach is pitching. There will be no stealing when a Coach is pitching. The batter must hit or strike out.
3. **Play time & Positions:** Nine defense positions will be filled, extra players will be on the bench. Coaches will rotate defensive substitutions to make sure that each player gets a minimum of 3 outs on defense. Each team will utilize the Rocket Batting for offense. Outfielders will stay behind the baseline in the grass area and infielders will stand just behind the baseline marked on the field when a ball is being pitched, with an emphasis to learn each position. Each player may only play a single position once during every game with the exception of the pitcher and catcher position. Rotate the girls to new positions each inning.
4. **Field Specifics:** The distance between bases is 60 feet. The distance from home to the pitcher's rubber is 32 feet.
5. **Batting:** Each inning offensive players will bat until three outs have been made. Again, the Rocket Batting rule will be utilized. Each team is only allowed to score 5 runs in an inning or 3 outs, whichever occurs first. The umpire will address this at the plate meeting with coaches & captains and will enforce it during play.
6. **The Mercy Rule:** will be enforced - 15 runs after 3rd inning, 12 runs after 4th inning, and 10 runs after 5th inning. (Can continue the game if all parties--coaches and umpire--agree and time is still available. Play until drop dead time).
7. **Infield Fly Rule:** Will be enforced.
8. **Substitutions:** Free and unlimited. A substituted player for a runner will be filled by the last person out or in the case of no outs, the last person of the batting order for that inning.
9. **Scorebook:** The Home Team will provide the scorekeeper and this will be the official book. The Visitors and Home Scorekeeper should compare books at least once an inning. Coaches and umpires will sign the final scorecard of the game.
10. **Stealing Bases:** Runner may steal a base once the ball has left the pitcher's hand. Runners may steal all bases, except home. Also, they can only steal one base per play.
11. **Sliding Safety:** An umpire may call a runner out for not sliding when the offensive team is trying to make a play on the base the runner is trying to occupy. This is a HUGE safety issue, we do NOT want to see full body collisions!
12. **Look Back Rule:** Will be enforced. When a pitcher has control of the ball inside the pitcher's circle and does not attempt to make a play on any runner, then all runners who are on base must stay on the base.
13. An 11" softer ball will be used.
14. There will be only one base on an overthrow, live or dead ball.

D. 10U DIVISION HIGHLIGHTED RULES

1. **Game Specifics:** Each game will be limited to no new inning after 1 hour 20 minutes. For regular season games, ties shall stand and count as a tie. We shall strive to play regulation games when possible for all divisions. When a new inning is started before the 1 hour 20 minute time limit, the inning will be finished in its entirety. Exceptions can be enforced by umpire due to safety (i.e. weather, darkness, etc.). In the opinion of the umpire, but in no case later than 10 minutes before the 1 hour 20 minute time limit to being the inning, the umpire will inform both coaches, before the inning begins, that it will be the last inning.
2. **Pitching:** There will be 5 warm up pitches allotted per inning. Each player can only pitch 2 innings per game during the regular season. There shall be no pitching restrictions in the 4th inning. There shall be no pitching restrictions during the end of season tournament.
3. **Field Specifics:** The distance between bases is 60 feet. The distance from home to pitcher's rubber 35 feet.
4. **Batting:** Each team is only allowed to score 5 runs in an inning or 3 outs, whichever occurs first. The umpire will address this at the plate meeting with coaches & captains and will enforce it during play. There will be an open run inning, with no limit to the number of runs that can be scored in the 4th inning.
5. **The Mercy Rule:** Will be enforced - 15 runs after 3rd inning, 12 runs after 4th inning, and 10 runs after 5th inning. (Can continue the game if all parties--coaches and umpire--agree and time is still available. Play until drop dead time).
6. **Infield Fly Rule:** Will be enforced.
7. **Substitutions:** Free and unlimited. A substituted player for a runner will be filled by the last person out or in the case of no outs, the last person of the batting order for that inning.
8. **Scorebook:** The Home Team will provide the scorekeeper and this will be the official book. The Visitors and Home Scorekeeper should compare books at least once an inning. Coaches and umpires will sign the final scorecard of the game.
9. **Tournament Seating:** Winner of tied games for tournament seating, will be determined in the following order: (1) win-loss record between those tied teams, (2) fewest runs allowed between the tied teams in regular season games, (3) if an odd number of games were in regular season between the tied teams, then the team with the fewest games will dictate the number of games to calculate the runs, omitting games from the end of season backward, (4) if a tie still exists, then a single coin toss will make the determination.
10. **Stealing Bases:** Runner may steal a base once the ball has left the pitcher's hand. Runners may steal all bases. They can only steal one base per play.
11. **Sliding Safety:** An umpire may call a runner out for not sliding when the offensive team is trying to make a play on the base the runner is trying to occupy. This is a HUGE safety issue, we do NOT want to see full body collisions!
12. **Drop 3rd Strike:** Batter can steal 1st base if the catcher drops the 3rd strike.
13. **Walked Run:** Pitcher can walk a batter home.
14. **Look Back Rule:** Will be enforced. When a pitcher has control of the ball inside the pitcher's circle and does not attempt to make a play on any runner, then all runners who are on base must stay on the base.

E. 12U DIVISION HIGHLIGHTED RULES

1. **Game Specifics:** Each game will be limited to no new inning after 1 hour 20 minutes. For regular season games, ties shall stand and count as a tie. We shall strive to play regulation games when possible for all divisions. When a new inning is started before the 1 hour 20 minute time limit, the inning will be finished in its entirety. Exceptions can be enforced by umpire due to safety (i.e. weather, darkness, etc.) In the opinion of the umpire, but in no case later than 10 minutes before the 1 hour 20 minute time limit to begin the inning, the umpire will inform both coaches, before the inning begins, that it will be the last inning.
2. **Pitching:** There will be 5 warm up pitches allotted per inning. Each player can only pitch 3 innings per game during the regular season. There shall be no pitching restrictions in the 5th inning. There shall be no pitching restrictions during the end of season tournament.
3. **Field Specifics:** The distance between bases is 60 feet. The distance from home to pitcher's rubber is 40 feet.
4. **Batting:** Each team is only allowed to score 5 runs in an inning or 3 outs, whichever occurs first. The umpire will address this at the plate meeting with coaches & captains and will enforce it during play. There will be an open run inning, with no limit to the number of runs that can be scored in the 5th inning.
5. **The Mercy Rule:** Will be enforced - 15 runs after 3rd inning, 12 runs after 4th inning, and 10 runs after 5th inning. (Can continue the game if all parties--coaches and umpire--agree and time is still available. Play until drop dead time).
6. **Infield Fly Rule:** Will be enforced.
7. **Substitutions:** Free and unlimited. A substituted player for a runner will be filled by the last person out or in the case of no outs, the last person of the batting order for that inning.
8. **Scorebook:** The Home Team will provide the scorekeeper and this will be the official book. The Visitors and Home Scorekeeper should compare books at least once an inning. Coaches and umpires will sign the final scorecard of the game.
9. **Tournament Seating:** Winner of tied games for tournament seating, will be determined in the following order: (1) win-loss record between those tied teams, (2) fewest runs allowed between the tied teams in regular season games, (3) if an odd number of games were in regular season between the tied teams, then the team with the fewest games will dictate the number of games to calculate the runs, omitting games from the end of season backward, (4) if a tie still exists, then a single coin toss will make the determination.
10. **Stealing Bases:** Runner may steal a base once the ball has left the pitcher's hand. Runners may steal all bases, including home.
11. **Sliding Safety:** An umpire may call a runner out for not sliding when the offensive team is trying to make a play on the base the runner is trying to occupy. This is a HUGE safety issue, we do NOT want to see full body collisions!
12. **Drop 3rd Strike:** Batter can steal 1st base if the catcher drops the 3rd strike.
13. **Walked Run:** Pitchers can walk a batter home.
14. **Look Back Rule:** Will be enforced. When a pitcher has control of the ball inside the pitcher's circle and does not attempt to make a play on any runner, then all runners who are on base must stay on the base.

14U DIVISION HIGHLIGHTED RULES

1. **Game Specifics:** Each game will be limited to no new inning after 1 hour 20 minutes. For regular season games, ties shall stand and count as a tie. We shall strive to play regulation games when possible for all divisions; while allowing a minimum of 10 games. When a new inning is started before the 1 hour 20 minute time limit, the inning will be finished in its entirety. Exceptions can be enforced by umpire due to safety (i.e. weather, darkness, etc.) In the opinion of the umpire, but in no case later than 10 minutes before the 1 hour 20 minute time limit to begin the inning, the umpire will inform both coaches, before the inning begins, that it will be the last inning.
2. **Pitching:** There will be 5 warm up pitches allotted per inning. Each player can only pitch 4 innings per game during the regular season. There shall be no pitching restrictions in the 6th inning. There shall be no pitching restrictions during the end of season tournament.
3. **Field Specifics:** The distance between bases is 60 feet. The distance from home to pitcher's rubber 43 feet.
4. **Batting:** Each team is only allowed to score 5 runs in an inning or 3 outs, whichever occurs first. The umpire will address this at the plate meeting with coaches & captains and will enforce it during play. There will be an open run inning, with no limit to the number of runs that can be scored in the 6th inning.
5. **The Mercy Rule:** Will be enforced - 15 runs after 3rd inning, 12 runs after 4th inning, and 10 runs after 5th inning. (Can continue the game if all parties--coaches and umpire--agree and time is still available. Play until drop dead time).
6. **Infield Fly Rule:** Will be enforced.
7. **Substitutions:** Free and unlimited. A substituted player for a runner will be filled by the last person out or in the case of no outs, the last person of the batting order for that inning.
8. **Scorebook:** The Home Team will provide the scorekeeper and this will be the official book. The Visitors and Home Scorekeeper should compare books at least once an inning. Coaches and umpires will sign the final scorecard of the game.
9. **Tournament Seating:** Winner of tied games for tournament seating, will be determined in the following order: (1) win-loss record between those tied teams, (2) fewest runs allowed between the tied teams in regular season games, (3) if an odd number of games were in regular season between the tied teams, then the team with the fewest games will dictate the number of games to calculate the runs, omitting games from the end of season backward, (4) if a tie still exists, then a single coin toss will make the determination.
10. **Stealing Bases:** Runner may steal a base once the ball has left the pitcher's hand. Runners may steal all bases, including home.
11. **Sliding Safety:** An umpire may call a runner out for not sliding when the offensive team is trying to make a play on the base the runner is trying to occupy. This is a HUGE safety issue, we do NOT want to see full body collisions!
12. **Drop 3rd Strike:** Batter can steal 1st base if the catcher drops the 3rd strike.
13. **Walked Run:** Pitchers can walk a batter home.
14. **Look Back Rule:** Will be enforced. When a pitcher has control of the ball inside the pitcher's circle and does not attempt to make a play on any runner, then all runners who are on base must stay on the base.