

**Cary Youth Softball
Majors League (13-16 year olds)
Rules
2010 Season**

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Official Illinois High School Association Fast Pitch Softball playing rules shall apply, subject to the following exceptions and/or clarifications:

SECTION 1: FIELD

- Field Dimensions:**
 - Pitching Distance.....43 feet
 - Base Distance.....60 feet
- Safety Bases:** Shall be used at first base. Base runners must use the orange base, and the defender must use the white base when a play is being made on the batter-runner. If the runner touches the white base, she may be called out. Once the runner reaches 1st base, the runner must then use the white base. An exception to this rule may apply on any put out attempt from the foul side of first base, on an errant throw pulling the defensive player off the base into foul ground, or in order to avoid a potential collision. In this case, the baseman may use the safety base to make the put out, instead of the white base. This only applies when the out attempt is being made from the foul side.
- Home Team:** The home team shall occupy the third base dugout, and shall be responsible for maintaining the scoreboard, and retrieving and returning the bases and scoreboard numbers to the equipment building after the final game of the day. The home team shall keep the official score of the game and update the scoreboard after each inning. The manager of the home team is responsible for reporting the final score to the league after each game.
- Visiting Team:** The visiting team's scorekeeper shall be responsible for confirming the game score with the home team scorekeeper if the totals posted on the scoreboard appear incorrect. Confirmation must be done within the next half inning.

SECTION 2: UNIFORMS and EQUIPMENT/GEAR

- Uniforms:** League provided jerseys and shorts shall be worn by all players, except in instances of cold or inclement weather. Shirts must be tucked in or tied back at all times.
- Hats/Visors:** Must be worn by all players, at all times. Long hair should be pulled back.
- Sliding Pads:** Required for all batters and base runners.
- Shoes:** Rubber cleats are strongly suggested. Metal spikes are not permitted.
- Jewelry:** No jewelry shall be worn on the playing field. New pierced earrings must be removed. Taping of studs is not permitted. Medical Alerts are allowed but must be taped down and left visible.
- Helmets:** All batting helmets must be equipped with face masks.
- Bats/Balls:** Only official softball bats may be used. A 12-inch leather softball, IHSA Standard, shall be used.
- Catchers:** Catchers must wear appropriate protective gear during games and warm-ups. This shall include a suitable mitt, shoes, helmet, mask, chest protector and shin guards.
- Undergarments:** All additional clothing worn with the standard uniform (shirts, shorts, pants, etc...) must be solid in color per IHSA rules.
- Face Masks:** Approved protective face masks may be worn by infield players at the player's discretion and are not required by the league at this time.

SECTION 3: TIME LIMITS, STOPPED-DELAYED-SUSPENDED GAMES, and CANCELLATIONS

1. **Time Limits:** All games shall be played through the 7th inning during the week or on a weekend as long as the game does not exceed a two hour time limit. No new inning shall start after one hour and 45 minutes. By definition, a new inning begins immediately after the third out of the previous inning. If the game ends in a tie, it stands as a tie (with each team being awarded .5 pts for standings). Playoff games are the exception to this rule, and may not end in a tie and may exceed time limits set. If a regular season game is halted due to time limits, the final score shall revert back to the score of the last completed inning and the game shall be considered complete. The umpire will note the official start time for each game with the team coaches.
2. **Games Halted Due to Weather:** Shall be considered complete if the team trailing in the score has batted at least 5 complete innings. If a game is halted before a full inning has been completed, the final score shall revert back to the last completed inning. The umpire at his/her discretion can halt games due to weather. However, the game may only be cancelled after consultation with the Director on Duty. Any game not officially completed due to weather shall be considered a tie; however, such game may be rescheduled or continued at a later date at the discretion of the league directors and field space availability. Games scheduled to start while lightning or threatening weather is sighted will be cancelled if the delay due to the activation exceeds 30 minutes past the game's posted starting time. These games shall be rescheduled to be played in their entirety. Games that are in progress shall be suspended during the 30 minute time out. Games may be resumed for delays lasting no more than 30 minutes. Resumed games shall not be played beyond 15 minutes of the original scheduled stop time and shall be completed after the league defined minimum innings for a complete game. For delays lasting greater than 30 minutes, suspended games shall be resumed at a later date per league policy.
3. **Games Halted Due to Darkness:** Shall not be completed at a later date. If a game is halted due to darkness, the final score shall revert back to the score of the last completed inning and the game shall be considered complete.
4. **Lightning:** Threatening weather conditions and/or lightning shall result in the immediate suspension and/or cessation of any field game or practice activity. Due to the lack of lightning safe, enclosed structures, all CYB fields will be cleared of all persons in lightning conditions. All players, spectators, coaches and officials are to move to an area of safety (i.e. house or a motor vehicle). Areas around the concession stands are not considered safe areas. Only CYB staff shall be allowed into the concession stand area or maintenance sheds while lightning is in the area and only when absolutely necessary. Dropping off players by parents or guardians is not permitted until the threatening weather has cleared. The 30 minute rule will be utilized when lightning is sited or thunder is heard. All on-field activity shall be automatically suspended for a minimum of 30 minutes and participants shall seek appropriate shelter as described. On-field activity shall resume only after a 30 minute lightning or thunder free period and when it is reasonably determined that additional threatening weather is not imminent. The 30 minute count shall be restarted after each subsequent lightning or thunder occurrence. League coaches shall follow the established 30 minute rule for practices and shall delay or cancel practices in consideration of the utmost safety of CYB participants.
5. **Length of Game:** A regulation game shall consist of 7 innings. A 10 run slaughter rule will apply after the 5th inning has been completed.
6. **Delayed Games/Suspended Games:** When a game has been suspended by the Umpire or Director on Duty, and play is to be continued at a later time, both coaches, along with the umpire, need to agree on the current status of players and outs before the game is stopped. Play resumes where it left off with the exception of the batters count. The batter will start with a fresh count. The base runners are back in the position where they left off; the out count and score will remain the same.

SECTION 4: PITCHING

1. There are no limitations on how many innings pitchers may pitch in a game. However, coaches are encouraged to continue to develop pitcher depth throughout the season.
2. The number of warm-up pitches thrown between innings will be restricted to a maximum of 5 pitches. A two (2) minute time limit between innings is the general guideline to maintain an efficient pace for the game.
3. A pitcher must have both feet on the pitching rubber when presenting the ball. She may step forward with her delivery, but may not step backwards or to the side of the pitching rubber. She may only present the ball once on each pitch.
4. If a Pitcher hits (2) batters in one inning she shall retire for that inning, but may be permitted to return in later innings to pitch. If a third batter is hit, she will retire from pitching the remainder of the game.

5. **Intentional walks** are not permitted. If, in the opinion of the umpire, a pitcher is intentionally not throwing the ball in or near the strike zone, the umpire may, after a warning to the pitcher and manager, advance each runner one base for each subsequent pitch that is not near the strike zone.
6. Conferences with the pitcher and a coach, where a time out is called during game play, are limited to one per inning. A second conference with the same pitcher during that inning will result in the pitcher being removed from pitching for the remainder of that inning. The pitcher may return to pitch in future innings.
7. **Illegal Pitches** will be called by the umpires after a warning is issued, as defined by IHSA, 6-2. When an umpire calls an illegal pitch, the batter receives a ball in their count and base runners are awarded one base without liability to be put out.

SECTION 5: HITTING/BATTING

1. Bunting is allowed. However, once a player represents that she is going to bunt, she must either attempt to bunt or let that pitch pass; the player may not thereafter attempt to swing on that same pitch, and any such attempt shall result in the player being called out. If a player presents a bunt, they must pull the bat back out of the strike zone in order to let the pitch pass as a ball or it will be called a strike if left in the strike zone regardless of where the ball is placed.
2. All players shall bat in a continuous rotation, including those players who are presently sitting out and not playing a defensive position. Any late additions to the lineup must be announced to the umpire and the other team, and shall be situated at the end of the batting order.
3. Each team is allowed a maximum of five (5) runs per inning. When the fifth run crosses the plate in an inning, the play shall continue until the umpire declares the play to be dead, but only five (5) runs shall be counted for that inning, regardless of the number of outs actually made in the inning. This rule shall be in effect for the first 6 innings; however, there shall be no run limit for the 7th inning or (in the event of extra innings) any innings thereafter. The unlimited run rule only applies to the actual 7th inning and beyond, not the "last" inning called by the umpire because of time demands.
4. Each team may receive one warning from the umpire for throwing a bat. On each additional offense by any player of the team, the umpire shall declare the batter out.
5. **Dropped Third Strike:** When first base is unoccupied, the batter may run on a dropped third strike. The defense must make a traditional put out by either tagging the batter or by throwing to first base. Should an error occur during the attempted put out (overthrow, bobble by catcher, etc.), the batter may only advance to first base. Advancing on a dropped third is not considered a steal.

SECTION 6: FIELDING/DEFENSE

1. The **infield fly rule**, when declared by the umpire, shall apply when a fair fly that can be caught by an infielder with ordinary effort occurs and there are runners on first and second, or all three bases are occupied, and before there are two outs in the inning. The batter is out and the runners must tag up if they choose to advance at their own risk. There is no force for them to advance.
2. The defensive team shall consist of a maximum of 9 players in the field. Six players (including pitcher and catcher) are allowed on the infield. Outfielders may not enter the infield dirt before the ball crosses the plate.
3. For fair playing time, no player shall sit out defensively more than one inning in a row, and no player shall sit out 2 innings in a game until every player has sat out once. Every player should have the opportunity to play every position during the season, but are not mandated to do so.
4. In Cary on M-7, if a ball is hit into the outfield and enters the street in fair territory on a fly or grounder, the ball is called dead and a ground rule double is called by the umpire. Players may not pursue play into the street.

SECTION 7: BASE RUNNING

1. **Leadoffs:** Lead Offs are not allowed. A base runner may only leave a base or attempt to steal once the pitcher releases the pitch. Running with the pitch is not allowed, and a base runner that is caught leaving early may be declared out by the umpire. A runner leading off after the pitch can be played upon by the defense, and may advance to the next open base if played upon (maximum one base). This is considered a stolen base. Base runners that are caught off base are in jeopardy and can be tagged out.

2. **Base Stealing:** A Base runner may steal any base. Runners may not leave the base until the pitcher releases the pitch per IHSA rule. Double steals and stealing home are permitted. A runner may continue to advance on a put-out error (overthrow, dropped ball, etc...) as long as the ball is live and in play. Only one base may be awarded on an overthrow that goes out of play. A base runner may steal off of a walk as long as there is no hesitation by the runner as she rounds first base. Any hesitation will result in the runner returning to first base, and may be tagged out or played upon.
3. **Sliding:** While sliding is not mandatory, it is strongly encouraged. The umpire may call a runner out who does not slide to avoid potential contact with an opposing player or uses unnecessary force when running into an opposing player. If the runner does not slide and makes contact with a defensive player who has possession of the ball, she shall be called out by the umpire. A defensive player may be called for obstruction if she does not have possession of the ball and interferes with the runner's advancement per IHSA rules.
4. **A Pinch Runner** may be substituted for the catcher after two outs. The pinch runner must be the last player who was called out. This is suggested to reduce the time needed between innings to prepare the catcher.
5. **Look Back Rule:** When the pitcher has the ball in control and in the circle (or near the mound area if no circle exists), the pitcher may "look back" any base runner who is not on a base. The runner must then make a decision immediately to advance to the next base or return to the closest base. Failure to do so, or any corresponding taunting, jumping around or the like by the runner shall result in the runner being called out by the umpire.
6. **Base Advancement:** Once a pitcher has control of the ball in the pitcher's circle, a base runner may not attempt to advance an additional base, unless the runner had already began the attempt prior to the pitcher gaining said control. Should the runner attempt to do so in violation of this rule, she shall be considered in jeopardy and may be tagged out. If she reaches her next base safely, she shall be sent back to the preceding base after play has been called dead.
7. **Hit By Pitch:** The batter must make an obvious attempt to avoid being hit by a pitch. If an attempt is not made by the batter to avoid being hit, a base will not be awarded and a ball will be called.
8. **Practice Batters:** Batters who are "on deck" or "in the hole" may only be on the field in a marked, designated area where it is safe to practice swinging a bat during regular play. In Cary, on M-6 & M-7, there is no safe designated area inside the fence at this time.

SECTION 8: FORFEITS and BORROWED PLAYERS

1. Each team must field a minimum of 8 players. If not possible, a forfeit shall be declared. However, should a team field 8 players at the start of a game, and after the game starts, the team is reduced to 7 players due to injury or illness, the game may continue. The 8th spot is skipped for the duration of the game, or until the 8th player resumes her spot in the batting order/game. The 8th spot becomes an automatic out in the lineup as long as it is kept vacant. Players may be borrowed from the opposing team to start a game only upon mutual agreement of both team coaches.
2. **Borrowed Players:**
 - (a) During regular season games only, a team can borrow only enough players to make 9 players for that game with a maximum of (3) three borrowed players. During playoff games, a team can borrow only enough players to make 8 players for that game with a maximum of (3) three borrowed players.
 - (b) Borrowed players must bat at the end of the line up.
 - (c) Borrowed players may play any position except as a pitcher or catcher, and are subject to the same rotation rules. During playoff games, borrowed players may only play outfield positions.
 - (d) Borrowed players may be of any age, and must be from the same league. No travel players are eligible.
 - (e) Players from lower (younger) leagues players cannot play up in CYB.
 - (f) For teams only fielding 8 players, the automatic out rule no longer applies.

SECTION 9: CONDUCT/ UMPIRES, MANAGERS, COACHES and SPECTATORS

1. **Conduct: Umpiring decisions are final, and arguments shall not be tolerated. Managers, coaches, players and spectators are not permitted to abuse or hassle an umpire in any manner, and shall respect the umpires and conduct themselves in a sportsmanlike manner under all circumstances. The umpire and/or any CYB director has the authority to require any manager, coach, player or spectator to leave the premises if the letter or spirit of this rule has been violated. Any such violations shall be reported to the league, and**

may subject the violator to further disciplinary action by the CYB Board of Directors. The Manager of each team is responsible for the conduct of their coaching staff, players and fans.

2. **If the manager wishes to question a call when the play is completed, only the manager may request time out to calmly discuss the play with the umpire, and for purposes of clarification only. A protest based on a play which involves an umpire's judgment is not permitted.**
3. **Pre-Game Meeting: Ten (10) minutes prior to scheduled game time, the head coaches shall meet with the umpire(s) to discuss the game rules. The official game start time must be noted.**
4. **It is the responsibility of each team's manager to ensure that that dugout is cleaned up after the game, and that the dugout is vacated by the team expeditiously after the game if another game is scheduled to be played immediately thereafter.**
5. **Smoking is not permitted on or near any softball/baseball fields, nor on any school property.**
6. **Coaches, players, and spectators shall not position themselves behind the backstop or the team benches while the game is being played. Special consideration in Cary may be approved by the umpire for persons with physical disabilities or special needs. Coaches are responsible for keeping these areas clear from spectators to prevent game interruptions and umpire/player distractions.**
7. **No dogs are allowed on school property at any time.**
8. **Standings will be recorded during regular season. For playoff seeds, first round bracket positioning will be determined by final regular season standings. In the event of a tie, Head-to-head competition will be used- the higher seed will go to the team that has won the most League contests played against the other team involved in the tie.**
9. **Any contested rule not covered by CYB or is called by Umpire discretion will revert to IHSA rules.**