

Cherokee Youth Softball



Rules & Regulations

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RULES & REGULATIONS

GENERAL LEAGUE INFORMATION

- 1. All games will be played by the softball rules as published by the USA Softball's "Official Rules of Softball".**
Exception: when local CYS rule supplements supersede federation rules.
2. Playing Up- Players may play in an age group (league) above their league age. The player must be the oldest league age in their current age group to do so. For example, a 6-year-old could play up to 8U, an 8-year-old could play up to 10U, a 10-year-old could play up to 12U, etc. (Based on Age Control Date)
3. Playing Down- No player may play below their age group (league), unless medical documents are provided proving it to be necessary.
4. Practice Regulations- No team may conduct more than two practices and / or games within one week without express consent from CRPA. Practice slots will be allotted based on field availability.
5. No 5U or 6U team may conduct a practice longer than 1 hour; No 8U,10U,12U and/or 16U team may conduct a practice of more than 1 ½ hours in length. No practice may go beyond 9 PM on a school night.
6. No disciplinary action should be taken against any player should they miss these activities.
7. Jewelry shall not be worn at any time with the exception of medical identification and emergency tags.
8. On deck batters must remain in their on deck circle or in the dugout until their at bat.
9. A team's win/ loss record will only be kept during the spring season.
10. A single elimination tournament will only conclude the spring season.
11. Tie-breaker Rule will only be used in tournament play.
12. Regular Season Champions will receive awards for first place. Tournament Champions and Tournament Runner-Up will also receive awards.
13. All 6U-12U participants must wear plastic or rubber cleats. The 16U division can wear metal cleats.
14. During games coaches are required to wear similar coaching shirts. CRPA will provide such coaching shirts for each team's coaching staff or they may provide their own in likeness of their team with prior approval from CRPA staff. Coach's dress code will be strictly enforced and should include the proper coaching shirt along with appropriate pants, shorts, shoes, etc. (athletic attire).
NO JEANS ALLOWED. NO EXCEPTIONS!!!
15. No one without approval will be allowed in the dugout or playing area.
16. In the last 3 minutes of any game when the clock is being used, it will be stopped for any timeouts OR unusual stoppages of play as the umpire deems necessary.
17. Each team will be required to provide an official scorekeeper for the book and for the electronic score brain. Home team will provide the scorebook keeper and the visiting team will provide the score brain operator. Those scorekeepers must be ADULTS and must sit in the scorekeeper stand together to ensure accuracy for both teams. Umpires will be responsible for reporting the game results at the conclusion of the day/night and bring the score brain back to the concession area.
18. No Forfeit Rule/ Borrowing Players: A player being pulled up through the Farm System may only be borrowed once during the season. This will also promote opportunities for more players when situations are deemed necessary. See league rules for additional details.
19. Fields Closed- Anyone entering a closed field will be suspended for their next 2 scheduled games. Anyone caught digging on a field at Twin Creeks may be subject to a one game suspension.
- 20. CRPA will rule upon anything not covered in this handbook or other CYS material.**

SEASON STANDINGS

1. Team standings will be determined by win-loss record.
2. In the event of a tie, the following procedures will be used in determining position in the standings.
 3. In the event that two teams are tied with identical records at the conclusion of the regular season and have played head to head to a tie score, an additional game will be played with the international tie-breaker rule in effect for seeding purposes.

Two Teams Tied

1. Head to Head record
2. Net points in head to head games.
3. Net points in all games.
4. Coin Toss.

Three Or More Teams Tied

1. Head to Head record
2. Net points in head to head games.
3. Net points in all games.
4. Coin Toss.

Note: If two teams remain tied after the third team is eliminated during any step, the tie breaker reverts to step #1 of the two team format.

6 & UNDER COACH PITCH LEAGUE RULES

GENERAL RULES

1. The home team will be noted on the game schedule.
2. The home team will occupy the third base dugout.
3. All catchers are required to wear a catcher's mask or helmet.
4. All batters and base runners must wear a helmet with chin strap and face mask.
5. No infield warm-ups will be allowed prior to or during the game, however both teams may use the outfield area simultaneously to warm-up prior to the game being ready to start or on the dirt behind 1st and 2nd or 2nd and 3rd bases.
6. There are NO FORFEITS. There is no minimum number of players required to start/finish the game. Teams may borrow players from the league directly under them (referred to as the Farm System) in order to field a roster of 10 players. Approval must be granted in writing by CRPA staff and given to the opposing coach and umpire prior to the game. A player being pulled up through the Farm System may only be borrowed once during the season. A borrowed player may play any position except (P)- Pitcher and 1B – 1st base.
7. CRPA will rule upon any item not covered below.

PLAYING RULES

1. The Official USA Softball Rulebook will govern play for all leagues with the exceptions listed.
2. **The game will be played with a 10" safety ball.**
3. The game shall consist of 6 innings. No new inning shall begin after 1 hour. Regular season games may end in a tie.
4. In an effort to allow maximum participation and playing time, even if one team cannot win because of run limits, and if there is time remaining, the game will be continued until the time limit is reached.
5. The official starting time shall begin with the coach pitcher's first pitch. (This will be the first warm-up pitch.)
6. Base distance will be 60' in length with a hash mark midway between 1B & 2B, 2B & 3B, and 3B & home.
7. The pitching rubber will be set at 35' with an 8' radius circle around it.
8. If the game is suspended due to rain or any other reason, 30 minutes or 3 ½ innings will count as a complete game.

DEFENSE

1. All players present may play a defensive position.
2. A maximum of six infielders may be used (pitcher, catcher, 1B, 2B, SS, 3B).
3. The catcher may be in up position. **The catcher position can be used as a defensive position.**
4. No infielder will be closer than 30' feet (halfway between home and 1st or 3rd) prior to the release of the pitch by the coach pitcher.
5. Outfielders shall be in the outfield grass until the ball crosses the plate.
6. Only 2 defensive coaches will be allowed in the outfield (grass). These 2 coaches must remain in foul territory at all times. All other defensive coaches must remain in the dugout.

BATTING

1. The infield fly rule shall NOT be used. The ball remains alive with all runners in jeopardy of being put out.
2. A maximum of 6 runs may be scored in any one inning. *(EXCEPTION: If the 6th run is scored during a live play and additional base runners are still in jeopardy of being put out the play will continue until the ball becomes dead. In this scenario teams could score a maximum of 9 runs or less per inning.)

3. Bunting or half swings are not permitted. In the umpire's judgment, if a batter intentionally takes a half swing or bunts, the ball is dead, a strike is called, and the offensive team manager is given one warning. If it happens again, the umpire will declare the batter out.
4. There will be no stealing. Base runners are allowed a relaxed step when the ball reaches the plate.
5. All players on the roster present must be in the batting order. No penalty shall be charged for a player leaving the line-up. A player may re-enter the batting order at a later point, by being placed in the original spot in the batting order. In the event a player arrives after the game has started, the batter shall be placed at the bottom of the order.
6. **A batted ball must travel at least 10 feet or it is a foul ball (there is an arc at 10 feet from the home plate)**

PITCHING

1. **Coaches will pitch to their own batters. A maximum of 6 pitches will be thrown to each batter. No strikes will be recorded. The pitching coach may pitch from any distance but must maintain contact with the pitching line during delivery. If the batter has NOT put the ball into play after the 6th pitch not including "fouled off last pitches" that batter will be recorded as an out. No limit on fouled 6th pitches.**
2. When the ball is in play the pitching coach must avoid all contact with the ball and all defensive players and remove themselves from the field of play. The pitching coach cannot coach/ talk to batter/ runner(s) once the ball is in play. 1st violation will be a warning from the plate umpire. Additional violations will result in a mandatory removal of that pitching coach for the remainder of the game.
3. If the pitching coach is struck with a batted ball or contacts a player attempting to field a live ball, the ball shall be ruled a dead ball. All runners return to the base they occupied when the pitch was hit and the pitch does not count in the pitch total.
4. The player pitcher must take a position behind or beside the pitcher's rubber (35' from the batter), but with **BOTH** feet inside the pitcher's circle (if drawn or 8' radius) until the ball is put into play by the batter.
5. Pitchers must wear a protective face mask at all times.
6. **Volunteer/Coach retrieving passed balls behind the plate - The sole purpose of the coach is to retrieve passed balls behind the catcher to speed up the game. This coach is not to use the position to coach, cheer or provide any instruction. Any such action is deemed a distraction/hindrance to the opposing players.**

DEAD BALL

1. Time shall **immediately** be called by the umpire when any defensive player has control of the ball inside of the pitcher's circle whether it is **intentionally** or **unintentionally**. *(EXCEPTION: If P fields a ball directly from the batter in the pitchers circle she must **call/signal time** for the umpire to declare a dead ball once the batter/runner reaches 1st base. No runners may advance unless forced to do so by the batted ball.) Time shall also be called when any defensive player has control of the ball inside the diamond area and/or in front of the lead runner and all runners have stopped. Placement of base runners will be determined by the location of such runners when time is called (base behind or base ahead).
2. In the event that there is more than one runner on base, the lead runner will govern placement of all runners.
3. On an overthrown ball (resulting from a batted ball) to first base or third base that enters foul territory, all runner(s) may advance one base with liability to be put out if they do not reach the base safely or come off the bag after reaching safely.
*(RULING: A runner may be put out between bases. A runner cannot be put out while in sole contact with a base. If a runner occupies a base beyond the one the runner was entitled to, the runner will be returned to the correct base without liability to be put out.)

8 & UNDER COACH PITCH LEAGUE RULES

GENERAL RULES

1. The home team will be noted on the game schedule.
2. The home team will occupy the third base dugout.
3. All catchers are required to wear a catcher's mask, helmet and chest protector.
4. All batters and base runners must wear a helmet with chin strap and face mask.
5. No infield warm-ups will be allowed prior to or during the game, however both teams may use the outfield area simultaneously to warm-up prior to the game being ready to start or on the dirt behind 1st and 2nd or 2nd and 3rd bases.
6. There are NO FORFEITS. There is no minimum number of players required to start/finish the game. Teams may borrow players from the league directly under them (referred to as the Farm System) in order to field a roster of 10 players. Approval must be granted in writing by CRPA staff and given to the opposing coach and umpire prior to the game. A player being pulled up through the Farm System may only be borrowed once during the season. A borrowed player may play any position except Pitcher and 1st base.
7. CRPA will rule upon any item not covered below.

PLAYING RULES

1. The Official ASA Rulebook will govern play for all leagues with the exceptions listed.
2. The game shall consist of 6 innings. No new inning shall begin after 1 hour and 15 minutes. Regular season games may end in a tie.
3. In an effort to allow maximum participation and playing time, even if one team cannot win because of run limits, and if there is time remaining, the game will be continued until the time limit is reached.
4. The official starting time shall begin with the coach pitcher's first pitch. (This will be the first warm-up pitch.)
5. Base distance will be 60' in length with a hash mark midway between 1B & 2B, 2B & 3B, and 3B & home.
6. The pitching rubber will be set at 35' with an 8' radius circle around it.
7. If the game is suspended due to rain or any other reason, 45 minutes or 3 ½ innings will count as a complete game.

DEFENSE

1. All players present may play a defensive position.
2. A maximum of six infielders may be used (pitcher, catcher, 1B, 2B, SS, 3B).
3. The catcher may be in up position. The catcher position is a required defensive position at all times.
4. No infielder will be closer than 30' feet (halfway between home and 1st or 3rd) prior to the release of the pitch by the coach pitcher.
5. Outfielders shall be in the outfield grass until the ball crosses the plate.
6. Only 2 defensive coaches will be allowed in the outfield (grass). These 2 coaches must remain in foul territory at all times. All other defensive coaches must remain in the dugout.

BATTING

1. The infield fly rule shall NOT be used. The ball remains alive with all runners in jeopardy of being put out.
2. A maximum of 6 runs may be scored in any one inning. *(EXCEPTION: If the 6th run is scored during a live play and additional base runners are still in jeopardy of being put out the play will continue until the ball becomes dead. In this scenario teams could score a maximum of 9 runs or less per inning.)
3. Bunting or half swings are not permitted. In the umpire's judgment, if a batter intentionally takes a half swing or bunts, the ball is dead, a strike is called, and the offensive team manager is given one warning. If it happens again, the umpire will declare the batter out.
4. There will be no stealing. Base runners are allowed a relaxed step when the ball reaches the plate.

5. All players on the roster present must be in the batting order. No penalty shall be charged for a player leaving the line-up. A player may re-enter the batting order at a later point, by being placed in the original spot in the batting order. In the event a player arrives after the game has started, the batter shall be placed at the bottom of the order.

PITCHING

1. Coaches will pitch to their own batters. A maximum of six pitches or three swinging strikes will be thrown to each batter. The pitching coach will pitch from the 35' pitching rubber and must have his/her foot in contact with the pitching rubber during the release of the ball for the entire season. 1st violation will be a warning from the plate umpire. Additional violations will result in a dead ball pitch and called a strike by the plate umpire..No limit on fouled 6th pitches.
2. When the ball is in play the pitching coach must avoid all contact with the ball and all defensive players and remove themselves from the field of play. The pitching coach cannot coach/ talk to batter/ runner(s) once the ball is in play. 1st violation will be a warning from the plate umpire. Additional violations will result in a mandatory removal of that pitching coach for the remainder of the game.
3. If the pitching coach is struck with a batted ball or contacts a player attempting to field a live ball, the ball shall be ruled a dead ball. All runners return to the base they occupied when the pitch was hit and the pitch does not count in the pitch total.
4. The player pitcher must take a position behind or beside the pitcher's rubber (35' from the batter), but with BOTH feet inside the pitcher's circle (if drawn or 8' radius) until the ball is put into play by the batter.
5. Pitchers must wear a protective face mask at all times.

DEAD BALL

4. Time shall **immediately** be called by the umpire when any defensive player has control of the ball inside of the pitcher's circle whether it is **intentionally or unintentionally**. *(EXCEPTION: If P fields a ball directly from the batter in the pitchers circle she must **call/signal time** for the umpire to declare a dead ball once the batter/ runner reaches 1st base. No runners may advance unless forced to do so by the batted ball.) Time shall also be called when any defensive player has control of the ball inside the diamond area and/or in front of the lead runner and all runners have stopped. Placement of base runners will be determined by the location of such runners when time is called (base behind or base ahead).
5. In the event that there is more than one runner on base, the lead runner will govern placement of all runners.
6. On an overthrown ball (resulting from a batted ball) to first base or third base that enters foul territory, all runner(s) may advance one base with liability to be put out if they do not reach the base safely or come off the bag after reaching safely.
*(RULING: A runner may be put out between bases. A runner cannot be put out while in sole contact with a base. If a runner occupies a base beyond the one the runner was entitled to, the runner will be returned to the correct base without liability to be put out.)

YOUTH FASTPITCH (10U, 12U & 16U)

LEAGUE RULES

GENERAL RULES

1. The home team will be noted on the game schedule.
2. The home team will occupy the third base dugout.
3. All catchers are required to wear a catcher's mask, helmet, shin guards and chest protector.
4. All batters and base runners must wear a helmet with chin strap and face mask.
4. No infield warm-ups will be allowed prior to or during the game, however both teams may use the outfield area simultaneously to warm-up prior to the game being ready to start.
5. There are NO FORFEITS. There is no minimum number of players required to start/finish the game. Teams may borrow players from the league directly under them (referred to as the Farm System) in order to field a roster of 10 players. Approval must be granted in writing by CRPA staff and given to the opposing coach and umpire prior to the game. A player being pulled up through the Farm System may only be borrowed once during the season. A borrowed player may play any position except (P) Pitcher or (C) Catcher.
6. CRPA will rule upon any item not covered below.

PLAYING RULES

1. The Official ASA Rulebook will govern play for all leagues with the exceptions listed.
2. The game shall consist of 6 innings. No new inning shall begin after 1 hour and 15 minutes. Regular season games may end in a tie.
3. A maximum of three (3) outs or four (4) runs will constitute an offensive inning. *(EXCEPTION: If the 4th run is scored during a live play and additional base runners are still in jeopardy of being put out, the play will continue until the ball becomes dead. In this scenario teams could score a maximum of 7 runs or less per inning.) No inning shall end on a walk or batter being hit by a pitch. In this scenario the inning shall continue until the next out is made OR the run limit is achieved OR a winner is determined.
4. In an effort to allow maximum participation and playing time, even if a team cannot win because of run limits, and if there is time remaining, the game will be continued until the time limit is reached.
5. All players on the roster present must be in the batting order. No penalty shall be charged for a player leaving the line-up for an injury. If a player leaves the game for any reason other than injury or by ejection the player's at bat will be an out every time the spot comes up in the batting order. An injured player may re-enter the batting order at a later point, by being placed in the original spot in the batting order. In the event a player arrives after the game has started, the batter shall be placed at the bottom of the order.
6. 10 players may play in the field. Unlimited defensive substitution is allowed.
7. The official starting time shall begin with the pitcher's first pitch. (This will be the first warm-up pitch.)
8. Warm-up Pitches: At the beginning of each half inning, or when a pitcher relieves another, not more than 5 pitches may be used to warm up. Play shall be suspended during this time.
9. Courtesy Runner: A courtesy runner may be substituted at any time for P or C. The runner must be the last player that was recorded as an out for that team.
*It is highly encouraged to use a courtesy runner for your catcher with 2 outs.
10. Base Distance – 60 feet – All age groups
11. Pitching Distance – 35 feet – 6U, 8U and 10U, 40 feet for 12U and 43 feet for 16U.
12. If a game is suspended due to rain or any other reason, 45 minutes or 3 ½ innings will count as a complete game.

10 & UNDER MODIFIED FAST PITCH SPRING & FALL PARK RULE

- If a batter strikes out and the ball is dropped by the catcher, the batter is OUT and CANNOT advance to 1st base.
- On a base on balls or a batter hit by a pitch they may only take 1st base. The batter may NOT take 2nd base on the same pitch.
- Runners on base are entitled to steal ONE BASE ONLY per pitch with liability to be put out. (runners may steal home)
- Runners MAY NOT leave the base until the pitch has crossed the plate or put into play by the batter.

CYS FALL LEAGUE MODIFIED PITCHING RULE FOR 10U FASTPITCH

- **These rules are ONLY intended for Fall League.**
- **PLEASE READ CAREFULLY!!!**
- Strikes will be counted, either called, swinging or fouled off.
- Balls will not be counted and there will be NO walks.
- If the batter has not struck out, hit by a pitched ball, or put the ball into play in fair territory within **4 pitches**, a coach pitcher will replace the player pitcher.
- The player pitcher will then assume a “pitcher’s helper” position with at least one foot on the inside the pitcher’s circle (if drawn or 8’ radius) until the ball is put into play by the batter.
- The coach pitcher will be allowed pitches equivalent to the number of strikes remaining for the batter. The coach must pitch from the 35’ pitching rubber.
- No bunting is allowed when a coach pitcher is being used. Any attempt at a bunt will be declared a dead ball and strike against the batter.
- A foul 3rd strike against the player pitcher or the coach pitcher entitles the batter to another pitch.
- A foul 3rd strike against the player pitcher on the 4th pitch results in the next pitch coming from the coach pitcher.
- A batter who is hit by a pitch from a player pitcher is entitled to 1st base. The batter/ runner may not advance or steal beyond 1st base. A batter who is hit by a pitch from a coach pitcher is not entitled to 1st base. That pitch will be recorded as part of the pitch count that the coach pitcher has to use during the at bat.
- Example 1- Player pitcher throws 4 pitches- 0 strikes, 4 balls. After the 4th pitch, a coach pitcher replaces the player pitcher and may throw up to 3 pitches.
- Example 2- Player pitcher throws 4 pitches- 1 strike, 3 balls. After the 4th pitch, a coach pitcher replaces the player pitcher and may throw up to 2 pitches.
- Example 3- Player pitcher throws 4 pitches- 2 strikes, 2 balls. After the 4th pitch, a coach pitcher replaces the player pitcher and may throw 1 pitch.
- Example 4- Player pitcher throws 4 or fewer pitches- 3 strikes, or fewer balls. Batter is out, and the coach pitcher does not participate.



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