

CYM Softball Rules 2024-2025

General Rules: If a rule is not specifically addressed herein, NFHS (“Federation”) rules apply. In the event of a conflict between sets of rules, these rules control.

1. **Length of games** – Regular season games will consist of 6 innings. Playoff games will consist of 7 innings.
2. **Stopped games** – A game that is stopped due to weather, darkness or permit expiration will be complete if 4 full innings were played, or if 3 ½ innings were played and the home team is ahead and up at the plate. If fewer innings were played, the game will be considered a suspended game and will be played at a later date from the point where the game was stopped. Coaches for both teams are to have the umpire sign their scorebooks noting the point and reason if a game was stopped.
 - a. The umpire will have final judgement if it is unsafe to continue any game in the event of weather, noting a 30 minute required delay after last eight mile strike in the event of lightning.
 - b. In the event of postponement due to weather, the home team coach is responsible for coordinating the make-up game. Rescheduling is to be completed within 48 hours of the cancellation. If the game has not been played prior to the beginning of seeding for playoffs, it will be considered “no contest.” If the Softball coordinator has not heard from either coach with 48 hours of the originally scheduled day and time, the game will be scheduled on the next available date, including weekends.
3. **Starting new innings** – No new inning after 1 hour and 45 minutes of play will begin due to permits. This clock starts ticking after the coach/umpire meeting at the beginning of the play. If the game is not official as of the stopping point and there is enough daylight remaining, the game should be played until it is official and then it should stop.
 - a. Mercy rule – In the regular season, if a team has a 10 run lead at the completion of 4 innings, the game will be considered complete. In playoff games, the number of innings is increased to 5.
4. **Extra Innings** - In the event a game is tied at the end of regulation during the regular season or postseason, the following tie breaker rules shall determine a winner:
 - a. Starting with the top of the first extra inning and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base (ex. if the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base.) A substitute may be inserted for the runner.

- b. If the expected batter is no longer present, simply use the player whose name precedes the absent player's name in the line-up. No out is recorded.
- c. A clarification is that if the player placed on second base is the pitcher or catcher, they may have a Courtesy Runner.
- d. These rules will only apply to regular season games. Playoff games and championship games will play extra innings without a runner starting on second.

Game Rules: If a rule is not specifically addressed herein, NFHS ("Federation") rules apply. In the event of a conflict between sets of rules, these rules control.

1. **Number of Players** – A team will consist of 9 players. However, a team may begin a game with 8 players (but not fewer). If a 9th player appears later, she may enter the game but must bat in the 9th position. If a team has fewer than 8 players 15 minutes after the scheduled start of the game, the game will be considered a forfeit and the team that is forfeiting the game will be charged the umpire fee by the CYM Office.
2. **Re-entry rule** – A starting player may be withdrawn and then re-enter 1 time. The player must occupy the same position in the batting order upon return. The starting player and the substitute may not be in the game at the same time. A substitute who is withdrawn may not re-enter the game, except in the case of injury. A starting player, once withdrawn, may not re-enter the game until a minimum of 6 outs are recorded. (3 for home team, 3 for away team)
If the starting pitcher is replaced using a batter (DP/FLEX) or base runner (Courtesy runner), she may re-enter the game immediately as the pitcher.
3. **Pitching** – The pitching distance is 40 feet. Pitchers are limited to 5 warm-up pitches within 60 second from the end of the previous inning.

4. **Batting**

- a. A 3rd strike is not charged to a batter on a swinging foul ball that is not caught.
- b. A batter may run to first base if the batter strikes out and the catcher drops the ball. See Federation rules for additional information on this rule.
- c. Bunting is permitted. A foul ball on an attempted bunt with 2 strikes will result in the batter being called out.
- d. Continuous batting order is prohibited.
- e. Designated player (DP) / Flex is permissible. All USA Softball rules apply when utilizing for line-up cards.

- f. Batting limit – There is a limit of 10 batters per inning.
This does not apply in the final inning or any extra innings, both in regular season and playoff games.
- g. Once batting order is established, it does not change.

5. Running Bases

- a. Stealing is permitted. The runner cannot leave the base until the pitcher releases the ball.
- b. Courtesy runner for catcher – a courtesy runner will be used for a catcher on base with 2 outs. The courtesy runner must come from a player on the bench who has not been in the game. That player will not be charged with a game appearance. If there are no bench players available, the courtesy runner will be the player who made the last out.

6. Equipment

- a. The softball used for games will be a 12-inch ball that reads “COR .47” on the ball. The color and stitching do not matter. Each team will provide 1 game ball.
- b. All bats must be USA Softball certified and not listed on the “banned” bat list. The USA Softball (formerly ASA) certification mark must appear on the bat. The website for “banned” bats is <https://www.usasoftball.com/certified-equipment/>
- c. All catchers must wear protective equipment that includes throat protector, chest protector, head protector, and shin guards with appropriate NOCSAE standards.
- d. Players warming up the pitcher between innings must wear a catcher’s helmet with throat protector and chest protector. Shinguards are not required.
- e. Players who are batting, waiting on-deck, running the bases or coaching a base must wear NOCSAE batting helmets with NOCSAE approved face protector.
 - i. “Meets NOCSAE standard” must be permanently affixed to the face protector. Chin straps are highly recommended, but are optional.
- f. The home team must bring bases and pitching rubber to all games. It is recommended that both teams bring all equipment.
- g. Metal cleats are prohibited.