

# CYP CLUB Softball Rules

## Eligibility

The team Captain is to be designated on the roster form. Team Captain is responsible for knowing all the rules and regulations governing CYP CLUB leagues and notifying their players of these rules.

Team Captain also serves as the liaison between the CYP CLUB Athletics Director and the players. It is the responsibility of the Captain to ensure accurate contact information is on file with the CYP CLUB. If the Captain cannot be reached with the information on file, the CYP CLUB will not be held accountable.

Team Captain's must list the names of all players on the scorecard provided to them by the umpire. The name on lineup must be written as it appears on the roster.

A player can be a member of only one team in the same league. A player is considered a member of the team for which they play in a regulation game. A player's name on several rosters in the same league is not a rules infraction. A player may not transfer from one team to another in the same league.

All players must be a minimum age of twenty-one (21) to be eligible to participate.

If a team receives a forfeit during the season, every player on that team's roster at the time of the forfeit will receive credit for one game played. If a team forfeits during the season, that team will receive no credit for a game played for any player on their roster. All roster additions must be on file in the CYP CLUB Office.

After the registration deadline, the only changes that can take place to the roster are for: Disability and/or Pregnancy: A non-eligible player may replace a person who has started 60% of the games played by their team. A doctor's certificate is required stating that the player is unable to participate the rest of the season. Under no circumstances will the player be reinstated to the team.

Military Duty: If an individual is activated to duty and unable to continue playing during the season, a non-eligible player may replace a person who has started 60% of the games played by their team. Under no circumstances will the player be reinstated to the team.

## Postponements, Cancelled Games and Forfeits

The only type of postponed game is a rainout. No other games will be postponed for any reason.

Be prepared to play if it is a rainy summer. The CYP CLUB will make every attempt to reschedule postponed games. Canceled Games will not be rescheduled. This occurs only in the rare case that the CYP CLUB is unable to reschedule postponed games due to time constraints. No games will be rescheduled after the last week of the season. Forfeits are games when teams fail to show up for their scheduled game or fail to field the required minimum number of players. Teams that forfeit two (2) games are ineligible for the playoffs. Teams that forfeit three

(3) games will be dropped from the league.

**Zero Tolerance Policy:** Unsportsmanlike or abusive behavior by spectators, players or teams will not be tolerated. Individual and team penalties will be given by administrators of the program and will be based on the severity of the action(s). The team Captain is responsible for the actions of all of his/her players and spectators. Their actions will directly affect the eligibility status of the team. Penalties for individuals and teams are not progressive. They include probation, suspension or total elimination from participation. Any violation of the Zero Tolerance Policy will warrant a minimum (1) week suspension, from all CYP CLUB leagues including participation as a spectator.

The player will then be placed on probation the remainder of the season. The CYP CLUB will make a determination if a longer penalty is warranted as to the severity of the situation. During the suspension period, the player suspended may not participate in any CYP CLUB athletics event or be at any athletics facility sponsored by the CYP CLUB. The suspension period does not include postponed games.

Anyone ejected for unsportsmanlike behavior must leave the facility immediately. Failure to do so could result in the game being forfeited. After an incident is reported, the CYP CLUB Athletics Committee will review the situation, collect any necessary information and make a decision. It is the right of every player or team that is suspended to appeal the decision. The Athletics Director of the CYP CLUB will make the final decision on all appeals.

Protests may not be made on judgment calls . They may be made on only rule interpretations and eligibility issues. A Team Captain must tell the umpire of their intent to protest a rule interpretation at the time of the infraction and before the next pitch. The umpire is to notify the other team and note the conditions surrounding the protest. A Captain or team representative must file a protest form with the CYP CLUB Athletics Director within two business days of the game played. It must reach the office by 5:00 pm to be valid. Holidays, Saturdays and Sundays are not considered a business day. The Athletics Director of the CYP CLUB will make the final decision on all appeals.

## **Playoffs**

The top 50% of the teams in the league will advance to the final week playoffs.

## **General Rules**

During regular season play, home team is listed first on schedules. During post-season and tournament play, home team is determined by a coin toss. The decision of field conditions is the responsibility of the umpire. The umpire shall have the authority to move a game to a nearby available diamond if the field is not fit to play. At the game site, team Captain's have the right to request a postponement of their game, if they both feel conditions are not safe for their players.

Due to the fact that this natural phenomenon is highly unpredictable, upon first sign of lightning, the contest official shall suspend the competition until fifteen (15) minutes after the last bolt of lightning has been seen. All contests suspended shall be resumed at the point of interruption.

If the home team is ahead after six and one half innings. A game that is tied at the end of seven innings shall be continued by playing, until one team has scored more than the other at the completion of the inning, or the umpire declares any game regulation if three (3) or more innings have been played and either team is ahead by fifteen (15) runs or five (5) or more innings have been played and either team is ahead by ten (10) runs. The home team, beginning with the third (3rd) or fifth (5th) inning is allowed to bat in the bottom half of any inning, only if it is behind in the score or is not fifteen (15) or ten (10) runs ahead. In the latter instance, the game ends as soon as the home team gains the fifteen (15) or ten (10) run advantage.

1 hour will be the time limit for each game. No new inning should begin after allotted time has elapsed. Game time starts on the release of first pitch. All regulation games ending in a tie will count toward the league standings and will not be resumed or replayed. Tie games occur when time limit is enforced with tied scores or the umpire for a safety reason calls the game after five innings. Any game that is not regulation and has not been called due to an act of nature will be rescheduled from the beginning.

## Pitching

ARC: 6' minimum 10' maximum. The ball must be delivered with a perceivable arc and reach a minimum height of 6 feet from the ground, while not exceeding a maximum of 10 feet from the ground. Illegal Pitch: The umpire shall call illegal pitch after it crosses the plate. If the batter hits the ball, play continues and you take the result of the play.

Ball Strike Count: 3 balls & 2 strikes.

- When 3 balls are called, it is a walk.
- When 2 strikes are called, the batter is out; the ball is dead; and the runner may not advance.

NO FREE FOUL: After receiving one (1) strike, if the batter hits a foul ball, the batter is declared out; the ball is dead and the base runners may not advance.

Throw Around Rule: To ensure the expediency of the games, the ball must be returned to the pitch.

## Equipment

Balls: Official game ball should be presented to the umpire at the pre-game conference; both Captains' should inspect the balls. The home team provides a new "Official Ball" and the visitor provides a play able good used "Official Ball." All leagues will be required to provide an optic 12" .44 COR 400 Compression regular flight. The official balls will be given to the team captains at the beginning of the season.

Bats: All bats used must be stamped with 1.20 B.P.F. rating or less. If the player steps into the batters box, with an illegal bat, the batter is out, and ejected from the game. The CYP CLUB reserves the right to update and/or change this list at anytime throughout the season.

Cleats: NSA Rule 3, Sec 4 pg. 19 . If it is discovered during the game that an offensive player is wearing metal cleats an out will be declared and the player will be ejected. A defensive player who is wearing metal cleats will be ejected.

Uniforms: Not mandatory. Jewelry is prohibited and includes diamond and other rings, earrings, studs, posts, visible piercing, watches, chains and medallions (medical or religious). Medical/religious medallions can be taped inside clothing. Flat, smooth wedding bands are exempted. Penalty: First offense remove jewelry. The purpose of the double base is to provide a safety margin between the batter runner and the first baseman.

Double Bases: On the initial throw from the infield or the outfield the batter runner must use the orange portion of the base. The defense can only use the white portion of the base to obtain an out.

A batted ball hitting the orange base is foul. When no throw is being made to first base, the batter-runner can touch either the white or orange portion of the base with initial contact. If the base runner uses the orange base anytime after the initial contact he is considered off the base. This rule is in effect only on the initial play at first base that does not include: Running to the base after over running. Re-tag to advance on a fly ball.

## Players

What to do when a team has nine (9) players. Team must list ten (10) names on scorecard. An automatic out is awarded every time missing batter fails to make his/her plate appearance. The tenth player can play without penalty as soon as he/she arrives and is "ready" to play. When a team is left with a vacant player spot, the opposing team may not with two (2) outs intentionally or unintentionally walk the previous batter, in order to get to the "automatic out" created by the vacant spot in the batting order. At no time can a team play with less than 9 players.

In Co-ed leagues when a team has nine (9) players a combination of five (5) women and four (4) men or five (5) men and four (4) women is the only legal combination, unless there less than 5 women rostered. In which case all present women must play and the remainder of the players up to 8 men total may play. Batter order must be alternating genders.

Men and women's leagues can play with one extra player. The extra player is considered a starter. When using an extra player, teams must list eleven (11) names on the scorecard. Any of the eleven players listed can play the 10 defensive positions. (Moving the extra player from the bench to the field is not considered a substitution.)

Co-ed Only: Play with two (2) extra players, one male, and one female. to Rule 4, Sec 4b, pg. 22 NSA Rule Book. If a player is ejected from a game due to unsportsmanlike conduct, and such ejection causes a team to drop below the declared number of players stated prior to the first pitch of the game, the game will be immediately forfeited. A player or Captain who is bleeding or has blood on his/her uniform shall be prohibited from participating in the game, until appropriate treatment can be administered. If medical or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is to be left to the umpire's judgment. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall: Stop the game and allow treatment if the injured player would affect the continuation of the game. Immediately call a Captain, trainer or authorized person to help the injured player. Apply the rules of the game regarding substitution, short-handed player and re-entry if necessary.

Over Throw: All runners are awarded two bases and the award will be governed by the

positions of the runners when the ball left the throwers hand.

Collision: It is the greater responsibility of the runner to avoid a collision. Intent has nothing to do with it. The Collision Rule does not apply when the base runner is sliding.

When a player avoids a fielder who is illegally blocking the runner, the runner will be declared safe. Even though he/she may not have reached the base. The penalty for colliding with another player is:

- Runner is out.
  - Runner is ejected.
  - Ball is dead.
  - All other runners must return to the base last touched at the time of the collision.
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- Stealing is not permitted in our leagues.
  - Runners may not “lead-off”

If a male batter is walked, intentional or unintentional, he is awarded second base and the female that follows in the line up:

- With less than two outs: female must bat
- With two outs: female has choice of batting or taking a walk

All leagues will use 12" softballs.

## Profanity

The umpire shall assess one out against the offending team for the use of excessive profanity. For serious violations the umpire will eject the offender. The profanity out is assessed on the batter who is to receive the next pitch from the offending team. (Both offense and defense) If the profanity out occurs on the third out of an inning, the out will be assessed on the offending teams next at bat.

Two violations of the profanity rule by the same player is ejection. Three or more violations against the same team will be a forfeit.

The only players allowed to be outside the dugout will be the batter, base coaches and the “on deck” batter. All other players must remain inside the dugout or completely off the field of play. Failure to do so will result in the following:

- The first violation shall result in an out being assessed on the batter who is to receive the next pitch from the offending team.
- A second violation shall result in an out being assessed on the batter who is to receive the next pitch from the offending team and the offending team's Captain is ejected
- A third violation by the same team will result in a game forfeit by the offending team. Loitering outside the dugout will not be tolerated.

## Home Runs

A maximum of 2 home runs per inning. Every home run above this limit will be ruled an out.

## **Umpires**

In the event the appointed umpire is not present for a game, seek out CYP CLUB Staff or Field Rep for instructions, or if an individual acceptable to both Captains' may be chosen to umpire the game. If both teams agree to play, this game will count for the season.

## **Rainouts**

For games played at a Hilliard Parks & Rec Facility: (Roger A. Renolds, etc.)  
Call: 614-470-5413

For games played at a Worthington Parks & Rec Facility: (Perry Park, McCord Park, etc)  
Call: 614-786-7366

For games played at a Columbus Parks & Rec Facility: (Berliner Park, Busch Park, etc.)  
Call: 614-645-RAIN (7246)

**POSTPONED GAMES CAN BE SCHEDULED ON DAYS OTHER THAN YOUR REGULAR DAY OF PLAY.** Be prepared to play if it is a rainy season. The CYP CLUB will make every attempt to reschedule postponed games.