



## JUNIOR HIGH SCHOOL GIRLS SOFTBALL RULES

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## **1. LEAGUE POLICIES**

### *1.1 Eligibility*

- a) A student athlete is eligible for participation in junior high school girls softball if they are enrolled in, attend a CSAA member school, and meet all of CSAA's age, and grade requirements.
- b) It is the responsibility of the member school to ensure all of the eligibility requirements are met.
  - Please refer to "CSAA Student-Eligibility Guidelines" for further information.
- c) A student shall be eligible for CSAA JHS athletics at a maximum of 8<sup>th</sup> grade & 14 years old.
  - Team will be allowed two (2) 15-year-old student/athletes on their roster. If the student/athlete turns 15 anytime during the school year, he/she is considered a 15 year old, even if he/she turns 15 after the season but during the school year.
- d) A student who turns the age of 16 during the calendar year, January to December, that fall between the academic school year, September to June, cannot participate in JHS sports.
  - Example: The school year begins September 2016 and ends June 2017. Joe Smith was born 7/20/01. He would be considered a 16 year old and cannot play in JHS sports because he turns 16 during the one of the two calendar years that crosses with the academic school year. Based on our policy only 2 (two) children who turn 15 during the academic school year (Sept 2016-June 2017) can participate in JHS sports. Any child who turns 16 during the 2016/2017 calendar year cannot play in JHS sports (children born in the year 2001).
- e) If it is determined, that a school used an ineligible player in a league game, the game will be declared a forfeit and the win will be given to the opposing team.
- f) It is the responsibility of each member school to ensure each student athlete has undergone a physical examination within the last calendar year before participating in athletics.

### *1.2 Uniforms*

- a) All participating schools are expected to be in full uniforms by their first game.
- b) All teams must be in matching uniform, tops and bottoms, with unique numbers for each player.
  - Jersey numbers cannot switch from player to player. No exceptions.
  - Uniform jerseys must have 6-inch numbers on the back of the jersey.
  - If team does not have matching uniforms before their first regular season game, they must inform the league beforehand. The only way a team can be exempt from the uniform policy, will be to order uniforms from the CSAA vendor "Side Street".

### *1.3 Jewelry*

- a) All earrings, facial piercings, body piercings, and bands must be removed before start of game.
- b) Glasses that are accepted:
  - Plastic framed glasses
  - Sports goggles
    - Providing they are strapped around the head sports goggles
- c) Glasses that are not permitted:
  - Lenses made of glass
  - Metal framed glasses
  - Any other type of eyewear that the referee/umpire deems could be dangerous.
- d) If jewelry is for Religious reasons:
  - Child must have a letter from their school
  - Letter must have school letter head and signed by principal
  - Child must have a letter from their parent as well

- Letters must be brought with the child to every game throughout the season
- If a child wears a religious band on wrist, it can be worn but it must be covered with athletic tape and/or sweatband.

#### 1.4 Roster

- Rosters are due by team's 1<sup>st</sup> game of the season. This will be strictly enforced.
  - If roster are not submitted, team will be able to play but will receive a forfeit loss until roster is submitted.
- All team rosters will consist of a maximum of 25 players and must contain the following Information:
  - Name of school
  - Names and telephone numbers of head coach and assistant coaches
  - Legal first and last name of each player
  - Grade, age, and month and year of birth of each player (day is not needed)
  - Uniform number of each player
  - Signature of all player
- It is the responsibility of each member school to ensure the accuracy of the information provided on the league roster. The information provided on the submitted roster is considered official and will be the evidential basis of any eligibility challenges.
- Changes to the Roster cannot be made after it is submitted to the league office without the written consent of the Director of Athletics.
- Roster changes will be approved or denied at the sole discretion of the Director of Athletics in accordance with the hardship provision.

#### 1.5 Scheduling

- The season will generally start the first week of April and continue through the last week of May. Depending on the number of games postponed due to rain, the season may extend into June.
- Each participating school will play a between (10-12) game regular season.
  - All games postponed due to rain will be rescheduled by CSAA at a later date in the season.
- Games will be scheduled on any day of the week except Sunday. Games will not be scheduled during Spring Break or Memorial Day weekend (weekend before last Monday in May).
- Before the draft schedule is released, CSAA will request that each participating school submit ten (10) blackout dates to the league.
  - Game will not be schedule on these blackout dates.
- All schools must be prepared to play Saturday games throughout the course of the season. Blackout dates consisting of all Saturday dates will not be accepted.
- It is the responsibility of each participating school to ensure that the blackout dates are inclusive of any foreseen conflicts the school may have with playing games on that day. These conflicts include (but are not limited to):
  - School-specific closings (half-days, early dismissal, etc)
  - Parent/Teacher Conferences
  - School Proms/Dances
  - School Trips
  - Vacations/absences of the coaches
  - Testing
  - High School entrance exams
  - Graduation dates

- g) Schools will be expected to play on any day that is not listed as a blackout date. Any schedule conflicts presented to the league after the final schedule has been released will be reviewed and a final decision on whether to reschedule the game will be made at the sole discretion of the Director of Athletics.
- h) Blackout dates- Please keep in mind that if you cannot play on a specific day of the week (All Tuesday's) that specific day will be counted towards your blackout dates.

### 1.6 *Playoff Tournament and Tiebreakers*

- a) CSAA will determine the playoff seeding once the regular season is completed using the following criteria:
  - Division Overall
  - Head to Head
  - Points against
  - Run differential
    - The subtraction of runs scored for a team and runs allowed by a team.
- b) A player must have played in at least half of the season games to be eligible for the playoffs. Exceptions will be made for injured players at the sole discretion of the Director of Athletics.
- c) Any team with an outstanding balance will be ineligible for playoffs until fees are paid to CSAA.
  - The fees must be paid one (1) day prior to your first playoff game.
  - Fees must be hand delivered to a CSAA member.
- d) During playoffs, the mercy rule is applied after the 4<sup>th</sup> inning. If the home team is trailing by 10 runs in the 4<sup>th</sup>inning or later, they will be allowed a final at-bat. If they do not reduce the deficit to 9 runs or less in their final at-bat, the game is over. If the home team scores enough to reduce the deficit to 9<sup>th</sup> runs or less, the game will continue.

### 1.7 *Filming*

- a) CSAA does have policies and restrictions on filming of league games and future opponents.
- b) Video recordings are allowed by A.D's or coaches only to record their own games.
  - A.D's and coaches that violate this policy will forfeit two (2) games
- c) Parents and spectators are allowed to only film their children's games.
- d) Filming will only be allowed for review in case of an altercation or a player gets injured.

### 1.8 *Cancellation of Games*

- a) Any cancellations will be made by CSAA by 12pm.
- b) Rescheduling of games will be made by the league director and agreed upon by both schools.

## **2. GAMEDAY POLICIES**

### *2.1 Game Duration*

- a) All weekday games (Monday-Friday) must start at 4:30 pm and are scheduled for 5 innings or 2 hours long (in compliance with the field permit).
  - If there are no scheduled uses of the field when the permit has expired, the game may continue past 2 hours to complete 5 innings at the umpire's judgment.
- b) If 5 innings cannot be completed by the end of the permit time, the score of the last completed inning shall be used in determining the final score.
- c) The 10-run mercy rule will be in effect after 3 innings.

- If the home team is trailing by 10 runs in the 3<sup>th</sup>inning or later, they will be allowed a final at-bat.
  - If they do not reduce the deficit to 9 runs or less in their final at-bat, the game is over. If the home team scores enough to reduce the deficit to 9 runs or less, the game will continue.
- d) A game is considered an official game after 3 innings.
- e) Only the home plate umpire can delay or postpone a game due to weather or field conditions once the teams have arrived at the field.

## 2.2 Forfeits

- a) All forfeited games are entered into the standings as a 1-0 loss.
- b) A fifteen (15) minute forfeit time is allowed for all games. This will be strictly enforced by the umpires.
- All teams must have at least eight (8) players to start an official game. Teams that have less than 8 players by the designated forfeit time will forfeit the game.
  - If a team starts a game with 8 players, the 9th spot in the lineup will be an automatic out every time through the lineup.
  - If the 9th player arrives before their first turn at bat, they can be inserted into the lineup without penalty. If the 9th player arrives after their first turn at bat, they can be inserted into the lineup in the 10<sup>th</sup> spot but the 9<sup>th</sup> spot will remain an automatic out for the remainder of the game.
- c) Any team that forfeits late three (3) times in a season will be dropped from the schedule and will not be eligible for playoffs.
- Any forfeit after 12pm is considered a late forfeit.
  - Fees will still have to be paid before the season is over.

## 2.3 Suspension /Ejection of Student/Coaches

- a) Any player ejected from a game must leave the immediate playing area.
- Players ejected from a game for unsportsmanlike behavior will face a minimum game suspension.
- b) Any coach ejected from a game must leave the immediate playing area.
- If a coach is ejected from the game and there is no other coach to handle the coaching duties, the game will be called and awarded to the opposing team.
  - Coaches ejected from a game for unsportsmanlike behavior will face a minimum two-game suspension.

## 2.4 Equipment and Safety

- a) The home team, as designated by the league schedule, is responsible for bringing all bases, home plate and a pitching rubber.
- 1<sup>ST</sup> base should be a white and orange double base of single construction.
- b) If the visiting team must supply any of the equipment that the home team was required to bring, the home team will forfeit their right to be the home team.
- c) Both teams are responsible for bringing three (3) 12" Neon Soft touch Training Softballs to the game.
- d) The following equipment is required for players:
- All catchers must wear full protective gear including the helmet with faceguard, chest protector, and shin guards.

- A throat protector and a helmet are mandatory for catchers and the helmet must provide protection to both sides of a catcher's head. The helmet/mask combination must meet NHSF standards.
  - All batters must wear helmets. Cage on helmet is optional.
  - All players must wear helmets on the base paths.
  - No metal cleats.
- e) No player will be allowed to play with a hard cast. A doctor's release note must be presented to the league before they can play again.
- f) Both teams are responsible for bringing the AED (Automated External Defibrillator) and CPR certificate to the game.
- If neither school has an AED, the game will result as a tie.
- g) Each teacher/coach must actively supervise team members, until they are safely away from the site of competition.

### *2.5 Protest Protocol*

- a) Protests may only be made if a rule is alleged to have been applied incorrectly, or not applied.
- No protest of judgment calls may be entered.
  - Coach must verbally inform the official of the protest before play commences or resumes.
- b) Judgment calls include (but are not limited to):
- Balls/Strikes
  - Out/Safe calls
  - Infield fly calls
  - Obstruction
  - Fair/Foul calls
- c) All protests of rules interpretations must be made in writing and turned into the home plate umpire.
- d) All protests of rules interpretations/athlete eligibility keeping must be made in writing and emailed to the Director of Athletics within 24 hours of completion of the game on the proper protest form.
- All protest forms are on CSAA website under rules.
- e) The "Game Conflict Investigator" will investigate all protests and will deliver a ruling within 48 hours of receipt of protest. If a ruling cannot be made within 48 hours, the protesting coach will be notified of the delay and informed of when to expect a ruling.
- f) A coach can only protest the age and grade of two (2) players within 48 hours of a regular season game and 24 hours of a play-off game.

### *2.6 Sportsmanship and Dugout Policy*

- a) All teams are expected to show sportsmanship before and after each game. Coaches and players must lineup and shake hands before and after each game.
- Exceptions to this rule are made for injured players after the coach informs the umpire of the injury.
- b) Players who fail to comply with the rule will be suspended one (1) game.
- If a referee witnesses any acts of intentional tackling, elbowing, cheap shots, blocking or any unsportsmanlike act, the game will be stopped and the players will be ejected from the game.
  - The decision is made at the referee's discretion. No appeals will be considered. Foul play will not be tolerated.

- c) Officials have the right to determine offensive language. If offensive or confrontational language occurs, the referee will give one warning. If it continues, the players or players will be ejected from the game.
  - Players may not physically or verbally abuse an opponent, coach or official.
- d) Coaches are responsible for the actions of their players and spectators on and off the field.
- e) Foul language, obscene gestures, abuse of the umpires and any other unsportsmanlike actions will not be tolerated from any coaches or players and may result in ejection or forfeiture of the current game, suspension from subsequent games and/or ejection from the league.
- f) Only coaches, players, and managers are allowed in the dugout during the game.
  - Coaches and managers must be in team apparel/colors
  - No spectators are allowed in the dugout during the game
  - All teams are responsible for removing their trash from the dugout area after the game.

### *2.7 Fighting/Altercations*

- a) Fighting of any kind will not be tolerated. Any player who throws a punch will be ejected for fighting and automatically suspended for their next game.
- b) If more than one (1) player fights during or after a game, it is considered a team fight.
- c) If a team fight takes place, a team can be suspended for one (1) game or the entire season.
  - During a team fight if one (1) player is reported to be out of control, that player can serve a suspension longer than the team suspension.
- d) Coaches are responsible for controlling their dugout during an altercation. If a player leaves the dugout to participate in a field altercation, that player will be ejected from the game and suspended for the next game.
- e) After a review of the incident (which can include statements from the coaches, umpire, Game Supervisor and/or any video footage), additional penalties can be assessed at the discretion of the Director of Athletics.
- f) CSAA reserve the right to suspend a player for a minimum of (1) one game and maximum of the entire season.

### *2.8 Weather Adjustments*

- a) The CSAA reserves the right to change the game duration if weather conditions or field time constraints become an issue. Games will be played in the rain unless the Parks Department tells us otherwise.

### *2.9 AED Unit /CPR Certification*

- a) Charter School Athletic Association Mandates AED/CPR Certification for all Coaches.
- b) Games cannot proceed unless one team presents the required AED unit and CPR certificate on site.
  - If the AED unit is not present, by either team the game will be a tie
  - Each teacher/coach must actively supervise team members, until they are safely away from the site of competition.

### *2.10 Submission of Scores*

- a) The winning team is responsible for submitting the final game score to the league. All game scores must be texted or emailed to the league no later than 24 hours after completion of the game.
  - If scores are not submitted within the time given, the game will be awarded to the opposing team.

- This ensures accurate and timely updating of the standings on the league website.

### **3. GAMEDAY RULES**

#### *3.1 Game Rules*

- Home plate will be 60ft 6 inches from each base and 38-40ft from the pitching rubber.
- All students must play in at least half of their season to qualify.
- All games are five (5) innings or 2 hours long.
- Championship game is six (6) innings with no time limit.
- After every game the winning team must submit a picture of the following:
  - The scorebook
  - Game day sign in sheet (students must sign)
  - Final score
- All line-up sheets must be turned in before the start of every game.
  - All lineup cards must be kept in case of a question of a student's eligibility.
  - All scorebooks must be emailed after every game to the sports region email.
- All field playing rules will be determined by home plate umpire before the start of the game.
- Forfeit time is 15 minutes.
- Nine (9) Players can start an official game.
- An extra outfielder is optional.
- Starting players who have been substituted out for a pinch runner can re-enter the game in their defensive position, such as shortstop, etc.
- An extra hitter is allowed.
- All players must be in full matching uniform (pants and jersey).

#### *3.2 Lineups and Ground Rules*

- Umpires will go over the ground rules with both coaches at the beginning of the game.
- It is the responsibility of the coaches to clarify any interpretation of the ground rules with the umpires, before the start of the game.
- It is the responsibility of the coaches to accurately relay any interpretation of the ground rules to their players.
- All lineups must be turned in to the umpire and the opposing coach, on an official lineup sheet, before the start of the game.
- The lineup sheet must contain the following information:
  - Name of school and coach
  - Legal first and last name of each player in the lineup and substitutes
    - must match name on official roster
  - Position of each player starting the game
  - Uniform number of each player
- It is the responsibility of each coach to ensure the accuracy of the lineup card. The information provided on the lineup card is considered official and will be the evidential basis of any challenges.
- Each team must keep an accurate scorebook of the game play to resolve any discrepancies of the score or batting order. The scorebook is considered part of the official record of the game and must be provided to the league to resolve any protests.

#### *3.3 D.H Rule*

- NO DH ALLOWED



### 3.4 Re-Entry Rule

- a) There is NO RE-ENTRY. Once a starter exists the game, they cannot return.

### 3.5 Substitutions

- a) Coaches must inform the home plate umpire and the opposing coach of any substitutions to the current lineup.
- b) Players in the game may rotate positions on the field, but must remain in the same position in the batting order. The player designated as the extra hitter (EH) is not allowed to play in the field.
- c) The “re-entry” rule is not allowed. Once a player is substituted out of the game, that player is ineligible for the remainder of the game.
  - Exception:
    - The only exception to this rule is if a team has no remaining substitutes and sustains an injury to one of the players in the field. A removed player is then eligible to go back in the game.

### 3.6 Batting

- a) All thrown bats will result in the batter immediately being called out and any runner has to return to their original base.
- b) If a pitch is thrown and a batter does not have a helmet on, the batter will be called out.
- c) The “Bat Around Rule” is in play during the regular season. The lead-off cannot bat twice in the same inning, if so the inning is over.
- d) No pass ball on third strike. On 3 strikes the batter is out.
- e) Infielders in possession of the ball can call a time-out. If a runner is in between bases, the runner will be given the next base. (in between 1<sup>st</sup> and 2<sup>nd</sup>, the runner will be awarded 2<sup>nd</sup> base)
- f) A batter can call time-out before the pitcher is in motion to pitch however it is up to the umpire to grant it.
- g) Batters must try to move out of the way of a ball thrown at them. If batter does not make an effort it will be called a ball.
- h) 10 batters and 1 extra hitter are allowed. If a player starts as an extra hitter, the player cannot take the field and can be only replace by another extra hitter.

### 3.7 Base Running/ Violations

- a) The orange outside base belongs to the runner; the white inside base belongs to the fielder.
  - If a runner touches the white inside base and makes contact with the fielder, the runner will be called out.
- b) Batters must run through first base and turn right towards the first base dugout.
  - A runner who turns left towards 2<sup>nd</sup> base can be considered as trying to advance and can be tagged out.
- c) Sliding is up to the discretion of the coach.
- d) Sliding is not allowed at 1<sup>st</sup> base.
- e) All sliding must be feet first.
  - Runners may only slide/dive head first to return to a base.
- f) If a base becomes dislodged during a sliding play, the runner must stay on the spot where the base was originally located.
  - Runners that move off the original base location to make contact with the dislodged base and are tagged by a fielder with the ball will be called out.

- g) Base runners can take a lead after the pitcher releases the ball.
- h) Runners that leave the base early will be declared out.
- i) Runners that leave the base before the pitcher's release will be called out.
- j) A base runner may take the next base if the pitcher drops the return throw from the catcher, or if the catcher overthrows the pitcher on the return throw.
- k) If a catcher throws the ball to 1<sup>st</sup> base before the base runner is back on the bag then that runner is out. If the ball is overthrown, the runner must tag up (re-touch the base) and then proceed to the next base.
- l) No Tagging up is allowed\* (Unless what is stated in rule H)
- m) A courtesy runner will be provided for the catcher with 2 outs to speed up the game at any time. The courtesy runner must be the last out in the line-up. It is the coach's responsibility to quickly recognize this situation and make the change.
- n) All base coaches (adults) on 1st and 3rd base must wear team jersey or apparel. Students are not allowed to coach.
- o) All appeal plays must start from the pitching rubber.
  - The coaches must notify the home plate umpire of which base is being appealed and then the pitcher must throw to the base that is in question.
  - The umpire will call the runner safe if the appeal process is not carried out properly.

### 3.8 Pitching

- a) This is a slow pitch league.
- b) ALL DIVISIONS: Mound 38 ft. (mound can be moved up if both coaches agree)
- c) Windmill and Ark ball pitching is not allowed. All pitchers must start from the pitching rubber. Pitchers can take up to Two (2) steps
- d) A 60 second warm up time for pitchers will be allowed between innings. Coaches/players are allowed to warm up pitchers while catchers are putting on equipment.
- e) Coaches are allowed one trip to the pitcher's mound per inning. If a second trip is made in the same inning, a different player must continue pitching.

### 3.9 Intentional Walk

- a) Umpire must be notified
- b) Four intentional ball pitches do not need to be thrown
- c) Inform the umpire that a pitcher is going to walk the batter and the batter may proceed to 1<sup>st</sup> base
- d) An intentional walk of batters at the end of the lineup to invoke the bat-around rule does not need to be carried out.

### 3.10 Speed up Rule

- a) Teams have 60 seconds to warm-up pitchers/fielders between innings before the umpire calls batter up.

### 3.11 Mercy Rule

- a) After 3 complete innings, if a team is trailing by ten (10) runs at the end of an inning, the game will end and the win will be awarded to the team that is ahead.
- b) If the home team is down by 10 runs at the beginning of the inning, the home team must have their final at bat.

### 3.12 Fielding

- a) Teams can have ten (10) fielders. If a team chooses to start the game with 9 fielders while having substitutes on the bench, they must use 9 fielders for the remainder of the game.

- b) Fielders covering bases cannot block the bases. Fielders must give the base runner a path to the base or the runner will be called safe.
- c) Catchers without the ball must give base runners a path to home plate. If the catcher blocks home plate without the ball, the runner will be called safe.
- d) Fielders blocking the progress of the base runner without the ball will be called for interference and the runner will be called safe.
- e) Only infielders in possession of the ball can call a timeout.
- f) Fielders must allow the batter access to the orange base at 1<sup>st</sup> base. Fielders blocking the orange base will be called for interference and the runner will be called safe.
- g) In-field fly rule is in effect. It is up to the home plate umpire to make the call. If the in-field fly rule is called all base runners must return to the base they were on. If the fielders throw the ball back to the base before the runner gets there, the runner is not out.

### 3.13 Coaches

- a) Each coach will actively supervise team members until the game is completed.
- b) All coaches at 1st or 3rd base must wear school apparel, representing the school.
  - Coaches who refuse to wear school apparel will be restricted to the dugout.
- c) Umpires will speak only to the head coaches during a dispute.