

CEDAR HILLS BOOSTER CLUB

2/19/2017 GUIDELINES & RULES FOR SOFTBALL COACH PITCH LEAGUE

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STANDARD RULES

The Cedar Hills Booster Club follows the standard rules of the National Federation of High School Associations Rules for softball, except as noted in the following pages. On some pages the section marked “**General softball rules**”; we have restated, for reference only, general softball rules from these rulebooks, to help coaches understand the exact way standard rules are stated. These are meant to help clarify situations we have encountered that are only defined in the standard rule books. Cedar Hills Booster Club (CHBC) board will meet in a timely manner to resolve penalty for conduct issues.

PRACTICE

1. No practice sessions are allowed before 5:00 PM on school days.
2. Before the start of games, teams will have scheduled practice times on diamonds that they will play their games on during the regular season. A team with a scheduled practice time will have priority for diamond usage. After games start there are no scheduled practice times.
3. A team will practice on diamonds it will play on during the regular season if possible and will have preference over a team from a league not scheduled to play on those diamonds during the season.
4. Nonscheduled practice sessions on diamonds shall be limited to 30 minutes after notification by another coach that their team wishes to use the diamond. Two coaches may combine their field practice time to scrimmage, but the scrimmage shall not exceed one hour after another coach requests use of the diamond.
5. Conflicts with after school activities should be avoided if possible.

FIELDS

Locations

Softball Coach Pitch	Coolidge & Hoover Elementary
Night Games	Cherry Hill East #2

Base distance

Softball Coach Pitch	Distance between bases is 50 feet.
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Pitching distance

Softball Coach Pitch	Pitching distance is 34 feet with pitching machine.
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GAME

1. All teams are to play a minimum of 12 regular season games if there are 5 or more teams in the league.
2. If there are less than 5 teams in a league the number of regular season games maybe less than 12.
3. Conflicts with after school activities should be avoided if possible.

Home team

1. Home team is noted on the schedule.
2. Home team will occupy the bench along the third base line.
3. Home team will provide the head umpire with two new and one good used game balls before the start of the game.

Warm-up

Diamonds are reserved for those teams scheduled to play on that particular diamond one hour prior to game time. All other teams must vacate the diamond for those teams.

Start time

- 6:00 PM for regularly scheduled games.
- 7:00 PM for Cherry Hill East # 2 night game.

Forfeit

1. Forfeit time of games will be 15 minutes past the scheduled starting time.
2. A team must have at least six (6) players at game forfeit time.

Length

1. All games are to be four innings, unless shortened by time limit or coaches.
2. Softball Coach Pitch time limit to start the last inning is 1hour 20mins. The last inning needs to begin no later than 1hour 20mins after the start of the game.
3. Both coaches note game start time in the record book – this establishes the time the last inning can start.

Scoring

1. There is a 4 run rule or 7 players per inning.
2. The 7th player will be treated as there are 2 outs.

Completed

1. Games **can** end in a tie.
2. In case of rainouts, bad weather, darkness, or time limit, a game is **complete** after –
3 full innings or
2 1/2 innings if the home team is ahead

If an inning is in progress and cannot be completed, the final score will be the score of the last inning completed. If the final score would result in a tie, the game is a tie.

Postponed

1. The Booster Club will determine if games are to be played or rescheduled due to wet grounds or bad weather. The decision will be made by game forfeit time using the following priority of individuals.
 - Grounds crew
 - CHBC board member
 - Coaches, after consultation with each other

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2. If a game has started and is interrupted by bad weather, the Coaches will decide, after consultation with each other, to continue, suspend, or end the game. Then email the CHBC Board President.

Suspended

A suspended game will be resumed at the exact point of suspension. Any player on the team roster will be eligible to play in continued game. However, any player not at original game must be inserted at bottom of line up. All other rules will apply.

Rescheduled

1. The CHBC board will reschedule games, when notified in advance, if a school activity will cause a forfeit to occur.
2. Postponed, suspended, rescheduled games will be handled by the CHBC board. Games will be played as rescheduled by the CHBC board. A forfeit will be awarded if a team does not appear for the rescheduled game.

EQUIPMENT

1. Only balls, bats, catcher's mask, chest protector and shin guards provided by the booster club may be used during a game. Players can use their own equipment, when approved by a board member.
2. Bats 24", 25", and 26" will be provided by CHBC to be used at games.
 - a. Players may use their personal bats only after approved by a CHBC board member and waiver has been signed.
 - b. Any personal bats can be used by other teams.
3. A helmet, with strap under the chin, must be worn by all batters and base runners. Players caught removing a helmet on the field during a play will be ejected (Coaches judgment).
4. A catcher must wear a batting helmet or catching mask at all times.
5. Ball 11" soft
6. All equipment (bag, gloves, bats, balls) should be kept behind the dugout benches or as close to the fence as possible to avoid interference with a live ball. No equipment should be allowed to leave the playing area.
7. On deck batter's warm-up/practice will be done on the playing field at the far end of the dugout away from home plate during the game.
8. Bat rings are not allowed – they cannot be used in practice or games.

General softball rules

Oversized mitt can only be used by players at 1st base and catcher, no other positions.

UNIFORM

1. The cap and shirt furnished by the booster club must be worn for each game, although sponsor may furnish hats for the whole team if desired. The shirts must be tucked in and may not be altered. Pitchers and catchers need not wear hats but all other players are required to. Exception: weather related incidents such as windy conditions (Coaches judgment).
2. Shorts may be worn by players during a game with slider pants, slider pad, and long socks. If a slider pants and slider pad are not worn than the player must wear pants that are below the knee.
3. Steel spikes are not allowed.
4. Failure to comply will result in player being unable to play. **This is for player's safety.**

COACH

Eligibility

1. All coaches (head, assistant, base) must be at least (18) eighteen years old.
2. Assigned coaches must be at 75% of player required practices and games.

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3. Each team may have up to (3) assigned coaches. Assigned coaches may allow parents to help coach after teams are formed. Parents must complete and pass a background check before they are allowed to help coach.
4. Only four (4) coaches will be permitted on the bench or on the field at one time. This includes the scorekeeper.

Conduct

1. No alcohol or tobacco products shall be permitted by anyone during practice, pregame warm-ups, or the game on the field or in the dugout.
2. Pitching-coach may not assist base runners while play is in progress. This includes giving verbal instructions of any kind. This rule is so the kids get use to looking at the base coaches for instructions.

Responsibilities

1. Coaches issued league shirts must wear them and have them tucked in during games.
2. Immediately preceding each game, coaches of opposing teams will present to each other a complete line-up and batting order for their team, listing first and last name of players and shirt number.
3. Lines up should be given to opposing coaches at minimum 5 minutes before game.
4. A coach must notify the opposing coach of any players not playing because of injury or disciplinary action.
5. Prior to game time, the home team coach shall designate an official scorekeeper.
6. Only coaches and umpires may adjust the tee.
7. Coaches need to control their team parents.
8. Both coaches determine if a team has enough players to start a game and avoid a forfeit.
9. Both coaches note game start time – this establishes the time the last inning can start.

UMPIRE

Eligibility

1. Home Team to supply volunteer umpire at home plate and must be at least (18) eighteen years old.
2. Visiting Team to supply volunteer umpire for infield and must be at least (18) eighteen years old.
3. Umpires for this league may be younger if approved by both coaches.

Conduct

1. No alcohol or tobacco products shall be permitted by anyone during pregame warm-ups or the game on the field or in the dugout.
2. Umpires may not assist base runners while play is in progress. This includes giving verbal instructions of any kind. This rule is so the kids get use to looking at the base coaches for instructions.

Responsibilities

1. To collect the missed balls to save time.
2. Only coaches and umpires may adjust the tee.
3. Move the tee and bat from the home plate area after a hit to prevent the kids from running into the tee or bat when making a play at home plate.

PLAYER

Eligibility

All players present, wearing the proper uniform and who have attended at least 50% of their called practices are eligible to play in the game.

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Conduct

A player may be suspended for a game by a coach for disciplinary reasons if approved in advance by CHBC board member.

Responsibilities

1. Each team will be limited to a maximum roster of 13 players.
2. If a player quits the team, their name must be turned into the CHBC board member immediately.

PITCHING

1. Coaches will pitch 3 pitches from the pitching machine to their players.
2. The pitching-coach will start with 3 balls and the umpire will collect misses to save time.
3. The coach pitching to his team must remain in the pitching circle during the three pitches except to get out of the way of a defensive player trying to make a play.
4. When the pitching-coach intentionally interferes with a thrown ball, or interferes with the defensive team's opportunity to make a play on another runner. The runner closest to home plate at the time of the interference shall be declared out.
5. Pitching-coach may not assist base runners while play is in progress. This includes giving verbal instructions of any kind. This rule is so the kids get use to looking at the base coaches for instructions.

BATTING

1. A continuous batting order of all eligible players will be used throughout the game.
2. A late player is one who arrives after the 1st pitch is thrown and will be put at the bottom of the batting order.
3. If a player cannot bat their turn in the batting order, an out is recorded, but they can continue to play the game.
4. If a batter is injured and cannot bat, the next batter in the lineup will take his turn at bat and the injured batter will be skipped in the batting order. The injured batter may re-enter the game at a later time.
5. If a batting order error is discovered by the –
Offensive team - they may correct it with no penalty.
Defensive team -
 - a) While the incorrect batter is at bat, the correct batter must take the position and take their batting turn.
 - b) After the “at bat”, but before the next batter has received a pitch or all infielders have vacated the field, the player who should have batted is out.
 - c) After the next batter has received a pitch or all infielders have vacated the field, there is no penalty.
6. Batting practice during games will be done on the playing field (on-deck batter). Equipment will not leave the playing area.
7. Any individual player throwing a bat accidentally must be warned once by the coaches, than called out for later instances. The batter must bat again, if they reached base safely and only received a warning. Coaches will enforce this rule.
8. The batter will first face 3 pitches from the pitching machine from their coach. If not hitting any of these 3 pitches the player will then hit off the tee until a fair ball is hit. No batter may be called out on strikes.
9. When hitting off of the tee, batter and all runners can only advance 1 base, no matter what defensive errors occur or if the ball is thrown out of play. This is to prevent an advantage from hitting from off the tee.
10. No bunting or half swings are allowed while batting.

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11. A legally struck ball that stays in the 10-foot radius arc in front of home plate is a foul ball. A ball that hits in the 10-foot radius arc and continues into the infield is a fair ball.
12. The coach pitching to his team must remain in the pitching circle during the three pitches except to get out of the way of a defensive player trying to make a play.

GROUND RULES FOR BATTED BALLS

All diamonds

1. If a hit ball hits any part of a tree it is considered a dead-ball.
2. Dead ball area: the area beyond an imaginary line running from the backstop parallel with the foul line to the player's bench extended. On diamonds with a fence on this position, it shall be anything beyond this fence with an imaginary line extended this fence.

Cherry Hill East diamonds

A fair ground ball hit past the home run fence will be a ground rule triple.

General softball rules

1. Fair ball - a batted ball shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time the fielder touches the ball. It does not matter whether the ball first touches fair or foul territory, as long as it does not touch anything foreign to the natural ground in foul territory and complies with all other aspects of a fair ball.

A fair ball is a legally batted ball that:

- a) Settles or is touched on or over fair territory between home and first base or between home and third base.
- b) Bounds over or past first or third base, which is in fair territory, regardless of where the ball hits after going over the base.
- c) While on or over fair territory, touches the person, attached equipment or clothing of a player or an umpire.
- d) Touches first, second, or third base.
- e) First falls or is first touched on or over fair territory beyond first, second, or third base.

2. Foul ball -

A foul ball is a batted ball that:

- a) Settles or is touched on or over foul territory between home and first base or between home and third base.
- b) Bounds or rolls past first or third base on or over foul territory.
- c) While over foul territory, touches the person, attached equipment or clothing of a player or an umpire, or any object foreign to the natural ground.
- d) First hits the ground or is first touched over foul territory beyond first or third base. A caught fly ball is not a foul ball.

BASE RUNNING

1. Infield fly rule is **not** in effect.
2. A base runner cannot leave the base until the ball is **hit**.
3. Runners to 1st base can turn either way.
4. If a fielder obstructs a runner's ability to reach a base, the runner shall be awarded the base. (See definition of Obstruction in the rules under the section "Defense").
5. If a ball is in play, any runner may advance as many bases as possible.
6. If a base runner passes another base runner the passed runner is out.

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7. Play is stopped when a hit ball is controlled by an infielder that is in the infield (umpire judgment). Runners between bases may continue to advance to the base they are running towards at this time, but then must stop as the ball is dead.
8. A player is **required** to slide at home plate **to avoid a collision with the catcher if a play is being attempted by the opposing team**. A player failing to slide may be called out, umpire's decision. No bowling over or intentional collision of the base runner into the catcher shall be allowed during a play at home plate. Runner shall be automatically out if rule is not followed. A defensive player will not be allowed to block home plate by moving up the baseline forcing the runner to slide early.

Stealing

No base stealing, not even if played on.

General softball rules

1. Runner is **not out**:
 - a) When a runner runs behind or in front of the fielder and outside the baseline to avoid interfering with a fielder attempting to field the ball in the base path.
 - b) When a runner does not run in a direct line to a base, provided the fielder in the direct line does not have the ball in possession.
 - c) When more than one fielder attempts to field a batted ball and the runner comes into contact with the one who, in the judgment of the umpire, could not have made an out.
 - d) When a runner is hit with a fair, untouched batted ball that has passed an infielder (Since most teams play there infield players in front of the baseline, most players that are hit with a fair ball will be not be out because the ball has passed an infielder.), excluding the pitcher, and, in the judgment of the umpire, no other infielder had a chance to make an out.
 - e) When a runner is hit by a fair-batted ball after it touches, or is touched by, any fielder, including the pitcher, and the runner could not avoid contact with the ball.
 - f) When a batter-runner overruns first base after touching it and returns directly to the base.
 - g) When the runner stays on base until a fly ball touches an outfielder and then attempts to advance.
2. Runner is **out**:
 - a) When running to any base in regular or reverse order and the runner runs more than three feet from the base path to avoid being touched by the ball in the hand(s) of a fielder.
 - b) When the batter-runner legally overruns first base, attempts to run to second base and is legally touched while off the base.
 - c) When the runner interferes with a fielder attempting to field a batted ball, interferes with a fielder attempting to throw the ball or intentionally interferes with a thrown ball.
 - d) When the runner is struck with a fair untouched batted ball while not in contact with a base and before it passes an infielder (Since most teams play there infield players in front of the baseline, most players that are hit with a fair ball will be not be out because the ball has passed an infielder.), excluding the pitcher, or if it passes an infielder and another infielder has an opportunity to make an out.
 - e) When a coach intentionally interferes with a thrown ball while in the coach's box, or interferes with the defensive team's opportunity to make a play on another runner. The runner closest to home plate at the time of the interference shall be declared out.

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DEFENSE

1. Ten (10) players constitute a defensive team.
2. All players must sit out at least 1 inning before a player can sit out a 2nd inning.
All eligible players cannot sit out more than 2 innings of a 4 inning game.
All eligible players must play at least **1** innings in the infield.
Infield positions – Pitcher, 1st, 2nd, 3rd, Short stop, & Rover (infield position), **never the Catcher**
All eligible players must play at least **1** inning in the outfield.
The only exception is because of injury (umpire judgment).
3. Coaches must rotate players on defense. No player may play more than 2 non-consecutive innings in the same position. **To help give all players an understanding of the game, coaches are encouraged to play players in as many positions as possible during the season.**
4. Coaches must exchange defensive & “sitting out” lineup prior to start of the game. Failure to comply with participation rules should be addressed with opposing coach immediately, then filed as a protested game (use defensive lineup sheet), followed by action from league Commissioner and Board. Umpires have no authority to address this issue.
5. The pitcher must stay in the circle until the ball is hit. **Penalty** – Batter will be awarded 1st base.
6. Defensive infield players must play behind defensive chalk line until the ball is hit. **Penalty** – Batter will be awarded 1st base. The defense line will be at 42 feet.
7. Outfielders must be on the grass when the ball is hit or behind the chalk line at the lighted diamond (Cherry Hill East #2). **Penalty** – Batter will be awarded 1st base.
8. Rover may play anywhere (infield or outfield) during the same inning.
9. Teams playing with 7, 8, or 9 players, may play without the catcher position.

Substitution rules

1. All departures or late arrivals must be reported to both teams’ scorekeeper. Coaches will enforce this.
2. No defensive changes may be made after the start of the inning, unless due to injury.
3. If a defensive player is injured, the injured player shall be removed from the field and a substitute may be made from the bench.

Out-of-play:

1. A ball is considered out of play if it is thrown or deflected over the sideline fence, into either dugout or bench area.
2. If the ball is thrown out of play by an outfielder, the base runners or a batter becoming a base runner will be awarded 1 base from the time of the **throw**.
3. If a ball is thrown or put out of play by an infielder, the base runners or a batter becoming a base runner will be awarded 1 base according to their position at the time of the **pitch**.

General baseball rules

Obstruction is the act of:

A fielder, who is not: (1) in possession of the ball, (2) in the act of fielding a batted ball, or (3) about to receive a thrown ball, which impedes the progress of a runner or batter-runner that is legally running the bases.

SPORTSMANSHIP

1. Unsportsmanlike conduct or inappropriate behavior by coaches, players or parents will not be allowed.
2. If a board member is called out then the coaches can be forced to forfeit.
3. Coaches displaying unsportsmanlike conduct or using abusive language will receive one verbal warning from any CHBC board member. A coach will be suspended or asked to resign for subsequent violations. On second offense, the coach must turn in their equipment.

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4. Members of a coaching staff may not by their actions influence, distract or intimidate an opposing player or an umpire.
5. Coaches may not go behind the backstop to watch the umpire.
6. A coach may not protest a judgment call made by an umpire.
7. Players are not allowed to dispute an umpire's decision.
8. A player throwing a bat or a helmet in anger may be removed from the game (coaches judgment).

PROTESTS

1. A judgment call cannot be protested.
2. Rule interpretations may be protested.
3. The umpire must be notified of a protest before the next pitch is thrown. At this time the plate umpire must note the game situation. Record the balls, strikes, number of outs, innings, base runners, and any other information needed to resume action of this game at a later date.
4. After the protest has been made, the game shall be completed.
5. After the game, the protesting team may drop their protest if they desire.
6. A protest must be presented to any CHBC board member in writing within 24 hours of game completion, by the protesting manager or assistant.
7. The CHBC board will rule on the protest. This ruling is final. A CHBC board member who is a coach of a protested game cannot vote on this ruling.
8. If the CHBC board rules in favor of the protest, the game will resume from the point of the protest. If the protest is ruled against, the final outcome to the game will stand.