



CSAA Softball adheres to all National Federation of High School Rules. The NFHS Rule book includes info on bats, sliding, batting helmets, catcher's equipment, jewelry, playing fields and lightning. **All CSAA teams and coaches must also abide by the listed CSAA special rules and must adhere to all policies and procedures in the CSAA Handbook ([www.loucsaa.org](http://www.loucsaa.org))**

**GROUND RULES:** Ground rules at the site of the game must be reviewed with both coaches before each game, including tournament games.

The first team listed on the schedule is the home team. The home team must furnish a new game ball and the second team listed (visiting team) must provide a good used ball. **During tournament play the home team will be determined as the higher seeded team. CSAA will provide balls for tournament play.**

**The courtesy runner rule will apply to catchers only.** The courtesy runner will be the last batter/runner to make an out prior to the catchers at bat except for the 8<sup>th</sup> grade division. In the event a courtesy runner is needed prior to a recorded out, the player furthest away in the batting lineup will be the courtesy runner. A sub shall be used if available in the 8<sup>th</sup> grade.

**Game length will be 5 innings or one hour and 15 minutes.** If the time limit expires in the middle of an inning, that inning will be completed (unless the home team is ahead and at bat). If a game is tied at the end of the 1 hour and 15-minute time limit, the game is complete at the end of the current inning and will be considered a tie.

No new inning will begin with less than five (5) minutes in the time limit for 6<sup>th</sup> and 8<sup>th</sup> grade divisions and 10 minutes in the 4<sup>th</sup> grade division.

**TOURNAMENT TIE-BREAK PROCEDURE:** At the start of each extra half inning, the team batting will put the last batter who completed her turn at bat on 2<sup>nd</sup> base. Extra inning play will conclude when either the home, or visiting team have a lead at the end of a full inning.

**COMPLETE GAME:** If a game is **suspended** due to darkness, rain, etc. it will be considered a complete game if one of the following situations applies.

- 1) If 3 ½ innings have been completed and the home team is ahead.
- 2) If the game has lasted one hour or more, and the home team is ahead, and the visiting team has completed their turn at bat for that inning.
- 3) Run Rule

**SUSPENDED GAME:** If a game is **suspended** for any reason and one hour has not elapsed from the start of the contest, or 3 ½ innings have not been completed the game will be considered a suspended game. The game will be completed later if the field schedule allows. These games will be continued from the point of suspension, with the remaining time until the time limit expires or the 5-inning game is completed. All regular substitution rules apply for any changes necessary at the time of the makeup date including the count on the batter.

**These rules also apply during the tournament and the tie break rule will be implemented if necessary.**

**Metal Spikes are not allowed**

**Face Mask** - all defensive players in the position of pitcher, first base and third base must wear a face protector.

**Batting Helmet** – The batter and all baserunners must wear batting helmets that must include a face mask.

The home team must provide the official scorekeeper.

Each team's head coach must present a lineup to the scorekeeper and the opposing manager prior to the game. The lineup must show the uniform numbers of all players. All players must bat in the order in which their names are listed on the official lineup. The official lineup shall be the one presented to the official scorekeeper.

## **Special Rules - 4<sup>th</sup> Grade Division**

**Starting a game:** The game will be played with 10 players on defense. When 10 players are being utilized on defense, at least 4 players must be positioned in the outfield grass until the ball leaves the pitching machine. In the event 10 players are not available, the game can be played with as few as 7 players. A forfeit will be declared if a team does not have at least 7 players on the field within five minutes after the official starting time or becomes unable to field 7 players at any time during the game. On offense, all eligible players must be in the batting order (roster bat). If a player is listed in the batting order and is absent, gets injured or leaves the game for any reason, that player's time at bat will be an automatic out. On defense, starters and substitutes must play a minimum of every other inning on defense.

**One umpire will be assigned to each 4<sup>th</sup> grade game.**

The coach of the team at bat will feed the machine.

Pitching machine will be set at 35', measured from the back of home plate to the center of machine. Pitching speed for the machine will be set at 36-40 *mph*.

The batter will receive 6 pitches.

- a) If no action, the batter is out.
- b) 3 missed swings, the batter is out.
- c) No intentional bunting.
- d) A foul tip on the final pitch gives the batter another pitch.
- e) No walks.
- f) If a batted ball hits the pitching machine or the coach interferes, it will be considered a single and the batter is awarded 1<sup>st</sup> base. All base runners will advance one base.
- g) If a batter is hit with a ball, no base will be awarded.
- h) The hitter may not run on a ball dropped or missed by the catcher on a third strike.

A thrown ball which strikes the pitching machine during an attempted play is a live ball and remains in play.

Adjustments to the pitching machine can be made only at the beginning of an inning and with the agreement of both head coaches, unless at other times it become obvious that an adjustment is necessary in order for the machine to throw strikes as deemed by the field umpire.

Infield fly rule is not in effect. The ball remains "alive" with all runners in jeopardy of being put out or advancing.

Each base runner and the batter are allowed only one extra base on any type of overthrow per hitter. After the advancement of the base runners and the hitter, the ball is considered dead.

The ball will be considered live until, in the judgement of the umpire, all immediate play is apparently complete at the umpire calls "time".

The batter cannot run on a missed third strike.

**No stealing** allowed in the 4<sup>th</sup> grade division.

**Run Limit Rule:** A six (6) run limit per inning. After six (6) runs have been scored in any at bat, that half inning is over and teams change sides.

**4<sup>TH</sup> GRADE DIVISION** will use optic yellow 11-inch ball with a COR 47 (max) and Compression of 375 lbs.

**No tournaments allowed in the 4<sup>th</sup> grade division.**

### **Special Rules – 6<sup>th</sup> Grade Division**

**Starting a game:** The game will be played with 10 players on defense. When 10 players are being utilized on defense, at least 4 players must be positioned in the outfield grass until the ball leaves the pitching machine. In the event 10 players are not available, the game can be played with as few as 7 players. A forfeit will be declared if a team does not have at least 7 players on the field within five minutes after the official starting time or becomes unable to field 7 players at any time during the game. On offense, all eligible players must be in the batting order (roster bat). If a player is listed in the batting order and is absent, gets injured or leaves the game for any reason, that player's time at bat will be an automatic out. On defense, starters and substitutes must play a minimum of every other inning on defense.

During tournament play, 8<sup>th</sup> grade game rules regarding batting lineups and substitutions will be used.

**Run Limit Rule:** A six (6) run limit per inning. After six (6) runs have been scored in any at bat, that half inning is over and teams change sides.

The batter cannot run on a **missed third strike**.

**6<sup>TH</sup> GRADE DIVISIONS** will use optic yellow 11-inch ball with a COR .47 (max) and Compression of 375 lbs.

**Stealing** is allowed once the ball has left the pitchers hand.

**Pitching Distance is 40 ft.**

### **Special Rules - 8<sup>th</sup> Grade Division**

**Starting a game: 8<sup>th</sup> grade teams will play with 9 players on defense.** A 10<sup>th</sup> player may be used in the batting order as an EP (extra player). If this option is utilized, only 9 may play on defense but they are free to move around as desired. In the event 9 players are not available, the game can be played with as few as 7 players. A forfeit will be declared if a team does not have at least 7 players on the field within five minutes after the official starting time or becomes unable to field 7 players at any time during the game. If players arrive late, they may only enter as a replacement plater for someone already in the lineup.

NFHS substitution rules apply if a team plays only 9 or 10 players at the start of a game and has extra players available. See Rule 3-3, Article 5 of the NFHS rulebook.

Teams may choose to "roster bat" if desired. This must be declared on the lineup card and the coach must notify the umpire and opposing coach at the pre-game conference. Free defensive substitutions are allowed if teams bat the entire roster. If a player leaves the game for any reason, including injury, an automatic out is assessed every time that spot in the batting order comes around. **The DP/FLEX option will not be allowed in CSAA play.**

**Stealing** is allowed once the ball has left the pitcher's hand.

**Pitching Distance is 43 ft.** See pitching rules in the NFHS Rulebook.

**Run-Rule:** We will use the Kentucky High School 15 Run Rule - A game will be complete after 2 ½ or 3 innings, when a team is 15 runs or more runs behind and has completed its term at bat. This rule will be in effect for league and tournament play.

**8<sup>TH</sup> GRADE DIVISION** will use an optic yellow 12-inch ball with a COR 47 and Compression of 375 lbs.

