

CPSAL HS Girls Softball Rules & Regulations

1. Uniforms

- 1.1.All teams must be in matching uniform tops and bottoms, with unique numbers for each player.
- 1.2. Jersey numbers cannot switch from player, to player. No exceptions.
- 1.3. Teams can bring extra jerseys to games, that is not assigned to any other players.These are considered blood jersey; in case someone gets blood on their jersey and needs to change.
- 1.4.If team does not have matching uniforms before their first regular season game, they must inform the league beforehand.
- 1.5. All uniform issues will be discussed before the game with the coaches, Game Supervisor and referees. All reasonable attempts will be made to correct any violations.
- 1.6. All players must wear baseball appropriate footwear. Softball cleats with must have rubber or bottoms. No metal or plastic cleats are allowed.
- 1.7. (Female Fast Pitch and all Slow Pitch) Ball caps and visors are optional for play- ers. If worn, they may be mixed and must be worn properly. Colors to include: black, white, gray, beige or team colors. The colors may be mixed and are not required to be the same for all team members. Handkerchiefs do not qualify as headwear and cannot be worn around the head or neck. Plastic visors are not allowed.



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2. Particpitation

- $2.1. \mbox{Students}$ in $\mbox{8}^{\mbox{th}}\mbox{grade}$ may participate in Varsity competition.
- 2.2.if a student in 8th grade participates in Varsity High School Basketball competition for a school that participates in Junior High School competition, that student is eligible to participate in Junior High School competition as long as the programs are not in the same season.
- 2.3.In order to be eligible to participate in CPSAL activities a student must be enrolled in and attend a member school.
- 2.4.Physical Examination is required for each athlete and is the responsibility of the school to confirm each athlete has an updated physical.
- 2.5. Transferring students cannot be added to rosters during a season.
- 2.6. Transferring students gain eligibility at the beginning of the next season. For example, if a student transfers during the middle of the fall season, they gain eligibility for the start of the winter season.
- 2.7.A student shall be eligible for High School competition in grades 9th,10th,11th, and 12th.
- 2.8.A student who is 20 years old or turns 20 during the school year, is not eligible for any sports.
- 2.9.A student is eligible to participate in the CPSAL interscholastic sports program immediately upon lawful registration and entry into a New York School that offers such a program, provided the student meets the standards as set forth by the Eligibility Rules and Regulations.



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- 2.10. Any transferring student who was on an active roster at another school at any time during the year prior to the date of transfer, shall be ineligible to represent the school transferred to, in that sport, for a period of one year from the date of transfer, unless the student can demonstrate that the transfer is the result of an official change of residence by his/her parents or legal guardians or the result of a legal change in guardians.
- 2.11. If a student was on a team's active roster in a sport in any high school (public, parochial or private), that student may not participate in the same sport during the same season, for any other team.
- 2.12. A student may participate on one or more teams but only for the school in which he/she is a full-time student.

3. Jewelry

- $3.1\,$ No jewelry allowed. 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
 - o 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.
- 3.2. 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 sweat band.

4. Rosters

4.1. Rosters are due by team's 1st game of the season. This will be strictly enforced.

4.2. If roster is not submitted, team will be able to play but will receive a forfeit loss until roster is submitted.

4.3. All team rosters will consist of a maximum of twenty (25) players and must contain the following

information:

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Name of school Names and telephone numbers of head coach and assistant coaches Legal first and last name of each player



Grade, age, and year of birth (day not required) Uniform number of each player Signature from Athletic Director.

4.4. It is 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.

4.5. League rosters should be emailed to league sports email or added to the league website cpsal.org before the 1_{st} league game.

5. Scheduling

- 5.1. The season will generally start the Last week of March and continue through the Beginning of June.
- 5.2. Games will be scheduled on any day of the week except Sunday. Games will not be scheduled on the following days:
 - Martin Luther King Jr. Day (3rd Monday of January) President's Day
 - Mid-winter Recess
 - Christmas Day
- 5.3. Teams are responsible for submitting their blackout dates the week after the Preseason meeting. The preseason meeting will be held in the middle of November. Schools are entitled (7) blackout dates (not including the CPSAL Holiday blackout dates. The league will not schedule games on these blackout dates.



- 5.4. 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.
- 5.5. It is the responsibility of each participating school to ensure that the blackout dates are inclusive of any foreseen conflicts that the school may have with playing games on that day. These conflicts include (but are not limited to):
 - a. School-specific closings (half-days, early dismissal, etc)
 - b. Testing (mid-terms, interim assessments, SATs, etc)
 - c. Parent/Teacher Conferences
 - d. School Proms/Dances
 - e. School Trips
 - f. Graduation dates
 - g. Vacations/absences of the coaches
- 5.6. 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.
- 5.7. 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.

6. Playoff Tournament and Tiebreakers



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- 6.1. CPSAL will determine the playoff dates and seeding once the regular season is complete using the following criteria:
 - a. Wins/losses
 - b. Head to Head
 - c. Point against
 - d. Points for
 - e. Points for minus points against
- 6.2. All players must play at least 1/3 of regular season games in order to be eligible for post season.
- 6.3. During the playoffs, if the game is tied after the completion of 6 innings, each team will start the 6th inning with a runner on 2nd. If the game is tied after the extra inning, we will continue to start each inning thereafter with a runner on 2nd base until a winner has been determined.

7. Filming

- 7.1. Teams are allowed to film their own games and not allowed to film games that they are not participating in.
- 7.2.No soliciting or receiving another teams film for any reason.
- 7.3.If the above rules are not followed, a one game suspension/forfeit will be enforced.
- 7.4. Parents and spectators are allowed to film.
- 7.5. Filming will only be allowed for review in case of an altercation or a player gets injured.

8. Cancellation of Games



- 8.1. Any cancellations on game day will be made by CPSAL by 1pm.
- 8.2. Games cancelled in less than 48 hours of game day will not Rescheduled and result in a forfeit for the rescheduling team. (CPSAL reserves the right to reschedule a game based on unavoidable emergencies determined by CPSAL administration.

9. Gameday Policies

9..1 Game Duration

A) All weekday games (Monday-Friday) must start at 4pm and are scheduled for 6 innings or 2 hours long (in compliance with the field permit).

b) If there is no scheduled use of the field when the permit has expired, the game may continue past 2 hours to complete innings at the umpire's judgment.

c) If 6 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.

d) No full inning shall start within 10 minutes of permit expiration time (after 5:50pm)9.2. The 10-run mercy rule will be in effect after 4 innings.

 $\cdot\,$ If the home team is trailing by 10 runs in the 3rd 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.

9.3. A game is considered an official game after 4 innings. If the game cannot be completed due to inclement weather, it will continue exactly where it was left off with the same batting line-up in place.

9.4. 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.

Forfeits



- 10.1. All forfeited games are entered into the standings as a 2-0
- 10.2. A fifteen (15) minute forfeit time (Starts 15 minutes after the scheduled start time of the game) is allowed for all games. This will be strictly enforced by the referees unless extra time is authorized by the Commissioner.
- 10.3. All teams must have at least (8) players to start an official game. Teams that have less than five (8) players by the designated forfeit time will forfeit the game.
- 10.4. 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.
- 10.5. 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 9th spot but will have to wait until their spot in the lineup comes up to bat. They cannot be substituted for another player.
- 10.6. Any team that forfeits three or more games in a season will not be eligible for playoffs.
- 10.7. All teams that must forfeit a Saturday game must inform the league via phone call or email by 3pm on Friday.

11. Suspension /Ejection of Student/Coaches

11.1. Any player ejected from a game must leave the immediate playing area.

11.2. Players ejected from a game for unsportsmanlike behavior will face a minimum one-game suspension.

11.3. Any coach ejected from a game must leave the immediate playing area.

11.4. 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.



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11.5. Coaches ejected from a game for unsportsmanlike behavior will face a minimum onegame suspension.

12. Equipment and Safety

12.1. The home team (as designated by the league schedule) is responsible for bringing all bases, home plate and a pitching rubber. 1st base should be a white and orange double base of single construction.

12.2. If the visiting team has to 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.

12.3. Both teams are responsible for bringing three (3) Twelve inch Lime Green softballs (A9011 WTA9011BSST) to the game. The yellow optic cover, red stitch 12-inch ball with a Ball COR of .470 or under and a Ball Compression of **275.0** - **375.0** lbs.

 $12.4.\,$ All catchers must wear full protective gear including the helmet with faceguard, chest protector, and shin guards.

- · All batters must wear helmets.
- All players must wear helmets on the base paths.

12.5. Both teams are responsible for bringing the AED (Automated External Defibrillator) to the game. If school doesn't have an AED, they will forfeit the game.



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12.6. 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.

12.7. A Glove/Mitt may be worn by any player. The dimensions of any glove/mitt used by any fielder shall not exceed the specifications set forth below (see drawing and specifica- tions). (Fast Pitch) The Pitcher's glove may be of one solid color or multicolored as long as the color(s) are not the color of the ball being used in the game.

- 1. (a) Palm width (top) 8 in.
- 2. (b) Palm width (bottom) 8 $\frac{1}{2}$ in.
- $3. \quad \text{(c) Top opening of web 5 in.}$
- 4. (d) Bottom opening of web 4 $\frac{1}{2}$ in.
- 5. (e) Web top to bottom 7 $\frac{1}{4}$ in
- $6. \quad \text{(f) 1st finger crotch seam 7 } \frac{1}{2} \text{ in.}$
- 7. (g) Thumb crotch seam 7 $\frac{1}{2}$ in.
- 8. (h) Crotch seam 17 $\frac{1}{2}$ in.
- 9. (i) Thumb top to bottom edge 9 $\frac{1}{4}$ in.
- 10. (j) 1st finger top to bottom edge 14 in.
- $11.\,$ (k) 2nd finger top to bottom edge 13 % in.
- 12. (I) 3rd finger top to bottom edge 12 $\frac{1}{4}$ in.
- $13. \ \text{(m)}$ 4th finger top to bottom edge





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12.8. The official bat made up of the knob, handle, grip, taper, barrel and end cap shall be free of burs, dents, cracks, sharp edges, rattles and show no signs of excessive wear. The official bat may be marked OFFICIAL SOFTBALL by the manufacturer and shall be no more than 34 inches long nor exceed 38 ounces in weight. The official bat shall not be more than 2.250 inches in diameter at its largest part, including any tolerance for expansion. The Official bat not be listed on the USA Softball Non-Approved Bat List with Certification Marks.

13. Protests Protocol

13.1. Protests may only be made if a rule is alleged to have been applied incorrectly, or not applied.

13.2. No protest of judgment calls may be entered.

13.3. Coach must verbally inform the Umpire of the protest before play commences or resumes.

a) Judgment calls include (but are not limited to):

- Balls/Strikes
- Out/Safe calls
- Infield Fly rule
- Obstruction
- Fair/foul call

13.4. All protests of rules interpretations/athlete eligibility/scorebook keeping must be made in writing and emailed to the Director of Athletics within 24 hours of completion of the game.

13.5. All protest must be completed on the proper Protest form.



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13.6. All protest forms are on CPSAL website (cpsal.org) under rules.

13.7. The league will investigate all protests and will deliver a ruling within 24 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.

13.8. 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.

14. Sportsmanship Policy

14.1. All teams are expected to show sportsmanship before, during, and after each game. Coaches and players must lineup and shake hands after each game. Exceptions to this rule are made for injured players after the coach informs the referees/game supervisor of the injury.

14.2. Players must keep their jerseys on during the postgame sportsmanship line. If a player removes their jersey before the sportsmanship line, that player will be warned. Continued violation of this rule may result in a 1 game suspension.

 $14.3.\,$ Players who do not participate in the sportsmanship line may be suspended for their next game.

14.4. Coaches who do not participate in the sportsmanship line will be suspended for their next game.

14.5. Only coaches, players, and managers are allowed in the dugout during the game.

14.6. Coaches and managers must be in team apparel/colors and players must be in uniform.

14.7. No spectators are allowed in the dugout during the game.

14.8. All teams are responsible for removing their trash from the bench area after the game.



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14.9. Coaches and ADs are responsible for the actions of their players and spectators on and off the field.

14.10. Players and coaches heard using profanity towards the umpire will be ejected. Any parent heard swearing, cursing or harassing the umpire, the coach will be given a warning. If this request is ignored, the parent will be asked to leave the field, and if they refuse, the team will forfeit the game.

14.11. Offensive or confrontational language will not be tolerated. Officials have the right to determine offensive language. If offensive or confrontational language occurs, the umpire will give one warning. If it continues, the players or players will be ejected from the game.

14.12. Players may not physically or verbally abuse an opponent, coach or official.

14.13. Any player or coach ejected from a game must immediately leave the field 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.

14.14. Players ejected from a game for unsportsmanlike behavior will face a minimum one (1) game suspension. The minimum penalty imposed upon a student-athlete or coaches ejected, from a game by an umpire will be a one game suspension.

14.15. Coaches ejected from a game for unsportsmanlike behavior will face a minimum two (2) game suspension.

14. Fighting/Altercations

15.1. 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 2 games at minimum.

15.2. Coaches are responsible for controlling their benches during an altercation. If a player leaves the bench to participate in an on-court altercation, that player will be ejected from the game and suspended for the next game.



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15.3. If more than one (1) player fights during or after a game, it is considered a team fight.

15.4. If a team fight takes place a team can be suspended for one (1) game or the entire season.

15.5. 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.

15.6. After a review of the incident (which can include statements from the coaches, referees, Game Supervisor and/or any video footage), additional penalties can be assessed at the discretion of the league commissioner.

15.7. CPSAL reserves the right to suspend a player for a minimum of one (1) game and maximum of the entire season.

15.8. Any player that leaves the dugout for a fight, will face an automatic suspension of one game. The commissioner could determine if the action of the player warrants more than a 1 game suspension.

16. Spectators and Cheerleading Policies

16.1. a warning will be given to fans or parents who disrupt the flow of the game at the umpire's or Game Supervisor's discretion. If the disruption continues, the fan or parent will be asked to leave the event. If he/she refuses to leave the park, the team that's being supported by the unruly fan will forfeit the game.

 $16.2. \ \mbox{Cheerleaders}$ are an extension of the team and must also be accommodated at all home and away locations.

 $16.3. \ \mbox{Home team cheerleaders should cheer on Home team sidelines or designated area if available.}$



 $16.4.\,$ Home team cheerleaders cannot cheer on the away team's sideline/bench. Away team cheerleaders cannot cheer behind the home team's bench.

 $16.5.\,$ Cheerleaders are just like the players and can be ejected/suspended from a game for disorderly behavior at the referee or Game Supervisor's discretion.

17. Sound and PA Announcements

17.1. Pre-game music and music during time outs is allowed. All music and sounds should be in good taste profanity free.

17.2. Cannot make fun of players, nor use nick names

17.3. Play-by-play announcing is allowed during league games

18. Scorebooks and Scoreboards

18.1. Each team is responsible for keeping and accurate score book.

18.2. 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.

18.3. If scores are not submitted within the time given, the game will be awarded to the opposing team.

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



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19. GAMEPLAY RULES

19.1. Game Rules

- a) All rosters are final after 1st game.
- b) All students must play in at least half of their season in order to qualify.
- c) All games including playoffs are seven (6) innings or 2 hours long.
- d) Championship game is seven (6) innings.
- e) After every game the winning team must submit a picture of the following:
- · The scorebook
- · Final score

19.2. 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 CPSALSCORES@gmail.com.

19.3. All field playing rules will be determined by home plate umpire before the start of the game.

19.4. Forfeit time is 30 minutes.



19.5. (8) Players can start an official game. HOWEVER, the 9th slot in the line-up is an automatic out, every time that slot comes up to bat.

19.6. Courtesy runner- a pitcher and the catcher can be removed for a pinch runner if there are two outs in the inning. The runner must be the person that made the last out within the inning. If both the pitcher and catcher are on base at the same time, then the last two outs can be used as pinch runners. They must be placed on the bases in the order that the made the outs. So, the first out will be the first pinch runner at the base closes to home.

19.7. Teams can have 10 players on the field at all times. Teams can also use a DH for the pitcher if they chose.

19.8. Home plate will be 43" feet to the mound and 60' feet from each base.

19.8. All players must be in full matching uniform (pants, jersey).

19.9. Lineups and Ground Rules

a) Umpires will go over the ground rules with both coaches at the beginning of the game. b) It is the responsibility of the coaches to clarify any interpretation of the ground rules with the umpires, BEFORE the start of the game.

d) 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.

c) It is the responsibility of the coaches to accurately relay any interpretation of the ground rules to their players.

d) All lineups MUST be turned in to the umpire and the opposing coach (on an official lineup sheet) BEFORE the start of the game.



e) 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

19.10. 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 in order to resolve any protests.

19.11. D.H RULE

a) A Designated hitter is allowed to bat for the pitcher only in the line-up (IT'S OPTIONAL.

19.12. Re-ENTRY RULE

Re-entry rules: Allows for a starter to re-enter the game one time. That is, when a sub replaces a starter, the starter then sub back in the place of his replacement once. However, the starter can only return to the same spot in the lineup he occupied before being subbed out of the game. A substitute, on the other hand, after entering the game and then being replaced, is done for the day.



19.13 Batting

a. All thrown bats will result in the batter immediately being called out and any runners returned to their original bases.

b. Bunting is allowed.

c. Batters must make an effort to move out of the way of pitched balls in the batter's box. First base will not be awarded to the batter if the umpire deems the batter did not attempt to move out of the way.

d. Any batter who enters the batter's box without a helmet will be called out if a pitch is thrown.

e. The "bat-around" rule will be enforced. An inning will be considered over if the leadoff hitter comes up to hit twice in the same inning.

Teams are allowed to use DH for the pitcher.

f. Batters can run on a dropped or passed ball 3rd strike if 1st base is unoccupied prior to the 3rd strike. If 1st base is occupied, the batter cannot run to 1st base and any base runners advance at their own risk.

g. With 2 outs, a batter can run on a dropped or passed ball 3rd strike even if 1st base is occupied.

h. If a team bats out of order, the player(s) who were skipped will be declared out. If more than 3 batters were skipped, the inning is declared over and the proper batting order resumes the next inning.

19.14. Fielding

a. Teams are allowed to 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 baserunner a path to the base or the runner will be called safe.

c. Catchers without the ball must give baserunners 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 baserunner 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 1st base. Fielders blocking the orange base will be called for interference and the runner will be called safe.

19.13. Base Running/ Violations

a. Bases will be set 60 feet apart.

b. 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.

c. Batters must run through first base and turn right towards the first base dugout. A runner who turns left towards 2nd base can be considered as trying to advance and can be tagged out.

d. SLIDING is not allowed at 1st base.

e. Runners may slide/dive head first into 2nd base and 3rd base, there will be no head first slide to Homeplate. f. SLIDING is MANDATORY for ALL close plays at ANY BASE. If the runner does not slide on a close play, the umpire can call the runner out.

g. Stealing bases is ALLOWED after the ball is released by the pitcher.

Baserunners may take a lead after the pitcher releases the ball. Runners that leave the base early will be declared out.

h. 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.

i. 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.

j. A courtesy runner can be provided for the pitcher and catcher in any situation to allow the player to change into the catcher's gear and shorten the changeover time in between innings. The courtesy runner must be the last batted out in the lineup. If there are no outs in an inning, the courtesy runner is the player who made the last out of the previous inning. If there are no outs in the first inning, the courtesy runner is the last batter in the lineup.



19.14. First and third base coaches are expected to wear HELMETS in the coach's box. If coach decides not to wear helmet they do so at their own RISK.

19.15. Students are not allowed to coach runners in the coaches' box.

19.16. Each coach will actively supervise team members until the game is completed.

19.17. All coaches at 1st or 3rd base must wear a school t-shirt or hooded sweatshirt, representing the school. Coaches who refuse to wear school apparel will be restricted to the dugout.

19.18. Umpires will speak only to the head coaches during a dispute.

19.19. PITCHING

- a. Pitching rubber is to be placed 43 feet from the rear point of home plate.
- b. Fastpitch/windmill pitching is allowed.
- c. All pitchers must start with at least 1 foot in contact with the pitching rubber.

d. Pitchers can take up to two (2) steps and must stay inside of the pitching circle or marked pitching line. (8 feet from the rubber)

e. If a pitcher starts with their front foot on the rubber and their back foot behind the rubber, the first forward movement of the back foot is considered the first step and the first forward movement of the front foot is considered the second step and then the pitch must be released.

f. If a pitcher starts with their back foot on the rubber and their front foot in front of the rubber, the first forward movement of the back foot is considered the first step and the first forward movement of the front foot is considered the second step and then the pitch must be released.



g. Balk rule will be enforced. A pitcher must make one continuous motion towards home plate when there are runners on base or the runners will be awarded one base.

h. 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.

i. Intentional walks must be carried out with 4 pitches thrown if there are runners are on base. Intentional walks of batters at the end of the lineup to invoke the bat-around rule do not need to be carried out.

j. 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.

19.20. 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 but must remain in the same position in the batting order. The player designated as the DH an only play the field if the pitcher that they are batting for has been removed from the game.

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. 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.