

Catholic Middle Schools Athletic Association (CMSAA)

2007 RULES AND REGULATIONS - Girls Softball

C. WEATHER CONDITIONS/LIGHTNING:

1. Every effort should be made to allow games to be played. A suspension of game play for 30 minutes without improvement in weather conditions will warrant the game to be called and appropriate rules will apply, i.e., suspended game or official game.
2. Extreme temperatures during the summer months do not constitute a reason to cancel a game. If the scheduled games are not fulfilled, those teams not playing will be subject to forfeiture.
3. As soon as thunder or lightning occurs, the game will be ended by the umpires
4. If a started game is cancelled due to inclement weather, and it is cancelled before it becomes an official game, the game must be replayed beginning from the first inning unless agreed to otherwise by managers of both teams.

E. EQUIPMENT; FIELDS; UNIFORMS; RECORDS

1. The home team will supply the field ready for play and a minimum of two balls or more if necessary.
12. Pitching mound cannot be raised.
14. Double base at first base is required.

G. SUBSTITUTIONS:

Teams will employ a "universal batting line-up up to 15 players", meaning all players, up to 15 of them, present at the start of the game will automatically be included in the batting order. If the team has more than 15 players, the extra players will become substitutes. The coach is encouraged to place them in the game at some time, but they are not required to play.

(a) If a team starts with less than 15 players, extra player's can be added to the batting line-up after the start of the game but must be added to the end of the line-up;

(b) There is unlimited defensive substitution, using the 15 players in the batting line-up.

Note: all pitching rules must be followed.

(c) Under no conditions may a player reenter a game in other than his original position in the batting order.

(d) If a player has to leave a game for any reason, a substitute player must enter in the same batting position as the player leaving. If no substitute is available the next batter will move up in the line-up spot. The team will not be penalized for an automatic out when a player leaves.

I. PITCHING RULES:

1. There is no limitation as the number of times a player can return to the pitching position as long as the player is legally in the game.

2. There is no limitation as the number of times a player can return to the pitching position as long if the player has not left the batting order, or has not been removed from the pitchers position by the umpire.
3. When the pitcher comes out of the game and sits down on the bench, by definition, she is out of the batting order and cannot return to the game. But if she is kept on the field she is still in the batting order and can return to pitching any time, as many times as wanted.
4. When the pitcher comes out of the game and sits on the bench, as long as she remains as one of the 15 players batting, she can return to the game any time.

J. FORFEITURES:

1. A forfeiture will be awarded under the following circumstances:
 - a. A team is not ready to play 20 minutes after the scheduled game time.
 - b. A team is unable to field at least 8 players throughout the entire game.
 - c. If in the league coordinators judgment a forfeit is warranted.
 - d. Fields must be in playing condition prior to the start of the game. Forfeitures may be awarded if the field is unprepared or deemed hazardous to players due to neglect of the home team. The umpire-in-chief will be responsible for determining if the field is playable once the game begins.

N. BASE RUNNERS:

There is no courtesy runner permitted. The speed up rule, for catchers only, may be applied if there are two outs. This rule is to be applied at the manager's discretion.

O. PLAYING WITH EIGHT PLAYERS:

1. A team may play with eight players. When playing with eight players, the vacant slot in the batting order is an automatic out. If a ninth player arrives, he may be inserted into the game in the vacant slot and is considered a starting player.

P. INJURY/ILLNESS:

2. In the event of an injury that happened during the game, the automatic out, as per Rule "O", above, will not apply.

S. INTENTIONAL BASE ON BALLS:

Balls must be pitched, catchers must start in catcher's box.

T. MOUND VISITS:

The manager is permitted to visit the mound twice in any inning. Third visit in an inning the manager must remove the pitcher and that pitcher is not eligible to re-enter as a pitcher. A

manager can visit a pitcher a maximum four times in a game without removing the pitcher. Any visit in excess (visit 5) must be for the purpose of making a pitching change. A visit to the mound resulting from an injury is not considered as one of the allowable visits.

U. BARRELING:

1. No base-runner is permitted to "barrel" into another player. A base-runner must slide, give herself up or go around a defensive player. If in the judgment of the umpire unnecessary contact is made which could be considered potentially dangerous, the umpire may eject that player and call the runner out.
2. **Head first sliding is prohibited when going into a base.**

V. PINCH RUNNERS:

1. Where there is a continuous batting order, there shall be no pinch running. However, in the event that a batter is injured and must be temporarily removed from the game, the batter that made the last out may run for the injured batter.
2. In the event that the injured player returns to the game, he must be able to run for himself or else he should be permanently removed from that game and should not be permitted to bat.

Y. PITCHERS: HIT BATSMAN:

1. **Any pitcher who hits three batters in an inning or five batters in a game must be removed from the game.** However, if the batter did not make an attempt to get out of the way, it's at the discretion of the umpire whether the pitch would go towards the hit batsman count against the pitcher. If in the umpire's opinion, a batter is trying to get hit, he will be called out and removed from the game, with a warning given to the manager. If it happens again with another player, the manager will be ejected from the game.

Z. RECAP

NUMBER OF INNINGS 7

OFFICIAL GAME- 4 innings (if home team is ahead, then 3 ½ innings)

MERCY RULE- 12 runs (if home team is ahead, then 4 ½ innings)

LEADING AND STEALING- ON PITCHER'S RELEASE

DROPPED THIRD STRIKE- Can attempt to advance to first base if unoccupied

INFIELD FLY RULE- UMPIRES DISCRETION

GAME TIME LIMITS: UP TO A MAXIMUM 2 HOURS (time limit should be agreed to by the managers and conveyed to the umpire prior to the start of the game).

Note: Acknowledging the distance some teams may travel and field permit limitations, best efforts should be made to start games on time and limit excessive warm up periods prior to and between innings. Note: No inning may begin AFTER the time limit is exceeded. Tie games may exceed only the innings allowed.