

CUYAHOGA VALLEY RECREATIONAL SPORTS ASSOCIATION

GIRLS MINITAIL SOFTBALL LEAGUE RULES

GOVERNMENT

The Girls Minitail League program is organized by the Cuyahoga Valley Recreational Sports Association and shall be under the direct supervision and control of the Recreation Directors.

The enforcement of all rules and regulations shall be the duty of the Recreation Directors.

The decision of the Directors shall be final in all cases.

All managers, coaches, players, umpires, scorers and other personnel involved in this program are expected to subscribe to the spirit of all rules and regulations contained herein.

OBJECTIVES

- To develop physical and mental softball skills.
- To develop a basic knowledge of softball rules.
- To develop an appreciation for the game of softball.
- To encourage and foster teamwork.
- To preach and practice sportsmanship.

All personnel involved in the program are reminded that to “win” is a natural and desirable trait, but to win at the expense of others at any cost is not a desirable trait to teach our youngsters. It is easy for a winner to be a good sport, but it takes a real sportsman to be a gracious loser.

GENERAL

ALL LEAGUE PARTICIPANTS ARE PROHIBITED FROM USING ANY TOBACCO PRODUCT WHILE ON THE FIELD OR ON THE BENCH. VIOLATION OF THIS POLICY CAN RESULT IN EJECTION FROM THE GAME AND SUSPENSION FROM THE LEAGUE.

1. In case of rain, players must show up unless notified by their coach.
2. Playing rules will be according to the current year’s Official A.S.A. Youth Softball playing rules, as modified for use in the CVRSA. Such modifications, if any, will be prepared in writing as an amendment to this list of rules. Playing fields will be laid out in accordance with Little League dimensions.
3. No infield fly rule is in effect.
4. The game shall consist of six (6) innings.
5. A team must have a minimum of eight (8) players to begin a game or a forfeit will be declared. If a 9th and/or 10th player arrives, she must be placed last in the batting order. A 15-minute grace period will be permitted for a team to await the proper number of players. If a team does not have at least eight (8) players after the grace period, the game will result in a forfeit.
6. If a team begins a game with eight (8) players, it may continue to play with seven (7) players if a player is injured or ill. If a team falls below seven (7) players, the game will be declared a forfeit.

GENERAL (continued)

7. The batting order shall contain all players present at the start of the game. They shall bat in sequence for all innings of the game.
8. All players on the roster who are present at the start of the game must play at least three (3) innings per game defensively.
9. A player who arrives after the 3rd inning does NOT have to play in the field but she must be in the batting order in the last position for the remainder of the game.
10. Unsportsmanlike behaviors will not be tolerated. The league will view name calling, badgering, etc. of any umpire or opposing manager, coach or player as unsportsmanlike and illegal. Such conduct is also considered an undue distraction which may contribute to serious accident and/or injury. The heckling of opposing teams, players, coaches, managers and umpires is prohibited. The manager and coaches must control this type of undesirable behavior. Children are great imitators and as such, the adults working with children can and must do what is necessary to control their own emotional outbursts. The manager and coaches will be responsible for their team's compliance with this rule.
11. The umpire's decisions are final and therefore no protests will be heard.
12. If after four (4) innings (3 ½ innings if the home team is ahead), one team is ahead by fifteen (15) or more runs, the game shall be considered complete.
13. Each team can score a maximum of eight (8) runs in each of the first five (5) innings but there is no limit to the number of runs which can be scored in the 6th inning or any extra innings.
14. A game that is tied after six (6) innings will continue for one (1) more inning. The game is over and recorded as a tie if no team leads at the completion of the extra inning.
15. If a game is the only game on that field on a given night, no new inning will be permitted to start after two (2) hours have elapsed from the scheduled game time.
16. If a game is the first of two games on a field on a given night, no new inning can start after 8:00 PM. If a game is the second of two games on a field on a given night, no new inning can start after 10:00 PM.
17. The umpire can temporarily suspend or call a game when conditions such as rain, lightning, darkness, etc. make it dangerous to continue.
18. In the event of rain or darkness:
 - If at least four (4) full innings have been completed and one team has the lead, the game will be considered official.
 - If the home team leads the game after 3 ½ innings, the game will be considered official.
 - If neither of the first two conditions has been satisfied, the game shall be considered a rain out and pitching and hitting totals shall not be counted.
 - A game which has gone four (4) innings and is called while an inning is in progress and before it is completed and the following situation prevails shall be a suspended game: the visiting team has scored one (1) or more runs to tie the score or take the lead and the home team has not re-taken the lead. Under these circumstances, the game shall be continued from the point of suspension, with the lineup and batting order of each team exactly the same as the lineup and batting order at the moment of suspension.
19. Games that are not regulation shall be rescheduled if possible and started at the beginning of the game.
20. Official scoring will be the home team's responsibility and the visiting team must prove any inaccuracy. The score should be verified between each half inning.
21. The League champion will be determined by overall record. In the event of a tie, the following tiebreakers will be used:
 - Head-to-head record
 - Coin flip

UNIFORMS/EQUIPMENT

22. Uniforms are mandatory and will be provided by the sponsoring community. Players are required to play in full uniform (matching T-shirt, hat and shorts).
23. Metal spikes are not permitted but rubber cleats are permitted.
24. The home team will provide two (2) new balls at the start of each game.

FIELD/DIMENSIONS

25. The distance between the pitching rubber and home plate will be thirty-five (35) feet.
26. The distance between bases will be sixty (60) feet.
27. The umpire shall not permit any player, personnel of any team or spectators to stand behind the backstop while a game is in progress.
28. In the event that a ball becomes lodged in the fence or lost in the grass, the fielder must raise her hand immediately and the umpire will call a ground rule double. Balls going through or bouncing over the fence will also be ruled as a ground rule double.

PITCHING

29. The pitcher shall take a starting position with both feet in contact with the pitching rubber.
30. A wind-up or windmill motion may be used, provided it is legal according to A.S.A. rules.
31. Pitchers are limited to twenty (20) batters faced per game and forty (40) batters faced during a week.
32. A pitching week shall be Monday through Sunday. Pitchers are **NEVER** permitted to pitch in games on consecutive days and can pitch in no more than two (2) games in a week.
33. In the event that a team will play more than two games in a week due to rescheduled games, a pitcher can pitch in more than two (2) games during the week. However, she is still limited to facing twenty (20) batters in each game during the given week and she still cannot pitch on consecutive days.
34. Any **in-game** violation of rules #31, #32, and/or #33 will result in the head coach of the team at bat choosing to (a) have the game revert back to the point at which a new pitcher should have been inserted by rule (i.e. the 21st batter is brought back up to bat against the new pitcher), or (b) award the extra batter(s) faced first base with any other runner(s) advancing one base. **All violations of this rule should then be reported to the Recreation Director(s).**
35. **In all instances**, one (1) pitch constitutes a batter faced.
36. If a pitcher is removed from the mound, she can return to pitch but is still limited to twenty (20) batters faced during the entire contest.
37. The Illegal Pitch rule is **NOT** in effect.

BATTERS/BASE RUNNERS

38. All batters, base runners and players in the on-deck circle must wear protective helmets.
39. Batters shall not throw the bat. The umpire will give one (1) warning per team per game and any batter who throws a bat after the warning has been issued will be called out.
40. On an overthrow which goes into the bench area, or is touched by any person or object in foul territory, the runner(s) will be awarded one (1) base.
41. On an overthrow which stays within the field of play, the runner(s) can advance as many bases as possible. Local ground rules will apply, so both managers and the umpire should discuss the ground rules **prior to** the start of each game.
42. Base stealing is not permitted; however, lead offs are permitted after the pitch crosses home plate. The runner must return to her base once the ball is returned to the pitcher. Any overthrow resulting from a pick off attempt on a runner is considered a live ball and runner(s) can advance.

BATTERS/BASE RUNNERS (continued)

43. No bunting allowed.
44. The catcher does NOT have to hold a third strike.
45. Foot-first sliding is permitted. Any head-first slide will result in the base runner being called out.

FIELDERS

46. The league shall use five (5) outfielders and therefore a team can have a maximum of eleven (11) defensive players.
47. The short fielder must play behind second base and neither she nor any outfielder can make a force play at second base.