

Region 11 Softball Rules for Varsity 1 and 2 Leagues (Revised 2008)

1) GENERAL RULES:

- a. There will be a Varsity 1 and Varsity 2 league. A parish with only one team must participate in the Varsity 1 league unless approved at the Region 11 Softball meeting.
- b. This is a CYO program. Players and spectators will cheer in a positive way encouraging their own team. There will be no negative cheering against the opposition.
- c. Rain-Outs: The home field coach, after consulting with the visiting coach, makes the decision to postpone a game due to rain and/or poor playing conditions. That same home head coach will immediately contact head umpire Joe McCarthy (215-396-9776). This decision should be made no later than 2 hours before the scheduled start of the game.
- d. If a coach requests a postponement of a game for reasons other than weather/poor conditions or a parish blackout date less than 48 hours before the scheduled starting time, the team making the request must pay the entire umpiring fee.
- e. Forfeit Time: The forfeit time is 20 minutes after the scheduled starting time.
- f. Players must sit in the area of the bench or on the bench itself. They may not stand around the backstop or lean against the fence because of safety issues.
- g. Teams will be awarded 2 points for a victory and 1 point for a tie.
- h. Both teams will meet on the field prior to the game for a prayer and handshake.
- i. 7 innings is a complete game. Time limits are 2 hours in the Varsity 1 league and 1 hour 45 minutes in the Varsity 2 league.
- j. Playoffs will be determined during the Region 11 meeting prior to the season.
- k. There shall be one umpire in every league game with the exception of regional finals where two umpires will be used.
- l. Umpires' fees are \$40 per umpire, payable at home plate prior to the game.
- m. Protests may be made using the format outlined in the Archdiocesan CYO Handbook.
- n. Rosters MUST be submitted to the Regional Softball Commissioner prior to the deadline date. Forfeits will be awarded if necessary.
- o. ALL COACHES MUST BE CERTIFIED BY PARISHES AND THE CYO!
- p. Winning coaches must contact the commissioner with results following league games. Notification should be made in a timely fashion and standings will be updated as often as possible.

2) PLAYING RULES:

- a. Region 11 follows a modified ASA format.
- b. 10 players are used defensively. A game may start with 9 players. An extra player (DH/DP) may be used to get another player into the game in the Varsity 1 league. All players may reenter the game once in the Varsity 1 league but MUST bat in the same position in the batting order. There is unlimited substitution in the Varsity 2 league. A continuous batting order is used in the Varsity 2 league. There is a 10 batter limit in the Varsity 2 league. (The 10th batter may not receive a base on balls and the 10th batter is put out either on a force play or by having a player possess the ball on home plate.
- c. If one team is ahead by 15 runs after the 3rd inning or 10 runs after the 5th inning, the game shall be stopped and the leading team will be declared the winner.
- d. The pitching distance is 40-feet in Varsity 1 and 38-feet in Varsity 2. Bases shall be 60-feet apart. Coaches are responsible for making sure bases, home plate and pitching rubber are secured whenever possible and that the field is properly maintained.
- e. Both leagues will employ the infield fly rule.
- f. Runners may tag and advance on any caught fly ball.
- g. No bunting is permitted and there is limited stealing of bases in the Varsity 2 league. No stealing of home is permitted in the Varsity 2 league.
- h. Base runners may leave the base when a pitched ball reaches home plate in the Varsity 1 league. Base runners may leave the base up to 3 steps when the pitcher releases the pitch in the Varsity 2 league.
- i. Base runners may be "picked off" by the catcher in Varsity 1 and Varsity 2 leagues, but may not advance on an errant throw in the Varsity 2 league.

- j. Courtesy runners may be used for the pitcher and catcher at any time to speed up the game.*
- k. When the pitcher is in possession of the ball in the pitcher's circle and does not attempt to make a play on a runner, all base runners must commit to a base immediately or shall be declared out by the umpire.*
- l. In the Varsity 2 league, when the pitcher receives the ball in the pitcher's circle, play is dead and runners must return to the previous base if they are not halfway to the next base.*
- m. Intentional walks simply have to be declared. No pitches need to be thrown.*
- n. Players throwing bats are automatically out. (Generally the umpire will give a warning.)*
- o. "Fast pitch " rules apply for pitchers who are limited to 4 innings per day. One pitch to one batter constitutes an inning.*

3) EQUIPMENT:

- a. Home teams must supply one new base and one high-quality used ball. Yellow or white softballs that are ASA approved are legal. (#12s)*
- b. Batters and base runners will wear batting helmets with facemasks AT ALL TIMES. Teams should have more than 4 helmets to speed up the game.*
- c. Catchers must wear a facemask equipped with a throat guard, helmet, girls' chest protector, and shin guards. Hair should be tied back.*
- d. Caps and/or visors are optional although teams should be uniformly dressed. Shirttails MUST be tucked in.*
- e. No player may wear jewelry. (This includes barrettes, small earrings, etc.)*