

10U CACHE VALLEY FAST PITCH SOFTBALL LEAGUE 2023 BYLAWS

Current Year NFHS (Highschool Softball Rules) will be followed with the following exceptions:

1. PLAYER REQUIREMENTS:

- a. The age for all divisions is based on the player's grade for the 22-23 School Year
 - b. Regardless of the number of players per team, games will be held at the scheduled start time.
 - c. Players must be registered in the league and on the team roster to be eligible to play.
 - d. Individual players may only play for one team in a division.
 - e. Players may play up on a second team, but not down on any team. When necessary, replacement players can come from the 8U (Ponytail) league. Only registered players from the same city on an 8U (ponytail) league team may be used.
 - f. If there are fewer than 7 players on a team, the game will still be played by divvying up players from both teams evenly.
 - g. No penalty for missing players.
 - h. Every player must play the field for at least 3 outs or 1 inning.
 - i. ALL PLAYERS MUST BAT and must bat in order.
 - i. The batter is out on the 3rd strike.
2. NO new inning after 50 minutes of game time. There are no tiebreakers!
3. Sides will be retired after 3 outs or 4 scored runs.
4. Any 10 players can take the field. The 10th player must start on the grass, allowing 4 players in the outfield. These outfielders may progress forward when the pitcher releases the ball.
5. Free substitutions on defense.
6. Every team must provide 1 game ball for each game in new or close to new condition.
7. SOFTBALL SIZING: 11" Optic Yellow Softballs
8. No metal cleats allowed.
9. PITCHING:
- a. Pitchers may use the modified (underhand slow pitch) if they need to.
 - b. All pitches (including by the coaches) must be pitched from the distance of **35 feet**.
 - i. Coach can come in close to pitch, $\frac{1}{2}$ way between the batter and the pitching rubber
 - c. On the 4th ball, the batter's coach will come out and finish the strike count. Player will either hit or be out. All pitches thrown by the batter's coach will be counted as a strike.
 - i. There are no walks, players either hit the ball or they are out.
 - d. Pitchers can only pitch **2 innings** per game. Any pitch thrown in an inning constitutes an inning.
10. STEALING/OVERTHROW RULE:
- a. NO STEALING HOME. Only 1 advanced base to 2nd or 3rd per overthrow/pitch. Baserunners may not leave their base until the ball crosses home plate. Players MAY NOT advance to home on an overthrow or passed ball. If a player is stealing 2nd and the catcher makes a throw and the throw goes into the outfield, the runner MAY NOT advance to 3rd base. The runner received their base on the steal attempt. (1 base per pitch). The intent of this rule is that players score on a hit ball or walk only.
11. SPORTSMANSHIP: All coaches and spectators are expected to behave with good sportsmanship and positive support for the players and umpires. Failure to do so could result in game forfeiture and suspension from the league. **Arguing balls and strikes is not allowed.** Coaches are responsible for spectator's actions and behavior. Umpires or league coordinators may eject coaches, spectators, or players from the game. Any person ejected from a game must miss the next game.
12. LIGHTNING: In the event that lightning is seen and/or thunder heard, the Umpire and Coaches will stop the game and clock to check the (FREE) **Weather Bug Phone App** to determine the proximity of lightning. If lightning is detected within 6 miles, players and spectators will be asked to take cover in vehicles. The Umpire will confirm that the scorebooks are up to date and match, the game will resume after 20 min if there is no lightning within 6 miles of the ballpark.