

12U 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. At least 7 players are needed to have a legal game.
 - 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 10U league. Only registered players from the same city on a 10U league team may be used. If an ineligible player plays in a game, the game will be forfeited.
 - f. If there are fewer than 7 players on a team, this counts as a forfeit for that 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 75 minutes of game time. There are no *tiebreakers until the end of season tournament. Game time starts as soon as the coaches conference is over. Forfeit time is 10 minutes from when the game was scheduled to begin.
3. Sides will be retired after 3 outs or 5 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: 12" Optic Yellow Softballs
8. No metal cleats allowed.
9. PITCHING:
 - a. All pitches must be pitched from any distance inside the pitching circle in a straight path from the pitcher's mound to home plate (between 35-40 feet). **Both feet must be on or inside the circle when the ball is released.**
 - b. Pitchers can only pitch **2 innings per game**. Any pitch thrown in an inning constitutes an inning. In the case of a double header the 2 innings resets at the beginning of the second game.
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. A player must avoid flagrant or intentional contact and is encouraged to slide when there is a play at home plate. Intentional or flagrant contact of the runner or catcher will result in an ejection from the game for the responsible player. **Coaches, please explain this to your players.**

12. **INFIELD FLY RULE** is in effect when there are runners on either 1st and 2nd base, OR 1st, 2nd, and 3rd base, with less than 2 outs.
- Rule defined as the occasion when an umpire may call the batter out if a fair fly ball (not a line drive or bunt) that, in the judgement of the umpire, can be caught by an infielder, pitcher, or catcher with ordinary effort.
13. **LOOK BACK RULE:**
- When the pitcher has control of the ball inside the pitcher's circle and does not attempt to make a play on any runner, all runners who are on base must then remain on the base.
 - Any runner off the base must either go back to the previous base or advance to the next base without any hesitation. This means that if the runner off base, while on her way to any base either stops or changes direction, then she will be called out. If the pitcher attempts to make a play on the runner, the runner can stop or change directions.
14. **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.
15. **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.
16. ***Tiebreakers:** The offensive team will start with a runner on second base for each half of the first extra inning. The runner placed at second base will be the person in the batting order directly before the lead-off batter of the current inning (Ex. If the number five batter in the batting order is the first batter of the inning, the number four batter will be placed on second base). If the game remains tied at the end of 1 extra inning, all subsequent innings will begin with the offensive team having 1 out and placing runners on second and third base (people in batting order directly before lead-off batter). until there is a winner. For TOURNAMENT PLAY ONLY.
17. **WIN/LOSS/TIE REPORTING:** Winning coaches shall report a win immediately following the game. Text the date and name of winning team to the league representative:

Name: Quinn Spackman Phone number: 801-823-5601

If no score is reported within 48 hours, both teams will receive a loss for that game. Overall team records will be used for end of season tournament seeding.