

**COFFEYVILLE/CANEY RECREATION COMMISSION
FARM SOFTBALL RULES**

PLAYER ELIGIBILITY

1. A player must reside within the U.S.D. 445 School District, to be eligible to play as an in-district participant.
2. Out-of-district participants will be allowed to participate if space is available and will be required to pay an additional fee.
3. New players moving to Coffeyville who sign up after the registration deadline will be assigned to a team by the Recreation Director when space is available.
4. A player must be at least nine (9) years of age but cannot be eleven (11) years of age before January 1 of the current year.

THE GAME

1. Babe Ruth Softball rules will be used except where league rules prevail.
2. If a game is called due to rain, light failure, etc., there will be a 15 minute delay. If the game is called and 3 innings have not been played, the game will be handled as a suspended game and rescheduled for a later date.
3. A regulation game will consist of five (5) innings, or one hour and thirty minutes.
 - No new inning will begin with 5 minutes or less left in the game.
 - The inning in which the time limit is called shall be completed unless the home team is ahead.
 - Exception: If the visiting team is ahead by more than the 6 runs allotted per inning at the end of the time limit, a new inning WILL NOT begin.
 - Since league games determine seeding for the tournament, games will not end in a tie.
 - NOTE: An inning will begin when the 3rd out is called.
4. Teams must have 8 players to start and finish a game.
 - A defensive team shall consist of 9 regular baseball positions.
 - If a team has less than 8 players, they will forfeit the game.
 - If the opposing team has 10 or more players present, it is understood and agreed upon by all coaches that a sufficient number of players shall be loaned to the team without a full roster to give each team at least 8 players.
 - Normal rules and regulations will apply during a forfeited game.
 - Score will be kept during the game, but the forfeited team will take a loss.
5. The umpires have full authority to run the game, dismiss players and/or managers from the field, etc
6. All protests will be decided by the League Director at the time the protest occurs. No protests will be allowed on judgment calls. There will be a 5 minute time limit on all discussions of any protests. The decision on all protests by the League Director and umpires will be final.
7. No chewing tobacco, smoking or alcoholic beverages will be allowed in the dug-out or on the field during practices or games.
8. No jewelry will be permitted to be worn by players.
9. No metal spikes shall be worn on the playing field.
10. There shall be no crash plays. In the judgment of the umpire, if a player does not attempt to slide and runs into a fielder deliberately, she will be called out.
11. No infield practice by either team will be allowed prior to the start of the game.
12. There will be no throwing or kicking of equipment in an unsportsmanlike manner during the game. The offending player will automatically be ejected from that game.
13. The infield fly rule will not be called.
14. A player or coach who is bleeding or has an open wound shall be prohibited from participating further until appropriate treatment has been administered. If medical care or appropriate treatment can be given in a reasonable amount of time, the player would not have to leave the game. The amount of time to be considered reasonable is umpire judgment. The re-entry rule would apply to players. If there is an excessive amount of blood on the uniform, it must be changed before that individual participates again.

15. A defensive team will consist of 9 regular fast-pitch positions.
16. Full catcher's equipment must be worn by the catcher in all leagues.
17. A player may enter the game defensively anytime the ball is dead. A starter may re-enter once and remain in the same position in the batting order. When a pitcher is removed from the mound, she may re-enter as a pitcher one time due to the re-entry rule. A substitute may not re-enter the game defensively.
18. Only one charged conference per inning is allowed. The second conference will result in the removal of the pitcher from that position for at least one batter. She may re-enter as the pitcher one more time during that game.
19. The third strike is out regardless if the catcher has caught the ball.
20. An 11-inch softball will be used.
21. The pitcher's rubber will be 35 feet from home plate.
22. Pitchers will be limited to 10 innings per week (from Monday morning to Sunday night). One pitch constitutes an inning pitched.
23. There will be one (1) minute or five (5) pitches between innings.
24. A pitcher who pitches up to 3 innings in 1 game may pitch 2 consecutive days with a maximum of 6 innings total allowed for those 2 consecutive days. If that pitcher pitches 4 or more innings in any 1 game, she must have 36 hours of rest before pitching again. A pitcher is limited to 5 innings per day, 10 innings per week.
25. Violation of pitching rule #24 will result as follows:
 - (1) First Offense - forfeiture of that game plus a written/verbal warning to the coach;
 - (2) Second Offense - forfeiture of game plus a 1 game suspension from coaching for the coach;
 - (3) Third Offense - forfeiture of game plus suspension of the coach for the remainder of that season.
26. Prior to starting the delivery, the pitcher shall take a position with: (1) the pivot foot on, or partially on the top of the pitcher's plate; (2) the non-pivot foot in contact with, or behind the pitcher's plate. Both feet must be on the ground within or partially within the 24" length of the pitcher's plate.
27. Innings pitched in games called due to rain shall be charged to that pitcher's eligibility for that week.
28. All players must play defensively at least two (2) innings in every game. All players will bat in a continuous batting order every game. All players entering the game as a defensive substitute must start the following game unless for disciplinary reasons (of which the coach will advise the official scorekeeper and home plate umpire prior to the start of the game and be accompanied with the player being disciplined). An automatic out will not be counted against the disciplined player. Failure by a coach to comply with this rule will result in being penalized as follows: (1) First Offense - a verbal/written warning; (2) Second Offense - a one (1) game suspension; (3) Third Offense - suspension from coaching for the remainder of the year.
29. Tee-Ball and Little League bats will be allowed in Farm Softball.
30. Bases will be at 60 feet.
31. All players are required to wear helmets while at bat, on-deck, and on the bases. In the event a player loses her helmet while running the bases, the umpire will call time out as soon as the batter/base runner reaches the next advancing base or returns to the previously touched base, after she lost the helmet. If the batter loses her helmet on the way to 1st base, she will not be able to advance past 1st base. In the judgment of the umpire, if a player intentionally removes her helmet while running the bases, the umpire will give her one warning regarding the removal of the helmet while a batter/baserunner. Should any player intentionally remove her helmet while a batter/baserunner after the initial warning by the umpire within the same game, she will immediately be ejected from that game.
32. If a player leaves the base too soon, she will be called out and the pitch will not be allowed. She must stay on the base until the ball crosses home plate. She can attempt to advance to the next base with liability to be put out. No further advancement will be allowed after the initial attempted steal until the next pitch. Once a runner returns to a base, she must remain on that base and cannot try to advance until the next pitch.
33. A team is limited to scoring six (6) runs per half-inning.

34. NO COLLISION RULE: in the judgement of the umpire, if a runner does not attempt to slide and deliberately runs into a fielder, she will be called out.
35. Tie breaker rules: the international tiebreaker rules will apply with the last player to record an out will start on 2nd base.
36. No designated hitter nor offensive substitute will be allowed.
37. In the event of an injury, the last previous batter who made an out may pinch-run for the injured player. If the injured player cannot return to the game before her next turn at bat, her name in the scorebook will be lined out and her position in the batting order skipped with no automatic out being applied.
38. Players will pitch the first inning. Starting in the second inning the pitcher will throw (3) pitches to each batter. If the batter has not put a ball in play a coach will come out and can pitch (3) pitches and the ball is either put into play fairly or the batter strikes out. No walks permitted.
39. Encourage your players to hustle on and off the field. It is the responsibility of the coach to have someone warm up the pitcher between innings should the catcher have been the last batter, on-deck batter, or running the bases when the third out was made.
40. **Players and managers will conduct themselves at all times according to the rules of the game. A player or manager who is ejected from the game will be penalized as follows: if a coach is removed from a game, due to conduct, they must meet with the Director of Recreation and Program Supervisor before their team's next practice, game, or meeting to determine their status as a coach. Coaches and managers can be suspended or removed from their coaching duties at any time due to misconduct ON or OFF the field.**
41. Only members of the team are allowed on the field and in the dug-out. Bat girls are considered to be members of the team. All rules are subject to change at any time by the Program Director or Director of Recreation.
42. Any fans, spectators that continually harass, display poor sportsmanship toward umpires, officials, players, etc, will be asked to leave the facility. If fans are ejected, they may be suspended from all CRC activities for a period of 12 months, upon review by the Director of Recreation.