

**COFFEYVILLE/CANEY RECREATION COMMISSION
TOP 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 Commission when an opening occurs on a team.
4. A player must be at least 11 years of age but cannot be 13 years of age before January 1st of the current year.

THE GAME

1. Babe Ruth Softball rules will be used except where league rules prevail.
2. Bases shall be 60 ft; pitcher's plate at 40ft; and a 12" softball will be used.
3. Only bats, which are legally marked "Official Softball", will be used in this league.
4. The umpire shall have full authority over the game. The home plate umpire is empowered to call a game at any time due to darkness, rain, lightening, light failure, panic and/or other causes which place the players and patrons in peril. If a game is called by the umpire due to any of the above mentioned, there will be a 15-minute delay. In the event that a game is called, and 4 complete innings have not been played, the game shall be considered suspended and completion re-scheduled for a later date.
5. All protests will be decided by the league Director at the time the protest occurs, and his/her decision will be final. There will be a five-minute time limit on discussion of all protests. No protests will be allowed on judgment calls.
6. No chewing tobacco, smoking or alcoholic beverages will be allowed on the field or dugouts during practice or games.
7. No jewelry or metal spikes will be permitted to be worn by players.
8. Due to time limitations, no infield practice will be allowed prior to the start of the game.
9. The infield fly rule will be called
 - a. Infield fly rule is, when declared by the umpire, a fair fly (not including a line drive or an attempted bunt) that can be caught by an infielder with ordinary effort when runner are on first and second or all three bases are occupied and before there are two outs in the inning.
 - b. Any defensive player positioned in the infield at the time of the pitch shall be considered an infielder for the purposes of this rule.
 - c. The ball is live, the batter is out, which removes the force, but runners may advance at their own risk. The runners may tag up and advance as soon as the batted ball is touched by a fielder.
 - d. If a declared infield fly becomes foul, it is treated as a foul ball, not an infield fly.
10. Only one charged conference per inning will be allowed, a second conference will result in removal of pitcher for one batter.
11. Catchers must wear all gear when warming up a pitcher at any time.
12. The batter becomes a batter-runner when the catcher fails to catch the third strike before the ball touches the ground when there are fewer than two outs and first base is unoccupied, or anytime there are two outs. This is called the dropped third strike rule.
13. The runner may leave the base as soon as the ball leaves the pitcher's hand.
14. There is no limit on overthrows of bases, base runners will have the liability of put out at all times.
15. NO COLLISION RULE: In the judgment of the umpire, if a runner does not attempt to slide and deliberately runs into a fielder, she will be called out.
16. Blood rule is in effect for all players and coaches.
17. Only members of the team are allowed in the dugout and on the field, NO EXCEPTIONS.
18. All players are required to wear a helmet when on the field offensively, and may not intentionally remove it at any time until she returns inside the dugout. Should a player lose her helmet while going to 1st base, she cannot advance past 1st base. Should a player lose her helmet while advancing on the bases, the umpire will call time out as soon as the runner reaches the next base or returns to the previously touched base after she loses her helmet.
19. Intentional removal of a helmet by a player will result in the following disciplinary measures:
 - a) First Offense: Warning by the umpire to the player
 - b) Second Offense: Immediate ejection from the game

20. A regulation top softball game will consist of 6 innings, or 1 hour and 30 minutes, whichever comes first.
 - a. No new inning will begin with 5 minutes or less left in the game.
 - b. The inning in which the time limit has been called shall be completed, unless the home team is ahead, and the visitor's team has completed their at-bat.
 - c. 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.
 - d. Since league games determine seeding for the tournament, games will not end in a tie.
 - e. NOTE: An inning will begin when the 3rd out is called.
21. A team is limited to scoring 6 runs per half inning.
22. Tie breaker rules: the international tiebreaker rules will apply with the last player to record an out will start on 2nd base.
23. Caps, visors or headbands are optional for players, but must be worn properly. Handkerchiefs around the head and plastic visors are prohibited.
24. League standings will be kept,

PLAYERS & SUBSTITUTES

1. No DH, DP, DEFO, will be used.
2. In the event of injury, the last batter who made an out may pinch-run for the injured player. If the player who is injured is not able to return to the game before her next turn at bat, her name will be lined out of the book and her position in the batting order skipped with no automatic out being applied.
3. A player may enter the game anytime the ball is dead. A starter may re-enter one time, and remain in the same position in the batting order.
4. A substitute may not re-enter the game defensively once they are removed.
5. Teams must have 8 players to start and finish a game.
 - a. If fewer than 8 players are present to begin a game, the team must forfeit, but the game will still be played with the team borrowing players from the opposing team.
 - b. A player from the opposing team may be borrowed to complete the line-up of the team without a full roster.
 - c. If one team has only 8 players present and the opposing team has only 9 players present, the team with only 8 players must take 1 automatic out for the 9th batting position.
6. All players must play at least 2 complete innings of defense per game. Players entering the game as a defensive substitute must start the following game unless there are disciplinary reasons. (An automatic out will not be counted against the disciplined player). All players will bat in a continuous batting order every game.
7. Failure of coaches to comply with Rule 6, Players & Substitutes, will result in the following penalties:
 - a) First offense: A verbal/written warning
 - b) Second Offense: A (1) game suspension
 - c) Third Offense: Suspension for the remainder of the season.
8. In the event that disciplinary action is taken against a player, the player must accompany the coach to inform the home plate umpire and official scorekeeper.
9. Players must play on the team, which they have been drafted.
10. 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 be the last batter, on-deck batter, or a base runner when the third out was made.

PITCHING REGULATIONS

1. Prior to delivery the pitcher must have both feet on the ground within the 24" length pitching plate. Both feet must remain in contact with the plate at all times prior to the forward step. The pivot foot must remain in contact with or push off and drag away for the pitching plate prior to the front foot touching the ground, as long as the pivot foot remains in contact with the ground.
2. The pitcher may not make a stop or reversal of the forward motion after separating the hands.
3. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.
4. Pitcher's will be given (1) minute or (5) pitches between innings.
5. Pitcher's can pitch no more than 6 innings per day, 12 innings per week (Monday-Sunday). A pitcher, who pitches 3 or less innings in one game, may pitch two consecutive days, with a maximum of 7 total innings. Any pitcher that pitches more than 4 innings in one day must have 36 hours rest before pitching again. One pitch in an inning constitutes an inning.
6. Violation of Rule #2 Pitching Regulations will result in the following penalties:
 - a) First Offense: Forfeiture of game in which violation occurred, plus verbal warning
 - b) Second Offense: Forfeiture of the game, plus a 1 game suspension for the coach.
 - c) Third Offense: Forfeiture of the game, plus suspension from coaching remainder of year.
7. Innings pitched in games that are called shall be charged against the pitcher's eligibility for the week.

8. When a pitcher is removed from the mound, she may re-enter one time as a pitcher.

CONDUCT

1. Players and coaches are expected to conduct themselves at all times according to the rules of the game.
2. **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.**
3. Striking or threatening an umpire, coach, spectator, official or CRC representative will result in suspension of the player or coach for the remainder of that season and a one-year ban from all CRC sponsored activities.
4. Throwing or kicking of equipment in an unsportsmanlike manner will result in being ejected from the game.
5. All rules are subject to change at any time by the Program Director or Director of Recreation.
6. 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.