

# Magic Valley Girls Softball

## "C" League Bylaws 2019

"C" League will play "modified" fast pitch.

*The NFHS Softball Rule Book (NFHA.org) will govern all play with the following exceptions:*

Adopted roster policy that rosters will be turned in for all teams in all leagues to the chairman of the board at the halfway point of the season and cannot be changed unless players are needed for tournament. Younger players must be brought up from the same town and be registered and competed in lower league for the season. Players can only be brought up to total the team to 12 players in all leagues.

1. Players who turn 11 before AUGUST 31, 2018, are not eligible.

2. Younger players can move up to a higher league, but must stay there for the season. (Example: A "B" league player can't play on a "B" team and an "A" team at the same time. She must play on one team only.) Older players CAN NOT play down.

For the end of the season tournament, teams will be allowed to pick-up younger league players ONLY if they are short on players. (You may pick up enough to have a team of 12 ONLY) If you pick up a player from a younger league they must be done with the league they were playing on at the beginning of the season.

3. Teams are divided equally in age difference if there is more than one team per town.

4. Recruiting players from other towns will not be allowed. If the town the player is from has a team for them to play on, they must play for their own town's team. If that town does not have a team for the player, they then will be allowed to play.

5. Bases are 60 feet apart. Home to pitcher's plate is 32 feet (1 year trial) with a 15 foot circle.

6. Games will last 5 innings or NO NEW INNING AFTER 2 hours, whichever comes first. The umpire behind the plate must declare the final inning before the inning begins to each coach. As with rain outs, you will need to play at least 4 innings with the home team batting last, to consider this a full game.

TIME LIMIT IS NOT "DROP DEAD" YOU WILL FINISH THE INNING IN PROCESS AS LONG AS DAYLIGHT IS AVAILABLE.

7. The 11 inch YELLOW ball will be used.

8. Rubber cleats will be allowed.

9. 10 players on the field. Rover may play anywhere within the foul lines.

10. EVERY PLAYER ON YOUR TEAM WILL BAT THAT IS ON YOUR ROSTER AT THE START OF THE GAME.

11. Teams may start with 8 players, but must use 10 if they have 10, or 9 if they have 9. Starting with fewer players will result in a forfeit.

12. When starting with 8 or 9 players, an out Will Not be taken for the missing players.

13. If you start with 8 or 9 players and players show up late, you may add these players as they arrive to the bottom of the line up in order to field a team of 9 or 10.

14. Substitutions, since every batter on the team will bat you may move any player on the field to a different position when you want as long as you only have 10 players in the field. THE BATTING ORDER WILL NOT CHANGE ONCE THE GAME STARTS.

15. Pitchers may pitch with or without the windmill, but must start with at least one foot on the pitching plate. The pitcher shall not take more than one forward step toward the batter during delivery. The pivot foot may remain in contact with or may push off the plate and drag away.

16. Team will be warned when first bat is thrown. The second time a bat is thrown, the player will be out.

17. The strike zone will be from the shoulders to the knees and the pitch must come in flat.

18. The batter will start each at bat with a 1 strike count.

19. Batter will take a base if hit by a pitch, even if it hits the ground first.

20. Players may steal 2<sup>nd</sup> and 3<sup>rd</sup> base after the pitch reaches home plate. A team with a 10 run lead CAN NOT steal. One warning per team will be given if runner leaves too early. Further infractions will result in the runner being called out

21. NO STEALING HOME.

22. No infield fly rule.

23. In order to prevent injury and protect the defensive player attempting to make a play on a runner, the runner must "slide or concede" the out.

24. Catchers will NOT be allowed to chatter.

25. Teams will be allowed to score 6 runs per inning with a possible (Example: Team has scored 5 runs during an inning; batter comes up with bases loaded and hits a home run. Team would end the inning having scored 9 runs.) The final declared inning, if time limit comes into effect, or the fifth inning, it will be catch up plus six. (Catch up plus will be last inning only)

26. In the event of a rain out situation, if at least 4 complete innings have been played the game will not need to be rescheduled. The winner will be the team ahead at the last complete inning played. If you have not completed 4 innings the game will have to be rescheduled.

27. If an injury occurs during the game, (or a player is ejected), and the team does not have a sub, the game WILL STILL CONTINUE, but every time that player comes up to bat she will be out. (This rule will still be in effect even when a team only has 9 players. The injured player will still take an out wen up to bat, but remaining players will all take the field on defense.)

28. All batters must have a helmet with a face mask.

29. Umpires must be at least 15 years old and it is best to use 2 umpires per game. (1 behind the plate and 1 in the field.)