

Except as provided in these General Rules and the specific CVF division rules, the official rules of USA Softball are in force and effect as issued or updated on an annual basis for the current season of play. In the event of a perceived conflict, the protest policy found in the CVF Structure of League & Tournament Teams and the USA Softball rulebook (rule 9) should be followed.

CVF LEAGUE GENERAL RULES (updated 1/1/19)		
Base distance		Refer to specific division rules.
Batting order (consecutive)		<ol style="list-style-type: none"> 1.) All teams will bat in consecutive batting order, i.e., all girls in attendance must be placed in the lineup at the beginning of the game, and bat in proper rotation for the remainder of the game. If a player appears late for a scheduled game, her name shall be added to the bottom of the batting order. No changes in the batting order, other than late arrivals, are permitted once submitted to the official scorekeeper. 2.) Players who are unable to take their place in the batting order during the game due to injury, illness, or ejection, shall be recorded as an out for the first occurrence in rotation, and skipped thereafter. No game shall end as a result of this rule. If there are two outs, and such an absence would result in a game ending third out, the absence shall be ignored, and the next scheduled batter shall bat. 3.) A player once removed from the batting order due to injury, illness or ejection, may not re-enter the game or batting order for the remainder of the game. 4.) Based on a twelve batter roster, consecutive batting order shall be as follows: Inning #1 -- batters 1 through 10, inning #2 -- batters 11 through 8, and so on. - 6U division: Refer to 6U division rules (page 2, "Batting" #1 & #2).
Batting out of turn		<ol style="list-style-type: none"> 1.) 6U division: Refer to 6U division rules. 2.) All other divisions: Refer to USA Softball rulebook (rule 7, section 2).
Collisions		<ol style="list-style-type: none"> 1.) Runner/fielder collisions shall be avoided whenever possible. 2.) It shall be the responsibility of the coaching staff to instruct players on the appropriate techniques for avoiding collisions. 3.) COLLISIONS DEEMED AS DELIBERATE BY THE GAME OFFICIAL SHALL REQUIRE THE IMMEDIATE EJECTION OF THE PLAYER AT FAULT.
Courtesy runners		<ol style="list-style-type: none"> 1.) Courtesy runners will be allowed with the permission of the umpire. 2.) Courtesy runners will replace sick or injured players once they have safely reached a base on a hit or a walk. 3.) Courtesy runners may replace the current pitcher or catcher at the discretion of the manager/coach. 4.) Courtesy runners shall be the last recorded out or the bottom of the batting order, should there be no outs recorded in the game.
Dropped 3rd strike	12U & up	In effect for divisions 12U and up.
Equipment requirements		<ol style="list-style-type: none"> 1.) Game balls. <ul style="list-style-type: none"> - The league shall provide all teams with sufficient practice balls. - The league shall provide one new game ball for each game. <ul style="list-style-type: none"> - 6U division shall use their own practice balls. - The home team managers in the 8U division shall acquire one new game ball per game from the umpire room, and provide one usable practice ball for each game. - A new game ball for each game shall be provided by the umpire in all other divisions.

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Equipment requirements (continued)		<ul style="list-style-type: none"> - Home team shall retain all game balls until the end of the season, at which time they will be returned with issued equipment. - Balls used in each division shall be as follows: <ul style="list-style-type: none"> 6U: 10" reduced impact factor (RIF) 8U: 11" reduced impact factor (RIF) 10U: 11" regulation 12U and up: 12" regulation 2.) Bats shall be USA Softball certified. 3.) Helmets. <ul style="list-style-type: none"> - Both the pitcher and catcher must field their positions wearing protective headgear (helmet with faceguard and chinstrap). This is mandatory in all divisions. - All batters and base runners MUST wear protective headgear while on the field. - Chinstraps and faceguards on batting helmets are mandatory in all divisions, and shall be properly worn when the player is in the live ball area of the field. - Every participant age 18 or younger on December 31st of the previous year (to include base coaches and ball or bat retrievers) shall wear a certified helmet with faceguard and chinstrap while on the field during live ball conditions. It shall be the responsibility of the manager/coach to ensure that no person enters the playing area to retrieve a bat or ball during live action.
Free substitution	Yes (modification: pitcher)	<ol style="list-style-type: none"> 1.) Free substitution, including pitchers, will be allowed in all divisions anytime during the game, i.e., a defensive player may be substituted at will. Refer to "Pitching Eligibility" for pitching limitations and re-entry allowances. 2.) Substitutions must be made to accommodate the minimum playing rule for all team members present, regardless of the amount of innings played. 3.) Notification of defensive substitutions to the umpire or official scorekeeper is not required (EXCEPTION: PITCHING SUBSTITUTIONS MUST BE ANNOUNCED TO THE OFFICIAL SCOREKEEPER AT THE TIME OF SUBSTITUTION.
Game ball		Refer to "Equipment Requirements", #1.
Game time limits		<ol style="list-style-type: none"> 1.) Game time limits and innings by division shall be as follows: <ul style="list-style-type: none"> 6U: One hour, 15 minutes, or 4 innings -- drop dead time limit, no matter where team is in batting order. 8U: One hour, 30 minutes, or 5 innings -- drop dead time limit, no matter where team is in batting order. 10U: One hour, 30 minutes, or 6 innings -- no new inning after one hour, 30 minutes. 12U and up: One hour 30 minutes, or 7 innings -- no new inning after one hour, 30 minutes. 2.) A game may be suspended and playing time stopped in the event of an unforeseen or prolonged event that precludes continued game play. If at all possible, game play should be resumed and the game completed on the date scheduled.

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Game time limits (continued)		<p>3.) If necessary, suspended games should be rescheduled and continued from the point of suspension as outlined in the upheld protested game procedure.</p> <ul style="list-style-type: none"> - Pitching eligibility shall be the same as established at the date of the original suspended game. - For games played after the rescheduled suspended game, pitching eligibility shall be established as if the rescheduled game had not been played. <p>4.) Games otherwise not meeting regulation innings completed may or may not be rescheduled as determined by the board of directors.</p> <p>5.) Any inning in progress must be completed unless the home team is ahead in their half of the inning, and game time has expired (6U/8U divisions excluded).</p>										
Grace period	10 minutes	Game shall be forfeited when unable to field the minimum 7 defensive players.										
Infield fly rule	12U & up	In effect for divisions 12U and up.										
Managers' & coaches' responsibilities		<p>1.) All managers and coaches must be in good standing with the league, and ASA certified (passing of background check and ACE certification test).</p> <p>2.) Managers are responsible for the proper care of all league-supplied equipment and return of this equipment at season's end.</p> <p>3.) Managers are responsible for the conduct of coaches, players and parents/guardians alike.</p> <p>4.) Players are to remain in the general area of the playing field and dugouts during the game.</p> <ul style="list-style-type: none"> - Players should not be allowed to mingle with spectators in the stands during a game. - Managers are responsible for keeping unauthorized persons out of the dugout areas or on the field during games, as well as controlling the conduct of his/her team at all times. <p>5.) Managers are responsible for keeping his/her team off any playing field until the conclusion of the preceding game.</p> <p>6.) Managers are responsible for teaching and communicating the rules, principles and fundamentals applicable to their divisions to players and spectators alike.</p> <ul style="list-style-type: none"> - 6U and 8U divisions: Instruction of fundamental skills, i.e., how to throw and catch a ball, batting, base running, and sportsmanship, are emphasized. 										
Minimum number of players/forfeited games	7	<p>1.) A team may start a game with a minimum of 7 players, but may not continue with less than 7 players. Games shall be forfeited when a team is unable to field a minimum of 7 defensive players.</p> <p>2.) Players showing up late may be added to the defensive team at any time, and shall be placed at the bottom of the batting roster.</p> <p>3.) Forfeited games shall be recorded as a loss for the team unable to field the minimum amount of players within the time allotted.</p> <p>4.) Forfeited games will not be rescheduled.</p>										
Number of defensive players/positioning		<p>1.) Defensive players per division shall be as follows:</p> <table style="margin-left: 40px; border: none;"> <tr> <td style="padding-right: 20px;">6U:</td> <td>10 defensive players -- 7 maximum infielders</td> </tr> <tr> <td>8U:</td> <td>10 defensive players -- 6 maximum infielders</td> </tr> <tr> <td>10U:</td> <td>10 defensive players -- 6 maximum infielders</td> </tr> <tr> <td>12U:</td> <td>10 defensive players -- 6 maximum infielders</td> </tr> <tr> <td>14U, 16U, 18U:</td> <td>9 defensive players -- 6 maximum infielders</td> </tr> </table>	6U:	10 defensive players -- 7 maximum infielders	8U:	10 defensive players -- 6 maximum infielders	10U:	10 defensive players -- 6 maximum infielders	12U:	10 defensive players -- 6 maximum infielders	14U, 16U, 18U:	9 defensive players -- 6 maximum infielders
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Number of defensive players/positioning		<p>2.) Infielders are defined as players positioned on the skinned (non-grass) areas of the playing field. Outfield players must position themselves at least 10 feet behind the baseline. The 6U division infield is as marked on the reduced sized field.</p> <p>3.) Every player <u>MUST</u> play at least one inning in the infield in each game.</p>
Pitching distance		<p>Pitching distances are as follows:</p> <p>6U: 25 ft. (pitching machine)</p> <p>8U: 30 ft. (for both pitcher and coach)</p> <p>10U: 35 ft. (live arm)</p> <p>12U: 40 ft. (live arm)</p> <p>14U & up: 43 ft. (live arm)</p>
Pitching eligibility	8U & up	<p>1.) No pitcher shall exceed the maximum amount of innings allowed in any game. <u>There is no calendar or number of days' exclusion to this rule.</u></p> <p>2.) A full inning pitched shall be charged if a pitcher delivers one ball to any batter, or completes any portion of an inning.</p> <p>3.) If a pitcher is charged with an inning as defined in #2 above, and is substituted for, she shall be charged for another inning if she re-enters in that inning as a pitcher.</p> <p>4.) The number of innings allowed are:</p> <p>8U: 2 consecutive innings each game, re-entry allowed for 1 additional inning if game goes beyond 4 innings.</p> <p>10U: 3 consecutive innings each game, no re-entry.</p> <p>12U & up: 4 consecutive innings each game, no re-entry.</p> <p>5.) Batters hit by the pitch:</p> <p>10U & up: Two consecutive batters or the third batter in the game hit by a pitch delivered by the same pitcher shall require the immediate removal of that pitcher from pitching. A pitcher removed from a game may field any other defensive position for the remainder of the game, but shall not re-enter as a pitcher.</p> <p>8U: No penalty to pitcher, as this is a developmental stage, and the ball is reduced impact.</p> <p>6.) PENALTY FOR VIOLATION OF PITCHING ELIGIBILITY RULES #1 and #4 IS AUTOMATIC FORFEITURE.</p>
Pitching (illegal pitch)	8U & up	<p>1.) Pitching regulations shall be as stated in the official USA Softball rulebook (rule 6 -- fast pitch).</p> <p>2.) Explanations of legal and illegal pitches are adopted and incorporated by reference. There shall be no warning or grace period for implementation of illegal pitch infractions. The step-back move is not allowed. The pitcher must start with both feet on the rubber, and the only step allowed is a forward step with the non-pivot foot.</p> <p>3.) 8U division only: Illegal pitch infractions shall be deemed as "no pitch", and a ball will be added to the count on the batter. No award of bases shall be imposed.</p>
Protests	10U & up	<p>Protests are allowed in divisions 10U and up. A protest properly filed shall have a hearing scheduled within 48 hours of the protest (See protest policy in CVF Structure of League & Tournament Teams and rule 9 in the USA Softball rulebook).</p>

(updated 1/1/19)

Radical scores	8U & up	Radical scoring in games will not be recognized as a cause to terminate the game. No maximum number of runs that one team can be ahead of another will be recognized by the game official as reason to terminate the game.
Rainout policy		If teams are not called prior to 3:30 P.M. during the week notifying coaches of game cancellations, teams are expected to be at the fields for their games. The umpire will cancel games affected by rain after 3:30 P.M., depending on field conditions and safety factors. Cold and wind have never been reasons for cancellation of a scheduled game. Also, be advised that in many situations it may be raining in one area of the valley and dry at Stodick Park. If you get no phone call, you need to be prepared to play and be at the field on time. The two-hour time frame will apply to games on Saturdays at 11:00 and 1:00.
Rotation rule/ minimum playing rule/ waiver policy		<p>1.) Every player present <u>MUST</u> play defensively throughout every game. Managers and coaches shall rotate players in and out of defensive positions so that a player on the bench one inning shall be in the field the next inning. <u>EVERY PLAYER MUST PLAY AT LEAST ONE INNING IN THE INFIELD IN EVERY GAME.</u></p> <p>2.) This rule may be waived if certain conditions exist and are documented:</p> <ul style="list-style-type: none">- Specific parental request- Injury or illness- Lack of attendance to team functions- Disciplinary problems to include uncooperative attitude, inappropriate language, or other problems. <p>3.) A CVGSA written waiver form (available in snack bar) shall be submitted to the game official prior to start of play, or if the game is in progress, immediately upon the occurrence that requires a waiver.</p> <ul style="list-style-type: none">- Once a waiver form is submitted, it is in effect for the remainder of the game, and may not be rescinded.- Under no circumstances can a player be waived if the waiver would result in a game forfeiture.- Game officials shall retain all waiver forms, and the scorebook shall be noted with the waiver information at the time of submission.- Waiver forms shall be turned in at the end of the game to the respective division representative present.- Waiver forms shall be reviewed on a weekly basis by the division representative and/or the board. <p>4.) Misuse of the minimum playing rules or of the waiver policy shall result in disciplinary action against the offending person, which may include:</p> <ul style="list-style-type: none">- Verbal warning by division representative- Written warning by the board- Possible suspension as determined by the board.
Run limit per inning & "Equalizer" rule	4 runs (8U & up)	<p>1.) A half inning shall end when either three (3) outs are made by the defense or when four (4) runs are scored by the offense (Exception: See "Equalizer Rule" below).</p> <p>2.) Equalizer Rule: Teams trailing in the game may score additional runs above the 4 run limit. Teams may score no more than 4 additional runs over their opponent's score to "equalize" the 4 run limit.</p> <p>3.) When the fourth run is scored or trailing team goes up by four, the ball is immediately dead, and teams shall change sides.</p>

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<p>Uniform requirements (continued)</p>	<ul style="list-style-type: none"> - Hat, caps and visors are optional uniform apparel, and may be worn subject to the following: Headgear worn shall be of the team color. 2.) All players are required to furnish their own black baseball pants (not required in 6U division), gloves, mitts, and appropriate athletic shoes. <ul style="list-style-type: none"> - Cleats are recommended; however, secured tennis shoes are allowed. Metal cleats are prohibited. Baseball and soccer cleats are acceptable. - No dress shoes, slip-ons, or sandals are permitted. 3.) Any optional piece of apparel worn during a game for warmth may be worn. Players whose numbers are not visible shall announce their numbers when they come to the plate. 4.) Any optional piece of clothing intended for warmth may be worn under the uniform shirt, with the following exceptions: <ul style="list-style-type: none"> - Pitchers while pitching shall not wear any long-sleeved clothing that is white, optic yellow, or other bright color. These colors shall not appear on a pitcher's glove or mitt as well. - Other restrictions as to clothing worn while pitching shall be at the discretion of the game official. 5.) With the exception of "medical alert" or religious necklaces or bracelets, all other necklaces, bracelets (including rubber and/or cloth) and earrings shall be removed prior to game time. Medical alert and religious items and piercings shall be taped to the body in a secure manner. 6.) Managers/coaches should be neatly attired. <p align="center">PENALTY: A TEAM WARNING ON THE FIRST OFFENSE; ON SUBSEQUENT OFFENSES, THE PLAYER INVOLVED SHALL BE DISQUALIFIED AND RESTRICTED TO THE BENCH. AFTER A SECOND OFFENSE, THE MANAGER/COACH SHALL BE EJECTED.</p>
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