

DIOCESE OF OAKLAND
CATHOLIC YOUTH ORGANIZATION
2010 GIRLS' CYO SOFTBALL RULE EXCEPTIONS

The CYO Girls' Softball rules will be the 2010 National Federation of State High School Associations Rules book with the following rule exceptions. These rule exceptions will supersede the Federation rules.

SLOW PITCH RULES/ STRIKE ZONE: CYO Softball will play slow pitch rules. Any pitched ball landing on the strike box/mat directly behind home plate, or hits on lines of the strike box, or hits home plate is a strike. A pitched ball hitting outside of the strike box or home plate is a ball. Ball must be delivered by the pitcher with a perceptible arc of at least as high as the top of the batters head but no more than 12 feet from the ground. See diagram at the end of the sheet for strike zone.

In the judgment of the umpire, the ball must be delivered at moderate speed. The pitcher shall be warned once and then, on the second warning, the pitcher shall be removed as pitcher for the remainder of the game. A batter hit by a pitch does not advance to first base.

THE PLAYING FIELD: The size of the diamond is 60 feet for baselines and 35 feet for the pitching distance.

EQUIPMENT:

Ball: An official 12" size softball, with either a firm rubber cover or regulation leather softball. *The RIF Softball, Level 10, YELLOW, is required*

Gloves: A legal glove or mitt may be worn by any player. There will be no restriction as to the use of a glove or mitt because of a player's defensive position in the field.

Uniform Numbers: Players must wear numbers on their uniforms.

Protective Equipment: It is mandatory for each batter, on-deck batter, base runner and player coaching to wear a head protector. It is mandatory for catchers to wear a facemask with a throatguard, helmet, body protector and shin guards.

Spikes: No metal spikes are allowed.

ALL PLAY PARTICIPATION RULE: "Continuous Batting Order" - All healthy, uniformed players will be assigned a position in the batting order regardless of whether they are assigned a position in the field. They must bat in that order, even if they are not fielding. Players may be inserted and removed from field positions at will. (Exception: A pitcher must pitch to at least one batter.)

LENGTH OF GAME: A game will be seven (7) innings according to league rules or until the league's time limit of 1-1/2 hours. Once an inning is begun it must be completed unless darkness or other adverse conditions prevail. The league limit of 1-1/2 hours must be observed at rented fields to avoid additional rental fees. The home plate umpire shall act as timekeeper and call the game after 7 innings or 1-1/2 hours.

BUNTING: Bunting is not allowed. (Penalty: Batter is out, ball is dead).

SLIDING: Sliding is not allowed at any base except to avoid a collision. PENALTY: Runner is out.

STEALING: (NF rule 8-4-2.1) Any runner is out when she does not stay in contact with the base until a legally pitched ball has reached home plate. This results in a dead ball, a no pitch is declared and the runner is ruled out. Under no conditions is a runner permitted to steal a base.

SIX RUN RULE: A team may score a maximum of six runs in their time at bat each inning. The six run limit is waived in the seventh inning, in extra innings, or when the umpire declares the last inning because of the league time limit.

COMMIT LINE / HOME PLATE LINE: A “commit line” will be drawn on the third base line halfway between third base and home plate. A runner crossing this line must continue past a line drawn from home base to the backstop. The runner *MUST* cross the line rather than touch home plate. All plays at home plate are force plays. A runner voluntarily returning to third base after crossing the commit line will be out. The catcher should play home plate as if playing first base for forceouts.

OVERTHROWS: Only one (1) base will be allowed on an overthrow into *unplayable* ground. Regular softball rules will apply for overthrows into *playable* ground. Playable and unplayable ground should be designated prior to the start of the game.

DROPPED THIRD STRIKE / FOULED THIRD STRIKE: On a pitch where a batter does not swing or swings and makes no contact, the batter is out even if a third strike is not caught. The batter is out when a foul tip is caught on the third strike. On a foul ball with two strikes on the batter, the batter is NOT out UNLESS it is caught. A batter is NOT out on a foul tip (the arc of the foul does not clear the batter’s head while standing straight up) with less than two strikes.

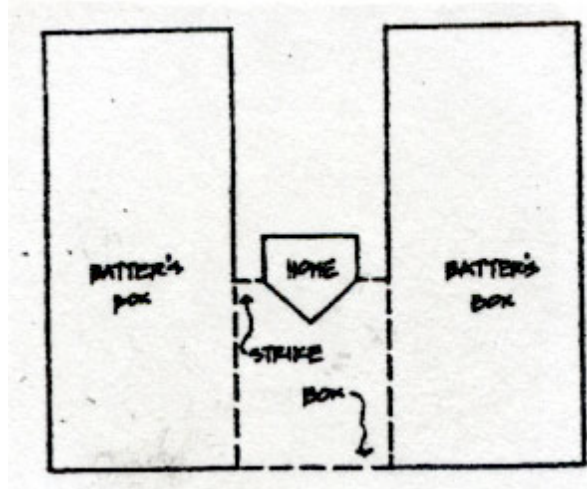
THROWN BAT: The batter will be declared out if the bat is thrown, in the judgment of the umpire. The bat should be dropped, not thrown.

NUMBER OF PLAYERS: Ten players will be used *on defense* on a team. (The 10th position is the "short fielder.") Players of the defensive team may be stationed anywhere on fair ground. (Exception: The pitcher and catcher have designated positions.) Teams may begin with and play with a minimum of eight players if there are only eight healthy players to participate.

INFIELD FLY RULE: The “Infield Fly Rule” will not be in effect.

PRAYER: Each game is to begin with an opening prayer led by the home team with all the players and coaches around the pitchers mound!

STRIKE ZONE DIAGRAM:



(Box is 3' deep and 22" wide):