

Carpinteria Valley Girls Softball League 2016 Operating Rules

Safety plays a vital part with Carpinteria Valley Girls Softball League. Please read your ASA Rule book carefully. The rules and regulations outlined in the 2016 ASA Rule Book will be followed with the following exceptions and/or additions listed below.

1. PLAYER ELIGIBILITY

a. Players shall be placed into a league division based upon their age as of January 1st of the current year.

- i. 8U
- ii. 10U
- iii. 12U
- iv. 14U

b. A player with unusual ability may be moved to an upper division provided that she completes the required evaluations for both divisions. A majority vote by the board is required in order to move the player up. Additionally, the player's parent(s) or guardian(s) must submit a letter to the CVGSL Player Representative requesting the move and acknowledging the All Star eligibility. A girl moving up a division may return to the lower division All Stars. A player must commit to a division prior to the second half of the regular season games, not including the post-season playoffs.

c. A player with unusual restricted ability may be moved down to the next lower division provided that she completes the required evaluations for both divisions. A majority vote by the board is required in order to move the player down. Additionally, the player's parent(s) or guardians(s) must submit a letter requesting the move to the CVGSL Player Representative acknowledging the lack of All Star eligibility. The player in question must commit to a division prior to the league draft.

2. PLAYING FIELD

a. The pitching distance shall be as follows:

- i. 8U 30 Feet
- ii. 10U 35 Feet
- iii. 12U 40 Feet
- iv. 14U 43 Feet

b. The base distance shall be as follows:

- i. 8U 60 Feet
- ii. 10U 60 Feet
- iii. 12U 60 Feet
- iv. 14U 60 Feet

3. FIELD SET UP

Home Team

a. Is responsible for a field safety check.

b. Provide one (1) parent to assist with field set up (drag field, set up bases and chalk lines) - only if team is playing the first game on that field.

c. Provide one (1) parent to assist with field take down (empty trash cans, clean up stands, take down bases and drag fields) - only if team is playing the last game on that field.

d. Official Scorekeeper of the game - Official Game Record sheets have been provided to each Team Manager. The Home Team's scorekeeper shall ensure that the Official Game Record be completed, signed by umpires and Team Managers at the end of each game and turned into the home Team Manager. Clean up their dugout after their game.

Visitor Team

a. Provide one (1) parent to assist with field set up (drag field, set up bases and chalk lines) - only if team is playing the first game on that field.

b. Provide one (1) parent to assist with field take down (empty trash cans, clean up stands, take down bases and drag fields) - only if team is playing the last game on that field.

c. Clean up their dugout after their game.

4. UNIFORMS

- a. Players must wear a full uniform during games. The full uniform includes jersey, socks and visor, which are distributed by CVGSL. Jerseys must be tucked in at all times. Personal monogramming of any part of the uniform is not permitted. (Exception: Any personal equipment not provided by CVGSL).
- b. Players may not wear jewelry during practices or games. The only exception shall be a medical alert bracelet or necklace which must be taped to the body.
- c. Players must wear softball cleats or a sports shoe during practices and games. Metal cleats are **NOT** allowed in the 8U-12U divisions. Metal cleats are allowed in the 14U division.

5. EQUIPMENT

- a. Batting helmets and approved face masks must be worn if under the age of 18 while batting, base running and base coaching. Chin straps are required in the 8U division.
- b. Catchers must wear helmets with throat protectors attached, mask, shin guards and body protectors during practices, games, and warming up pitchers. Catchers may also wear their own personal "ice hockey goalie style" facemask which does not require an additional throat protector.
- c. First aid equipment must be on hand for each practice and game. The CVGSL Board shall provide a first aid kit to each team.
- d. Managers and coaches are responsible for checking and maintaining equipment in a safe condition.
- e. All league equipment (balls, bats, catcher gear, helmets, batting tees, etc.) must be turned in to the CVGSL Equipment Coordinator at the last game of the regular season.
- f. Post-season All-Star teams shall be issued equipment by the CVGSL Equipment Manager at the end of the regular season. This equipment must be turned in at the end of their post-season.

6. MANAGERS & COACHES

- a. Each person interested in being a CVGSL Manager or Coach must complete an application. The CVGSL Board of Directors shall screen all applicants. ASA requires an additional consent to background check to be signed by the applicant. A copy of their driver's license will be turned in to ASA and verified through a thorough background check. Adverse information will be shared with the applicant and league President only. Their application will be withdrawn, until the record is cleared.
- b. Each team shall be permitted one (1) Team Manager and one (1) Team Coach.
- c. There shall be a maximum of three (3) adults in the dugout during all league games. The backstop and the entire dugout fence are considered part of the dugout. Any CVGSL Board Member can and shall enforce this.
- d. There must be two (2) adults present with each team at all practices. In accordance with Megan's Law, one (1) of said adults must be a female. If the required adults are not present, the practice cannot take place.

7. THE GAME

- a. A forfeit shall be constituted when a team Manager or Coach fails to notify the CVGSL Manager Rep at least four (4) days prior to scheduled game day. A four (4) day advance notice to the CVGSL Manager Rep will allow the team to reschedule the game.
- b. Teams must bat all players that are present and in rotation.
- c. The first team listed in a scheduled game shall be the home team and the last to bat.
- d. Conflict of the game schedule may be changed if there is approval from both Team Managers, the CVGSL Manager Rep and the CVGSL Umpire Coordinator and if there is field availability.
- e. Home team shall occupy the third base side of the field.
- f. In 14U, 12U, & 10U divisions, there shall be a maximum of five (5) runs per team per inning. In the 8U division, there shall be a maximum of four (4) runs per team per inning.
- g. The time limit for all 14U, 12U, & 10U games is one hour and thirty minutes (1:30). The time limit for 8U games is one hour and fifteen minutes (1:15).
- h. The Plate Umpire must notify both Managers at the top of the inning he/she feels may be the last inning. The Official Scorekeeper must get official start time from the Umpire at the beginning of the game and it will be his/her responsibility to track this time along with the umpire.
- i. A new inning will be started if any time remains on the official clock after the third out is recorded at the bottom half of the inning.
- j. A game may only be called prior to the allotted time if the score is such that the losing team cannot catch up AND it is the consensus of both Team Managers. This call may not be made by the Umpire.

- k. Games consisting of three (3) or more complete innings shall be constituted an official game.
- l. Games called before three innings or the specified time limit for any reason shall be replayed at a later date to be determined by the CVGSL Board. The replayed game shall resume at the point of suspension.
- m. Games ending in a tie after seven innings, or the specified time limit, shall remain with a tied score.
- n. The team line-up is the responsibility of the Manager. Official line-ups for the games are to be turned in to the Official Scorekeeper and umpire at least five (5) minutes prior to game time.
- o. Prior to appointed game times, all teams shall have their warm-ups complete. If an umpire is not present to start the game, the CVGSL Umpire Coordinator or Manager Rep shall be contacted.

8. **14 & 12U Rules (ADDITIONAL)**

- a. Infield fly rule is enforced.
- b. The dropped third strike rule is enforced.
- c. A game can be played with a minimum of eight (8) players. These eight players must be in uniform on the field for the duration of the game. If a player leaves during the game and their team is left with seven (7) or less players, then the 8th spot batter shall take an out.
- d. Runners can lead off bases **AFTER** the release of the pitch.
- e. Stealing is permitted with the following conditions.
 - i. Runner can steal after the ball leaves the pitcher's hand.
 - ii. Stealing of home plate is allowed. Home plate is hot.
- f. Pitchers cannot pitch more than four (4) innings per game for the first half of the season. One out consists of an inning, except in case of an injury.
- g. The Mercy Rule shall be as follows: If a team is ahead by 15 runs at the end of the 5th inning, the Plate Umpire shall call the game.

9. **10U Rules (ADDITIONAL)**

- a. No infield fly rule.
- b. The dropped third strike rule is enforced.
- c. A game can be played with a minimum of eight (8) players. These eight players must be in uniform on the field for the duration of the game. If a player leaves during the game and their team is left with seven (7) or less players, then the 8th spot batter shall take an out.
- d. Runners can lead off bases **AFTER** the release of the pitch.
- e. Stealing is permitted with the following conditions.
 - i. Runner can steal after the ball leaves the pitcher's hand.
 - ii. Stealing of home plate is allowed. Home plate is hot.
- f. Pitchers cannot pitch more than four (4) innings per game for the first half of the season. One out consists of an inning, except in case of an injury.
- g. There shall be nine (9) defensive players and each player must bat.
- h. There is no Mercy Rule.

10. **8U Rules (ADDITIONAL)**

- a. No infield fly rule.
- b. The dropped third strike rule is not enforced.
- c. A game can be played with a minimum of eight (8) players. These eight players must be in uniform on the field for the duration of the game. If a player leaves during the game and their team is left with seven (7) or less players, then the 8th spot batter shall take an out unless the player left due to an injury.
- d. Runners can lead off bases **AFTER** the release of the pitch.
- e. Stealing is permitted with the following conditions.
 - i. Runner can steal after the ball leaves the pitcher's hand.
 - ii. Runner can steal one (1) base per pitch.
 - iii. Stealing of home plate is not allowed. Home plate is cold.
- f. Pitchers cannot pitch more than four (4) innings per game for the first half of the season. One out consists of an inning, except in case of an injury.
- g. There shall be ten (10) defensive players and each player must bat.
- h. There shall be no walks allowed. After four (4) balls, the coach shall pitch as many balls equal to the remaining strike count.

i. There is no Mercy Rule.

11. PLAYERS & SUBSTITUTES

a. Players that have registered after the cut-off date shall be placed on a waiting list. The CVGSL Board shall determine and advertise the cut-off date. The CVGSL Board shall assign players to a team from the waiting list according to the Draft Night picking order. Registration fees must be paid prior to the draft. Players unable or unwilling to join their assigned team shall be deleted from the waiting list.

b. Players who are present at game time shall not sit out defensively more than two (2) consecutive innings or that team shall forfeit that game, except in the In case of disciplinary action, where a player may be benched for good cause. Such discipline shall not occur except when the following are met.

i. The Manager or Coach must notify the Official Scorekeeper and opposing Manager immediately. The Player Representative must be notified within 24 hours.

- ii. The following constitute good cause for disciplinary action.
- iii. Foul or abusive language and/or conduct.
- iv. Unsportsmanlike conduct.
- v. Late arrival at games after previous admonishment by Manager or Coach.
- vi. Missing two or more practices or games without notifying the Manager or Coach of anticipated absences.
- vii. Good cause shall not exist where a missed practice or game was held upon a day set aside for religious observance or school function.
- viii. In case of injury.
- c. If a player, in uniform, arrives late to a game which has already started, she will be inserted as the last batter of the batting order.

12. UMPIRES

- a. Umpires shall be provided by CVGSL for the 14U, 12U & 10U.
- b. For 8U, the home team shall provide a parent or a board member may volunteer and act as official umpire.
- c. Rulings by the umpire are final. Only an umpire's misinterpretation of a rule or misapplication of a rule may be protested.
- d. To file a protest, the Manager must submit the protest in writing to the CVGSL Umpire Coordinator within forty-eight (48) hours of the game under protest. Said written protest must clearly describe the incident being protested as well as citing the rule to which the protest pertains. A \$75.00 protest fee must accompany the written protest. If the protest is found to be valid, the protest fee will be refunded. If the protest is found to be invalid, the league shall retain the protest fee.
- e. Verbal abuse from Managers, Coaches, Players, Parents or fans shall not be tolerated. Penalties shall be as follows:
 - i. Umpire shall issue a warning after the first offense.
 - ii. Umpire shall eject the offender from the game park after the second offense. If the offender refuses to leave the game park, then their team shall forfeit the game.