



LA CANADA BASEBALL SOFTBALL ASSOCIATION

2024 SOFTBALL RULES & REGULATIONS

STATEMENT OF PURPOSE

Since its inception in 1955, the La Canada Baseball Softball Association has grown to its present size involving more than 1,000 players, adults and sponsors. The growth and success of the Association are attributable to the continued support and efforts of volunteer community members in the interest of the great national games of baseball and softball.

The goal of the La Canada Baseball Softball Association is to ensure that each boy and girl who participates in our Association will learn to:

- Exhibit the highest qualities of sportsmanship, ethical conduct and fair play
- Achieve physical, emotional, moral and social well-being
- Participate as a team player, and respect opponents and the integrity and judgment of game officials

The La Canada Baseball Softball Association Code of Conduct shall govern the actions of all coaches, players, and parents. Failure to comply with the Code of Conduct may result in sanctions against the team, including forfeiture of the game and/or person(s) being expelled from the team or field area.

La Canada Baseball Softball Association
CODE OF CONDUCT

COACHES

PARENTS

PLAYERS

I pledge to contribute to a positive sports experience by following this Coaches' Code of Conduct:

I pledge to contribute to a positive sports experience by following this Parents' Code of Conduct:

I pledge to contribute to a positive sports experience by following this Players' Code of Conduct:

I will do my best to organize practices that are fun and challenging to all players using coaching techniques appropriate for all skill levels on my team.

I will encourage good sportsmanship by demonstrating positive support for all players, coaches and umpires at every game or practice.

I will encourage good sportsmanship from fellow players, coaches, umpires and parents at every game and practice by demonstrating good sportsmanship.

I will treat each player as an individual, remembering the large range of emotional and physical development for the same age group.

I will place the emotional and physical well-being of my child ahead of my personal desire to win.

I will be on time for every practice and game that I can, and will remind my parents to notify my coach in advance if I cannot.

I will place the emotional and physical well-being of players ahead of my personal desire to win.

I will insist that my child play in a safe and healthy environment.

I will do my best to listen and learn from my coaches.

I will lead by example in demonstrating fair play and sportsmanship to all players.

I will support coaches and officials working with my child in order to encourage a positive and enjoyable experience for all.

I will give my best effort and have a good attitude at practices and games.

I will demand a sports environment that is free from drugs, tobacco and alcohol and will refrain from their use at practices and games.

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I will encourage my parents to be involved with the team in some way and to be supportive of the entire team.

I will communicate my concerns with parents and encourage them to communicate with me.

I will remember that the game is for the players and not the parents.

I will treat my coaches, other players, umpires and fans with respect.

I will be knowledgeable of the rules and will not argue with umpires and other coaches.

I will insist that my child treat all players, coaches, umpires and fans with respect.

I will always remember that playing sports is intended to be an enjoyable learning experience.

Good Conduct = Good Sport!

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**LA CANADA BASEBALL SOFTBALL ASSOCIATION
SOFTBALL RULES AND REGULATIONS
2023**

1.0 GENERAL

- 1.1** Definitions: References to “LCBSA” or “Association” means the La Canada Baseball Softball Association. References to “Board” means LCBSA’s Softball Board of Officers. References to “Vice President” means the LCBSA Vice President of Softball. References to “General Manager” is to the General Manager of the Division in question. Reference to “Executive Committee” means the Executive Committee designated by the Board and given authority to resolve matters without a full Board meeting or deliberation.
- 1.2** The official playing rules for softball, with the exceptions and variations contained in these Rules and Regulations, shall be the Official Rules of Softball for fastpitch softball as published by USA Softball.
- 1.3** Eligibility for LCBSA Softball is as follows:

Softball Division	Age as of 12/31
Pixie – 6U	5 & 6
Rookie – 8U	7 & 8
Junior – 10U	9 & 10
Senior – 12U	11 & 12
Super Senior – 14U	13 & 14

- No player shall play in a Division below or above her age level without the approval by the Board or Executive Committee.
- 1.4** All players must have a registration form on file with the Association’s Secretary and a medical and liability release on file with the Association. Any game in which an unregistered player participates will be forfeited.
- 1.5** A registration fee is due and payable at time of registration. Exceptions may be made by the Board.
- 1.6** All manager and coach applicants shall be required to submit to a criminal background check prior to being permitted to manage or coach a team. The Board shall take into consideration the results of the criminal background check in the appointment and approval of all manager and coach applicants.
- 1.7** No discrimination shall be tolerated against any player because of race, gender, religion or national origin. All players must be considered solely on their ability, merit, attitude and age.
- 1.8** All players, except in the Pixie League, shall attend a player evaluation day in order to be eligible for the draft. Players unable to attend the scheduled player evaluation day will still be draft eligible after having an evaluation by two or more members of the Board and the appropriate Division General Manager. The Vice President may waive attendance at the player evaluation day in extraordinary circumstances.
- 1.9** Following the draft or selection of players, there shall be no change in the roster of a team without the advance approval of the Vice President and Division General Manager. A player may request and shall be granted release from a team, but is not eligible to play for another team unless approval is granted by the Board and the Vice President.
- 1.10** Appointment and approval of Team Managers and Coaches shall be the responsibility of the Board. The Board will take into consideration the LCBSA Purpose and Code of Conduct when selecting Team Managers and Coaches. If a Manager wishes to tap another parent as an assistant coach, the Manager needs to draft the child of that parent. If a Team Manager or Coach is unable to properly perform his/her duties to the team and Association, it shall be the responsibility of the Vice President to recommend to the Board the suspension, removal and/or replacement of the Manager or Coach with approval of the Board. Association officers and directors may also act as Managers and Coaches.
- 1.11** Team Managers, Coaches, players and parents must not argue with the umpires. Any umpire's decision which involves judgment is final unless a change is requested by both Team Managers and agreed upon by the Umpire-in-Chief. Team Managers may only debate decisions of the umpire that are contrary to the official rulebooks or interpretation of the rules, and they must be raised before the next pitch is thrown. Any complaints about ultimate decisions on rules are to be directed to the Board through the League General Manager, not to the umpire, and must be made within 72 hours of the decision in dispute. No protests of games are otherwise allowed. In the case of any questions, disputes or confusion regarding any rule in the rulebook, the Board or Executive Committee will exercise final judgment consistent with the objectives and goals of the League as set forth in the Purpose and Code of Conduct.
- 1.12** If a Team Manager, Coach or any other person present displays unsportsmanlike or inappropriate conduct towards umpires, fellow coaches, players or spectators, that individual shall be subject to ejection from the game and field of play by the Umpire-in-Chief for the remainder of the game. Such incidents shall be reported to the

Board and are be subject to the following action. First offense, automatic one game suspension. Second offense, suspended for the season with right to appeal the decision to the Board. Third offense, suspended from managing or coaching for life with right to appeal the decision to the Board.

- 1.13 The use of any form of tobacco (including e-cigarettes) by umpires, players, Managers or Coaches in the dugout, on the benches or on playing field is not permitted. Consumption of alcohol and/or drugs prior to a game or practice is likewise prohibited. Alcohol and/or drugs are prohibited from the entire field area, including stands. Violation of these rules will not be allowed and may, at the discretion of the Board, result in forfeiture of the game and/or possible suspension from the Association.
- 1.14 Profanity by players, managers, coaches or umpires will not be allowed and may, at the discretion of the Board, result in suspension from future games.
- 1.15 Published rules may be changed and new rules may be added by the Board and shall be effective at such time as determined by the Board.
- 1.16 Managers should first go to their General Manager with any questions/issues. If still unresolved, the General Manager shall go to the Board for a final ruling. Managers shall not involve parents in the issue in any way (e.g., distributing copies of emails, openly criticizing League administration, etc.). Failure to follow these escalation procedures may result in the Manager being suspended.
- 1.17 The Board reserves the right to take all action it deems necessary to respond to violations of these rules or conduct the Board determines, in its sole discretion, to be detrimental to the league, the game or the safety of players, coaches and spectators. Such action may include suspension or disqualification of a player, coach or spectator from further participation in LCBSA programs

2.0 PLAYING FIELDS & GROUND RULES

- 2.1 The fair play area will be within and including the imaginary straight lines extending from the home plate edges along the outside edge of the 1st and 3rd bases into right or left field, the outfield limit being a fence, marked line, cones or other boundary.
- 2.2 When a batted ball is hit beyond the outfield boundary on the fly in the opinion of the umpire, it shall be declared a home run. If a batted ball is hit beyond that boundary but bounces at least once before that boundary in the opinion of the umpire, it shall be declared a ground rule double.
- 2.3 League Dimensions:

Softball Leagues	Pitching Distances	Distances Between Bases	Home Plate to Center of 2 nd Base
6U Pixie	25'	50'	70'8"
8U Rookie	30'	60'	84'10"
10U Junior	35'	60'	84'10"
12U Senior	40'	60'	84'10"
14U Super Senior	43'	60'	84'10"

- 2.4 A batted or thrown ball which reaches an area on any field which is not covered by grass or dirt (e.g., concrete or cement) shall be declared dead. A batted ball that lands in fair territory on such an area on the fly is a home run; if not on the fly it is a double. A thrown ball which reaches such an area shall cause each runner to advance one base plus the base to which he/she is advancing.
- 2.5 **Oak Grove East & West:** Out of play will occur and a dead ball will be declared when a ball goes outside the fences or outside the imaginary line extending from fences for the length of the field.
- 2.6 **FIS East & West:** Out of play will occur and a dead ball will be declared when a ball goes outside the fences or outside the imaginary line extending from fences for the length of the field.

3.0 DUTIES OF LEAGUE GENERAL MANAGERS

- 3.1 General Managers act as liaison between the Team Managers and the Board. If necessary, General Managers shall also reinforce the Code of Conduct with all Team Managers, Coaches, parents and players in a Division and communicate any concerns regarding compliance with the Code of Conduct, quality of coaching, safety issues or any other concerns with the Board as needed.
- 3.2 Assist the Vice President in recruiting Team Managers and Coaches for the League.
- 3.3 Attend and assist at League player evaluations.
- 3.4 Attend and assist the League draft, which will be held on a date, time, and place set by the Vice President and the Board.

- 3.5 Contact any registered players who did not attend player evaluations to see if they still wish to be considered in the draft.
- 3.6 Check with the Association Secretary and/or Player Registration coordinator to see if any players have been registered in the League after player evaluations.
- 3.7 Prior to practices beginning, arrange a meeting with Team Managers and Coaches to review rules, Code of Conduct, equipment requirements, game schedule (if available) and change requests, field preparation, and other matters related to the pre-season planning.
- 3.8 Keep Team Managers informed concerning pick up of uniforms, game balls, equipment, and the like.
- 3.9 Make certain that Team Managers receive the Opening Day/Picture Day schedule.
- 3.10 Arrange for League game reports to be submitted to the League website.

4.0 DUTIES OF TEAM MANAGERS

4.1 LCBSA games are not contests or competitions between Managers and Coaches and should never be treated as such. Managers and Coaches should always remember that their behavior must be an example of good conduct and sportsmanship. Any Manager or Coach acting to the contrary will be ejected from the game by the Umpire-in-Chief, and is subject to suspension by the Association.

4.2 All Managers and Coaches must be approved in advance by the Vice President and Board, who shall consider all factors they deem relevant and appropriate, including commitment to LCBSA Purpose and Code of Conduct. Coaches shall not be “in name only”. New managers are encouraged to attend a clinic on coaching techniques and fundamentals of the game. All Managers shall attend a meeting on rules and coaching conduct as scheduled by the Division General Manager.

Duties of Managers include:

- a. Select a Coach and notify the Division General Manager of the selection.
- b. Have the LCBSA RULE BOOK, “OFFICIAL USA SOFTBALL RULES” BOOK and FIELD PERMIT at all games and practices (electronic versions are acceptable), and distribute all pertinent Association information to all players on the team. The Rule books and field permits are on the LCBSA website.
- c. Have a mandatory team meeting with parents and players prior to the start of the season and ensure that each family has signed a league approved medical release form.
- d. Ensure any releases or forms mandated by the League are completed and on file for all players/families.
- e. Make sure that all games start promptly at their scheduled starting time, weather permitting.
- f. See that players are dressed in complete uniform for all games.
- g. Ensure that all players warm up before the game.
- h. Present a starting lineup (names, numbers and positions) to the official scorekeeper and opposing Manager. Substitutes must be reported also at the time the changes are made.
- i. Be responsible for directing his/her team in accordance with the rules of the Association and be the final judge in determining the position to be played by all members of his/her team.
- j. Maintain good conduct and sportsmanship on the part of players and Coaches, and prevent any harassment of umpires, or players, Coaches and Manager of the opposing team by anyone, including parents and other spectators. Harassment is not allowed and, at the umpire’s discretion, be cause for ejection from the game.
- k. Chanting used as a distraction to an opposing team is not allowed.
- l. Immediately remove a person from the game or field if that person is seen intentionally injuring or attempting to injure anyone else, and notify the Board of the incident in writing.
- m. In cooperation with the umpires, take all steps necessary to maintain order among the spectators and request that the game be stopped until any inappropriate condition is corrected.
- n. Permit no more than one authorized “coach” in each coaching box during the game and keep all other players and coaches not on the playing field, on deck, or at bat in the dugout.
- o. Ensure that spectators remain in the areas set aside for them and do not come into the dugout, bench, or loiter behind the backstop. Only players, managers, coaches and scorekeepers are allowed in the dugout.
- p. See that pre-high school players are not left alone on the fields after games or practices.
- q. Notify the General Manager if any player drops off the team.
- r. Exert a reasonable effort to keep all League equipment in good repair turn in any borrowed League equipment at the end of the season.
- s. Make certain that all litter and debris is removed from the dugouts and field at the end of the game.
- t. Setup and return bases, chalk or other materials or tools used during the game.
- u. Ensure that all players, coaches and parents properly maintain all equipment and facilities.

4.3 If managing the home team:

- a. Occupy the bench on the third base side of the field.
- b. Drag, rake and water the infield, rake the home plate area and mound.
- c. Furnish one (1) new softball, which is provided by the Association, for each officially scheduled game and any additional balls as may be required.
- d. Furnish the “official” scorekeeper, who should periodically check with the visiting team’s scorekeeper and the home-plate umpire to ensure accuracy.
- e. Submit a report to the League website, using the prepared form, listing the outcome of the game, which includes the score, pitch counts where applicable, and outstanding plays by players on his/her team. In these reports, the Manager should make an effort to include each player’s name at least once during the season.

If managing the visiting team:

- a. Occupy the bench on the first base side.
- b. Put the bases in place, chalk the field, and reinstall base pegs after the game.
- c. Furnish one (1) new softball, which is provided by the Association, for each officially scheduled game and any additional balls as may be required.
- d. Submit a report to the league website, using the prepared form, listing the outcome of the game, which includes the score, and outstanding play by players on his team. Please make an effort to include each player’s name during the season.

5.0 UMPIRES

5.1 Umpires will be assigned by the Director of Umpires.

5.2 All Divisions other than Pixie shall have one umpire present for each game. Junior, Senior and Super Senior will have two umpires present for the Championship game. Pixie which will have the Coaches serve as umpires.

5.3 If there is more than one umpire, one umpire will be designated as Umpire-in-Chief and his/her position will be behind home plate for the entire game. If only a single umpire is present, he/she will be behind home plate for the entire game unless he/she does not have the appropriate equipment to do so.

5.4 Umpires shall arrive at least 10 minutes prior to the scheduled starting time.

5.5 If an umpire must cancel, he/she must notify the respective Director of Umpires and make a reasonable effort to find an approved substitute.

5.6 In case of the absence of a regularly scheduled umpire, a spectator shall be chosen by the mutual agreement of the Team Managers. Such selection shall be final for the entire game or until the umpire arrives.

5.7 Umpires shall be older than the players of the game they are umpiring. Minimum age for umpires is 13.

5.8 The Association will make every effort not to schedule an umpire who is a relative of one of the players in game he/she is scheduled to umpire. It is incumbent on the umpire to notify both Managers if this situation arises, and both Team Managers must consent before the umpire may proceed with the game. If not, the managers shall revert to rule 5.6 above.

5.9 Equipment for Umpire-in-Chief shall consist of mask, chest protector and shin guards.

5.10 Arguing a call made by the umpire that involves an umpire’s judgment shall not be permitted. Managers or coaches offending this rule will be given one warning. The second offense may result in ejection from the game.

6.0 EQUIPMENT

6.1 Each team will be issued practice balls and a set of new game balls. Balls used during games are: 6U Pixie – 10” Rawlings Practice or RIF 1 or 10; 8U Rookie – 10” Rawlings RIF 1 or 10; 10U Junior – 11” Rawlings RIF 1 or 10; and 12U Senior and 14U Super Senior – 12” Rawlings Dream Seam.

6.2 All Softball bats must comply with USA Softball requirements.

6.3 At all practices and during all games, a batting helmet must be worn by every batter, runner, on-deck batter, player(s) coaching in the baseline coaching boxes, and player(s) guarding pitchers and catchers warming up in the bullpen. Helmets may not be removed while player is on field of play.

6.4 In all Divisions, a batting helmet must be equipped with a protective face shield. In the Pixie Division only, a batting helmet with a protective face shield or fielders face mask must be worn by the defensive player in the pitching position.

6.5 The catcher must wear full protective equipment, which consists of shin guards, chest protector, and helmet with face protector.

7.0 UNIFORMS

- 7.1** Each player must wear the team's complete uniform, including shirt, cap/visor/headband, pants and socks to be eligible to play. Exceptions are permitted only if agreed upon by both Team Managers.
- 7.2** Shoes with rubber cleats are allowed in all Leagues and must be provided by the player.
- 7.3** With the exception of the 14U Division, metal cleats are not allowed.

8.0 DRAFT PROCEDURE

- 8.1** With the exception of the Pixie Division, each Division's draft should occur as soon after the last player evaluation as possible at a site, date and time determined by the Board and Vice-President. There is no draft in the Pixie Division. The Pixie Division General Manager will form the teams and try to balance the teams with an equal number of 5 and 6-year-old children on each team. Applicants may request to have groups of children play together provided that no more than 6 children in either age group is requested. However, all players, other than the team Manager and Coach's child/children, will be assigned to teams by the Pixie Division General Manager, who has final authority to balance the Division.
- 8.2** Representatives of the Board, the Division General Managers and the Vice-President will officiate the draft.
- 8.3** Each team Manager approved by the Board shall attend the draft. If he or she is not able to make the draft, he or she may designate one assistant coach to attend.
- 8.4** The Board and Vice President will meet prior to the draft and assign a point value to each player, which will take into consideration the player's age, ability level and prior softball experience (including number of years played, prior All-Star selection, as well as fall ball, Select team and Tournament team play). The goal is to evenly distribute the talent – particularly pitchers and catchers – so as to have as competitive a league as practical. The decision concerning a player's point value by the Vice President and Board will be final and shall not be disclosed outside of the draft.
- 8.5** "Protected Players" are defined as the Team Manager's and/or Coach's child. In order for a Coach's child or children to be considered Protected Players, the Team Manager must have selected that Coach as an assistant prior to the league draft.
- 8.6** Unless necessary, teams shall be limited to a maximum of 13 players.
- 8.7** The determination of the "oldest age group" is based on age, not grade, commencing with the current season. The Board will provide the managers guidance on the maximum and minimum number of players that can be drafted from each age group within a Division to maintain competitive balance among the teams.
- 8.8** Siblings (but not other relatives) in the same Division shall remain on the same team if so requested by parents. They will be identified prior to drafting and will be selected at the same time.
- 8.9** A sponsor's child will try out and be drafted as any other player. Sponsors may not select a Manager or team unless otherwise approved by the Board. Whenever possible, a sponsor who has a child or relative drafted on a team will be assigned that team if so desired.
- 8.10** The Vice President or Board may alter the drafting procedure rules at his/her discretion with the approval of the Board. This includes the utilization of a supplemental round for certain teams.
- 8.11** At the outset of the draft, Protected Players shall be assigned to their respective Managers and Coaches' teams, and teams shall be assigned the points associated with those players. Teams shall be placed in a draft order based on the total point value of the Protected Players, with the team with the lowest point total selecting first. If two or more teams start the draft with the same point total, a random selection process (e.g., choosing numbers out of a hat or similar process) will be used to set the draft order.
- 8.12** Once the draft order is established, the draft shall proceed in a serpentine manner, beginning with the first team in the draft order. Starting in the second round of the draft, if the team next in order to draft has more points than the other teams who have yet to select in that round based upon the players already assigned or selected in the draft, that team shall be skipped, and the draft will move to the next team in order.
- 8.13** In all Divisions, the draft will begin with a "pitchers round" to ensure each team has a designated pitcher on their roster. In the Junior, Senior and Super Senior Divisions, at the discretion of the Board, in consultation with the Division GM and the team Managers, the "pitchers round" may be followed by a "catchers round" to ensure each team has a designated catcher on their roster.
- 8.14** Following any pitchers and catchers rounds, the selection process shall continue in the same serpentine manner, with teams being skipped over if they have more points than other teams who have not yet selected in that round, until the pool of available players has been exhausted. At the conclusion of the draft, all teams shall have at least 9 players on their roster. Trades will only be allowed on draft night at the conclusion of the draft, and such trades must be by mutual consent of the Team Managers involve and approved by the Board and Vice President.

- 8.15** Practice times and batting cage times will also be selected at the draft. Each team will be permitted one weekday practice time, one weekend practice time and one batting cage timeslot. The draft order at the conclusion of the player draft will continue in the same serpentine manner for selection of practice and batting cage timeslots without regard to the teams' point totals.
- 8.16** Softballs shall be distributed to Team Managers at the draft, if available. If a team is not able to secure their own sponsor, a sponsor will be assigned prior to the start of the season. Game schedules and uniforms shall be distributed by the Board prior to the season starting date. Rule books, injury report sheets, field permits and the LCBSA Code of Conduct will be posted to the LCBSA website.
- 8.14** Team Managers shall notify all players drafted on their teams within 48 hours.
- 8.15** Information about player draft sequence shall be kept in confidence.
- 8.16** Any player who registers following the last tryout or draft, is considered a late placement. Late placements in the Pixie Division shall be assigned to a team at the discretion of the Division General Manager without the need for an evaluation by the Board. Late placements in the Rookie, Junior, Senior and Super Senior (if there is more than one Super Senior team) Divisions shall be assigned to a team in the following order: the team with the fewest number of players; if two or more teams have an equal number of players, to the team with the lowest point total at the conclusion of the draft; if two or more teams have an equal number of players and points, to the team with the fewest "older" players.

9.0 PRACTICES AND BATTING CAGES

- 9.1** A team's practice times, field location and batting cage time shall be determined at the draft.
- 9.2** A team shall be scheduled to practice two times per week, along with one batting cage practice, prior to the start of the season.
- 9.3** Once games begin, teams will lose their regular practice times. Special requests for additional practice times once games have started can be made to the Board member responsible for maintaining the master practice schedule, and will be granted on a first-come-first-served basis. A team will be able to keep its batting cage time once games begin.
- 9.4** Teams may not use batting cages for batting warmups before or during a game. If a batting cage is not in use, a team may use it for a pitcher to warmup, however both teams must share the space for pitcher warmups.

10.0 PENALTIES - ALL DIVISIONS

- 10.1** A team failing to field at least eight uniformed players within 15 minutes of the scheduled starting time of a game, or at any time during the game, shall forfeit the game.
- 10.2** Penalty for use of illegal players shall be forfeiture of games in which illegal players participated, provided such games are protested by any of the league managers or officers in writing within 48 hours of the game or games in question. An illegal player is one who is not legally a member of the league.
- 10.3** Penalty for using an ineligible player (determined upon appeal by the opposing manager or notification by the official scorer or league officers, when the official scorebook or other league records verify the ineligibility of the player concerned) shall be immediate removal of the player from the lineup and ejection of the team manager from the game. The manager shall be ineligible to participate in the next scheduled game played by the team. The Board at its discretion or if requested may impose harsher penalties if in the opinion of the Board the manager is intentionally violating the rule. Penalties may include but are not limited to a forfeiture of the game, or suspension of the entire coaching staff, or suspension of the ineligible player. Any Board Member involved in the game in question will not be allowed to vote on additional penalties.
 - 10.3a** An ineligible player is one who is legally a member of the league, but who is ineligible to play in a particular game or games because of the limitations set forth in these Rules and Regulations, or as the result of a previous rules violation or disciplinary action.
 - 10.3b** For purposes of interpreting this rule, a player shall not be considered in violation of the rules until at least one pitch has been thrown to the batter after the point of violation.
 - 10.3c** In the event the manager of an ineligible player refuses to remove the player from the lineup and the manager does not leave the field when the appeal is made, and verified, the game is subject to forfeit.
 - 10.3d** When the ineligible status of a player is not established until after completion of the game, the game shall stand as played, but the player and manager shall be ineligible to participate in the next game played by the team, or the next game played after the ineligible status has been determined.
- 10.4** Illegal equipment shall be removed from the game.
 - 10.4a** Players are not permitted to use illegal headgear even if no other headgear is available. When proper

headgear is not available, the game shall be delayed until the equipment can be obtained, or postponed and rescheduled by the league officers.

- 10.4b** Penalty for use of illegal shoes shall be removal of the shoes from the game, and, if no other legal footwear is available, removal of the affected player or players from the lineup.
- 10.4c** Players who do not wear complete conventional uniforms, protective headgear and catching equipment as required by these rules, shall be removed from the lineup.
- 10.4d** Players who intentionally, in the judgment of the umpire, throw bats or protective headgear shall be ejected from the game following completion of any play in progress at the time the violation occurs. Such action does not constitute an out and such players shall be replaced as batters or baserunners (with the last player put out), if appropriate. Players who intentionally, in the judgment of the umpire, remove protective headgear while batting or running the bases, shall be immediately called out.
- 10.5** Players shall not throw a bat while attempting to hit a pitched ball. PENALTY: Umpire shall warn the player after the first occurrence in a game. After the second or any subsequent occurrence, the player shall be called out, the ball is dead and runners shall not advance. The umpire may eject a player after the second occurrence if the umpire determines, in his sole discretion, that the player's conduct represents a significant risk to others.

11.0 6U (PIXIE) RULES

11.1 Definition of a Game

1. Maximum of 5 innings.
2. Start times will be 5:15 PM on weekdays. Saturday game times will vary.
3. No new inning will start after 1 hour and 15 minutes. All play will cease after 1 hour 30 minutes. With the agreement of both teams, a game may have a shorter time limit.
4. An inning is over offensively, when every player on the batting team has complete one at bat. Outs do not determine when an inning ends.

11.2 Player Participation

1. All players on roster will bat in rotation set at beginning of game.
2. A minimum of six defensive players are needed to start a game. There shall be a maximum of 10 defensive players in the field.
3. Each player must play one of the infield positions (P, C, 1B, 2B, SS or 3B) in at least one inning.

11.3 Playing Rules - Defense

1. Only 4 infielders, a pitcher and catcher are allowed inside the outfield line.
2. The remaining players are outfielders and must play outside the outfield line. No short fielders or extra infielders are allowed.
3. A manager, coach or parent may take the position of catcher. If a player takes the position of catcher, the player must play at least six feet behind home plate. Catchers must wear full protective catcher's equipment, which is provided.
4. Two coaches will be allowed in the field behind the baselines to direct the defense.

11.4 Playing Rules – Offense

1. Helmets with face protectors and chin straps must be worn at all times by base runners, batter and on deck batter. Players will be called out for removing their helmets unless time out is called. A batting helmet with a protective face shield must be worn by the defensive player in the pitching position.
2. The team at bat will provide a Coach or Parent to pitch from a distance of at least 25 feet. After 5 coach pitches or 3 swings, the batting tee must be used. It is suggested that a parent or coach stand close enough to aid the catcher in the prompt return of missed pitches and to place the batting tee when necessary.
3. A batter must take a full swing at the ball. No bunting is allowed.
4. If a batter swings and misses, it is a strike. If a batted ball does not travel fifteen feet in fair territory, it is considered a foul ball and a strike.
5. A batter cannot strike out or receive a base on balls. She must put the ball in play from the tee.
6. A batter will be called out for throwing her bat. Each team will receive one team warning. The next batter to violate the rule will be called out.
7. An "advance" includes a stolen base, wild pitch, a passed ball or a wild throw from the catcher to the pitcher. In Pixie League there is no advancing on any pitch. Base runners must not lead off or otherwise leave the base until the ball has been put in play. Runners will be warned for leaving the base early.
8. Mid-season change. Upon notification from the Division General Manager, and with the agreement of both team Managers in the game, offense rules are modified as follows:
 - a. Batters and base runners may continue running the bases on a ball hit into the outfield.
 - b. Once the ball is returned to the infield (whether it is controlled or not by the defense), the

runners must return to the previous base, if less than halfway between bases. If the runner is at least halfway to the next base, she may continue to that next base only.

- c. The defense may try to tag her out at any time between the bases. The runner may try to avoid the tag but cannot stray more than 3 feet from her base path.
- d. The runner may not advance if the defense overthrows the ball into either fair or foul territory. Example: Jane hits a line drive into left-center field. She runs to 1st base and continues to 2nd base before the outfield retrieves the ball. Jane makes the turn and heads for 3rd base as the outfielder throws the ball into the infield. Jane makes it halfway to 3rd base when the shortstop picks up the ball and chases her. The shortstop manages to chase Jane back toward 2nd base (even though Jane could have gone to 3rd) and throws the ball into right field. Jane cannot advance and stays on 2nd base

12.0 8U (ROOKIE) RULES

12.1 Definition of a Game

1. A game shall be a maximum of six innings and no new inning after 1 hour and 30 minutes. In all regular season games, play shall cease after 1 hour and 50 minutes (drop-dead rule). In the championship game, no new inning may begin after 1 hour and 40 minutes; there is no “drop dead” rule.
2. Start times will be as early as 5:30 PM on weekdays. Saturday game times will vary.
3. An inning is over offensively when three outs are recorded or 4 runs have scored, whichever comes first.
4. An official game shall be a minimum of 3 complete innings. (2 and one-half if home team is ahead).
5. If a game does not start on time, then the starting time may be advanced and the respective time limit will be advanced accordingly.
6. The umpire’s watch is the official time unless determined otherwise by mutual agreement between Team Managers. Both Team Managers and umpire will synchronize their watches prior to the start of the game. Per USA Softball Rule 5, Section 10, time begins with the first warm up pitch.
7. The umpire will decide whether the game will start or not. A game may be called at any time at the discretion of the umpire due to darkness, inclement weather or a mechanical issue on the field (e.g., lights go out, sprinklers turn on, etc.). See rule 15.5-15.7 concerning when games will be called and when games may be rescheduled to darkness, inclement weather or a mechanical issue on the field.
8. If an official game is called and an inning is not completed, the game score reverts back to the score at the end of the previously completed inning.
9. In playoff games, modified international tie-breaker (start inning with 1 out and with last runner out from prior inning placed on second base) will be used if a tie exists when the game would normally have ended.

12.2 Player Participation

1. All players will bat in rotation set at beginning of game.
2. A minimum of eight and maximum of ten defensive players are allowed. If a team is expecting less than 9 players for a game, it may take up to 2 play-up players from the Pixie League, provided that play-up players shall bat last in the lineup and play in the outfield. A team shall make every effort to use a Pixie Play-Up player one time, but may use the same player multiple times if needed to avoid a forfeit.
3. All players must play a minimum of 3 innings in the field.
4. Each player must play one of the infield positions (P, C, 1B, 2B, SS or 3B) in at least one inning by the end of each game’s third inning.
5. Substitutions should be made each defensive inning prior to taking the field. Substitutions must be made by the top of the third inning. Open substitutions are allowed. The only exceptions to this rule shall be injury, absence, or disciplinary action.
6. If a player is not scheduled to play 3 innings and is present at the game in uniform, the opposing team manager must be notified prior to the commencement of the game.
7. If a player is not allowed to play for disciplinary reasons, the League General Manager must be notified by the Team Manager prior to the next scheduled game.
8. In the event a batter is injured during an at bat, she shall be replaced by the next batter in the lineup who will inherit the injured batter’s count.
9. If any player leaves a game for legitimate personal reasons (as opposed to strategic reasons), no out or other penalty will be imposed.

12.3 Playing Rules – Defense

1. The tenth defensive player must be an outfielder and all outfielders must play at least 30 feet behind the baselines, four across. No short fielders or extra infielders are allowed.
2. The catcher must wear full protective equipment.
3. One coach will be allowed in the field (behind 2nd base) to direct the defense.
4. When an infielder or pitcher has control of the ball in the pitching circle, the USA Softball Circle Rule shall apply, except that if a runner chooses to advance when the ball has been controlled in the pitcher's circle and the controlling player makes no play on the runner, then the runner shall be considered to have used up her one opportunity to advance (described in Section 12.5.9) when the next hitter comes to bat.
5. The ball is dead when it is thrown out of bounds, out of the field of play. Runners may advance one extra base on a dead ball.
6. The hidden ball trick is not allowed.

12.4 Pitching Rules

1. No pitcher may pitch more than 2 innings per game. The same pitcher may not be the starting pitcher for any two consecutive games (excluding playoff games). Following the fourth inning, the 2-inning limit per pitcher shall not apply.
2. A pitcher must pitch to at least three batters before being removed (excluding removal due to injury or emotional distress). Once a player is removed as a pitcher, the player may pitch again in the same game. Per USA Softball Rules, a pitcher who returns to pitch in the same inning that she has already pitched will receive no warm-up pitches upon her return.
3. One pitch to a batter equals one inning pitched. The one pitch rule does not fulfill the "player participation" rule in this rulebook. Multiple pitching appearances by the same player in a single inning counts as 1 inning pitched.
4. Pitchers are allowed a maximum of three warm up pitches between innings once a catcher is ready with gear on to receive pitches. The team manager shall ensure that the catcher gets ready to receive pitches as quickly as possible. If a relief pitcher is brought in, she may throw as many pitches as necessary to warm up.
5. Rules pertaining to the balk will not be enforced, however the umpire will explain the rule to the pitcher at the time it occurs.
6. The rules pertaining to maintaining a proper pitching motion will be enforced by the umpire. Special emphasis will be given to avoid a pitcher making an illegal pitch. Each pitcher will be given one explanation of any violation. After the explanation is given, should the same violation recur, the pitch will be called a ball as an illegal pitch. (Reference USA Softball Rule 6A for the definition of proper pitching motion). If a Manager wishes to call the umpire's attention to an opposing pitcher's motion, this may be done 1 time only per pitcher and shall only be done between batters or between innings in a manner which will not disrupt the flow of the game, and quietly enough so that the pitcher will not hear the discussion.
7. These eligibility rules apply to all games including rescheduled, postponed, make-up and tie- breakers, unless otherwise agreed by the Board.

12.5 Playing Rules – Offense

1. Helmets with face protectors and chin straps must be worn at all times by base runners, batter and on deck batter.
2. Late arrivals shall bat at the bottom of the lineup.
3. Only the batter and on deck batter are allowed to swing bats. The on-deck batter should be behind protective fencing.
4. A batter throwing bat or helmet in anger, shall be removed from the game by the umpire.
5. If a batter will be called out for throwing his/her bat after a fair hit, a foul ball or a swing and a miss. The ball is dead and runners may not advance. One warning will be given to the first player on each team violating this rule.
6. Consistent with USA Softball Rules, there is no "must slide" rule. Instead, a runner must attempt to avoid collision with the defensive player. If, in the judgment of the umpire, a runner fails to avoid a collision with a defensive player or affects the play by failing to slide, the runner is out.
7. If the umpire observes any intentional collision by a player, the player will be ejected and face possible suspension from future games at the discretion of the Board.
8. If the defensive player fakes a tag to force a runner to slide, the runner shall advance one base.
9. An "advance" includes a stolen base, wild pitch, or a passed ball. The following applies to advancing in Rookie League: 1) a runner may advance one base per batter; 2) the runner may lead off or advance only when the pitched ball has left the pitcher's hand; 3) if the runner leaves the base early, she must return to the original base without penalty; 4) the runner may not advance an additional base on an overthrow by the catcher; and 5) home plate is closed, in compliance with USA Softball Rules.

10. A dropped third strike is called a strikeout on the batter, however the ball is live and runners may advance, subject to the rules of advancing (see above, Rule 12.5.9).
11. Walks are not permitted in Rookie League. If a 4-ball count is reached, the batter shall receive Coach/Parent pitching in the manner specified herein. When Coach/Parent pitching to a batter is required, the batter will inherit the count from the pitch before they were walked in the at-bat. For illustration, if the count was 3-1 before the fourth ball was thrown, the batter would start with 1 strike when the Coach/Parent begins to pitch; if the count was 3-2 before the fourth ball was thrown, the batter would start with 2 strikes when the Coach/Parent begins to pitch. Coach/Parent pitches must be from the pitching rubber, and Coaches/Parents are encouraged to pitch at a speed consistent with player pitching. If the Coach/Parent pitch is outside the strike zone, and the batter does not swing, that pitch will not count as a strike against the batter; the Umpire will retain discretion to determine whether the Coach/Parent pitches are balls or strikes or whether the batter attempts a swing at a pitch. The at-bat must end with either a strike out (from either a called strike or a swing-and-miss third strike) or the batter putting the ball in play during the Coach/Parent pitches. If the batter fouls off or tips a third strike, they will be entitled to receive another pitch, unless the tip or foul is caught by another player, in which case the batter is out. Bunting is not allowed during Coach/Parent pitch but is otherwise permitted. The Coach/Parent must make every attempt to avoid being hit by the batted ball; if the Coach/Parent is hit by the batted ball, a dead ball is declared, and the pitch is taken over. Teams may agree to designate a single Coach/Parent to pitch to both teams.
12. If a pitched or thrown ball lodges in or under the wire mesh or any other materials of the back stop in back of home plate, the ball is dead. Only advancing runners may continue and only to the next base.
13. There is no infield fly rule in this Division.
14. Batter may not do "bunt-style bat wagging."

13.0 10U (JUNIOR) RULES

13.1 Definition of a Game

1. A maximum of 7 innings unless the score is tied and the following maximum game time limit has not been reached. No new inning may begin after 1 hour and 30 minutes; there is no "drop dead" rule. An inning immediately commences when the last out or maximum "run ahead" (See Rule 13.3) is recorded in the previous inning. In the championship game, no new inning may begin after 1 hour and 40 minutes; there is no "drop dead" rule.
2. Start time will be at as early as 5:30 PM on weekdays (must wait for LCHS team to finish if playing on the Varsity field). Weekend game times will vary.
3. An inning shall be over offensively, and the next offensive inning begins at the exact moment when three outs are recorded or:
 - i. During the first three innings of the game, the offensive team has scored four (4) runs.
 - ii. Beginning at the top of the fourth inning and continuing until the completion of the game, when the offensive team has scored six (6) runs.
 - iii. In such innings when play is stopped due to the maximum number of runs being scored, the last player to bat shall bat first in the next inning unless the batter put the ball in play.
4. An official game shall be a minimum of 3 complete innings (2½ if the home team is ahead).
5. If a game does not start on time, then the starting time may be advanced and the respective time limit will be advanced accordingly.
6. The umpire's watch is the official time unless determined otherwise by mutual agreement between both Team Managers. The time shall be recorded in the scorebook by the official scorekeeper. Both Team Managers and the umpire shall synchronize their watches prior to the start of the game. Per USA Softball Rule 5, Section 10, time begins with the first warm up pitch.
7. The umpire will decide whether the game will start or not. A game may be called at any time at the discretion of the umpire due to darkness, inclement weather or a mechanical issue on the field (e.g., lights go out, sprinklers turn on, etc.). See rule 15.5-15.7 for when games will be called and if games may be rescheduled due to darkness, inclement weather or a mechanical issue on the field.
8. In playoff games, modified international tie-breaker (start inning with no outs and with last runner out from prior inning placed on second base) will be used if a tie exists when the game would normally have ended.
9. Mercy rule: A game will be called by the umpire when the home team is ahead by 15 or more runs after the completion of 3 innings, 12 or more runs after the completion of 4 innings or 8 or more runs after the completion of 5 innings.

13.2 Player Participation

1. All players will bat in rotation, whether they are playing defensively or not.

2. A minimum of eight and maximum of nine defensive players are allowed. If a manager is reasonably certain that the team will be unable to field nine players for any game, the manager may use players from the Rookie Division (“Play-Up Players”). Play-Up Players shall a) bat at the end of the team’s lineup; and b) not play any infield position. Any manager who uses Play-Up Players and, as a result, ends up with more than 10 players for a game may, at the discretion of the Division General Manager, be prevented from using Play-Up Players in future games. A team shall make every effort to use a Rookie Play-Up player one time, but may use the same player multiple times if needed to avoid a forfeit.
3. All players must play a minimum of three innings in the field.
4. Each player must play one of the infield positions (P, C, 1B, 2B, SS or 3B) in at least one inning by the end of each game’s third inning.
5. Open substitutions are allowed. Substitutions must be made by the top of the 3rd inning. The only exceptions to this rule shall be injury, absence, or disciplinary action.
6. If a player is not scheduled to play three innings and is present at the game in uniform, the opposing team manager must be notified prior to the commencement of the game.
7. If a player is not allowed to play for disciplinary reasons, the League General Manager must be notified by the Team Manager prior to the next scheduled game.
8. In the event a batter is injured during an at bat, he shall be replaced by the next batter in the lineup who shall inherit the injured batter’s count.
9. If any player leaves the game for legitimate personal reasons (as opposed to strategic reasons), no out or other penalty shall be imposed.

13.3 Playing Rules – Defense

1. All outfielders must play at least 30 feet behind the baselines. No short fielders or extra infielders are allowed.
2. The catcher must wear protective equipment.
3. The hidden ball trick is not allowed.
4. Per USA Softball Rule 8, Section 5B, a fielder who is not in possession of the ball or in the act of fielding a batted ball may not impede the progress of a runner or batter-runner who is legally running the bases. For example, a catcher without possession of the ball may not block a runner from reaching home plate.

13.4 Pitching Rules

1. No pitcher may pitch more than 3 innings in the first six innings of a game. If the game reaches the seventh inning, a pitcher can pitch a 4th inning.
2. Once a player is removed as a pitcher, the player may pitch again in the same game – innings pitched do not have to be consecutive.
3. One pitch to a batter equals one inning pitched. The one pitch rule does not fulfill the “player participation” rule in this rulebook.
4. If a pitcher hits more than two batters in the same inning, or hits two batters in one inning and another batter in the next inning, the umpire may, in his or her discretion, remove the pitcher from the game as a pitcher.
5. Pitchers are allowed a maximum of three warm up pitches between innings once a catcher is ready with gear on to receive pitches. The team manager shall ensure that the catcher gets ready to receive pitches as quickly as possible. If a relief pitcher is brought in, she may throw as many pitches as necessary to warm up.
6. Rules pertaining to the balk will prevail. The umpire will give each pitcher one warning.
7. The rules pertaining to maintaining a proper pitching motion will be enforced by the umpire. Special emphasis will be given to avoid a pitcher making an illegal pitch. Each pitcher will be given one explanation of the violation. After the explanation is given, should the same violation recur, the pitch will be called a ball as an illegal pitch. (Reference USA Softball Rule 6A for the definition of proper pitching motion). If a Manager wishes to call the umpire’s attention to an opposing pitcher’s motion, this may be done one time only per pitcher and shall only be done between batters or between innings in a manner which will not disrupt the flow of the game, and quietly enough so that the pitcher will not hear the discussion.
8. Intentional walks are not permitted in Junior League.
9. These eligibility rules apply to all games including rescheduled, postponed, make-up and tie- breakers, unless otherwise agreed by the Board.

13.5 Playing Rules – Offense

1. Helmets with face protectors and chin straps must be worn at all times by base runners, batter and on deck batter.
2. A late arrival shall bat at the bottom of the lineup.
3. Only the batter and on-deck batter are allowed to hold or swing bats.
4. Batter throwing bat or helmet in anger shall be removed from game by the umpire.

5. A batter will be called out for throwing her bat after a fair hit, a foul ball or a swing and a miss. The ball is dead and the runners may not advance.
6. Stealing is governed by USA Softball Rules, with home plate being open, and a runner being able to advance more than one base if there is an overthrow on an attempt to throw out the runner.
7. Consistent with USA Softball Rules, there is no “must slide” rule. Instead, a runner must attempt to avoid collision with the defensive player. If, in the judgment of the umpire, a runner fails to avoid a collision with the defensive player or affects the play by failing to slide, the runner is out.
8. If the umpire observes any intentional collision, the player will be ejected and face possible suspension from future games at the discretion of the Board.
9. If a defensive player fakes a tag to force a runner to slide, the runner shall advance one base.
10. The batter may advance on a dropped third strike, provided (1) first base is unoccupied, or (2) first base is occupied with two outs. A batter does not give herself up until she reaches the dugout or dugout steps, at which time she may not attempt to go to first base and shall be out.
11. If a pitched ball or thrown ball lodges in or under the wire mesh or any other material of the backstop in back of home plate, the ball is dead. Only advancing base runners may continue and only to the next base.
12. There is no Infield fly rule in this Division.
13. The USA Softball Rules Circle Rule shall apply without modification.
14. Batters may not do “bunt-style bat wagging.”

14.0 12U (SENIOR) and 14U (SUPER SENIOR) RULES

14.1 Definition of a Game

1. A maximum of 7 innings, unless the score is tied and the following maximum time limit has not been reached. No new inning may begin after 1 hour and 30 minutes, and there is no “drop dead” rule. An inning commences when the last out is recorded in the previous inning. The championship game shall be the shorter of either a 7-inning game (except due to Rule 14.1.8), or no new inning after 1 hour and 45 minutes. In interleague games, time limits may vary due to local rules.
2. Games will be started as early as 5:30 PM on weekdays (must wait for LCHS games to finish). Game times will vary on Saturday.
3. An official game shall be a minimum of three complete innings (2½ if the home team is ahead).
4. If a game does not begin at its scheduled starting time, then the starting time may be advanced and the respective time limit will be advanced accordingly.
5. The umpire’s watch is the official time unless otherwise agreed by both Team Managers. The scorekeeper will record the game’s start time in the scorebook. Both Team Managers and the umpire shall synchronize their watches prior to the start of the game. Per USA Softball Rule 5, Section 10, time begins with the first warm up pitch.
6. The umpire will decide whether the game will start or not. A game may be called at any time at the discretion of the umpire due to darkness, inclement weather or a mechanical issue on the field (e.g., lights go out, sprinklers turn on, etc.). See rule 15.5-15.7 for when games will be called and if games may be rescheduled due to darkness, inclement weather or a mechanical issue on the field.
7. In playoff games, modified international tie-breaker (start inning with 1 out and with last runner out from prior inning placed on second base) will be used if a tie exists when the game would normally have ended.
8. In order to facilitate interleague play with neighboring softball associations, the General Manager may make modifications to the rules in Section 14, provided that such modifications are documented and approved by the Vice President of Softball.
9. Mercy rule: A game will be called by the umpire when the home team is up by 15 or more runs after the completion of 3 innings, 12 or more runs after the completion of 4 innings or 8 or more runs after the completion of 5 innings.

14.2 Player Participation

1. All players will bat in rotation, whether they are playing defensively or not.
2. A minimum of 8 and a maximum of 9 defensive players are allowed. If a manager is reasonably certain that the team will be unable to field 9 players for any game, the manager may use players from lower age Leagues (“Play-Up Players”). Play-Up Players shall (a) bat after all of the team’s regular players in the lineup; and (b) not play any infield position; except that Senior pitchers and catchers may play up and pitch or catch in Super Seniors in the absence of a competent Super Senior pitcher or catcher. Any manager who uses Play-Up Players and, as a result, ends up with more than 9 players for a game

may, at the discretion of the League General Manager, be prevented from using Play-Up Players in future games. A team shall make every effort to use a Play-Up Player one time, but may use the same player multiple times if needed to avoid a forfeit.

3. Open substitutions are allowed. Substitutions must be made by the top of the 3rd inning. The only exceptions to this rule shall be injury, absence, or disciplinary action.
4. If a player is not scheduled to play three innings and is present at the game in uniform, the opposing Team Manager must be notified prior to the commencement of the game.
5. If a player is not allowed to play for disciplinary reasons, the League General Manager must be notified by the Team Manager prior to the next scheduled game.
6. If a player is injured during an at bat, she shall be replaced by the next batter in the line-up who shall inherit the injured batter's count.
7. If any player leaves the game for legitimate personal reasons (as opposed to strategic reasons), no out or other penalty shall be imposed.
8. If a Senior team does not have a designated pitcher (P1 draft designation) available to play, with General Manager approval a pitcher from another Senior team, who has equal or lesser pitching abilities than the missing pitcher, may act as a substitute for the absent pitcher. In this situation, an injured pitcher who plays a non-pitching position shall bat second-to-last in the lineup, and the substitute pitcher shall be last.

14.3 Playing Rules – Defense

1. Catchers must wear protective catcher's equipment.
2. The hidden ball trick is not allowed.
3. Per USA Softball Rule 8, Section 5B, a fielder who is not in possession of the ball or in the act of fielding a batted ball may not impede the progress of a runner or batter-runner who is legally running the bases. For example, a catcher without possession of the ball may not block a runner from reaching home plate.

14.4 Pitching Rules

1. There is no inning limit for pitchers.
2. Per USA Softball Rules, a pitcher may pitch again in the same game once she has been removed from pitching; no warm up pitches are allowed if a pitcher is removed from pitching and later returns to pitch in the same inning.
3. If a pitcher hits more than two batters in the same inning, or hits two batters in one inning and another batter in the next inning, the umpire may, in his or her discretion, remove the pitcher from the game as a pitcher.
4. Rules pertaining to the balk will prevail. There will be no umpire warnings.
5. Pitchers are allowed a maximum of three warm up pitches between innings once a catcher is ready with gear on to receive pitches. The team manager shall ensure that the catcher gets ready to receive pitches as quickly as possible. If a relief pitcher is brought in, she may throw as many pitches as necessary to warm up.
6. The rules pertaining to maintaining a proper pitching motion will be enforced by the umpire without the benefit of warning (reference USA Softball Rule 6A for definition of proper pitching motion). If a Manager wishes to call the umpire's attention to an opposing pitcher's motion, this may be done one time only per pitcher and shall only be done between batters or between innings in a manner which will not disrupt the flow of the game, and quietly enough so that the pitcher will not hear the discussion.
7. These eligibility rules apply to all games including rescheduled, postponed, make-up and tie breakers, unless otherwise agreed by the Board. These rules do not apply to All-Star or Tournament games.

14.5 Playing Rules – Offense

1. Helmets with face protectors and chin straps must be worn at all times by base runners, batter and on deck batter.
2. A late arrival shall bat at the bottom of the lineup.
3. Only the batter and on deck batter are allowed to hold or swing bats.
4. Batter throwing bat or helmet in anger shall be removed from the game by the umpire.
5. A batter will be called out for throwing her bat after a fair hit, a foul ball or a swing and a miss. The ball is dead and the runners may not advance.
6. Stealing is governed by USA Softball Rules, with home plate being open, and a runner being able to advance more than one base if there is an overthrow on an attempt to throw out the runner.
7. Consistent with USA Softball Rules, there is no "must slide" rule. Instead, a runner must attempt to avoid collision with the defensive player. If, in the judgment of the umpire, a runner fails to avoid a collision with the defensive player or affects the play by failing to slide, the runner is out.
8. If the umpire observes any intentional collision, the player will be ejected and face possible suspension from future games at the discretion of the Board.

9. If a defensive player fakes a tag to force a runner to slide, the runner shall advance one base.
10. The batter may advance on a dropped third strike, providing (1) first base is unoccupied, or (2) first base is occupied with two outs. A batter does not give herself up until he reaches the dugout or dugout steps, at which time he may not attempt to go to first base and shall be out.
11. If a pitched or thrown ball lodges in or under the wire mesh or any other material of the back stop in back of home plate, the ball is dead. Only advancing runners may continue and only to the next base.
12. Infield fly rule is in effect.
13. Batters may not do “bunt-style bat wagging.”

15.0 GAMES ALL DIVISIONS

1. The Association makes every effort not to schedule games on days when several of a team’s players will not be available to play because of an outside special event scheduled by another recognized community organization or school, including Spring Break. Should it develop that a team has at least 3 players unable to play because of such a conflict, and the Team Manager is not able to identify a sufficient number of play-up players, the Team Manager must request at least seven days before the game is scheduled to be played, that the game be rescheduled. For this reason, or if both Managers mutually request a change in the schedule at least seven days in advance, the Division General Manager will attempt to reschedule a make-up date as soon as possible. The Team Managers shall notify the Director of Umpires, Vice President of Baseball/Softball and Vice President of Administration at least seven days in advance of the cancellation. If both teams mutually agree not to make up their game, or if the Board decides the game will not be made up, it will be called a tie. If one team refuses to make up a game it will be considered a 1-0 forfeit against them. If a Manager gives less than seven days notice of the request to reschedule and does not have eight players available for the game, the Board, in its discretion, may deem the game a forfeit by that team.
2. No deviation from the schedule, canceling or rescheduling of a game, will be allowed without the consent of the Division General Manager and the Board.
3. Absent an agreement by the Managers of both teams, a game is forfeited if one team fails to field 8 players within 15 minutes of the scheduled time of a game. No coach or parent can play a defensive position; only eligible players are allowed to play defensive positions. If a team is short-handed, it is required to play all six defensive positions in the infield and cover the outfield with any remaining players. A game also shall be forfeited to the opposing team when a team employs tactics clearly designed, in the judgment of the umpire, to delay or shorten the game.
4. A tie game will be counted as ½ game won and ½ game lost.
5. The umpire will decide whether the game will start or not. A game may be called at any time at the discretion of the umpire due to darkness, inclement weather or a mechanical issue on the field (e.g., lights go out, sprinklers turn on, etc.).
6. During regular season play, in the event of inclement weather, darkness or a mechanical issue, a game may be delayed for the maximum of 20 minutes before a game may be called or rescheduled. If a game which has not completed 3 innings (2½ if the home team is ahead) is called and the absolute time limit has not been reached, the game will be rescheduled as a new game by the Division General Manager, with the consent of the Board. If 3 innings have been completed (2½ if the home team is ahead) and the game is called, the game will not be rescheduled and the score shall revert back to the score that existed at the end of the last complete inning.
7. During the playoffs, in the event of inclement weather, darkness or a mechanical issue, a game may be delayed for a maximum of 20 minutes before a game may be called. After 20 minutes, the Board and the Managers of both teams shall meet and confer to determine if the game will be called and if the game will be rescheduled. The Board retains the power to make the final decision to call or reschedule a game.
8. If a game is called by the umpire and is rescheduled, the pitching rules that were in effect when the game initially started will remain in effect until the game is completed. If a player cannot attend the game when it resumes, she will be dropped from the batting order without penalty to the team, but the batting order cannot otherwise be altered. If a player did not attend the first part of a delayed game, but is able to attend when it resumes, she will be added to the bottom of the batting order without penalty to the team.

16.0 SCOREKEEPER

- 16.1** An official scorekeeper shall be provided by the home team. The home team's Manager or Coach who is coaching in the field cannot act as the official scorekeeper, unless both teams agree. If the home team is unable to provide a scorekeeper, the managers shall designate and agree upon an official scorekeeper. The official scorekeeper may use either a handwritten book/score sheet or an application on a smart phone or smart device, such as GameChanger.
- 16.2** The scorekeeper shall be responsible for the following:
- 16.2a** Recording the starting and ending time, date and teams playing.
 - 16.2b** Record at-bats, balls and strikes, hits, runs, strikeouts, and bases on balls.
 - 16.2c** If the scorekeeper has knowledge of an ineligible player or an improper batter is about to be used in the game, the scorekeeper must notify the opposing manager

17.0 EMERGENCY PROCEDURES

- 17.1** In case of injury, contact parents if at all possible.
- 17.2** Use first aid kit if appropriate, otherwise move ahead on your own, using your best judgment.
- 17.3** In case of a serious emergency, call 911.
- 17.4** sheet and submit to respective Association Vice President.

17.5 COMMUNICABLE DISEASE PROCEDURES

While risk of one athlete infecting another with HIV/AIDS during competition is close to non-existent, there is a remote risk that other blood borne infectious diseases can be transmitted. For example, Hepatitis B can be present in blood as well as in other body fluids. Procedures for reducing potential for transmission of these infectious agents should include, but not be limited to, the following:

- 17.5.a** The bleeding must be stopped, the open wound covered and if there is an excessive amount of blood on the uniform it must be changed before the athlete may participate.
- 17.5.b** Routine use of gloves or other precautions to prevent skin and mucous membrane exposure when contact with blood or other body fluids is anticipated.
- 17.5.c** Immediately wash hands and other skin surfaces if contaminated (in contact) with blood or other body fluids. Wash hands immediately after removing gloves.
- 17.5.d** Clean all contaminated surfaces and equipment with an appropriate disinfectant before competition resumes.
- 17.5.e** Practice proper disposal procedures to prevent injuries caused by needles, scalpels and other sharp instruments or devices.
- 17.5.f** Although saliva has not been implicated in HIV transmission, to minimize the need for emergency mouth-to-mouth resuscitation, mouthpieces, resuscitation bags, or other ventilation devices should be available for use.
- 17.5.g** Athletic trainers/coaches with bleeding or oozing skin conditions should refrain from all direct athletic care until the condition resolves.
- 17.5.h** Contaminated towels should be properly disposed of/disinfected.
- 17.5.i** Follow acceptable guidelines in the immediate control of bleeding and when handling bloody dressings, mouth guards and other articles containing body fluids.

18.0 ALL-STARS & ALL-STAR GAME

- 18.1** All-Stars will be selected by a vote of team players. Team Manager and Coaches shall not vote.
- 18.2** The number of All-Star players to be selected will depend upon the number of teams in each League.
- 18.3** Each team will have an equal number of All-Stars.
- 18.4** Managers of 1st and 2nd place teams in a League shall be offered the opportunity to manage the two All-Star teams. They must provide the game ball and get equipment for the game. They shall work together to form two teams from the list of All-Star players and shall make every effort to ensure balanced teams.
- 18.5** It is recommended that each Team Manager from the League be given the opportunity to participate in the All-Star game as base coaches.
- 18.6** The home team will be determined by coin toss by League General Manager.
- 18.7** Each All-Star must be scheduled to play a minimum of three complete innings in the field. Each player, if possible, should be given the opportunity to play her normal position for at least one inning.
- 18.8** Each team shall bat around (no substitute hitters).
- 18.9** Pitchers shall not pitch more than two innings.
- 18.10** The winning All-Star Team Manager is encouraged to submit a game report sheet to the League General Manager or other designated person. All players should be mentioned along with play action.

19.0 SPORTSMANSHIP AWARDS

- 19.1 Molly Petit Memorial Award.** In Rookie, Junior, Senior and Super Senior Leagues, the Sportsmanship Award is given to the most “inspirational” player on each team. The player is chosen by the Team Manager and Coach based on sportsmanship, attendance, conduct, attitude etc. The player is not necessarily an All-Star. Announcement of the recipient is made at the awards presentations.
- 19.2 Jim Barnes Manager of the Year Award.** In Rookie, Junior, Senior and Super Senior Leagues, the Jim Barnes Manager of the Year award is given to the Team Manager who best demonstrates a) skill and patience as a teacher, b) attendance and timeliness and c) sportsmanship. The Barnes award is specifically not tied to won-loss record. Selection of award winners will be based on a vote of opposing managers and coaches. The General Manager for each league will run the voting process and present the outcome to the Softball Board for ratification.
- 19.3 Lifetime Spirit Award.** In the Super Senior league, a Lifetime Spirit Award may be awarded to a player of high school age who has demonstrated positive values in Softball for a significant number of years.

20.0 TOURNAMENT TEAMS AND SELECT TEAMS

- 20.1** In order to continue growing the strength of our softball program, Select Teams will be formed during the regular season and Tournament Teams during the summer tournament season.
- 20.2** Teams may be formed at the following age groups: 10U, 12U and 14U for the Select Teams; 8U, 10U, 12U and 14U for Tournament Teams.
- 20.3** Select Team players shall be comprised of athletes who are playing in the LCSBA Softball League during the current regular season. Players will be invited to join the Select Team at the discretion of the Manager.
- 20.4** Select Team Managers shall be selected by Board vote and approval. Any manager up for consideration who is also a Board member shall be excluded from the voting and selection process for manager of that divisional tournament team manager position. Coaches may be selected by the tournament team manager and do not require Board approval but will be selected after the selection of the players.
- 20.5** The Select Team season shall begin January 1 and end March 31. Practices and games will be restricted to Sundays and set at the discretion of the Manager. No Select Team activity is permitted before January 1 or after March 31 in order to comply with USA Softball Tournament play rules.
- 20.6** Tournament Team managers shall be selected by Board vote and approval. Any manager up for consideration who is also a Board member shall be excluded from the voting and selection process for manager of that divisional tournament team manager position. Coaches may be selected by the tournament team manager and do not require Board approval but will be selected after the selection of the players. The All-Star Tournament Team Manager and Player Selection Protocol is posted in the Softball Documents section of the LCBSA website.
- 20.7** Tournament Softball age groups use a January 1 (of the current year) cutoff date. Birth certificates and proof of residency are required.
- 20.8** Player Agreement Forms: To be eligible for softball Tournament Team participation, each player and her parent(s) must: (a) disclose at tryouts if the player is playing on any sports teams or engaged in any other activity that might conflict with tournament team practices and games, (b) agree that La Canada tournament team practices and games will take priority over all other sports teams and activities, and (c) sign a Player Agreement that describes the expectations, commitment and requirements of tournament team play.
- 20.9** Tournament Team Players must try out to be eligible for the team. Players are evaluated based on a number of factors including: ability, versatility, attitude, sportsmanship and positive behavior demonstrated throughout the season by the player and their parents. This means that poor behavior by the player and/or her parents can adversely impact a player’s ability to be on a tournament team. Players are selected based on their performance during tryouts, observation of players during spring season games, the needs of individual teams, roster size restrictions, family volunteerism, and adherence by the player and her family to LCBSA principles and values. It is possible that a skilled player will not be selected if, in the opinion of the coaches, a player or his or her parents are divisive or disruptive to team unity. At the tryouts/evaluations, players may not wear previous “La Cañada” Tournament Team jerseys or hats.
- 20.10** Players, coaching staffs, and parents should keep in mind that the Tournament Team composition and team management may change from year to year. There are no guarantees that a player will be selected onto a tournament team simply because she participated on tournament teams in previous seasons. Similarly, there are no guarantees that managers will remain the same from year to year. Tournament team play is encouraged to be a more competitive experience, yet also a learning experience that can be built upon year after year. Sometimes that may require a change in the team itself or the management.
- 20.11** In order to better brand our softball league, the tournament teams will be named as follows: the first selected tournament team at each age division shall be known and will register for tournaments as “La Canada Gold” or “La Canada Spartan”. Any second team at each age division will be “La Canada Cardinal”.

21.0 SPECIAL AWARDS

- 21.1 Rod Boerger Memorial Award** Plaque given to an individual who has managed or coached in LCBSA over a number of years, not necessarily for the record his/her team compiled in the previous season(s).
- 21.2 Ed Davis and Gilbert “Smitty” Smith Award** Plaque given to an individual in the Association who has been generous of their time, talent, efforts etc. for the betterment of the LCBSA program.
- 21.3 Kent States Memorial Award** Plaque given recognizing special effort to an individual or organization who goes the extra mile for the Association and who may not be involved with LCBSA on a day-to-day basis.