



CGAA SOFTBALL PITCHBALL LEAGUE RULES

1. Clinic style will start between 6:15 and 6:30 at both coach's discretion but no later than **6:30 pm** and will last until the clinic style lesson is performed **completely**. All drills within the lesson plan will be no longer than 3 minutes in length.
 - a. The actual game shall start **5 minutes after clinic style** and will last 45 minutes to 1 hour. In May, no new inning shall start after 8pm and in June no new inning shall start after 8:15pm unless both coaches agree **and** there is no possible harm to the players as a result of darkness. No new inning after 8:30.
2. The pitcher shall have both feet within a 6 foot radius around the pitching rubber, the center of which shall be 35 feet from the back of home plate, until after the ball is hit. Violation constitutes a walk; the batter will advance to 1st base and all runners will also advance 1 base.
 - a. **Note: The player playing pitcher must not stand directly behind the coach pitching because they will have very little time in reacting to a hit ball and that would place the pitcher in danger of being injured.**
3. The catcher shall be confined outside of a 10 foot radius circle as measured from the back point of home plate until after the ball is hit.
4. Batter's must stand in an area designated as the batter's box when at bat. The batter's box shall be positioned in relationship to home plate. Runners must touch home plate to score.
5. An arc of a circle of a 10 foot radius is drawn in front of home plate, with its center in the back point of the plate. A ball that is hit and comes to rest inside that circle is a strike AND a dead ball.
6. Any time the batter either throws or drags the bat so that it completely comes to rest outside of the 10 foot radius around home plate, the batter will be called out immediately. The runners will not advance.
7. The base runner may not lead off the base until after the ball crosses the home plate.
8. The base runner may only advance one base, at their own risk, on an overthrow at 1st or 3rd base. However, if the fielder attempts to make a play on the runner, the runner may continue to advance at her own risk.

9. All teams are required to use a batting rotation that ensures each player receives an equitable amount of at bats during the year. Coaches must select one of these rotations:
 - a. Each team shall create a line-up of his/her team and bat all players present (round-robin). There shall be no changing of the batting rotation during the season and the batting order will resume the next game where the batting order left off on the previous game.
 - b. Each team shall create a line-up of his/her team and bat all players present 1-13 (round-robin). There shall be no changing of the batting rotation during the season. The batting order will begin the next game with the player that batted second the previous game with the remainder of the batters following in order and the player that batted first the previous game will bat last. After 13 games, all players will have batted in each position in the lineup.

For the In-House Tournament, coaches may elect to alter their line up or continue with the rotation they have used throughout the season.

10. When fielding a ball, the player must throw to the base involved instead of intentionally rolling the ball. If the ball is rolled, the batter or runner will automatically be safe. [Throwing overhand or sidearm is not considered rolling the ball, either is a short underhand toss or flip that is in the air that is thrown towards a defensive player].
11. Games will be six innings. Additional innings will be played to break a tie. No new inning shall start after 8:00pm in May and 8:15pm in June by the umpire's watch unless both coaches agree **and** there is no possible harm to the players as a result of darkness. No new inning after 8:30.
12. No intentional bunting will be allowed. An intentional bunt will be called an out. A player must take a natural swing.
13. A line is drawn from 1st to 2nd and from 2nd to 3rd. If a ball is fielded, thrown toward home plate and crosses this line, play stops. If a base runner is more than halfway to the next base, that runner or runners may continue **at their own risk**. The umpire will draw a hash mark in the base paths upon which a decision will be made.
14. Each player must play 2 innings on defense. Throughout the season and tournament, each player must play every position once before playing a position a second time.

15. Run scoring limitations:
 - a. For the 1st and 2nd innings:
 - i. Each team may score a maximum of 5 runs per inning or until 3 outs are made whichever comes first.
 - ii. The team that is behind may score as many runs needed to tie or until 3 outs are made whichever comes first. Example: If the losing team is behind by 5-15 runs, that team can ONLY come back and tie. If the losing team is behind by 3 runs, that team can come back to tie **And** go up by 2 runs (maximum of 5 runs).
 - b. In the 3rd inning and after:
 - i. The team behind can score enough runs to tie plus 5 additional runs.
 - ii. Example: If the losing team is behind by 5-15 runs, that team can come back and tie **AND** go ahead by 5 runs. If the losing team is behind by 3 runs, that team can come back to tie **And** go up by 5 runs (no maximum of runs, maximum 5 run lead).
16. The coach will pitch underhand (5) five pitches per batter from a minimum distance of 15 feet to a maximum of 35 feet depending on the player's ability. On the fifth pitch, if the batter fouls off, that batter will receive an additional pitch in order to put the ball into play. Maximum of 2 (two) additional pitches on a foul.
17. There will be no keeping of runs scored during the season, however, there will be scorekeeping during the tournament.
18. Teams with ten players present must play ten players, four of which must play the outfield. No infield player can play closer to the batter than six feet in front of the line between 1st and 2nd or the line between 2nd and 3rd, outfielders must play at least twelve feet behind the line.
19. If the adult pitcher interferes with the fielder after the ball is hit, the batter is out and the base runners cannot advance.
20. If the batted ball touches the adult pitcher, the ball is foul and the base runners cannot advance.
21. Any batter and base runners must wear batting helmets. If a player neglects to do so, time shall be called and said player must put one on. Refusal to do so will result in the immediate removal from the game. In addition, any batter, or runner in the softball program who intentionally loses a helmet shall be declared out. The ball will become dead, and all runners must go back to the last legally held base.
22. Each team shall provide an umpire for every game [one for in the field and one for behind the plate]. The home team shall provide the home plate umpire. Every attempt shall be made to find an umpire. If the home team cannot supply an umpire, the other team may supply the umpire.

These rules are subject to change by the League Director only to create clarification and/or to preserve the integrity of the game. Changes will only be made with proper communication to all coaches.

Field Layout

1. Distance between bases shall be 55 feet.
2. A circle with a radius of ten feet shall be drawn around home plate with the center on the back of home plate.
3. A circle with a radius of six feet shall be drawn around the pitching rubber, the center of which shall be 40 feet from the back of home plate.
4. A line shall be drawn from 1st to 3rd base.
5. A line shall be drawn in each base path at the halfway point [27'6'''] between 1st and 2nd, 2nd and 3rd, and 3rd and home.
6. A line shall be drawn in a direct line between home plate and 2nd base at the distance of 15 feet from the back of home plate.