

## CSCC FAST PITCH SOFTBALL RULES – 2008

### Contest Specific Rules

1. The City Suburban Catholic Conference will abide by IHSA rules as published by the National Federation of High Schools. The following rules will supersede the IHSA rules.
2. The City Suburban Catholic Conference competes at two levels, Junior Varsity and Varsity.
  - a. Varsity teams may be comprised of 8<sup>th</sup> grade players and younger.
  - b. Junior Varsity teams may be comprised of 7<sup>th</sup> grade players and younger.
3. The length of the base line shall be 60 feet. The pitching rubber shall be 38 feet for Junior Varsity and 40 feet for Varsity.
4. Out of bounds shall be defined by the umpire before the beginning of the game. Any ball hit and caught out of bounds is ruled a dead ball.
5. **The overthrow rule.** Each runner advances two bases when a ball is thrown out of play. When such a throw is the first play by an infielder, the award is governed by the position of the runners at the time the ball was pitched. In all other cases, the award is governed by the position of the runner at the time the throw was made. (i.e. when it left the fielders hand)
6. All teams must provide a new 12 inch ball for every double header and/or each single game.
7. Catchers must be in complete safety gear: mask, helmet, throat protector, chest protector, and shin guards.
8. The game will be 6 innings long. The "mercy" rule states that if your team is winning by 15 runs in the bottom of the 4th inning the game will be over.
9. Helmets must be worn by the batter and the runners. The on-deck batter MUST also have a helmet on.
10. The use of an additional batter is allowed. Once you start a game with 10 batters, you must finish the game with 10 batters.
11. The re-entry rule is in effect for starters only.
12. Pitching shall be fast pitch. Fast pitch shall be defined as follows:
  - a. There will be no specified arc.
  - b. The pitchers must pitch underhand. There is no restriction on wind up or delivery.
  - c. The pivot foot must be on the rubber. The stride foot must be on or behind the rubber and within the 24" width of the rubber.
13. The strike zone shall be defined as a rectangle whose upper and lower limits are the batters arm pits and the top of the knees. The sides shall be as wide as the home plate.
14. There will be no lead-offs. The runners may leave the base after the ball has passed the batter.
15. There will be no dropped third strike.
16. Runners will be allowed to steal 2nd and 3rd base. Stealing home will not be allowed. If an over-throw occurs during an attempt to throw the runner out at 3rd, then the runner may not advance to home plate. If a runner attempts to steal home, the player must return to third. The runner can be tagged out whenever they are off a base.
17. The slide rule is in effect when there is a close play at any base. A runner who does not slide may be called out.
18. Three strikes shall constitute an out. There will be an unlimited number of foul balls.
19. Bunting will be allowed. A bunt ruled foul with 2 strikes on the batter is an out.
20. There will be a coin toss at the beginning of each game to determine which team will be the home team.

- a. When double headers are played, the coin toss will determine home team for the first game.
- b. The team that is the home team for the first game will be the visitor for the second game.
- c. When single games are played, the team that wins the coin toss will be the home team for that game. In the second game between those teams the team that lost the toss will be the home team.

## Administrative Rules

1. Rosters must be in before the first game. Please send rosters to the softball chairperson.
2. Games may start on the date determined by the conference and the final games must be completed by the end of the day of the final day of the season. Any games not finished by that date will be recorded as double forfeits. Play-off quarter finals will take place between the following week with the higher seeded team providing the playing field. The semi-finals will take place the following weekend at a site TBA and the Championship Game will be held on Sunday May 18th, site TBA.
3. Rescheduling and season ending rules:
  - a. Games not played by the end of the season will be double forfeits.
  - b. Games must be rescheduled in 48 hours after cancellation.
  - c. \$50.00 fine for games rescheduled for inappropriate reasons.
4. The top team will receive team and individual trophies. Team and individuals awards will be given to the top 2 teams in the league tournament. All teams make the playoffs with the top teams having a bye in the 1st round.
5. Contest Results Reporting.
  - a. The winning team is responsible for reporting scores to the Scores Hotline.
  - b. Any scores which have not been reported within 72 hours of the scheduled contest date will be considered a forfeit by both teams.
  - c. Any contest not reported by 4:30pm on the season end date will be considered a forfeit.
    1. **Boys Hotline: (312) 409-3330**
    2. **Girls Hotline: (312) 409-4009**
6. The umpire fee will be \$21.00 per school per game.
7. In case of a rain out, please call Jerry Krusinski, 847-431-1507 Cell. If the weather is questionable or the game is to be played on grass because of wet diamonds, please call Jerry and inform him of this. (Leave a message if necessary.)
  - a. When rescheduling a game – you must give Jerry at least 24 hours to schedule an umpire.
8. If an umpire shows up at a game and it is subsequently rained out before the game starts, the umpire will be paid \$10.00. If the game starts and then is rained out the umpire will receive the full fee.
9. At the first indication of lightning, the game will be suspended. The game will be continued or terminated at the discretion of the umpire.
10. All players that are eligible to play must play.
11. CSCC demands that all teams abide by the IHSA bat rule and NOCSAE specifications. Only bats with the ASA 2000 approval stamp may be used. All batting helmets and catchers helmets must meet NOCSAE specifications.
12. Protests and Appeals.
  - a. Protested contest results **must** be submitted to the protesting team's athletic director within 24 hours of the completion of the contest. The athletic director will then evaluate the protest and present it to the league chairperson for a ruling.
  - b. No protest will be considered regarding judgment calls made by the official.

- c. Protests will only be considered where there is a question of rules interpretation which affects the outcome of the game.
  - d. No protest will be considered if the coach could not immediately produce a copy of the league rules for the contest official at the time questioned call.
  - e. Violations of league playing time rules may only be addressed through the appeal process.
  - f. The Umpire is not permitted to determine a forfeit based on playing time infractions.
    - 1. If a coach feels a player has not played the minimum amount of time the coach is to advise the opposing coach and the Umpire of the situation. If the official scorers book shows that the player(s) in question have not played the minimum amount of points the Umpire is to sign the score sheet **ONLY** as a witness.
    - 2. The Umpire is to act as an impartial third party witness The Umpire will not be monitoring playing time.
13. Procedure for canceling or postponing any given game.
- a. **All scheduling changes must be made by the athletic director.** Coaches are not permitted to cancel or reschedule games.
  - b. Changes can not be made within 72 hours. If a game is cancelled within 72 hours, the official will still be paid by the cancelling team.
  - c. Please notify the other team, then contact the umpire chairperson and then call the scores hotline. If we are unaware of a schedule change, your team will be credited with a **forfeit** because a score was not called in.
14. School Representation
- a. Players must be full time day students attending the school that they represent.
15. Age Restrictions. Players are eligible to play for a given grade based upon their birth date.
- a. 8th Grade - Has not reached their 15th birthday before September 1st of the current year.
  - b. 7th Grade - Has not reached their 14th birthday before September 1st of the current year.
  - c. 6th Grade - Has not reached their 13th birthday before September 1st of the current year.
  - d. 5th Grade - Has not reached their 12th birthday before September 1st of the current year.
  - e. 4th Grade - Has not reached their 11th birthday before September 1st of the current year.
  - f. Any coach and/or school that violate any of these age rules shall be suspended from the league on that level for the remainder of the season and must forfeit all games.
16. Rosters
- a. Every school must submit a complete roster of all team members and coaches including name, uniform number and date of birth. Each team roster must be signed by the school principal and submitted to the respective boys or girls league chairperson prior to their first contest. **Failure to supply said rosters will result in forfeiture of all contests played prior to the receipt of the rosters by the league chairperson.**
  - b. Copies of each team's roster shall be made available to any coach upon request.
  - c. Players may be added, but only in writing and signed by the School principal, up until 30 days prior to the first scheduled playoff date, at which time rosters will be considered frozen. Any request to alter rosters after the freeze date must be approved by the league chairperson.

17. **Player Promotion.** A student athlete may play up a grade but may not play down. Once a player has played up he/she may not go back down for league competition. A student athlete may play up a grade, but may not play down a grade. All players must attend the school they represent.
18. Double rostering of players may be allowed under certain circumstance. Double rostering must be approved by the league chairperson.

## Playoffs, Official Standings and Tie Breakers

1. Playoffs are held only for the JV and Varsity grade levels.
2. Standings will be determined on the basis of overall conference records split by City and Suburban Divisions when more than eight teams are participating.
3. Tie breakers are listed in the order of application. These tie breakers exist for the purpose of determining playoff seeding only. Ties which would determine inclusion for a playoff seeding will be determined through an elimination contest.
  - a) Division Record (Only if teams are in same division)
  - b) Head to Head Record
  - c) Coin Toss
4. Playoffs are conducted in a single elimination tournament format comprised of the top 3 teams from each division and the next two teams with the best records regardless of division. If the two wildcard teams are from the same division, then they will be seeded by record into the appropriate division. The worst record will be seeded against the first place team with the best record.
5. Teams are rank ordered within their respective divisions based on overall record and secondly by division record in the case of ties.
6. The top three teams from each division will be seeded as 1, 2, or 3 in their respective divisions.
7. The next two teams with the best records are then selected, regardless of division (wildcard teams).
  - a) When the two wildcard teams are from different divisions, each is seeded 4<sup>th</sup> in their respective division.
  - b) When the two wildcard teams are from the same division, the team with the lesser record is seeded 4<sup>th</sup> in the opposite division from the 1<sup>st</sup> place team with the better record. The remaining team is seeded 4<sup>th</sup> in the opposite division from the other wildcard team.
  - c) When there is only one division, teams are rank ordered by record and seeded based upon their positional rank. Any necessary byes will be earned by the highest seeded teams.
8. The eight team playoff is then bracketed as follows:
  - a) Each #1 seed will be matched against the #4 seed from the opposite division.
  - b) Each #2 seed will be matched against the #3 seed from the opposite division.
  - c) The two #1 seed games will be placed in opposite brackets.
  - d) The two #2 seed games will be placed in opposite brackets, where the #1 seed from one division will be in the same bracket as the #2 seed from the opposite division.
9. In cases where one or more play-in games are required, the play-in winners will be seeded in the appropriate seed slot.
  - a) When two or more teams are tied for a play-in from within the same division, the winner of the play-in will fill the #4 seed from that division.
  - b) When two or more teams are tied for a play-in from more than one division, the winner of the play-in will fill the lowest wild card seed.

- c) When more than two teams are tied for a play-in, the tie-breaker rules will be applied to determine which team will receive a bye in the tie-breaker bracket. If the coin toss tie-breaker needs to be applied, it will be replaced with a random drawing.
10. Special playoff rules:
- a) Home team in the playoff games will be determined as follows:
  - b) Quarter finals – Home team will be the higher seeded team.
  - c) Semi-finals – Home team will be determined by a coin flip. The higher seeded team will call the flip.
  - d) Finals – Home team will be determined by a coin flip. The higher seeded team will call the flip. (In case of a tie in seeding, the call of the flip will be determined by the Commissioner.)