



# CALAVERAS SOFTBALL LEAGUE

## OPERATING RULES

Revised 2025

# **Calaveras Softball League**

## **Operating Rules**

### **GENERAL PROVISIONS**

#### **1.01 PROCEDURES**

Operating rules are the existing local game rules that can be changed by 2/3 vote of the Calaveras Softball League Board of Directors.

#### **1.02 SITE SELECTION**

The Calaveras Softball League must approve all sites.

There is a possibility that any division may play one or more games where only a backstop is used. The CSL Board has established a safety area where spectators can assemble to watch the game in progress. No spectator will be allowed closer than 10' from the foul lines between home and first base, and between home and third place. No spectator is to be directly behind the first base area under any circumstances. No person is allowed behind the backstop during the course of any game, except the official scorekeeper(s).

The blood rule as it reads in the NSA Rule Book shall be in effect. If a playing site has only a backstop and does not have fences down the 1<sup>st</sup> and 3<sup>rd</sup> base lines, than any ball that goes out of play between home and 1<sup>st</sup> or 3<sup>rd</sup> base is considered a dead ball and runners may not advance.

#### **1.03 TEAM LEAGUE REPRESENTATIVES**

Either a Head Coach, Assistant Coach or Team Parent, that has been certified with a background check, must be present at ALL team practices, games or other events. If none of the above is available the team will forfeit the game or the practice will be cancelled. An exception is if a CSL Board Member is present.

#### **1.04 UMPIRES**

- a. Only certified and approved umpires will be assigned to games in the 8u\*, 11U, and 15U age divisions by the CSL Umpire-In-Chief.
  - 1. Umpires need to be 16 years of age and have played a minimum of 1 year in 14u.  
\*8u will only be umpired when playing other CSL teams, if no umpires are available coaches will agree on which coach from each team will umpire.
- b. All umpires should report at least 15 minutes prior to the start of their game.
- c. Umpires must sign the designated home scorebook.
- d. Umpires should report any incidents that could cause a problem to the Umpire-In Chief.
- e. If an umpire calls a game for any reason, he/she should notify the CSL President and CSL Player Representative immediately and explain why the game was called.
- f. Umpires should allow teams 2 minutes between innings.

#### **1.05 PROTESTS**

Game protests must be filed with the CSL Umpire-In-Chief or CSL President within 24 hours of the incident. Protest must correctly identify the CSL or NSA Rule violation or it will be declined. Protests must be accompanied by a \$20 fee which will be returned if the protest is upheld. Judgment calls are not protestable.

#### **1.06 STANDINGS**

Winning team representative is responsible for submitting game scores to the CSL Player Representative within 48 hours of game's finish. League standings will be determined by a point system as follows:

2 points for a win

1 point for a tie

0 points for a loss

If the score is not reported to the Player representative within 48 hours it will be marked down as a zero.

### **1.07 EQUIPMENT**

One new game ball will be supplied by the home team and one used game ball will be supplied by the visiting team for each game. Coaches will be supplied with brand new game balls at Draft Night by the CSL Equipment Manager. In order to receive their gear the coach must turn in a deposit check \$250 for 8u and \$400 for 11 and 15 u. Checks will be cashed 72 hours after closing day if gear is not returned.

- a. Coaches will be supplied with a first aid kit, one per team, at Draft Night by the CSL Equipment Manager.
- b. Coaches will be supplied with one set of catcher's gear per team by the CSL Equipment Manager. All catchers must be wearing softball league approved catcher's gear during any game or practice.
- c. Bats should be Softball League approved Softball approved.
- d. All equipment should be turned in to the Equipment Manager on or before closing day or their check will be cashed. If equipment is not turned in, any awards that team may have earned may be withheld until all equipment is turned in.

### **1.08 LINE-UP CARDS**

As prescribed by the CSL Board or NSA rule book. The back of the lineup cards will have signature lines for Coaches and Scorekeepers. Umpires will check them against the rosters kept in the official scorebook to restrict field rights to official roster members only.

### **1.09 GAME TIME**

- a. All Monday through Friday games will start at 6:00pm, with the exception of 11u games before daylight savings time will start at 5:00pm. Saturday games will not start before 9:00am and will not start after 7:00pm. All exceptions must be approved by the CSL Board.
- b. All games are 90 minutes in length for 15U , 80 minutes in length for 11U, 75 minutes in length for 8U and 6U. No new inning shall start after the time limit.

### **1.10 GAME POSTPONEMENTS/CANCELLATIONS**

Games may be called by Umpires and/or CSL Board Members due to darkness, inclement weather or field conditions. An umpire and/or Board Members decision to call a game is final and cannot be appealed.

The CSL Field Manager will make all decisions pertaining to the playability of all CSL fields due to weather, field conditions or any other reason prior to any games. The CSL Field Manager will make a decision on the playability of any field as soon as possible but never less than 3 hours prior to a scheduled game.

### **1.11 MAKE-UP GAMES**

The CSL Player Representative, Field Manager and Scheduling Coordinator must approve all make-up games. Coaches are **NOT** allowed to reschedule games on their own. The Player Representative will work with the UIC to get umpires for the make-up games.

### **1.12 MALE PLAYERS (All Divisions)**

- a. No more than two players will be allowed on each team.
- b. All coaches are to make certain all boys playing in the league will at all practices and games wear a supporter with cup. Boys without such equipment will not be able to practice or play in games.

### **1.13 RUN-AHEAD RULE**

Division 15U will have a 5 Run Rule. No team can score more than 5 runs per inning unless they are behind. In which case they can tie the score and score an additional 5 runs. Division 11U will have a 3 Run Rule. No team can score more than 3 runs per inning unless they are behind. In which case they can tie the score and score an additional 3 runs. Division 8U will use 3 outs or 10 batters to determine the end of the half inning.

#### **1.14        RULE BOOK AND AFFIDAVIT**

- a. All coaches will be issued an NSA Softball Rule Book, Score Book and Rules Affidavit by the CSL Player Representative at the mandatory coaches meeting each season.
- c. Coaches will be required to read the rules specific to their age division and then sign the Rules Affidavit stating that they have read and understand the rules of play for the age division that they're coaching.
- d. All coaches, Head and Assistant, are required to read, sign and return the Rules Affidavit to the CSL Player Representative at Draft Night in order to be eligible to draft a team.
- e. CSL Operating Rules will supersede certain NSA game rules for games played at a CSL field. However, any NSA game rules not specifically superseded by CSL Operating Rules shall be the game rules used. All away games will be played following the home team's league rules.
- f. Any dispute regarding game rules must be taken up with the CSL Player Representative and/or the CSL Umpire-in-Chief.

## **RULES OF CONDUCT APPLICABLE TO ALL AGE DIVISIONS**

- A. Coaches and team players of each team will be responsible for the cleaning of the immediate area of the dugout and grandstand following each game. If a team refuses to abide by this rule, it will receive a verbal warning for the first infraction, a loss of one point from standings for a second infraction, and a loss of two points for a third infraction.
- B. There will be no alcoholic beverages or illegal drugs allowed during the games by any person. Use of either by coaches and/or players will result in suspensions and the game may be called. Anyone under the influence of any intoxicant will be asked to leave the premises. If coaches, players or umpires are found to be under the influence, games will not resume until they have vacated the premises.
- C. CSL prohibits the use of tobacco products on all CSL fields and premises.
- D. Foul or rude language will not be tolerated. A player or coach using such language will be given a warning and may be suspended for further violations. Any parents or spectators using foul or rude language will be asked to leave.
- E. Candy and/or food are not allowed on the playing field or in the dugouts during the games. Gum, sunflower seeds, water and sports drinks are allowed.
- F. Players are prohibited by CSL from wearing jewelry of any kind during games.
- G. Only approved Coaches and registered volunteers, who have passed a background check and are wearing a CSL lanyard with their background ID card displayed will be allowed in the dugout or on the field during games. Players are to remain in the dugout during games if they are not playing.
- H. Coaches should have a working knowledge of the NSA Rule Book.
- I. Any coach, player or any other person who crosses the foul line to dispute an umpire's decision will be automatically ejected from that game.

## **6U DIVISION**

- a. All rules not explicitly covered here will be those of the NSA softball rule book.
- b. Players shall be 4, 5, or 6 years old. Exceptions must be approved by the CSL Board.
- c. Uniforms shall be a team t-shirt and black pants, Softball cleats or sneakers should be worn. Sandals are prohibited.
- d. All batters, base runners and player coaches are required to provide and must wear a batting helmet with chin strap and face guard.
- e. An 10" Incredi-Ball will be used for all league and practice play.
- f. Bases will be 48' apart.
- g. There is no official pitching distance but only a minimum of 15' from the batter. Distance should be based on players skill level and will be left up to the coaches discretion.
- h. Coach pitch only.
- i. No umpires or protest in this age division
- j. Games will consist of 35 minutes of practice and 35 minutes of game play.
- k. Catchers shall wear complete gear, including helmet and mask.
- l. No maximum number if players for defensive play. A coach and one assistant may be on the field to assist (instruct only) players during play.
- m. The batting order should be continuous and include all players.
- n. A batter is allowed a maximum of up to 2 bases on a batted ball.
- o. No stealing bases or home.
- p. Each half inning will end with 3 outs or after the team has gone through their line up.
- q. No drop 3rd strike rule.
- r. Sliding is not Mandatory.
- s. A Batter shall receive 8 pitches. if a batter fails to put the ball into plat or swings and misses 3 times within the 8 pitches the batter is out. But if the batter fouls the 8th pitch off the batter is still alive until she goes down on strikes, pitch count or puts the ball in play.



t. Games will be played on Saturday's only

u. All games will be inter league. CSL vs CSL

\*in the event there are not enough 6u signed up then 6u and 8u will be combined.

## **8U COACH-PITCH DIVISION**

- a. All rules not explicitly covered here will be those of the NSA softball rule book.
- b. Players shall be 5, 6, 7, or 8 years old. Exceptions must be approved by the CSL Board.
- c. Uniforms shall be a team t-shirt and black pants, Softball cleats or sneakers should be worn. Sandals are prohibited.
- d. All batters, base runners and player coaches are required to provide and must wear a batting helmet with chin strap and face guard. Any player warming up a pitcher must wear a face mask with a throat protector.
- e. An 11" Incredi-Ball will be used for all league and practice play.
- f. Bases will be 48' apart.
- g. No new inning shall start after 75 minutes of play.
- h. Catchers shall wear complete gear, including helmet and mask.
- i. The defensive team shall consist of 10 players in the field, if available. The batting order should be continuous and include all players.
- j. The first three games shall be coach pitch only. The batter shall be pitched to 5 times underhand by the designated adult coach. Recommended pitching distance is 30'. Additional pitches may be offered if the 5<sup>th</sup> pitch is fouled. The player who occupies the defensive position of pitcher must remain in the pitching circle until the ball is hit. After the third game kids will be allowed to pitch 5 pitches to each batter. The batter will be out after three swinging strikes, or ball is batted into play. If after 5 pitches batter is up to plate, offensive team coach will get three additional pitches. If after all pitches, ball is not put into play batter is out.
- k. Play shall be dead when the ball is thrown by a defensive player to the pitcher. If the pitch is hit to the pitcher and held inside the pitchers circle, base runners advance one base. If any runners were halfway or more to their succeeding bases by the time the ball is returned to the pitchers circle the runners may finish advancing to that base. If not the runners will return to their previously occupied bases. When all the defensive

players are in the proper positions, play will resume and the next batter shall take his/her turn.

- m. Each half inning shall end with 3 outs or 10 batters, whichever occurs first. The 10<sup>th</sup> batter's play ends when the ball is in possession of a defensive player touching home plate or the ball reaches the pitching circle.
- n. Coaches may stand near their batter or defensive player or in the coaching boxes to give instruction, but must not interfere with play. The coach must request time from the other teams Head Coach before attempting to demonstrate a technique or explain a play to the players during the progress of the game.
- o. Base stealing is allowed one stolen base per pitch, stealing of home is not allowed under any circumstances is .
- p. No batter may attempt to gain first base on a dropped third strike by the catcher.
- q. Runners may not advance to home on a wild pitch, passed ball or attempted steal.
- r. Sliding is allowed but not mandatory. There will be no sliding on all-grass fields due to safety considerations.
- s. Score will be kept.
- t. If coaches have rule changes they would like to adopt, they must go through the CSL Board.

## **11U DIVISION**

- a. All rules not explicitly covered here will be those of the NSA softball rule book.
- b. Uniforms shall be a team t-shirt and black pants, Softball Cleats should be worn. Sneakers are discouraged and sandals are prohibited.
- c. All batters, base runners and player coaches are required to provide and must wear a batting helmet with chin strap and face guard. Any player warming up a pitcher must wear a face mask with a throat protector.
- d. A white or red stitched yellow optic covered 11" Softball (NSA) or similar ball will be used.
- e. Pitching distance will be 35' however, may be moved to 30' upon recommendation of the umpire and mutual consent of coaches. Bases shall be 60' apart.
- f. No new inning of play will start after 80 minutes of play.
- g. Runners on 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> base are allowed to steal one base **PER PITCH**. Stealing of home is permitted. (NSA).
- a. A player may attempt to advance to first base in the event of a dropped third strike pursuant to NSA Rules. Certain conditions apply: When the catcher fails to catch the third strike **BEFORE** the ball touches the ground and **there are fewer than two outs** and **first base is not occupied** at the same time of the pitch **or** any time there are 2 outs. Please read current NSA Rule Book for details.
- h. The strike zone shall be liberal and based on the umpire's decision.
- i. Sliding is allowed and encouraged but not mandatory.
- j. The defensive team shall consist of 10 players in the field, if available. The batting order shall be continuous and include all players.
- k. If it is determined that players are being instructed by coaches not to swing, thereby resulting in multiple walks, the game may be forfeited. However, if it becomes evident that the pitcher cannot put the ball in the vicinity of the plate, the umpire at his/her discretion, will instruct the defensive coach to remove the pitcher.

- l. If coaches have rule changes they would like to adopt, they must go through the CSL Board.

## 15U DIVISION

- b. All rules not explicitly covered here will be those of the NSA softball rule book.
- c. Uniforms shall be a team t-shirt and black shorts or pants, Softball cleats are required. And no metal cleats are allowed.
- d. All batters, base runners and player coaches are required to provide and must wear a batting helmet with chin strap and face guard. Any player warming up a pitcher must wear a face mask with a throat protector.
- e. A white stitched yellow optic leather covered 12" softball or similar ball will be used.
- f. Pitching distance will be 40' for 12U and 43' for 15U. Bases shall be 60' apart.
- g. No new inning shall start after 90 minutes of play.
- h. The umpire has the authority to remove the pitcher from the mound if the pitcher has become too wild; The Umpire is required to remove the pitcher if she has hit 3 batters and/or is deemed to be dangerous.
- i. No player shall sit out more than two consecutive innings.
- j. All players will bat continuously.
- k. A player should slide to avoid collision. An umpire's judgment will be used to determine if a player is called out or not.
- l. A player may attempt to advance to first base in the event of a dropped third strike pursuant to NSA Rules. Certain conditions apply: When the catcher fails to catch the third strike **BEFORE** the ball touches the ground and **there are fewer than two outs** and **first base is not occupied** at the same time of the pitch **or** any time there are 2 outs. Please read current NSA Rule Book for details.

- n. If a player arrives late for a game, he/she may be added to the bottom of the batting order and entered into defensive play at the coach's discretion. A late player who does not play the minimum time does not have to start the next game.
- o. Lineup cards will list all players' names, present and absent. Umpires will note all players. The umpire will enter any player's name that arrives late.
- p. CSL does not have a re-entry rule; however, should a player be forced to leave the game early due to the blood rule, injury, or some other emergency, they must be inserted in the same spot in the line-up upon returning.
- q. If a player leaves a game early and is not scheduled to return, his/her spot in the batting line-up will be skipped without penalty or an out.
- r. If coaches have rule changes they would like to adopt, they must go through the CSL Board.

# **CALAVERAS SOFTBALL LEAGUE**

## **Rules Affidavit**

I, \_\_\_\_\_ hold the position of Head/Assistant Coach in the Calaveras Softball League.

I do hereby attest that I have been given a copy of the CSL Operating Rules and that I have read and understand all the rules contained in it that pertain to the age division that I am coaching.

I further attest that I have been given a copy of the NSA Softball Rule Book and that I have read and understand all the rules contained in it that pertain to the age division that I am coaching.

I agree to abide by all of these rules and to abide by the Code Of Ethics listed in the bylaws of the Calaveras Softball League at all times that I am coaching.

I understand that I am responsible for the conduct of myself, my coaching staff, my players, and any and all parents/spectators that are present at my teams games or practices.

I further understand and agree that any violations of the Code Of Ethics listed in the bylaws of the Calaveras Softball League may result in my being suspended as a coach.

Signature: \_\_\_\_\_

Printed Name: \_\_\_\_\_

Date: \_\_\_\_\_