## CYBSA 14U Division Softball Rules

All MHSAA rules and regulations apply with the following exceptions unless stated in General Rules:

- 1) Base Distance 60 feet.
- 2) Pitching Rubber-43 feet
- 3) Ball-12 inch Softball
- 4) A 16 foot radius pitching circle is used for the look-back rule. A pitcher is in the 16- foot circle when both feet are within or partially within the line.

## Game Rules:

- 1) Nine players will play at one time on the field.
- 2) Players will be allowed to steal on release of the ball.
  - a. If a runner is caught leaving early, the first offense will result in the runner being sent back to the base from where she left and the play is dead.
  - b. There will be a team warning. Second and subsequent offense will be called out.
- 3) There will be no lead-offs.
  - a. If a player is called for leading off, a warning will be given to the runner.
  - b. If the pitch resulted in a hit, the runner must return to the nearest open base.
- 4) Head first sliding is allowed.
- 5) If a play is being made on a runner they must attempt to slide or they will be called out (Umpires discretion).
- 6) Bunting and slap hitting are allowed. No Fake Bunt Hitting once batter squares to bunt batter must attempt to bunt or pull back and take the pitch. Umpire will determine if the pitch is a ball or strike.
- 7) The infield fly rule will be in effect.
- 8) Drop third strike rule is in effect.
- 9) Metal cleats can be worn.

## Pitching Rules:

- 1) Pitchers must wear a protective mask.
- 2) A pitcher will receive 5 warm-up pitches to start the game and 3 pitches in between innings (Umpires discretion).
- 3) A pitcher must be removed from the pitching position if they hit 5 batters in a game.
  - a. If a batter is hit and was legitimately attempting to get out of the way, they may be awarded first base (umpires discretion).
  - b. If the batter did not attempt to move, it will be called a ball and no base will be awarded.
- 4) If the starting pitcher is removed they may re-enter one time.
- 5) If a team intends to give a batter an intentional walk, they must notify the umpire and that batter will be granted first base. This may be done at any time during that at bat.
- 6) Play continues until the pitcher has control of the ball inside the pitcher's circle and umpire calls time.