

**NORTHERN VIRGINIA JUNIOR CYO (NVJCYO)
LEAGUE RULES FOR SOFTBALL
VARSITY AND JUNIOR VARSITY LEVELS**

The NVJCYO girls softball leagues will operate by the Amateur Softball Association (ASA) fast pitch rules and by the following NVJCYO rules. In the event of any inconsistency, the NVJCYO rules shall supersede the ASA rules.

A. ELIGIBILITY

1. Each player must be enrolled in and regularly attending the parish school or CCD program of the participating parish prior to the end of the first month of the current school year and be properly rostered in accordance with Paragraph B. below.
2. Each player must meet the following grade/age criteria:
 - a. Varsity Level: 7th and 8th graders who will not reach their 15th birthday prior to June 1 of the current school year.
 - b. Junior Varsity Level: 5th and 6th graders who will not reach their 13th birthday prior to June 1 of the current school year.
3. A player participating in a high school league is ineligible.
4. Waivers to the above eligibility rules will be handled on a case-by-case basis and may be granted if approved by the Commissioner of the league involved. Waiver requests must be submitted in writing to the league Commissioner at least forty eight (48) hours prior to the start of the season, using the official NVJCYO Waiver Request Form.
5. Any child playing at the Varsity level is ineligible to play at the JV level during the same playing season. However, a JV player may move up to the Varsity level during the playing season, provided this action is accomplished prior to the cutoff date for additions to a roster.
6. A player must play in a minimum of three regular season games to be eligible for end of the season tournament games.
7. The offending team will forfeit any game played with an ineligible player.

B. FORMS

1. For each player, there must be submitted to the Commissioner a completed NVJCYO Permission and Release Form no later than the cut off date established by the Commissioner.
2. Individual team rosters must be submitted to the Commissioner no later than the cut off date established by the Commissioner using the official NVJCYO Roster Form.
3. Additions to a roster must be submitted no later than the cut off date established by the Commissioner and approved in accordance with the waiver rule, Paragraph A.4. above, and accompanied by an official NVJCYO Roster Form.

C. UNIFORMS AND EQUIPMENT

1. Each player must wear a shirt with a numeral on the back.
2. Players may not wear jewelry.
3. The home team, as designated by the league schedule, will be responsible for providing a new game ball. Its scorebook will serve as the official game scorebook. In case the home team cannot supply a new game ball and scorebook, the right to be the home team reverts to the opposing team. All balls must be ASA approved fast pitch balls (i.e. with white strings).
4. Each catcher must wear a body protector, mask, throat protector, helmet, and shin guards.
5. Steel spikes or street shoes are not permitted. Players may not play in bare feet. Any athletic shoes are acceptable.
6. Each batter and base runner will wear a batting helmet. Any player serving as a base coach also must wear a helmet.
7. Bats must be softball type, wood or metal. Additionally, Little League bats 28 inches or smaller in length may be used.

D. LEAGUE ORGANIZATION

1. Postponed games may be re-scheduled at the agreement of the opposing coaches and the Commissioner. The Commissioner is not required to, but may attempt to, schedule an umpire for a re-scheduled game.

2. Team trophies will be awarded to 1st and 2nd place teams in regular season divisional play and 1st and 2nd place teams in tournament divisional play. Additionally, individual trophies will be awarded to members of the 1st and 2nd place tournament teams in division one only.

E. GAME RULES

1. Pitching distance shall be 40 feet for Varsity and 35 feet for JV level.
2. The home team shall occupy the third (3rd) base bench. Only players, coaches, and scorers are allowed in the dugout areas.
3. The normal length of a game will be seven (7) innings or 1 hour and 45 minutes, whichever comes first.
4. Up to 15 minutes after the scheduled start time will be allowed to field a team (at least seven (7) players).
5. If both teams have at least seven (7) players, they must begin play.
6. In case of poor field conditions, the opposing coaches must make the decision to play or not, before the game is started. Once the game is started, the umpire will determine if the game can continue based on his/her judgment.
7. If the regular umpire(s) fails to report, the opposing coaches will each select a qualified person to umpire.
8. No new inning will begin after 1 hour and 45 minutes from the start of play. Any inning started will be completed. Regular season games that are tied and that completed an inning after 1 hour and 45 minutes from the start of play will be declared a tie. Tournament games that are tied and that completed an inning after 1 hour and 45 minutes from the start of play will continue for an additional inning(s) until there is a winner.
9. Games suspended due to inclement weather conditions will be considered a completed game if 4 or more innings have been played.
10. There will not be any designated hitters.
11. Substitution rule.
 - a. Essentially unlimited substitution.
 - b. A substitute must bat in the same place as the girl replaced. Substitutes must play a full inning in the field.

- c. When a player re-enters a game, she must bat in the same place as she did initially.
12. Alternate substitution rule. A team may use a batting order using all girls present. If such a batting order is used, each girl must play at least one inning in the field.
13. Maximum run rule. The team up to bat will give up their remaining outs in an inning if they are ahead by at least ten (10) runs and have scored five (5) runs in the inning.

F. Playing Rules

1. The tenth player is an outfielder and must be positioned outside the infield, along with the other three outfielders.
2. The pitcher is required to have two feet in contact with the rubber when initiating her motion toward the plate and may take only one stride forward when delivering her pitch.
3. Bunting is permitted.
4. A batter may not run on a dropped third strike. This is an automatic out.
5. A player may take only one base on a walk.
6. A runner may not leave her base before the pitcher releases the ball.
7. Base stealing is not allowed. Runners may not advance after a pitch and each runner must return to the base between pitches. The defense is allowed to tag out the runner after the pitch before she returns to the base. If the defense attempts a play on any runner, all runners may advance one base after they return to the base. The runner may not advance once the pitcher has the ball within the pitching circle.
8. A courtesy base runner may be used for a catcher on base with two outs in the inning.
9. A fielded ball shall be declared dead once all runners are no longer attempting to advance or draw a throw. This is the umpire's decision.
10. The infield fly rule applies to both the Varsity and JV level.
11. Intentional walks are not allowed. If an umpire determines a batter was intentionally walked, the batter will be awarded a home run.

12. If an umpire determines a batter threw her bat, her team will receive one warning. On that team, all subsequent batters who throw their bats will be automatically out. Each team will receive one such warning. Any girl who throws her bat a second time will be automatically out and will be removed from the game.