

**ARTICLE 26:
Softball**

7.1 GENERAL INFORMATION

7.1.1 The CAA shall adopt the current edition of the National Federation of State High School Association (NFHS) Softball Rules and Regulations. These rules shall govern unless noted below.

7.1.2 Any discrepancies will be ruled upon by the league director and/or Competition Committee.

7.1.3 VIDEOTAPING ANOTHER SCHOOL'S GAME. It shall be an ethical violation to tape another school's game, meet or contest without their permission. Further it may be a violation of the laws governing copyrights. Each school owns the copyrights to their games, meets and contests. Taping another school's game without permission could constitute a violation of the copyright law.

7.2 COACHING

7.2.1 Certification - Refer to Article 4

7.3 HOME TEAM RESPONSIBILITIES

7.3.1 Home team must enter scores within 24 hours.

7.3.1.1 Enter forfeit results as 2-0. Score of a forfeited game is 2 to 0 unless the game is forfeited after the number of innings required for a regulation game and the offending team is behind. Then the score remains as recorded. If the offending team is leading, the score shall be 2 to 0; otherwise, the score shall be the score at the time of the forfeit if the team ahead at the time of the forfeit is not the offending team.

7.4 EQUIPMENT, UNIFORM & FIELD GUIDELINES

All bats must have a ASA 2000, ASA 2004 or a USA certified stamp on them to be legal.

Ball must be a 12" .375 compression and 47 core (Wilson Champion is the official game ball)

7.4.1 Bat must meet current NFHS requirements. See USA softball non approved bat list.

7.4.1.1 NFHS illegal bats will be enforced. Verify with the umpire regarding bat questions.

7.4.2 CLEAT/SHOES

7.4.2.1 Metal cleats are allowed in High School only. Cleats shall not extend beyond $\frac{3}{4}$ inch from the sole and shall not be round.

7.4.2.1.1 Metal cleats are never allowed in any CAA Junior High game.

7.4.2.2 Shoes with detachable rubber or metal cleats that screw into the sole are permitted.

7.4.2.3 Shoes are required. All players must wear shoes with plastic, nylon, canvas, leather or similar synthetic material uppers. The soles may be smooth, soft or hard rubber cleats or rectangular metal cleats.

7.4.3 UNIFORM

7.4.3.1 A uniform shall not have any dangerous or reflective buttons or ornaments.

7.4.3.2 A pitcher shall not wear any item on the pitching hand, wrist, arm or thighs, which may, in the umpire's judgement, be distracting to the batter.

7.4.3.3 Players are prohibited from wearing jewelry or other hard cosmetic or decorative items. Religious or medical-alert items are not considered jewelry and should be taped and worn under the uniform.

7.4.3.4 No players on the same team shall wear identical numbers (0 and 00 are considered the same number.)

7.4.4 FIELD

7.4.4.1 Pitching plate will be 43' for High School.

7.4.4.2 Pitching plate will be 40' for Junior High.

7.4.4.3 Bases will be 60' feet apart.

7.4.5 SOFTBALL

7.4.5.1 Teams are strongly encouraged to use the Wilson softball, official softball of the CAA, for all regular season contests. Wilson is the official ball of the CAA and will be used in all state playoff games.

7.5 GAME AND TIME MANDATES - Regular Season

7.5.1 High School - Game Time is Forfeit time.

7.5.1.1 Junior High - 10 minute grace period

7.5.2 Games for High School are scheduled for 7 innings.

7.5.2.1 Junior High games are scheduled for 6 innings.

7.5.3 All High School games will adhere to a strict time limit of 1 hour and 45 minutes. All Junior High games will adhere to a strict time limit of 1 hour and 30 minutes.

7.5.3.1 Time will officially start on the first pitch.

7.5.3.2 No new inning will be started after the expired time limits.

7.5.3.3 An inning will be considered started after the final out of the previous inning is recorded.

7.5.4 The CAA has the following Mercy Rules in effect:

7.5.4.1 A team can only score a max of 10 runs per half inning. After the 10th run scores that half inning is over regardless of outs.

7.5.4.2 A game will end any time after 3 innings, or after 2 ½ innings if the team is 20 or more runs behind and has completed its turn at bat.

7.5.4.3 A game will end any time after 4 innings, or after 3 ½ innings if the team is 15 or more runs behind and has completed its turn at bat.

7.5.4.4 A game will end any time after 5 innings, or after 4 ½ inning if the team is 10 or more runs behind and has completed its turn at bat.

7.5.5 TIE GAME. If the game is tied after a completed inning and the time limit has expired, the game shall be considered a tie.

7.6 GAME GUIDELINES

7.6.1 DP/Flex rule will be used according to NFHS rules.

7.6.2 Teams may use courtesy runners for pitchers and catchers to help speed-up the game. Courtesy runners must be a player NOT currently in the game and has not previously entered the game.

7.6.2.1 You may not use the same player for both the catcher and the pitcher.

7.7 SPORTSMANSHIP AND EJECTION: Refer to Article 12

7.8 POSTSEASON INFORMATION

7.8.1 Tournament brackets will be created according to standings from power rankings.

7.8.2 Game time is forfeit time.

7.8.3 CAA Tournament games are 7 innings for High School - NFHS Regulation game.

7.8.4 CAA Tournament games are 6 inning games for Junior High

7.8.4.1 No time limits.

7.8.4.2 CAA Mercy rules are in effect.

7.8.4 All State Tournament games will be played with the Wilson softball, official softball of the CAA.