



JUNIOR HIGH SOFTBALL RULES - Section 28

Updated June 2019

28.1 GENERAL INFORMATION

- 28.1.1 The CAA shall adopt the current edition of the National Federation of State High School Association (NFHS) Softball Rules Book. **These rules shall govern unless noted below.**
- 28.1.2 Any discrepancies will be ruled upon by the by the League Executive Director and/or Executive Board.
- 28.1.3 VIDEO TAPING 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 schools game without permission could constitute a violation of the copyright law.

28.2 COACHING

- 28.2.1 All Coaches must be Certified. Coaches who are not certified will not be allowed to coach and any games coached will result in the team forfeiting all games coached.

28.3 HOME TEAM RESPONSIBILITY

- 28.3.1 Home team must enter scores within 24 hours.
- 28.3.1.1 Enter forfeit results as 1-0. Score of a forfeited game is 1-0 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 1 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.

28.4 EQUIPMENT, UNIFORM & FIELD GUIDELINES

- 28.4.1 BAT.
Bat must meet current NFHS requirements. NFHS illegal bats will be enforced. Verify with umpire regarding any bat questions.
- 28.4.2 Metal cleats are NOT allowed.
- 28.4.3 SOFTBALLS.
Teams are strongly encouraged to use the ProNine softball, official softball of the CAA, for all regular season contests.
- 28.4.4 UNIFORM.
- A uniform shall not have any dangerous or reflective buttons or ornaments.
 - 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.
 - 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.
 - No players on the same team shall wear identical numbers (0 and 00 are the same #).
- 28.4.4 FIELD.
- 28.4.4.1 Pitching mound will be 40'.
- 28.4.4.2 Bases will 60' feet apart.

28.5 TIME MANDATES

- 28.5.1 **A 10-minute grace period** will be granted before a forfeit is declared.
- 28.5.2 Games are scheduled for 6 innings.
- 28.5.3 All games will adhere to a strict time limit of **1 hour and 30 minutes.**
- 28.5.3.1 **Time will officially start on the first pitch.**
- 28.5.3.2 No new inning will be started after the 1 hour and 30-minute time limit.
- 28.5.3.3 An inning will be considered started after the final out of the previous inning is recorded.

28.5.4 The CAA has the following **Mercy Rules** in effect:

- **A team can only score 10 runs in an inning.** After the 10th run is scored, that half of the inning is over.
- A game will end any time after 3 innings, or after 2 ½ inning if the team is 20 or more runs behind and has completed its turn at bat.
- A game will end any time after 4 innings, or after 3 ½ inning if the team is 15 or more runs behind and has completed its turn at bat.
- 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.

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

28.6 GAME MANDATES

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

28.6.2 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.

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

28.7 SPORTSMANSHIP AND EJECTION

28.7.1 Players who are ejected must immediately leave the bench area if supervised by an adult. If no supervision is available, student-athlete must stay in the bench and have excellent sportsmanship.

28.7.1.1 A player ejected from a contest for any reason shall be subject to the disciplinary action under the Sportsmanship Rule per the CAA Constitution.

28.7.2 A Coach who is ejected must immediately go to the locker room or leave the confines of the completion venue. If there are no certified coach/school personnel to continue coaching the team, the match will be declared a forfeit with the score of 1-0 for each game.

28.7.2.1 A coach ejected from a contest for any reason shall be subject to the disciplinary action under the Sportsmanship Rule per the CAA Constitution.

28.7.3 Players or coaches who are ejected, the school's AD or administrator must submit a CAA Ejection Report form to the CAA Executive Director within 24 hours after completion of the game.

28.8 POST-SEASON INFORMATION

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

28.8.2 Higher seed will occupy the 3rd base dugout.

28.8.2 Game time is forfeit time.

28.8.3 CAA Tournament games will adhere to a strict time limit of **1 hour, 40 minutes** or 6 innings.

28.8.3.1 Time will officially start on the first pitch.

28.8.3.2 If the score is tied after the 1 hour 40-minute time limit, extra inning(s) will be played.

28.8.3.3 CAA Mercy rules are in effect.

28.8.3.4 STATE CHAMPIONSHIP GAME will have **NO time limit** (6 Inning game).

28.8.4 All State Tournament games will be played with the ProNine softball, official softball of the CAA.