



2024 CVYSA Recreational Slow-Pitch Rule Book

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Cedar Valley Youth Sports Association believes in providing a fun, safe environment for our youth to play recreational softball. Our players create lasting friendships, build leadership skills, and develop amazing sportsmanship they will carry with them into adulthood.

CVYSA adheres to standard ASA rules, however, has made some modifications that best suit our organization. Visit <https://www.usasoftball.com/official-rulebook/> for 2024 USA Softball Official Rulebook.



Scan for 2024
OFFICIAL RULEBOOK

Softball Complex Rules

The Deerwood Park softball complex is located within Deerwood Park, lying South and Southeast of Deerwood Park Rd from the dike to the entrance of Deerwood Campground. The following rules apply within the complex:

1. NO alcohol or drugs allowed on the premises (including within personal vehicles parked within the complex). Cedar Valley Youth Sports Association and the Evansdale Softball Complex is a Drug & Alcohol Free Zone.
 - a. Smoking, vaping, and tobacco usage will have a designated area at the entrance of the complex and near restrooms. Please use receptacles for cigarette butts.
 - b. No drugs or paraphernalia, including written or images printed on clothing
2. No foul language, verbal, written, or printed by players, spectators, or volunteers
3. No outside food or drinks, concessions are available
4. No pets (with exception to Service Animals, defined as “a dog that has been individually trained to do work or perform tasks for an individual with a disability”)
5. No bicycles, skateboards, scooters, etc. inside the complex, please utilize the bike racks at the entrance.
 - a. Locks are not provided, CVYSA is not liable for lost or stolen property.
6. No climbing fences, trees, or structures
 - a. Any vandalism will be reported to proper authorities and anyone involved will be subject to prosecution
7. All vehicles must yield to pedestrians and stop at all stop signs
 - a. Speed limit through the complex is 5 mph

Health & Safety

1. Parents and players are responsible for notifying coaches of any injuries which could prevent them from safe play. Depending on the severity of the injury, a doctor’s release may be required to resume play.
2. A player, coach, or umpire who is bleeding, or who has blood on their uniform, shall be prohibited from participating further in the game until appropriate treatment can be applied.
 - a. The umpire shall stop the game, call a coach, parent, or other authorized person to the injured player to allow treatment.
 - b. If appropriate medical care or treatment is administered in reasonable time, the individual will not have to leave the game.
 - c. The length of time that is considered reasonable, is left to the umpire’s judgment.
3. During a live ball situation, when a player becomes injured, and in the umpire’s judgment requires immediate attention, the umpire shall call “DEAD BALL” and allow or seek first aid
 - a. Runners will be awarded any bases that would have been reached

Concussions

A concussion is a type of traumatic brain injury—or TBI—caused by a bump, blow, or jolt to the head or by a hit to the body that causes the head and brain to move quickly back and forth. This fast movement can cause the brain to bounce around or twist in the skull, creating chemical changes in the brain and sometimes stretching and damaging the brain cells.

How Can I Spot a Possible Concussion?

Children and teens who show or report one or more of the signs and symptoms listed below - or simply say they just “don’t feel right” after a bump, blow, or jolt to the head or body - may have a concussion or other serious brain injury.

Signs Observed by Parents or Coaches

- Appears dazed or stunned
- Forgets an instruction, is confused about an assignment or position, or is unsure of the game, score, or opponent
- Moves clumsily
- Answers questions slowly
- Loses consciousness (even briefly)
- Shows mood, behavior, or personality changes
- Can't recall events prior to or after a hit or fall

Symptoms Reported by Children and Teens

- Headache or "pressure" in head
- Balance problems or dizziness, or double or blurry vision
- Nausea or vomiting
- Bothered by light or noise
- Feeling sluggish, hazy, foggy, or groggy
- Confusion, or concentration or memory problems
- Just not "feeling right," or "feeling down."

Talk with your children and teens about concussion. Tell them to report their concussion symptoms to you and their coach right away. Some children and teens think concussions aren't serious or worry that if they report a concussion they will lose their position on the team or look weak. Be sure to remind them that it's better to miss one game than the whole season.

Concussions affect each child and teen differently. While most children and teens with a concussion feel better within a couple of weeks, some will have symptoms for months or longer. Talk with your children or teens' health care provider if their concussion symptoms do not go away or if they get worse after they return to their regular activities.

Reporting a Concussion

If you notice your child showing or reporting one or more signs and symptoms of a concussion, you **MUST** report this information to the organization's board members right away.

After a concussion, an athlete may only return to sports practices, games, and/or activities with the approval and under the supervision of their healthcare provider.

Sportsmanship

1. Sportsmanship is an understanding of and commitment to fair play, ethical behavior and integrity, and general goodwill toward an opponent. It is an affirmation that an athlete is disciplined enough to have perspective, maintain poise and do what is best for his or her teammates ~ *Brian G. Phelps*
2. If in the judgment of the umpire, players or coaches are displaying poor sportsmanship (which mocks or belittles the opposing team) the umpire has the right to call a player out
3. Zero tolerance for fighting or bullying
 - a. Verbal or physical abuse is not allowed by anyone, including players, coaches, volunteers, or spectators

Strike-Out Policy

CVYSA will implement a Strike-Out Policy to handle disciplinary actions for players, coaches, volunteers, and spectators. This is to make the complex a positive experience for our community.

1. Courtesy
 - a. You will be warned about unsportsmanlike conduct
2. Strike One
 - a. You will be given a written warning in regards to your behavior within the complex
 - b. You will be required to meet with board members to discuss your actions and what is acceptable behavior.
 - c. If a player or coach is ejected from a game, they must leave the game at once
 - d. If an ejected player or coach is found to be playing, the team will forfeit the game
3. Strike Two

- a. Ejected players or coaches will be suspended from play for three (3) league game days, including tournaments
 - b. You will be required to attend a Board Meeting to openly discuss the situation at hand
 - c. This will be a final warning before being ejected from the complex for the season
4. Strike Three
- a. Due to continued poor sportsmanship and/or violations of CVYSA Rules, this final transgression will lead to being ejected from the complex for the remainder of the season
 - b. Anyone ejected from the complex for the season may not return for the remainder of the season, this includes any players, coaches, volunteers, or spectators

Uniforms

1. Team shirts will be provided to each player and coach courtesy of our organization's sponsors and
 - a. MUST NOT be altered;
 - b. May only have sponsor logo on front, organization drug free stamp on right sleeve, and either up to a 2-digit number or "COACH" printed on back
 - c. Altered shirts must be re-purchased at parents expense
2. Players must be covered from shoulders to ankles for all games AND practices
 - a. Long socks covering ankles preferred, no shorts (see Mixed League for exceptions)
 - b. Players not properly covered will not be allowed to play
3. Athletic/tennis shoes or cleats only (no metal spikes); no sandals, Crocs, etc.
4. Exposed jewelry, which is judged by the umpire and/or Board Member to be dangerous, must be removed and may not be worn during the game
 - a. Jewelry deemed dangerous by umpire that cannot be removed will result in the ejection of the player
 - b. Medical alert bracelets or necklaces are not considered jewelry and, if worn, they must be taped to the body, medical alert information must remain visible

Teams

1. A registered player may only be rostered to one team
 - a. A minimum of seven players are required to start any game
 - i. Teams with fewer than seven players at game time will forfeit game
 - ii. All teams must play a catcher
 - b. Each player will play defense at least every other inning and bat in rotation
 - i. Late arrivals are placed at the bottom of the roster.
 - ii. When a player arrives after the game has started, the umpire must be notified before they can enter the game.
2. Coaches must notify Board of Directors at a regularly scheduled board meeting of players who are absent or injured to receive a new player from list of pool players
 - a. All pool players will be added to rosters by May 10th
 - b. No registrations will be accepted after May 10th

General Game Time Rules

*Reference additional rules and/or modifications for specific leagues within their respective sections

3. No activity on infields once diamonds are chalked for games
4. Game start times are 5:30, 6:30, 7:30
5. Coaches may NOT reschedule games
 - a. Playoff games (in the event of a rankings tie) will be scheduled by the Board of Directors

- b. Rainouts will be announced on our website www.CVYSports.org and on our Facebook page Cedar Valley Youth Sports Association
 - i. Games may be played in the event of rain unless:
 - 1. Lighting has been detected
 - 2. Play would damage fields
 - c. If a conflict with school activities arises, rescheduling will be determined by the Board of Directors
- 6. A complete game shall consist of at least 7 innings or one hour
 - a. There must be eight (8) minutes left to start another inning
 - b. In the case of rain, 5 full innings will constitute a full game
 - c. Tie games will go one extra inning
 - i. Additional innings may continue only with Board approval
 - ii. If the continuation will adversely affect the next game, play time will cease and resume at the same moment of the game at a future date
- 7. Each team will have three (3) "Time Out" per game
 - a. Each "Time Out" will be up to one (1) minute
- 8. Teams have one (1) minute to switch between offense and defense, after which time "Ball" will be called
- 9. Standings will be determined by
 - a. Number of wins, then by
 - b. Number of wins head-to-head, then by
 - c. Number of runs head-to-head

Rookie League

Rookie players must be four (4) years of age during registrations. The following modification of rules apply to this league:

Teams

- 1. A registered player may only play on the team they are assigned
 - a. A minimum of seven players are required to start any game
 - i. Teams with fewer than seven players at game time will forfeit game

Game Time Rules

- 1. Teams will either scrimmage or practice one night per week
- 2. Coaches must list players alternating between boys and girls on lineup until there are no more of one gender
 - a. If there are less than 3 girls playing, at least one (1) girl must play in the infield at all times
 - b. If there are three (3) or more girls playing, at least two (2) girls must play in the infield at all times
 - c. Any number of males or females may play in the outfield See [Amendments](#)
- 3. Rookie designates five (5) players to outfield
 - a. There is NO catcher in Rookie
- 4. Coaches must be on the field with players
 - a. Offense coaches will be in the first base coach box, third base coach box, and assisting their batter with batting
 - b. Defense Coaches: Up to three (3) coaches may be on the field with their players
- 5. No runs will be recorded
 - a. Each batter may take only one base
- 6. Batters receive two strikes
 - a. A foul ball will be called when the tee is tipped over, regardless of ball position
 - b. A batted ball must clear a chalked batters box in the air to be a fair ball
 - c. First foul is a strike, second foul is a courtesy foul, third foul is considered a second strike
- 7. Any player who throws a bat may be called out, including on-deck batters
 - a. On-deck players are responsible for returning bats to the dugout, but must remain in the batting circle until "Time" is called

T-Ball League

T-Ball players must be enrolled in kindergarten or first (1st) grade during registration. T-Ball coaches are to teach players basic fundamentals of the game (ie. batting stance and swing, base running, fielding, catching, & throwing) The following modification of rules apply to this league:

Teams

1. A registered player may only play on the team they are assigned
 - a. A minimum of seven players are required to start any game
 1. Teams with fewer than seven players at game time will forfeit game

Game Time Rules

1. T-Ball designates five (5) players to outfield
 - a. There is NO catcher in T-Ball
2. A complete game shall consist of at least 7 innings or one hour
 - a. There must be ten (10) minutes left to start another inning
 - b. In case of rain, 40 minutes will constitute a full game
3. Coaches must list players boy/girl/boy/girl or girl/boy/girl/boy on lineup until there are no more girls
 - a. If there are less than 3 girls playing, at least one (1) girl must play in the infield at all times
 - b. If there are three (3) or more girls playing, at least two (2) girls must play in the infield at all times
 - c. Any number of males or females may play in the outfield See [Amendments](#)
4. Batters receive two strikes
 - a. A foul ball will be called when the tee is tipped over, and each foul is a strike.
 - b. A batted ball must clear a chalked batters box in the air to be a fair ball.
 - c. Second strike foul is a courtesy foul and is handled in the same manner
5. Any player who throws a bat may be called out, including on-deck batters
 - a. On-deck players are responsible for returning bats to the dugout, but must remain in the batting circle until "Time" is called
6. If a batted ball remains in the infield, the batter and the base runner will be allowed no more than a single.
 - a. When a ball is hit to the outfield and is thrown back to the infield, and makes contact with a player or the ag-line, base runners may not advance past the base they are going to
 - b. However, they must reach a base safely to avoid an out
7. Teams may score only four (4) runs per inning, unless down by eight (8), then may score six (6) runs
 - a. When keeping score, coaches must also record the number of outs in each inning (also see "Coaches Rules & Notes")
 - i. Tie breakers will be awarded a win to the team with the least number of outs
 1. Winning team will receive one additional run to break the tie
 - ii. If outs are tied, play one additional inning
8. Runners will be called safe, if at the umpire's discretion,
 - a. Fielders "chase" down runners instead of attempting to make a play
 - b. Fielders "race" to a bag instead of attempting to make a play
 - c. Fielders roll the ball in an attempt to make an out instead of throwing the ball

Little League

Little league players must be in second (2nd) or third (3rd) grade upon registration. The following modifications of rules apply to this league.

1. A complete game shall consist of at least 7 innings or one hour
 - a. There must be eight (10) minutes left to start another inning
 - b. In case of rain, 40 minutes will constitute a full game
2. Coaches must list players boy/girl/boy/girl or girl/boy/girl/boy on lineup until there are no more girls

- a. If there are less than 3 girls playing, at least one (1) girl must play in the infield at all times
- b. If there are three (3) or more girls playing, at least two (2) girls must play in the infield at all times
- c. Any number of males or females may play in the outfield See [Amendments](#)
3. Any player who throws a bat may be called out, including on-deck batters
 - a. On-deck players are responsible for returning bats to the dugout, but must remain in the batting circle until "Time" is called
4. If a batted ball remains in the infield, the batter and the base runner will be allowed no more than a single.
 - a. When a ball is hit to the outfield and is thrown back to the infield, and makes contact with a player or the ag-line, base runners may not advance past the base they are going to
 - b. However, they must reach a base safely to avoid an out
5. Teams may score only four (4) runs per inning, unless down by eight (8), then may score six (6) runs

Junior League

Junior League players must be in fourth (4th) or fifth (5th) grade at time of registration. Teams are divided by male or female. There are no modifications to Teams or Game Time Rules.

Senior League

Senior League players must be in sixth (6th) through eighth (8th) grade at time of registration. Teams are divided by male or female. There are no modifications to Teams or Game Time Rules.

Mixed League

Mixed League players must be in ninth (9th) through twelfth (12th) grade or up to and including age 18 at time of registration. The following modifications of rules apply to this league:

1. Coaches must list players boy/girl/boy/girl or girl/boy/girl/boy on lineup until there are no more girls
 - a. If there are less than 3 girls playing, at least one (1) girl must play in the infield at all times
 - b. If there are three (3) or more girls playing, at least two (2) girls must play in the infield at all times
 - c. Any number of males or females may play in the outfield See [Amendments](#)
2. Uniforms
 - a. Players may wear shorts, however they must be to finger tips (such as basketball or bike shorts)
3. Mixed League players who drop out without notification, or who are absent more than 60% of games, will be placed in Pool Players or may not be allowed to register the following year
 - a. It is the coaches responsibility to inform the board of this situation

Substitutions

Substitutions are allowed in Little, Junior, Senior, and Mixed Leagues

1. A team may add substitute players to build a team of up to eight (8) players
 - a. Team must have at least five (5) of their rostered players or game will be forfeited
 - b. For Mixed League, four (4) girl spots must be filled first, before guy spots may be filled
 - i. Example: Rostered team has 6 regular players, 2 girls, 4 guys. Team must pick up at least two girls before picking up a guy.
 1. M - F - M - F - M - Fs - M - Fs
 - ii. Example: Rostered team has 6 regular players, 4 girls, 2 guys. Teams may pick any number of girls or guys up to 8 players.
 1. M - F - M - F - Ms or Fs - F - Ms or Fs - F

Coaches Rules & Notes

Coaches are responsible for ensuring players are showing good sportsmanship. following rules, and learning to play their positions to the best of their ability. Coaches are responsible for adhering to the following rules:

1. Only players and coaches on the team roster are allowed in the dugout during the game
 - a. Base coaches must remain in the "Coaches Box"
 - i. Coaches may not make contact with the base runner until "Time" is called, or the runner will be called "Out"
 - b. Those not base coaching must remain in the dugout unless a "Time Out" has been called by a coach
 - i. Coaches leaving the dugout (other than when base coaching, calling time, or between innings) will receive a warning, then may be ejected from the game
2. Coaches who do not play players on offense and defense during each game they attend will be suspended from that game
 - a. This is the duty of the opposing coach to register a complaint with the umpire as soon as it happens
 - b. This does not include injured players or those being disciplined
 - i. Coaches must notify the umpire and opposing coach when a player is not to play but may be seated in the dugout
3. Coaches are responsible for the completion of teams' score sheets per ASA rules.
 - a. Questions may be directed to the umpire during "Time Out"
 - b. Umpires will make a tally at each switch of the score sheet during the game
 - c. Corrections may not be made after the first pitch
 - d. *T-Ball must also record the number of outs per inning*
4. Appeals must be made verbally, based on a rule, not judgment, before the next pitch or, if at the end of an inning, before players exit the field
 - a. An umpire cannot reverse a decision after a pitch, legal or illegal
 - b. If the appeal is denied, and a protest is desired, it must be noted on the score sheet by the umpire stating details surrounding the protest and coaches from both teams
 - c. The game will resume under protest
 - i. If a protest is found to be valid for a losing team, a game will resume from that point in time
 - ii. If a protest is found to be valid for a winning team, or invalid for a losing team, scores will remain the same

Playing Rules

Batting

1. ALL BATS MUST BE STICKERED WITH CVYSA BAT STICKER
2. NO ALTERED BATS, no titanium, double wall, composite bats, half and half, or any bat deemed illegal by the CVYSA Board or CVYSA Umpire
 - a. FIRST OFFENSE: 2 game suspension for the player that brought in and/or used the illegal bat.
 - b. SECOND OFFENSE: team forfeit, and if the same player brought in and/or used the illegal bat he/she will be suspended for the season.
 - c. Bats may be questioned at any time.
3. Any batter intentionally throwing the bat will be called out, including on-deck batter.
 - a. The on-deck batter is responsible for returning bats to the dugout
 - b. They must remain in the on-deck circle until time is called, or they will be called out.

4. "Infield Fly"
 - a. must
 - i. Be a routine fly ball to the infield,
 - ii. Have runners on 1st and 2nd OR 1st, 2nd, and 3rd, and
 - iii. Less than two (2) outs
 - b. When called, batter is out and runners may advance at their own risk
 - c. This rule will be enforced in Senior League and Mixed League
5. Play at First Base
 - a. The runner must use the orange bag, or they will be called out.
 - i. If the runner is going for extra bases, they may use the white bag.
 - b. Fielder must use the white bag, or the runner is safe.
 - i. Fielder may cross the bag to field a live ball.

Runners

1. Run Rule
 - a. T-Ball and Little League teams may score only four (4) runs per inning, unless down by eight (8), then may score up to six (6) runs
 - b. Junior League teams may score only six (6) runs per inning, unless down by ten (10), then may score up to eight (8) runs
 - c. Senior League and Mixed League teams will follow the Mercy Rule; game will be called when the winning team is in the lead
 - i. By 20 runs after the 3rd inning
 - ii. By 15 runs after the 4th inning
 - iii. By 10 runs after the 5th inning
2. The game will be "Contact Ball".
 - a. The runner's foot must be in contact with base upon contact with the ball.
 - b. Players will not be allowed to lead off or steal bases.
 - i. If a base runner's momentum takes them off the base with a swing and a miss, this is not considered leading off.
 - ii. Two or more steps constitute an out.
 - c. Such action will result in the umpire calling the runner out.
3. Runners will be called out on intentional collisions
4. Contact with a base runner and a live ball, unless deflected by a fielder, will result in the base runner being called out.
 - a. Runners are not allowed to interfere with defensive players attempting to make a play or runners will be called out.
5. Time is called when the base runners are no longer trying to advance and the defensive players are in control of the ball.
 - a. The ball may be located anywhere in the playing field (umpire discretion).

Fielding

1. Plays that are made at any base may have only one fielder on the base
 - a. Other players must back up to a safe distance
 - b. If a defensive player blocks the base without an imminent play, interference is called
 - i. Defensive players have the right to field a live ball in the baseline or at the base
 - c. Runners will be called safe in the event they are obstructed from the base
2. Fielder may not make plays out of their positions or make double/triple plays unassisted
 - a. All runners will be safe
3. Defensive players may change positions once during the inning
 - a. Once moved they must stay in that position during the remainder of the inning
 - b. EXCEPTION: Pitching changes can be made as needed.
4. Outfielders must start the play in the grass and infielders must start in the ag-line.

5. No rover or 5-man outfield

Pitching & Baselines

League	Baseline	Pitching
T-Ball League	45 ft	30 ft
Little League	45 ft	30 ft
Junior League	55 ft	35 ft
Senior League	55 ft	45 ft
Mixed League	55 ft	45 ft

1. Pitch arc requirement of three (3) feet from release and a maximum of twelve (12) feet from the ground
 - a. Pitcher must be in contact with the rubber at release
 - i. If not, the pitch will be called illegal
2. CVYSA mat will be used for all leagues
3. Players will be allowed three (3) balls and two (2) strikes
 - a. A batted ball is a fair ball when it hits home plate
 - b. First foul ball, *without* a strike will be strike one
 - c. First foul ball with a strike is a courtesy
 - d. Second foul ball with a strike, batter will be out
4. If, in the judgment of the umpire, the pitcher is intentionally walking a batter
 - a. The batter will receive an additional base to what they would have received on a walk
 - b. The pitcher may be changed to a different position
 - c. If a pitcher has had a warning on intentional walks in previous games, the pitcher may be suspended from pitching the remainder of the game and the next game.

Tournaments

1. One (1) hour time limit for all games or up to seven (7) innings
 - a. Mercy Rule not in effect for tournament games
 - b. Winner bracket final game, loser bracket final game, and Championship Game will play seven innings
 - c. T-Ball and Littles will keep a one (1) hour play time for all tournament games, including final bracket games and Championship Game
2. Home Field Advantage will go to
 - a. Winner of coin toss of round robin or pool play games
 - b. Higher seed of winners bracket
 - c. Winner of coin toss of Losers bracket
 - d. Winner of coin toss of 2nd Championship Game, if needed
3. For Juniors, Seniors, and Mixed leagues
 - a. If there are five (5) or fewer teams in league, a round-robin will determine seeding for brackets
 - b. If there are six (6) or more teams in league, pool play will determine seeding for brackets
 - c. Seeding will be determined by
 - i. Number of wins, then by
 - ii. Number of runs, then by
 - iii. Number of wins head-to-head
4. T-Ball and Littles will proceed directly into a double elimination bracket and will be seeded randomly (coin

toss rules apply)

Amendments

1. It was decided at the Board Meeting held Thursday, May 23rd that there will be no rule dictating how many males vs females may play outfield positions at any given time and that there are only minimum requirements for infield positions. The following rules are now in effect for any league which has both males and females on the same team:

Coaches must list players boy/girl/boy/girl or girl/boy/girl/boy on lineup until there are no more girls

- a. If there are less than 3 girls playing, at least one (1) girl must play in the infield at all times*
- b. If there are three (3) or more girls playing, at least two (2) girls must play in the infield at all times*
- c. Any number of males or females may play in the outfield*