

CHEROKEE YOUTH SOFTBALL

SOFTBALL SPECIFICS

(Rules & Regulation)

General League Information:

1. Playing Up- Players may play in an age group (league) above their league age. The player must be the oldest league age in their current age group to do so. For example, a 6 year old could play up to 8U, an 8 year old could play up to 10U, a 10 year old could play up to 12U, etc. (Based on Age Control Date)
2. Playing Down- No player may play below their age group (league), unless medical documents are provided proving it to be necessary.
3. Practice Regulations- No team may conduct more than two practices and / or games within one week without express consent from CRPA.
4. No team (6U & 8U) may conduct a practice of more than 1 ½ hours in length, and **no team (10U to 16U) may conduct a practice of more than 2 hours in length.** No practice may go beyond 9 PM on a weeknight.
5. Sunday practices will be voluntary, and no disciplinary action should be taken against any player should they miss these activities.
6. Jewelry shall not be worn at any time with the exception of medical identification and emergency tags.
7. On deck batters must remain in their on deck circle or in the dugout until their at bat.
8. A team's win/ loss record will only be kept during the spring season.
9. A single elimination tournament will only conclude the spring season.
10. International tie-breaker rule will only be used in tournament play.
11. A coach's dress code will be enforced and should include the proper coaching shirt along with appropriate pants/ shorts. **NO BLUE JEANS ARE ALLOWED.**
12. When provided, approved coaches must wear their ID lanyards during the game. No coach without approval will be allowed in the dugout or playing area.
13. In the last 3 minutes of any game when the clock is being used, it will be stopped for any timeouts OR unusual stoppages of play as the umpire deems necessary.
14. Each team will be required to provide an official scorekeeper for the book and for the electronic score brain. Home team will provide the scorebook keeper and the visiting team will provide the score brain operator. Those scorekeepers must be ADULTS and must sit in the scorekeeper stand together ensure accuracy for both teams. **At the conclusion of the game the final score must be recorded on the official game sheet.**
15. **No Forfeit Rule/ Borrowing Players: A player being pulled up through the Farm System may only be borrowed once during the season.** This will also promote opportunities for more players when situations are deemed necessary. See league rules for additional details.
16. **Standings**
 1. Team standings will be determined by win-loss record.
 2. In the event of a tie, the following procedures will be used in determining position in the standings.
 3. **In the event that two teams are tied with identical records at the conclusion of the regular season and have played head to head to a tie score, an additional game will be played with the international tie-breaker rule in effect for seeding purposes.**

Two Teams Tied

 1. Head to Head record
 2. Net points in head to head games.
 3. Net points in all games.
 4. Coin Toss.

Three Or More Teams Tied

 1. Head to Head record
 2. Net points in head to head games.
 3. Net points in all games.
 4. Coin Toss.

Note: If two teams remain tied after the third team is eliminated during any step, the tie breaker reverts to step #1 of the two team format.