

BYLAW 8: Girls Softball

1. A schedule among the teams will be established.
2. The game shall be six (6) innings both JV and Varsity teams. The umpire in charge shall use his own judgment about sufficient light for continuing a game.
3. A leather ball will be used for games, furnished by the home team.
4. A team may bat all of their eligible players and defensively substitute freely with the exception of the pitcher. (This should be communicated to the opposing coach.) The National Federation rules will apply to the substituting of the pitcher.
5. Use 60 feet bases and 40 feet pitchers rubber for JV and 43 feet for Varsity.
6. A team leading by ten (10) runs after four (4) innings is declared the winner. (Review Rule 16)
7. No new inning will begin after one hour and forty-five minutes (1:45) of the start of the game. If a new inning begins before one (1) hour and forty-five (45) minutes after the start of the game, and is not completed by two (2) hours, the final score will be that of the previously completed inning.
8. The number of coaches on base paths is limited to one Kyrene employed coach and one NON-parent volunteer.
9. The rules shall be the current edition of the National Federation Rules.
10. Full face protection is required for all games.
11. The strict uniform rule does not have to be followed as long as team members can be identified as being a member of their team. If both teams have the same school colors, the home team will wear pinnies.
12. Jewelry may not be worn by student athletes. Jewelry may not be taped or covered.
13. At the end of regulation play and a tie occurs extra innings may be played using international rule at the discretion of coaches and umpire (last out from previous inning, starts at second base).
14. During tournament games 6 innings will be played, the drop dead rule will only apply in the first round of tournament play. International rules will be applied in case of a tie.
15. During regular season, there will be a 6 run advantage maximum per inning.
16. During the first and second round of the KAP Tournament a team leading by fifteen (15) runs after two (2) innings, twelve (12) after three (3) innings and ten (10) after four (4) innings is declared a winner.
17. During the Championship game a team leading by ten (10) runs after four (4) innings is declared the winner.
18. Metal Spikes are not allowed.