

2025 5th/6th Cedar Valley League Softball Rules

- Players should be in 5th or 6th grade at registration.
- No baseball bats allowed. Big barrel bats are allowed.
- 12” softball is required for this age group.
- No metal cleats allowed
- Bases are 60 feet apart; pitchers will pitch from 40 feet.
- Visitors may take the field for warm-ups fifteen minutes prior to game start time, and will warm up for 7.5 minutes to be followed by the home team infield for 7.5 minutes. Games will start at 6:00 PM unless both teams agree to something different prior. All games will be 1 hour and 45 min. Once the time limit is reached, the current batter will finish batting and the game will end. 4 innings is considered a complete game. At the end of 4 innings, if any team leads by 10 runs, the game will end. Home team must bat before darkness unless they are leading. Opposing coaches need to agree on start time at the beginning of the game and final score at end of the game. The umpire will time the game and warn managers of impending end of game.
- Innings are limited to 5 runs per inning, or 3 outs.
- There may be up to 9 players playing in the field (using three distinct outfielders). At least 8 players are required to start a game; any less is an automatic forfeit of the game unless both coaches agree to reschedule. If a team has 8 players, there is no automatic out for the 9th and 10th batters.
- Cancellations – Home team decides and must call at least 90 minutes prior to scheduled game time. Rain outs to be made up based upon availability as determined by both team’s head coaches. All games need to be made up before July 1st.
- Home team provides one new ball and two other good condition balls.
- Catchers must wear a protective helmet with their facemasks whenever they catch a pitch, including warm up pitches. The batter at the plate and all base runners must wear a batting helmet. ***Face guards and chin straps are strongly recommended!***

Batting

- If you have more than 9 players, you may bat all with open substitutions or sit the remainders and sub in and out at positions. Players cannot bat more than once during a rotation.
- Bunting is allowed. If batter squares to bunt, the batter cannot swing away. The batter will be out if there is a swing.
- Base runner must slide to avoid contact with opposing players when played on; otherwise the player may be called out. This is the umpire’s decision. Absolutely no arguing with the umpires on their call of this rule. This is a judgment call for player’s safety.
- Hit by pitch – Batter must make an attempt to avoid the ball and not have been swinging at the ball. Batter can take 1st base if hit by a pitch.
- Leading off and base stealing is open. That includes HOME BASE. The batter may lead off after the ball leaves the hand of the pitcher. The ball is live when thrown back to the pitcher. The batter being walked may attempt second base on a passed ball.

- Throwing the bat – first time team issued a warning – the second time the batter is out and runners can't advance.
- Safety Base Rule: Batter/runner can use the orange part only on their first pass over first base. The fielder uses the white part of the base only. The batter/runner after passing or rounding first base shall return to the white part of the base only. After crossing the orange part of the base the batter/runner can turn right or left as long as they are not making a motion to run to second.

Pitching / Fielding

- Pitchers are limited to 8 warm up pitches at the start of the game or when a new pitcher enters. 5 pitches max between innings for regular pitchers.
- If the pitcher hits 3 players in any game, player needs to be moved to a different position.
- Strike zone- width of the plate plus one fist inside/outside (from the edge of the white) between the knees and chest of the batter in a standing position.
- Infield Fly Rule is in place. **Dropped 3rd Strike Rule is not in place. Batter is out on a dropped third strike.**
- Foul Tips legally caught by the catcher will be an out. Foul tip on strike three caught by catcher is a strike out.
- Defensive player cannot block base path without possession of the ball.
- Catchers on base with two outs may be substituted to speed up the game. The courtesy runner must be the last person to be called out.

Sportsmanship

- Sportsmanship – players, coaches, and fans are expected to display good sportsmanship
- Coaches have the responsibility of controlling abusive fans
- Umpire's decision on the field is final. Coaches should not argue judgment calls with the umpires
- Umpires have the right to eject players and coaches and may declare a forfeit when appropriate.
- Home teams are required to provide one umpire and are encouraged to provide two umpires, if possible, in order to make sure the game is called as accurately as possible.