

BYLAWS/SOFTBALL

- 7.1 There will be two teams at each school (Fr/Soph and Varsity). The commissioner is to be notified if there are any exceptions to this.
- 7.2 The league schedule will be a 15-game schedule that will be opposite to the baseball schedule. Each school will play the schools three (3) times
- 7.2-1 Number of contests (27 maximum) will follow Sac-Joaquin Section Rule 519.1 and MEL General Rule 0.13.
- 7.3 There will be two games a week to be played on Tues/Thrs or Wds/Fri.
- 7.4 OFFICIALS
- 7.4-1 There will be two umpires assigned to varsity games. In Fr/Soph games it will be the decision of the host school to determine the number of umpires to be used.
- 7.4-2 In all games with only one umpire in use, he/she will remain behind the plate even with a runner on base.
- 7.4-3 All scheduled games should be played. If a shortage of umpires occurs, use the best option available. If only one official is available the varsity game will be played with the umpire behind the plate even with a runner on base.
- 7.5 Game time will be 3:45 with warm up at 3:00 p.m.
- 7.5-1 The home team will warm up first.
- 7.5-2 Each team will have a minimum of ten minutes of warm-ups plus ten minutes of infield practice.
- 7.5-3 No batting practice will be held by either team on the day of a contest.
- 7.6 A meeting of coaches will be held before the beginning of the season.
- 7.7 Rules will be current with the C.I.F. Fast Pitch.
- 7.8 There will be standard team uniforms with visible numbers.
- 7.9 An amendment to Rule 2, Section 7 in the National Federation Rule book shall be in accordance with the fast pitch.
- 7.10 All game balls will be NFHS approved and optic yellow in color.
- 7.11 Make up games will be rescheduled as follows:
- 7.11-1 At the earliest possible date agreed to by the two schools involved.
- 7.12 ALL-LEAGUE SELECTIONS
- 7.12-1 The meeting will take place on the first Monday after the last regularly scheduled league game. The league champion will host the meeting.
- 7.12-2 1st, 2nd, 3rd place teams will automatically receive the following patches:
1st place to receive 3 patches
2nd place to receive 2 patches
3rd place to receive 1 patch
- If there is a tie for:
- 1st place tie -- each receive 2 patches and next place receives 1 patch.
2nd place tie -- 1st receives 3 patches and each 2nd place receives 1 patch.
The remaining patch goes back into the general pool.
3rd place tie -- No automatic patches. That patch goes back into the general pool.
- 7.12-3 The number of patches to be awarded will be fourteen (14).
- 7.13 Coaches will restrain their players from chanting or harassing the opposing team during the game. Umpires will control excessive, abusive, and derogatory comments during the game, subject to forfeiture after a warning.
- 7.14 TIEBREAKERS:
For ties regarding seeding in playoffs see General Rule 0.23.
- Head-to-head competition
 - Descending head-to-head competition within the tie
 - Coin toss