

# 2026 CENTRAL IOWA BASEBALL & SOFTBALL ASSOCIATION GIRLS SOFTBALL BY-LAWS

Where a rule is not specifically addressed,  
National Federation of State High School Associations softball rules,  
in conjunction with the Iowa High School Athletic Union adaptations, apply.

## 1.0 PLAYERS

1.01 All age divisions are based on the player's grade at the time of Spring signup.

### 1.02 Age Divisions

1.02.1 T-Ball	Kindergarten and 1 <sup>st</sup> graders.
1.02.2 PeeWee	2 <sup>nd</sup> , 3 <sup>rd</sup> , and 4 <sup>th</sup> graders.
1.02.3 Minors	5 <sup>th</sup> , 6 <sup>th</sup> , and 7 <sup>th</sup> graders.
1.02.4 Majors	8 <sup>th</sup> – 12 <sup>th</sup> graders.

**T-Ball Note: 2<sup>nd</sup> graders who are not ready for PeeWee may play T-Ball (at town's discretion).**

**Majors Note: Eleventh and twelfth graders are eligible if not on a high school varsity or junior varsity roster and are not yet 19 years of age.**

1.03 Players may be moved up to the next level in order to field a team, not to exceed eleven (11) players total. However, that player may not displace an able-bodied player currently on that team's roster and within the defined age group for that division.

## 2.0 GAMES

### 2.01 Game Length

2.01.1 T-Ball	4 innings, or 1 hour, whichever occurs first
2.01.2 Pee Wee	4 innings, ten-run rule after 3 innings (1hr 30min- hard stop) (2.5 innings if the home team is leading by 10 or more innings)
2.01.3 Minors	5 innings, ten-run rule after 4 innings (3.5 innings if the home team is leading by 10 or more innings)
2.01.4 Majors	7 innings, twelve-run rule after 3 or 4 innings (2.5 innings if the home team is leading by 12 or more runs) Ten-run rule after 5 or 6 innings (4.5 or 5.5 innings if the home team is leading by 10 or more runs)

2.02 Each team will be allowed a 10 minute infield before each game.

2.03 **PeeWee and Minors Only** - There will be a maximum of 5 runs scored per inning. After the fifth run is scored, the inning shall end with any type of putout or play stoppage. This rule applies only to the first three (3) innings in PeeWee and the first four (4) innings in Minors. All subsequent innings shall be played without a run limit.

2.04 If a game ends because of weather conditions, or darkness interferes with play so that the game is called (ended) by the umpire, it is a regulation game provided:

2.04.1 PeeWee have played 3 full innings, or if home team is ahead after 2.5 innings.

2.04.2 Minors have played 4 full innings, or if home team is ahead after 3.5 innings.

2.04.3 Majors have played 5 full innings, or if home team is ahead after 4.5 innings.

2.05 PeeWee games will consist of the following pitching format: If the batter has full count (3-2), the pitcher has the opportunity to strike out the batter until 4 balls are thrown. During regular season only: If a game arises where coach pitch is needed and coaches agree prior to start of game, coach pitch is acceptable.

2.06 T-Ball games will consist of the following format:

Innings 1 & 2: All players will bat off the tee

Innings 3 & 4: Coach pitch may be played upon agreement of both coaches with a limit of 3 pitches per batter.

### **3.0 TEAM RESPONSIBILITIES**

3.01 Players must wear the same colored tee-shirts with a number on the back and shorts or pants.

Duplicate numbers are not allowed. Players must also wear socks with close-toed tennis shoes or cleats.

3.02 Teams may have two (2) base coaches at 1st and 3rd bases. If the base coaches are under age eighteen (18), they must wear a helmet.

3.03 Home teams will furnish game balls during regular season games.

**Reminder: Have a copy of the Central Iowa Baseball and Softball Association Rules, the National Federation Rule Book, and the IHS AU adaptations with you at all games.**

### **4.0 THE FIELD**

4.01 When weather conditions or other circumstances cause a game to be delayed or canceled, the host coach must notify the visiting team at least 90 minutes before game time.

4.02 All base lines, foul lines, and the batter's box, are to be clearly marked.

4.03 Pitching rubber distances will be measured from the back of home plate to the front of the pitching rubber.

4.04 Pitching rubber distances

4.04.1 T-Ball 32'

4.04.2 PeeWee 32'

4.04.3 Minors 40'

4.04.4 Majors 43'

#### 4.05 Pitching Circle

- 4.05.1 There shall be an 8' radius (16' diameter) pitching circle clearly marked around the pitching rubber. The center of the circle shall be the front, center of the pitching rubber.
- 4.05.2 In T-Ball and PeeWee, when the pitcher is in possession of the ball, and within the pitching circle, runners must hold their occupied base, or if between bases, continue to the next base only, at their own risk.
- 4.05.3 In Minors and Majors, the pitching circle will be enforced as specified in the National Federation Rule Book.

#### 4.06 Base distances

- 4.06.1 T-Ball           60'
- 4.06.2 PeeWee       60'
- 4.06.3 Minors         60'
- 4.06.4 Majors         60'

### 5.0 UMPIRES

5.01 Visiting teams will supply one (1) umpire.

5.01.1 Umpires will be informed of all ground rules, the wearing of the head gear, or any other rule changes, before the game. This will prevent problems during the game.

5.01.2 Scorebooks must be dated and ALL UMPIRES must sign the book before the game (PeeWee, Minor, and Major) for insurance purposes.

5.02 A parent, family member or guardian of the pitcher shall not umpire behind the plate, unless both coaches are notified and agree to allow it **before the game begins**.

5.03 For the Majors division only, all home plate umpires must be certified and the host town will pay the Umpire. For Pee Wee & Minor Teams all home plate umpires must be a minimum of 16 years old.

### 6.0 THE BATTER

6.01 Every batter MUST wear approved protective helmets with facemask at ALL TIMES while running, batting, waiting on deck, or catching. THE CATCHER MUST WEAR A HELMET AND THROAT GUARD, EVEN WHEN WARMING UP THE PITCHER. If a batter hits the ball and throws her helmet off before the play is stopped, or the ball is dead, SHE SHALL BE DECLARED OUT. However, if her helmet falls off while she is running, there is no penalty.

6.02 A batter must wear her helmet to first base when ISSUED A WALK. If she takes it off before reaching first base, SHE SHALL BE DECLARED OUT.

6.03 If a batter is hit by a pitched ball, she CAN remove her helmet without being called out, as the ball is dead.

6.04 If a batter steps into the batter's box without a batting helmet on, the umpire shall WARN the coach that the next time this occurs, the batter will be declared OUT.

6.05 There will be no running on a dropped 3rd strike in PeeWee only.

6.06 There will be no infield fly rule in PeeWee only.

## 7.0 THE RUNNER

7.01 All base runners MUST wear approved protective gear.

7.02 If a base runner throws off her helmet while running the bases, SHE SHALL BE DECLARED OUT. However, if her helmet falls off while running, there is NO PENALTY.

7.03 When a play is being made on a runner, that runner must avoid contact **OR** slide. See obstruction rule in high school rule book.

7.04 A player will be banished from the game if she maliciously runs over a fielder that is holding the ball.

7.05 **PeeWee only** - The only time a runner on third can advance to home is on a hit ball, when she is forced home, or when a play is made on any runner.

7.06 **PeeWee only** – When the pitcher is in possession of the ball, and in the pitching circle, runners must hold their occupied base, or if between bases, continue to the next base only, at their own risk.

7.07 PeeWee only: The runner shall not leave her base before the ball crosses home plate, or she shall be declared out.

## 8.0 SUBSTITUTIONS

8.01 Any player, starter or substitute, may be withdrawn from the game and re-entered once, provided such player occupies the same batting position in the lineup. A starter and any substitute for a starter may not be in the game at the same time. A violation results in illegal substitution.

## 9.0 EQUIPMENT

9.01 Bats must meet the 2004 ASA Bat Performance Standard, bear the 2004 certification mark, and not be listed on the ASA non-approved bat list. Bats made entirely of wood are permitted and need not bear an ASA mark. Bats with the 2000 certification mark are ILLEGAL.

9.02 All catchers in any division must wear a catcher's helmet and mask combination that meets NOCSAE standards while playing the game or warming up the pitcher. (See Rule 1-7-1 and Rule 1-7-3 in the NFHS rule book.)

9.03 The use of steel cleats WILL NOT BE ALLOWED in County League play.

9.04 All divisions will use the optic yellow softball. Pee Wee division shall use the Dudley SBC11. Minors and Majors divisions shall use the Dudley SB12LRF Y FP. **NO PLASTIC-COATED BALLS**

9.05 All batters must wear NOCSAE approved helmets with a face mask.

9.06 All pitchers within the Peewee division must wear a face mask.

## 10.0 ROSTER

10.01 The roster shall consist of coaches' names, shirt numbers, players' names and grades. Each town must submit their roster to the league secretary prior to or at the Game Scheduling Meeting. **THIS WILL BE THE TOURNAMENT ROSTER. Any additions that need to be made to fill the roster must be submitted to the League Secretary by May 15.** Any changes to the Roster after the May 15<sup>th</sup> deadline, the board shall be notified, and a majority decision shall be made.

10.02 Any girl moving into your area after the season starts, with an established residence, may be added to your roster by notifying the league secretary before the Tournament Scheduling Meeting. See 11.04 below.

10.03 All teams whose roster is not in when the regular season starts will forfeit all games played until the roster is in.

10.04 Any team with an ineligible player will forfeit all games that player played in.

10.05 If a town has more than one team in any of the three (3) divisions, it is up to the town to decide which player plays on which team.

10.06 Peewee, Minor, and Major rosters will be limited to no more than 20 players per team. T-ball rosters will be limited to 12 players per team.

10.07 No town in the league shall have more than 2 teams per division. If town feels they have an exception, town shall bring circumstances to the board for discussion and review. All final decisions to be made before the day of scheduling meeting.

## 11.0 ENTRY FEE & INSURANCE

11.01 The amount of the Entry Fee will be determined at the Spring Meeting each year. 11.02 Entry Fees will be submitted to the board prior to or at the Game Scheduling Meeting. 11.03 Each team is to obtain their own insurance.

11.04 Each town is required to submit a copy of their player and team policy to the board at the time when they submit their rosters.

## **12.0 OFFICERS**

- 12.01 The Board of Directors will consist of six (6) members. Two (2) members will be voted in as Directors each year. The Board Members will elect their President and Vice President.
- 12.02 A Secretary-Treasurer will be appointed by the board each year.
- 12.03 Officers of the League shall serve three (3) year terms.

## **13.0 PROTESTS**

- 13.01 No protests will be allowed in any age division.

## **14.0 COACHES**

- 14.01 A coach does not have to wear a team uniform.
- 14.02 Coaches are to set the example. There will be no smoking, chewing tobacco, alcohol, or profanity on the field, or in the dugout, by either coaches or players. Penalty for infraction of this rule shall begin with a verbal warning of the offending coach/player by the umpire. Subsequent infraction penalties can range from verbal warning to ejection from the game of the next offending coach/player. The umpire shall impose such penalty according to the severity of the infraction.
- 14.03 T-Ball, PeeWees, and Minors Head Coaches must be at least 18 years of age or have completed high school. Majors Head Coaches must be at least 21 years of age.
- 14.04 Possession or consumption of alcohol will not be allowed on the field, or in the immediate premises by any person. Each town is responsible for its own enforcement of this policy.

## 15.0 T-BALL

- 15.01 All PeeWee rules will apply, with the exception of the following T-ball specific rules.
- 15.02 The player fulfilling the pitcher's role in T-ball may be utilized anywhere in the infield, providing the position doesn't place her in front of, or equal to, the pitching rubber.
- 15.03 The coach may adjust the Tee for the batters. The Tee shall be placed directly in front of home plate with the 2 front sides together.
- 15.04 The coach will tell each batter when she may hit the ball.
- 15.05 There is no bunting allowed. A full, aggressive swing must be taken by the batter, and the ball must be struck with the bat. Any ball hit in fair territory shall be a fair ball, provided the bat strikes *any* part of the ball. If the bat hits the Tee, but not the ball, or a legal swing is not taken, it shall constitute a foul strike. In the event of a foul strike, if the ball is caught in the air, the batter is out. Runners may advance at their own risk. Otherwise, no advancement will be allowed by the runners on a foul strike.
- 15.06 There will be no strike outs in T-Ball. The player will be allowed to swing until she hits a fair ball.
- 15.07 There will be a maximum of 10 players on the field at one time, with the tenth player being the fourth outfielder. Towns can have minimum of 6 players on a T-Ball team. All players will bat.
- 15.08 After the final batter, to end the inning, any player with possession of the ball may step on home plate to end all play. Coaches will stop the runners to avoid injury.
- 15.09 For the first 2 innings of the game, all players will bat off the tee. The last two innings will be OPTIONAL coach pitch. During coach pitch, there will be a limit of 3 pitches per batter.
- 15.10 When a player is declared out, she must return to the dugout, but the inning will not be complete until all players have batted. The coaches will be responsible for declaring if a batter was thrown or tagged out.
- 15.11 Games will have a one-hour time limit.
- 15.12 Roster will be limited to 12 players per team.
- 15.13 Regulation softballs will not be used in T-ball games. The ball to be used in all games will be a soft touch core ball, such as the Diamond Flexi Ball.