Central Illinois Youth Conference Softball Rules

CIYC Softball							
	Distance		Game		Ball	Max Run/inn	Bat
	Pitching	Bases	Inning	Time	Size		Rule
Junior	40'	60'	7	1:45	12"	10	IESA
Sophomore	40'	60'	7	1:45	12"	7	n/a
Freshman	35'	60'	6	1:30	11"	5	n/a
PeeWee	coach	60'	min 2	1:15	10"	n/a	n/a
Peanut	coach	60'	min 2	1:15	10" safe	n/a	n/a

Junior Division Rules Revised March 2026

A. Prior to the start of the game, the coaches shall meet at home plate to discuss CIYC rules and any ground rules for the diamond.

B. There shall be every attempt to have 2 paid umpires. If every attempt is exhausted, the game can be played with one adult umpire and one educated base umpire at the age of 16 or older or 1 adult umpire behind either the plate or the mound (umpire's choice).

C. The home team shall provide one new leather ball and 1 quality used leather ball for the game to be handed to the umpire at the home plate meeting.

D. A minimum of 8 players are required to start the game. Any less than eight players at the scheduled start time are considered a forfeit. Forfeits will result in a final score of 1 run/inning of the game to zero.

E. Each player must play a minimum of two full innings, except in the event of an injury.

F. Batting helmets with face protectors and infield facemasks are highly recommended by CIYC but left up to the implementation of each town.

G. If the player is hurt or removed from the game, their at bat will be skipped with no out recorded.

H. For regular season games, a team can pick up a player from another team to play for their team in their division or from below their division if they only have 8 players or fewer players. The player must be on the town's roster. The picked-up players may not pitch and must bat last in the line-up.

I. For tournaments, for towns not on gamechanger rosters must be submitted 1 week before the tournament to the CIYC for review. A player can only be listed on one roster and play on one team during the tournament. For any team that is short players they must bring kids up from the division below.

J. Run rule is in effect when a team is ahead by fifteen runs after three innings: 12 runs after four innings; ten runs after five innings.

K. The catchers must wear full gear. This includes a helmet and facemask, chest protector, and shin guards. If warming up a pitcher between innings, a helmet and facemask must be worn.

L. There will be nine players on the field in a game; three of these must start at least 10 feet behind the base path for each batter.

M. A sixteen foot diameter circle is required around the specified pitching distance.

N. Dropped 3rd strike and infield fly rules apply. If a dropped 3rd strike occurs and the batter does not make an obvious attempt for first base but exits the box and heads towards their team's dugout/bench, that batter is not considered an out. If an infield fly occurs and the umpire(s) do not call it, all players on the field (offense and defense) are expected to play the ball live.

O. Runners must slide into home if there is a play at the plate. It is umpire discretion if it is considered if the ball is playable for play at plate.

P. Catchers must be given a clear path/alley to the home plate. Intentional blocking/contact at the plate during a play will result in the runner being called safe, and a warning will be issued to both the catcher and their coach/team.

Q. All players will bat, even those not playing the field.

R. IESA bat rules apply. Legal bats are those that are stamped with at least one certification mark shown below, unless the bat appears on the list of non-approved bats found at https://usa.asasoftball.com/e/BB1P2000.asp



S. Once a pitcher has hit three batters within one inning, they will be relieved of the pitching position for the rest of the game.

V. Except for the rules listed on this sheet all other IESA rules apply.

W. All players must have a team uniform on. Uniforms for other teams are not permitted and players will not be allowed to play.

Sophomore Division Rules additional exceptions (in addition to all the rules above)

A. Metal spikes are not permitted.
B. No bat regulations apply.
C. There will be a maximum of ten players on the field. Four of these must start at least 10 feet behind the base path for each batter.

Freshman Division Rules additional exceptions (in addition to all the rules above)

A. There shall be a minimum of one umpire behind the plate or mound.
B. Dropped 3rd strike rule and infield fly rule do not apply.
C. Base stealing is allowed with the following rules:
A: Runners may advance only 1 base per pitch.
B: Runners may not steal home. Runners can only be hit home or by walk or hit batter with bases loaded.
D. Max number of runs scored per inning is 5 per team.

Peewee Division Rules additional exceptions (in addition to all the rules above)

A. All players play in the field. There will be five infielders as follows: pitcher,1st base, 2nd base, 3rd base, and shortstop. The rest of the players will play outfield and will be 10ft. behind the base path before each batter. A catcher is optional.
B. Two defensive coaches may be in the field to “coach” fielders. An additional coach should back up the catchers after the pitches to speed up the game.
C. Players must play a different position each inning.
D. Base coaches shall be the umpire first and third base. The pitcher will umpire second and home.
E. No score is kept.
F. All players bat each inning unless three fielding outs have been made. (strike outs do not count as fielding outs)

G. If one team has more players than the other, the team with fewer batters will bat extra players to have the same number of batters as the larger team.
H. Players cannot receive a “base on balls” (walk)
I. The offensive team will provide their own coach to pitch to their own hitters: they will also provide 2 other coaches, one coaching at first and one coaching at third.
J. When a ball is hit into the outfield, the runners may advance until the ball is touched by an infielder on a return throw: at that point in time, if the runner is not halfway to the base he must return to the previous base.
K. Runners may not advance on an overthrow.
L. No base stealing is allowed. Runners may leave base when the bat hits the ball.
M. Four strikes or eight pitches are allowed. If a foul ball occurs on the fourth strike, he will receive another pitch.
N. As a courtesy, please allow all runners to cross home plate before the defense exits the field.
O. No intentional bunting is allowed.

Peanut Division Rules additional exceptions (in addition to all the rules above)

A. The coach will pitch 4 pitches to each batter. The tee is used for any batter if he doesn’t get a hit on 4 pitches.

B. All batters hit through each inning as no outs were recorded.