

CAPITAL VALLEY CONFERENCE SOFTBALL BY-LAWS

ADOPTED BY THE CVC ATHLETIC BOARD: April 19, 2010
LAST REVISED: May 21, 2024

Section 1 - Starting Date

1.1 The dates for the first day of practice, first scrimmage, first game and last game are determined by the Section.

1.2 A coaches meeting shall be held prior to the first allowable contest.
Adopted: January 11, 2012

Section 2 - Official Rules

2.1 The official rule book shall be the National Federation of State High School Association rule book.

Section 3 - Official Ball

3.1 Any regulation high grade optic yellow leather ball with the NHSF stamp may be used in league play.

3.2 Two (2) new optic yellow game balls shall be provided by the home team for each game.

Section 4 - Contacts

4.1 The number of contacts are determined by the Section.

4.2 Scrimmages held after the first game shall be counted as a contact.

Section 5 - Game Times

5.1 Game times shall be indicated on the officially adopted league schedule.

5.2 Length of Games.

5.2.1 Varsity games shall be seven (7) innings.

5.2.2 Sophomore games shall have a two hour time limit. No new inning shall begin after two (2) hours. Sophomore games may end in a tie.

5.2.3 A game will be terminated at any time after five innings when a team is ahead by ten or more runs, provided the losing team has completed its turn at bat.

Section 6 - Game Results

6.1 The home school shall be responsible to notify Max Preps with game results.

Section 7 - Change in Classification

7.1 Refer to Section By-law

Section 8 - Championship

8.1 The varsity team with the greatest number of wins in league competition shall be designated as League Champion. In the event of a tie, all teams tied for the best records shall be recognized as League Champions. No champion will be recognized below the varsity level.

Section 10 - Rain Outs, Ties and Suspended Games

10.1 The home team will cancel games by 12:00 Noon if the field is unplayable or as soon as possible in the case of inclement weather.

10.2 Playability of field before the games starts is the responsibility of the home school.

10.3 Rained out games shall be made up on the next available date. League games must take precedent over non-league games.

10.4 In the event of multiple ties rain outs, whenever possible the first rained out game should be played first.

10.5 A tie game shall be considered a suspended game.

10.5.1 Suspended games shall be completed the next time the two teams meet. The tied or suspended game shall be played first.

10.5.2 If it is the last regularly scheduled game or if there are no remaining games between the schools, the game will be completed only if it has a bearing on the league championship or playoff berths.

10.5.3 Only players on the roster at the time a game was suspended may participate in the completion of that game.

11.5.3.1 Players who were on the roster but are not academically eligible at the time of the makeup game may not participate.

Section 11 - Miscellaneous - Activity Specific

11.1 The visiting team shall have at least fifteen (15) minutes to warm up prior to the start of the game.

11.2 The home team shall provide the official score keeper.

11.2.1 Home and visiting scorekeepers must meet to verify rulings and statistics during and after the game. Both books must agree.

11.2.2 Coaches must verify statistics before they are released to the media.

11.3 All fields shall be prepared in accordance with National Federation Rules.

11.4 There will be at least two (2) umpires for varsity games and one (1) umpire for Frosh/Soph games.

11.4.1 In the event only one umpire is available for a varsity game, the game may be played if both coaches agree.

Section 12 - All Conference Selection

Revised: August 19, 2015

12.1 The softball coordinator shall call a meeting for Monday evening following the completion of the league season. Coaches shall be informed of the meeting, time and location at least a week in advance. Notification shall be by phone or Email.

12.2 Schools shall be awarded positions on the All-Conference team in accordance to their finish in League Competition. Each school shall make their own determination as to who will be placed on the team from their school. When there is a tie(s), if there is an extra All Conference slot, all tie breakers will be applied in order. The team who earns the higher slot will be awarded the extra slot. Should the tie breakers not resolve the issue, coaches will vote on individuals nominated. If a tie exists after one

ballot, a coin flip will decide the issue.

12.2.1 A total of eighteen players will be selected.

12.2.2 The automatic positions shall be as follows:

EIGHT TEAM LEAGUE		SEVEN TEAM LEAGUE	
<u>Finish</u>	<u>Selections</u>	<u>Finish</u>	<u>Selections</u>
1st Place	4	1st Place	4
2nd Place	3	2nd Place	3
3rd Place	3	3rd Place	3
4th Place	2	4th Place	2
5th Place	1	5th Place	1
6th Place	1	6th Place	1
7th Place	1	7th Place	1
8th Place	1	At Large	3
At Large	2		

12.2.2.1 Coaches will select the At Large Positions through a ranking system.

12.2.2.2 Each school may nominate a number corresponding to the number of at large positions available.

12.2.2.2.1 If schools do not use all their automatic positions, those positions are added to the number of at large positions

12.2.2.3 Coaches will rank every player nominated starting from 1 for the best player numerically through the last player nominated. Coaches will rank their own players.

12.2.2.4 The Coordinator shall total the numbers. The players with the lowest numbers will be added to the All-Conference team.

12.2.2.5 In the event of a tie(s), coaches will vote.

12.2.2.5.1 If the vote does not break the tie, the tie breakers used for playoffs shall be applied.

12.2.2.5.2 If the tie breakers do not break the tie a coin flip shall determine.

12.3 From the automatic positions to the All Conference team (at large positions are not eligible) a ballot shall be taken to name three special designation players as follows:

Most Valuable Player
Defensive Player of the Year
Offensive Player of the Year.

12.3.1 Each school shall have one vote for each award.

12.3.2 A school may vote for its own candidate.

12.3.3 No player shall receive more than one of the special designation awards.

12.4 Each school will receive two Second Team positions.

12.5 All conference selections shall be forwarded to the league commissioner and to the media.

12.6 No all-conference team shall be selected below the varsity level.

12.7 In the event a coach does not attend the All conference meeting.

12.7.1 They may provide the coordinator with the names of the automatic qualifiers. Those students will be included on the All-Conference team.

12.7.2 They may send nominations for at large berths and special award consideration

12.7.3 They will not be able to participate in any vote taken at the meeting.

12.8 In the event a coach does not attend the meeting and does not forward the coordinator the names of the automatic qualifiers.

12.8.1 Those slots will be reserved for the school.

12.8.2 The name of the automatic qualifier will be added to the team when the league commissioner receives the name from the Athletic Director or administrator.

Section 13 – Playoffs

13.1 The number of teams qualifying for participation in the playoffs shall be determined by the Section.

13.2 In the event of a tie for a position in the Section Playoffs, the following tie Breakers for qualifying spots, seeding and extra All Conference slots. will be used.

13.2.1 The first tie breaker will be head to head competition.

13.3 If head to head competition does not break the tie, the following will be applied.

13.3.1 For a two way tie for any place.

13.2.1.1 The teams will play a play in game. The winner will be the higher seed, the loser will be the lower seed.

13.3.2 For a three way tie for any place.

13.3.2.1 If head to head competition does not break the tie, two play in games will be played on a neutral site.

13.3.2.2 Use Max Preps rankings to rank the teams in order. The highest ranked team shall sit out the first game. The two lower ranked teams shall play a game. The loser becomes the third seed.

13.3.2.3 The two remaining teams will play a game, the winner becomes the higher seed, the loser the second higher seed.

13.3.3 If there is not sufficient time to play the games or if the tie is between teams who have already qualified for the playoffs, Max Preps Power Rankings shall determine the seeding order.