

CAMBRIA/SOMERSET GIRLS 12 & UNDER  
FAST PITCH SOFTBALL RULES

Revised 4/2/2015

**NOTE: Please pay attention to any BOLD and HIGHLIGHTED text, indicating new or changed rules.**

1. All teams must be comprised of players selected by draft from their home league. This division is for players who are 12 years of age or younger as of January 1 of the season year. Rosters will be reviewed by the CSFPS Board and may be questioned/rejected at the discretion of the Board.  
A player cannot be on a roster on more than one team in CSFPS.  
A team will be allowed to “borrow” players from their own local league at the same age level. **“Borrowed” players are used only if a team has less than a full defense (all field positions) available for a game. Managers must identify any “borrowed” players at the time of lineup exchange for each game. “Borrowed” players are not allowed to pitch or catch in the game. “Borrowed” players can only play in the outfield. “Borrowed” players must be placed in the last spot(s) in batting lineup.**
2. All umpires must be at least 16 years old. The home team must supply 2 umpires. Umpires for **all playoff games** shall be agreed upon by the two coaches involved in the game.
3. Only managers can approach an umpire to question a call.
4. If a CSFP rule does not cover a situation, ASA rules will apply.
5. Umpires and managers must try to keep the game moving.
6. Managers have to ask for a time out, it is up to the umpire to grant it.
7. Umpires shall follow the rules listed herein for game play.
8. Only umpires can end a game early without a forfeit.
9. Managers shall meet with the home plate umpire to set the time limit of the game prior to the first pitch. If a game must be shorten due to the time limit imposed by the home field, then last inning is unlimited. (As if it was the 6<sup>th</sup> inning). No game should begin with less than 1 hour and 30 minutes of playing time. If not the game needs to be rescheduled.
10. In the event that the game is tied after 6 innings of play, the “International Tie Breaker” (see definitions) will be used. Games will not end in a tie. If the time limit has expired and the game is tied, finish the game. If the field is not available to finish the game, see the league reschedule policy.

11. There will be a 5 run max per team per inning. In the 5<sup>th</sup> inning the “catch up rule” (see definitions) will apply. In the 6<sup>th</sup> inning runs will be unlimited. If the leading team wishes to stop at 5 run as to not run the score up on the opposing team, they will be allowed. If the umpire has to shorten the game due to darkness or approaching time limit the last inning will be unlimited runs (No matter what inning is called last inning by umpire!).
12. The mercy rule will be a 15 run lead after 4 innings or a 10 run lead after 5 innings.
13. Each team may use 10 fielders. (Pitcher, Catcher, 4 infielders, and 4 outfielders) The extra player cannot be used in the infield.
14. Teams will be allowed to use an EH. This will allow 11 hitters in the lineup. The EH will be required to play 6 consecutive outs in the field. When the EH is entered onto the defensive field she must keep her same spot in the batting order. The EH may be place anywhere in the lineup.
15. All players must play at least 6 consecutive outs in the field and bat at least once. Failure to get all the players in the game for the required outs or bats will result in a forfeit. This rule does not apply for **late arriving players, or for** games in which the mercy rule or a complete game is called in the event of rain or darkness.
16. All starters may re-enter the game once if substituted for. They must reenter in the same batting slot.
17. ***Pitchers will be limited to 3 innings per game.*** If a pitcher is pulled and put in another position on the field, she is eligible to pitch again after that inning is completed ***and she has pitched less than 3 innings in that game.*** Throwing 1 pitch is considered an inning. If a pitcher is subbed off the field the player does NOT lose their pitching eligibility for the rest of the game.
18. A team roster must be submitted to the CSFPS Board. Also, an ASA roster and ASA team fee must be submitted at an ASA meeting. Deadlines and meeting dates will be announced by the CSFPS Board. **Teams will forfeit all games until these requirements are met.** Players may not be added to any team after the ASA Rosters have been turned in.
19. All call up players **must be from your local league** in the 8U or 10U divisions. No players can be called down from an older division. If call up player(s) is used, each player is considered part of the team roster and must meet the requirements of rule #15. **Call up players are used only if a team has less than a full defense (all field positions) available for a game.**
20. There will be warm up balls allowed to be used on the field throw balls in when catcher makes her throw down. Pitchers will be allowed 5 warm up pitches between innings. A relief pitcher will be allowed 8. Warm up pitches will be forfeit if the pitcher and catcher do not do so in a timely manner.

21. If a pitch not swung at or not called a strike hits the batter and the batter made an attempt to avoid being hit, they will be awarded 1<sup>st</sup>. This is a dead ball situation and runners may not advance unless forced by the award. If the batter makes no attempt to avoid being hit, a ball will be added to the count. If the batter is hit on the hands while swinging at a pitch and hits the ball fair or foul, the ball is dead and a strike is called.
22. A courtesy runner can be used for the catcher with 2 outs to let her get her equipment on. The runner will be the batter who made the previous out.
23. A courtesy runner will be allowed in an injury situation. The runner will be the batter who made the previous out.
24. All runners must slide to avoid contact with the fielder. If a runner does not slide and contact is made **while the fielder has possession of the ball**, the runner is out. *Fielders cannot block the base if they do not have possession of the ball.*
25. Runners must slide feet first into a base. A runner may reach back to a base.
26. The pitchers rubber will be 40' from the apex of home plate (back point) to the front of the rubber.
27. The ball will be a Wilson A9011B 12" optic yellow ball or its equivalent.
28. Teams may use two adult base coaches. If a player is coaching a base they must wear a batting helmet with a mask. One defensive coach will be allowed and positioned in the outfield.
29. Each team must have 8 players to start a game. If one team has less than 8 players, a player may be loaned from the opposing team. The game will be a forfeit but the girls will at least get to play the game.
30. Each team will be allowed unlimited stealing, **including home steals**, in all innings. One base per steal, station to station (1<sup>st</sup> to 2<sup>nd</sup>, 2<sup>nd</sup> to 3<sup>rd</sup>). Runners cannot advance on an overthrow of the pickoff attempt **of a station-to-station steal attempt** (no extra base if ball goes out of bounds). Runners cannot leave the base until the pitched ball passes the batter. If a base runner leaves early the team will receive one warning and will be called out on each consecutive offense. **Other than a station-to-station steal attempt, the ball is considered "live" when a pick off attempt is made (for example, it will be a live ball when a base runner is leading off a base and a pick off attempt is made... runners can advance on the pick off attempt or on an overthrow in this instance).**
31. Each team will be allowed 2 bunts per inning.
32. **The infield fly rule will apply at all times. When it seems that a batted ball will be an infield fly, the umpire shall immediately declare "infield fly." The batter is out, and the runners can advance at their own risk. If a declared infield fly becomes a foul ball, it is treated the same as any foul.**

33. Players and coaches who throw equipment or fail to conduct themselves in an acceptable manner will receive a warning for the first offense. If a second offense occurs they will be ejected from the game and must leave the team area. Umpires will report ejections to the CSFP President via e-mail. Good sportsmanship is an expectation of all players and coaches.
34. The batter is out if the ball is hit above her head and is caught by the catcher, or is tipped and caught by the catcher with 2 strikes. Additionally, the batter is out if the ball is hit while the batter is out of the batter's box or the batter is in contact with home plate. This is a dead ball situation and runners may not advance.
35. Base coaches cannot touch or physically assist a runner in any way while the ball is deemed in play. The runner will be called out in this situation.
36. Mound visits are limited to one per inning with a granted time out. If a second trip to the mound occurs during an inning, the pitcher must be replaced.
37. If a team has only 8 players to begin the game the automatic out for the ninth batter rule *will not* be enforced.
38. In the event of rain or darkness, the game will be considered complete after 3 ½ innings if the home team is ahead or after 4 innings if the home team is losing. The home plate umpire will call games.
39. If a batted ball hits the umpire or outfield defensive coach in the field of play, it is a live ball situation.
40. No jewelry will be worn by any players during the game except for started earrings which must be covered with tape or band-aids.
41. If a runner is off a base when the pitcher receives and controls the ball inside the pitchers circle and makes no attempt to make a play on the runner, the runner must immediately proceed to the next base or return to the previous base. If the pitcher makes any aggressive move on the runner including a fake, it is a live ball situation.
42. A pitch that is dropped during the wind-up will be considered a ball. Runners may advance on a steal attempt.
43. A catch will be considered valid when the fielder holds the ball long enough to prove control. If the ball is merely held in the fielder's arm(s) or prevented from dropping to the ground by some part of the fielder's body, equipment, or clothing, ***the catch is not complete until the ball is in the grasp of the fielder's hand(s) or glove.***
44. Face masks and chin straps are required on all batting helmets. Helmets may not be removed until the batter/runner enters the dugout area.
45. The 3' running lane will be used and will follow the ASA guidelines.
46. Only ASA approved bats may be used.
47. If a pitcher from 12 and under pitches up in any division, the player will lose her pitching eligibility for the remainder of the season in the 12 and under division.

48. The 2010 ASA double base first rule will apply when using the double first base. (see definitions)
  49. A team will be given a 15 minute grace period from the scheduled start of the game to produce a starting lineup consisting of 8 eligible players. After the 15 minute grace period umpires will declare the game a forfeit.
  50. Drop third strike does NOT apply.
  51. If a pitcher hits two batters in an inning **EVEN IF THE BALL BOUNCES** (still live ball) the pitcher must immediately be replaced after hitting the second batter. The pitcher who has been replaced may return to the pitching position the next inning if eligible to pitch (see rule 16). If a pitcher hits a total of three batters in a game the pitcher must immediately be replaced after hitting the third batter and loses her eligibility to pitch the remainder of the game no matter if she is eligible or not.
- Umpire's note: If the batter makes no attempt to avoid being hit, the pitcher pitcher will not be charged with a hit batter and the batter will not be awarded first base unless it is ball four.
52. Ball that bounces is a live ball and can be hit.
  53. Pitchers must wear masks!
  54. A team manager may choose to place all players on their roster into the batting order, or less players (minimum of 9), at their discretion. The players bat in the same order for the entire game. The team would not be assessed an out if they have a missing/injured player during the course of the game unless the team ends up with less than 9 batters.
  55. Game protests: Manager will declare a protest during the game. The game will be continued to conclusion. The protest will be handled by the League Reps of the teams involved in the game to see if resolution can be arranged. If not, the protest will go to the Board. A Sub-Committee of 5 members will meet on 1 date per month to make decisions on protests.

Cambria Somerset Fast Pitch highly recommends the use of throat protectors on all catchers' masks as an added safety precaution. It is highly recommended that 1<sup>st</sup> and 3<sup>rd</sup> base players wear a mask as well.

#### League Rescheduling Policy

Games will be rescheduled due to darkness, weather and scheduling conflicts. It is the responsibility of the home team to provide the visiting team two new dates for the game. These two dates cannot interfere with the visiting teams previously scheduled games. If the visiting team does not play the game on one of the offered dates the game will be recorded as a win for the home team and a loss for the visiting team. All rescheduled games must be reported to CSFP within 48 hours of the reschedule.

### Final Scores 12&U

It is the responsibility of the **winning team** to report the score of the game on the CSFP website ([www.csfastpitch.com](http://www.csfastpitch.com)). All game scores must be entered within 48 hours from official scheduled date or a forfeit will be given for both teams.

Rule interpretation issues should be directed to your home league representative.

## DEFINITIONS

### INTERNATIONAL TIE BREAKER

In the event that the game is tied after 6 innings of play, the international tie breaker will come into effect. In the 7<sup>th</sup> inning each team, when up to bat, will start the inning with a runner on 2<sup>nd</sup> base. The runner will be the player that had the last complete at bat in the previous inning. There will be no run rules used in extra innings, you must get 3 outs. The international tie breaker will be used in all extra innings used to determine a winner.

### CATCH UP RULE

In the 5th inning the team losing may score as many runs as necessary to tie but not pass the leading team if there are down by more than 5 runs. They will still receive only three outs to do so.

### ASA DOUBLE FIRST BASE RULE

On extra base hits or balls hit to the outfield, the batter-runner may touch the white or colored portion. Should the batter-runner return, the runner must return to the white portion.