

**2021 CSFPS 10U RULES**  
CAMBRIA/SOMERSET GIRLS 10 & UNDER  
FAST PITCH SOFTBALL RULES  
Revised 3/4/2020

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

All teams must be comprised of players selected by draft from their home league. This division is for players who are 10 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.

1. A player cannot be on a roster on more than one team in CSFPS.

**1A. Metal Spikes are banned in this age division. Board approved the vote effective February 15, 2017.**

2. **If any team in any age division wishes to call up a player, the only way that your team can use a call-up is if you have a team less rostered then was you submitted in with CSFP at the beginning of the season. So basically with the 10U and the 12U if you have less than 10 players on your team for an upcoming game you may call up a player to fulfill your roster to 10 players. NO regular roster player is to be sitting on the bench when you are using a call up. The same rule applies for 15U and 18U with the exception of the rosters for that division, in the 15U and 18U divisions if you have less than 9 players you may call up players to fulfill your roster to the 9 players that you need. Also on the call-up rule if you call up a pitcher, that player may not pitch in the called up game as that said player will LOOSE her pitching eligibility in the division she is rostered in. Call Up players are ONLY TO BE USED if a team has less than a full defense (All field positions) available for any game. In the CSFP you can call –up a player from your local league or any team with-in CSFP as long as the player’s coach and parents agree to the player being called up for that team.**

3. All umpires must be at least 16 years old. Two umpires must be scheduled for each game. One umpire would be positioned behind home plate responsible for balls, strikes, 3rd and home. The second umpire would be responsible for 1st and 2nd. Umpires for **all playoff games** shall be agreed upon by the two coaches involved in the game.

4. Only managers can approach an umpire to question a call.

5. If a CSFP rule does not cover a situation, ASA rules will apply.

6. Umpires and managers must try to keep the game moving.

7. Managers have to ask for a time out, it is up to the umpire to grant it.

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 shortened due to the time limit imposed by the home field, then the last inning is unlimited (as if it were the sixth inning). No team should begin with less than one hour and 30 minutes of playing time at 10U and above. 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 5th inning the “catch up rule” (see definitions) will apply. In the 6th inning runs will be unlimited. If the leading team wishes to stop at 5 runs 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.

12. The mercy rule will be a 12-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. Infielders must stay behind the infield arc until the ball is hit with the exception of the player/pitcher. The player/pitcher must remain inside the pitching circle until the ball is hit. The infield arc is determined by going 35 feet up the 1st and 3rd base foul lines and 40 feet from the apex of home plate to the pitcher's mound connecting all three marks by drawing an arc (see definitions).

14. Teams will be allowed to use an EH. This will allow 11 hitters in the line-up. 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 placed anywhere in the line-up.

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 **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 re-enter in the same batting slot.

**17. Walks are not permitted in the 10U B-Division. 1 walk (THE FIRST ACCRUED) per inning will be allowed in the 10U A-Division**

18. Strike outs will be recorded. A batter is allowed three accumulative strikes thrown by player/pitcher and/or coach/pitcher if necessary. Pitchers will be given the opportunity to throw **3 strikes** or a four ball count (whichever occurs first) to each batter. If a four ball count is reached, the offensive team's coach will throw 3 pitches (exception: the 3rd coach pitch is fouled off...the coach receives an additional pitch(es) until no pitch is fouled off to the batter). Coach must pitch from the 35' rubber. **The umpire will continue to use the strike count already to the batter, and will continue to call balls and strikes on all pitches thrown by the coach.** All strikes thrown by the coach (and strikes assessed by missed swings/foul balls) will be added to the prior strike count against the batter. At any point that the batter accumulates three strikes, the batter is out.

19. Pitchers will be limited to 3 innings per game. If a pitcher is pulled and put into another position on the field (or taken out of the game), she is eligible to pitch again after that inning is complete and she has pitched less than 3 innings in the game. Throwing 1 pitch is considered an inning. If a pitcher is subbed off of the field the player does NOT lose their pitching eligibility for the rest of the game.

20. If a pitcher hits two batters in an inning the pitcher must immediately be replaced after hitting the second batter. The pitcher who has been replaced may return to the pitching position in any future innings if eligible to pitch. 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 will not be charged with a hit batter. The pitch will be ruled as a ball. If the ball bounces (still live ball) and hits a player who attempts to avoid being hit, it will not count in the total of hit batters for that pitcher. The hit batter will be awarded first base if they attempted to move.

20A. 10U A Division, New Rule for 2020:

**Any attempt at a pickoff where the pitcher or catcher actively throws the ball in an attempt to pickoff a runner, or the pitcher is unable to secure the ball in the circle on a throw from the catcher results in a live ball scenario allowing additional base runners to advance one base (station to station) without it counting towards the steal total for the inning.**

**Example #1, Runner on first and third and catcher throws to second to target the stealing baserunner from first. The third base runner can now advance as the ball has now been put back into play. This would not count as a steal from third to home as the defense has created the live ball situation.**

**Example #2, Runner on any base and catcher throws over the pitcher into the outfield on the return throw or the pitcher drops the return throw from the catcher, resulting in a live ball scenario. The base runner may advance one base and this will not count towards the steal count as the defense has created the live ball scenario.**

**\*\*\*The purpose of this rule change would be to create typical game scenarios and educate the defense, especially the catcher, on appropriate situations to make throws, and to educate the offensive base runner as to when to advance appropriately. We will keep the advance of bases to one station to station to keep runners from advancing freely to avoid complete pandemonium.**

21. If a pitcher from the 10 and under division pitches up in any division, the player will lose her pitching eligibility for the remainder of the season in the 10 and under division.

22. A team roster must be submitted to the CSFPS Board of directors by the elected date set. If a team does not submit a roster they will forfeit until the roster has been received and approved by CSFP.

22B: Maximum rostered team number of 16. Age groups 10U and above.

23. Warm up balls will be allowed to be used on the field between innings as long as determined reasonable by the umpire.

23B. Players in the dugout to keep quiet during the pitcher's wind-up.

24. 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.

25. A courtesy runner will be allowed in an injury situation. The runner will be the batter who made the previous out.

26. 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.***

**26A. During Coach Pitch Runners CANNOT steal when the coach is pitching.**

27. Runners must slide feet first into a base. A runner may reach back to a base.

28. The pitchers rubber will be 35' from the apex of home plate (back point) to the front of the rubber.

**28A. . Pitchers can start with 2 feet on the mound with a step back or they can start with 1 foot behind the mound.**

29. **The ball will be a regular 11” ball, .47 COR/maximum 375 lbs. compression.**

30. The “infield fly rule” will not be used.

31. 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.

32. 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.

33. If a team has only 8 players to begin the game the automatic out for the ninth batter rule **will not** be enforced.

34. There will continue a ZERO tolerance policy for coaches, players and parents. Any player, coach or parent using profanity or making derogatory comments will be ejected immediately from the field location.

34A. A player’s first offense of either throwing a helmet, bat or other object will result in a warning, a second offense will get a player ejected from the game and pending league discussion possible game suspensions.

34B. Coaches are reminded it is their responsibility to control themselves, their players, as well as their fans. The respective league representative will be notified immediately in the occurrence of any ejection and pending home league discussion possible suspensions.

35. 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.

36. 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.

37. Mound visits are limited to one per inning with a granted time out. If a second trip to the mound occurs during that inning, the pitcher must be replaced.

38. In the event of rain or darkness, the game will be considered complete after 3½ 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, outfield defensive coach and or coach/pitcher 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 starter 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 pitcher's 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 catch will be considered valid when the fielder hold the ball long enough to prove control. If the ball is merely held by 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.**

43. Face masks and chin straps are required on all batting helmets. Helmets may not be removed until the batter/runner enters the dugout area.

43A. **Required Facemask for 1st and 3rd base players. Pitchers are already a requirement.**

44. The 3' running lane will be used and will follow the ASA guidelines.

45. Only ASA approved bats may be used.

46. 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.

47. 10U A if a player overthrows a player at a base you get to attempt to advance 1 base on the overthrow for any attempt made to throw the player out at each base. This is in effect for the player who the fielder was attempting to throw out at that base. If there are other players on base they can attempt to advance, including multiple bases. Example, the batter advances to first and an overthrow is made. The runner can then attempt to advance to second, and if there is an overthrow attempt on that runner at second, they can then attempt to advance to the next base, and so on... They are not guaranteed the base and may be thrown out as it is a live ball. Any other runner on base may attempt to advance as many bases as they wish, albeit they can do so and remain safe.

10U B can only advance 1 base on an overthrow despite an attempt to throw the runner out at the next base. Example, the batter advances to first and an overthrow is made. The runner can then attempt to advance to second, and regardless if there is an overthrow attempt on that runner at second, they cannot advance to the next base.

(NO STEALS WHILE COACH IS PITCHING!).

47A. Teams may use one steal to home per inning. They will still have three station to station base steals per inning as well.

47B. Pick Off-Rule: If a pitcher or catcher attempts a pick-off towards a lead-off baserunner at any base (including 3rd to home), any runner who is currently on base can advance one base, as this then becomes a live ball situation. This would NOT count as a steal towards the innings steal count.

48. 10U-A Divisions, Bunts are unlimited. 10U-B Division, Each team will be allowed 1 bunt per inning

49. The 2010 ASA double base first rule will apply when using the double first base (see definitions).

50. Drop third strike does NOT apply.

51. Ball that bounces is a live ball and can be hit.

52. Pitchers must wear masks!



53. Managers, at minimum, will bat the number of fielded (position) players. At the manager's discretion, they may choose to use an EH, or place all of their players on the roster into the batting order. Once the line-up is set by starting play, the batting order cannot change.

**54. 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. After your game end time you will have a total of 24 hours to submit your game protest to the league reps, after the protest is submitted the league reps have 24 hours to vote on the protest at state. Once all votes are in the CSFP secretary will email the coach and reps back on what the final results are.**

55. Any infield hit landing in fair territory is a live ball (no more 5' line in front of home plate).

56. A base runner will be allowed only one extra base on any overthrow.

**57. If a team doesn't show up to play the scheduled game, the team automatically forfeits. If that team did not provide sufficient notice to allow the home team to cancel their umpires, the forfeiting team will be required to pay ALL umpire fees. The team that does not show up will be under review of the CSFP board of directors.**

**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 1st and 3rd 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. **If the home team can't provide a field in the 48 hour window to reschedule the game, they must play away if the visiting team has field availability or forfeit that game. Also new this year if the league secretary doesn't get a confirmed date after 48 hours, he will text both managers and also include both league co-presidents to help get the game resolved and scheduled**

### Final Scores 10&U

**It is the responsibility of the winning team to report the score of the game on the CSFP website ([www.leaguelineup.com/csfpitch](http://www.leaguelineup.com/csfpitch)). All game scores must be entered within 24 hours from official scheduled date or a forfeit will be given for both teams. Password for the website is: **csfp2021****

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

Please visit our new website at [www.leaguelineup.com/csfpitch](http://www.leaguelineup.com/csfpitch), your rosters, scores and game schedules will be on the new site, we will no longer be using the old website effective 4/1/18. As usual 10U is required to submit all games scores and schedule request for rainouts & reschedules. For schedule change request you will email the CSFP league secretary under the contacts tab of the website

## 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 5<sup>th</sup> 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 of the base

### INFIELD ARC

The infield arc is determined by going 35 feet up the 1<sup>st</sup> and 3<sup>rd</sup> base foul lines and 40 feet from the apex of home plate to the pitcher's mound connecting all three marks by drawing an arc.