

**2021 CSFPS 12U RULES**  
CAMBRIA/SOMERSET GIRLS 12 & UNDER  
FAST PITCH SOFTBALL RULES  
Revised 3/4/2020

**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.

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

1B. **. 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. The home team must supply 2 umpires. 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. Umpires shall follow the rules listed herein for game play.

9. Only umpires can end a game early without a forfeit.

10. 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.

11. 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

12. 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 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!).

13. The mercy rule will be a 12-run lead after 4 innings or a 10-run lead after 5 innings.

14. Each team may use 10 fielders. (Pitcher, Catcher, 4 infielders, and 4 outfielders) The extra player cannot be used in the infield.

15. 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.

16. 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.

17. All starters may re-enter the game once if substituted for. They must reenter in the same batting slot.

18. 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.

19. 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.

#### **19A. Maximum rostered team number of 16. Age groups 10U and above**

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. For infield it will be the umpires discretion if warm-up balls will be warranted for infielder's.

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 1st. 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.

**26A. Pitchers can start with 2 feet on the mound with a step back or they can start with 1 foot behind the mound.**

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.

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 (1st to 2nd, 2nd to 3rd). 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 is released from the pitchers hand.** 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).**

**30A. During a base on balls scenario, If a player rounds first base and makes an aggressive move towards second, they must commit to second base. A slight rounding of the base without an aggressive move will allow the player to return to first base.**

31. Each team will be allowed 2 bunts per inning.

**32. Infield fly rule definition: An Infield Fly is a fair fly ball (not a line drive or bunt) that, in the judgment of the umpire, can be caught by an infielder, pitcher, or catcher with ordinary effort and when there are runners on first and second or first, second, and third and less than two outs.**

33. 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.

33A. 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.

33B. 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.

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. THIS RULE IS BEING STRICTLY ENFORCED BY ALL LEAGUE COACHES AND UMPIRES!!!!**

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 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 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.**

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.

**44A. 53. Pitchers must wear masks, it is also REQUIRED that the player who play's 1<sup>st</sup> and 3<sup>rd</sup> base wear a face mask as well for player protection.**

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 is in effect for 12U.**

51. : 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 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. **NOTE: If the batter is hit by a bounce pitch, the batter will be awarded the dead ball base, but this will not count against the pitchers "hit by pitch or 'bean'" count.**

Umpire's note: If the batter makes no attempt to avoid being hit, the 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. Players in the dugout to keep quiet during the pitcher's wind-up.**

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 Meeting secretary will email the coach and reps back on what the final results are.

**55. 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 12&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. The 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 12U 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 7th inning each team, when up to bat, will start the inning with a runner on 2nd 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.