

CAMBRIA/SOMERSET GIRLS 10 & UNDER  
FAST PITCH SOFTBALL RULES  
Revised 4/7/2014

1. 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.  
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, with the exception of pitchers and catchers.
2. 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, 3<sup>rd</sup> and home. The second umpire would be responsible for 1<sup>st</sup> and 2<sup>nd</sup>. Umpires for the playoff championship game 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. Only umpires can end a game early without a forfeit.
8. 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 a time limit imposed by the home field, then the 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.
9. 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.
10. 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 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.
11. The mercy rule will be a 15 run lead after 4 innings or a 10 run lead after 5 innings.

12. 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 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 (see definitions).
13. 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.
14. 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 games in which the mercy rule or a complete game is called in the event of rain or darkness.
15. All starters may re-enter the game once if substituted for. They must re-enter in the same batting slot.
16. Walks are not permitted.
17. Strike outs will be recorded. A batter is allowed three accumulative strikes thrown by the player/pitch and/or coach/pitcher if necessary. Pitchers will be given the opportunity to throw 7 pitches or a four ball count (whichever occurs first) to each batter. After 7 pitches, (**even if the 7<sup>th</sup> pitch is fouled off**) the offensive team's coach will throw 3 pitches (at the most) to the batter. Coach must pitch from 35' rubber. The Umpire will continue to use the strike count already assessed 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. If the batter accumulates a third strike during the first or second coach pitch the batter is out (foul ball will not count as a third strike). If a 3<sup>rd</sup> pitch is thrown by a coach, it will be the last pitch the batter receives regardless of the location of the pitch (exception: the 3<sup>rd</sup> coach pitch is fouled off... the coach receives an additional pitch(es) until no pitch is fouled off). Batter is not out on foul ball hit while having 2 strikes. There will be no walks in 10 & under. Pitchers will be limited to 3 innings per game. If a pitcher is pulled and put in another position on the field (or taken out of the game), she is eligible to pitch again after that inning is completed and she has pitched less than 3 innings in the 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. The batter will be awarded her base if hit by a pitch if she makes an attempt to get out of the way **EVEN IF BALL BOUNCES** (still live ball.)

18. 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. **EVEN IF BALL BOUNCES** (still live ball.) If the ball bounces and hits a player who attempts to avoid being hit it will not count in the total of hit batters for that pitcher. The batter will be awarded first base if they attempted to move
19. Teams may elect not to use a player/pitcher. If so, the coach/pitcher will only be allowed to throw four hittable pitches to each batter. The batter will be called out if they do not put one of the four hittable pitches into play.
20. 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.
21. A team roster and call up list of players 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.
22. Any league can use any call up player from within our league they have to be on an ASA roster. All call up players must be from the 8 & Under division. No players can be called down from an older division. If a call up player(s) is used, each player is considered part of the team roster and must meet the requirements of rule #13. Any league can call up a player(s) from any other league. Names, age group, & phone numbers must be on the call up list.
23. There will be no warm up balls in the field after the first inning. Pitchers will be allowed 5 warm up pitches between innings. A relief pitcher will be allowed 8. Warm up pitches will be forfeited if the pitcher and catcher do not do so in a timely manner.
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.***

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.
29. The ball will be an Easton Incrediball 11" softball optic yellow in color or its equivalent (soft compression ball).
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. 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.
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 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 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.***
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.
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. Each team will be allowed 3 steal attempts per inning. 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 steal home. Runners cannot advance on an overthrow of the pickoff 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 (NO STEALS WHILE COACH IS PITCHING!).
48. 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. 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.
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. 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 10&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.

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| <b>DEFINITIONS</b> |
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### 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.

