

CAMBRIA/SOMERSET GIRLS 14 & 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 14 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. Home team must supply 2 umpires. Umpires for the playoff championship game shall be agreed upon by the two coaches involved in the game.
3. A legal pitch will have no more than a 3 ft. arc, from the point of release and be thrown from a distance of 43 ft. between the rubber and the apex of home plate. Contact with the rubber must be made for at least one second to be a legal pitch. The pivot foot must be on the rubber at the start of the pitch. Rocking is permitted. Step backs and crow-hops will not be legal. If the ball slips from the pitcher’s hand during the delivery, a ball is declared on the batter and the ball will remain in play and the runners may advance at their own risk. Note: The penalty for an illegal called pitch will be: a ball is added to the home plate umpire’s count and all runners advance 1 base forced or not. Pitchers must wear masks!
4. Any player can steal any base during the game.
5. An overthrow from the infield that goes out of play will be one base from last base attained at the time the ball left the fielder’s hand. An overthrow from the outfield that goes out of play will be two bases from last base attained at the time the ball left the fielder’s hand.
6. The batter is out if the ball is hit above her head and is caught by the catcher, or if the ball is tipped and caught by the catcher on the third strike. Additionally, the batter is out if the ball is hit while the batter is outside the batter’s box or while stepping on home plate.
7. Base runners may not leave the base until the ball is released from the pitchers hand. If the base runner leaves early the base runner will be called out.
8. Each game is to be 7 innings in duration. If extra innings become necessary, each team receives 3 outs per team, until winning runs are determined. The international Tie Breaker will be used. Both teams start with the girl who had the last completed at bat in the 7<sup>th</sup> inning starting on second base to start the inning.
9. The defense must get 3 outs for the inning to be over or the offensive team must score 7 runs. In the final inning runs are unlimited.

10. Mound visits are limited to one per inning with a time out asked for. These visits may include the pitcher and infielders. If a second trip to the mound occurs within the same inning, the pitcher must be replaced. Each team is entitled to one offensive timeout per inning.
11. Games will be considered complete after 4 1/2 innings if the home team is ahead or complete after 5 innings if the home team is losing when a game is halted for darkness or weather. The mercy rule will be a 15 run lead after 4 innings or a 10 run lead after 5 innings.
12. The umpire will call rain outs. Each home team should give the visiting team a courtesy call 1 1/2 hours before the game if the field is not playable due to rain. If three innings are not completed when a game is called, the game will be resumed from the exact point at which it was called at a later date. Lineups will have to stay as close as possible to the lineup used when the game was suspended.
13. Cursing is not permitted. If a player or coach is heard cursing by any umpire, the discretion of the umpire will prevail.
14. A courtesy runner may be used in the event of an injury and is to be the player who completed their last at bat in the previous inning.
15. Players are not permitted to throw the bat or helmet. First offense is a warning. Second offense the player is out, third offense the player will be ejected from the game.
16. Each team is limited to 4 coaches. Defensive coaches must stay behind the barriers to the field of play at all times. Offensive coaches are to remain within the boundaries of the coaches boxes along the 1st and 3rd base lines. All other coaches must stay in the dugout area. Only rostered players and coaches may be in the dugout area with the exception of a bat boy/girl.
17. Any of the starting players may be withdrawn and re-entered once, provided the players occupy the same batting order whenever in lineup. It is illegal re-entry to remove a substitute from the game and then re-enter that sub later in the game. A pitcher may be moved to another position on the field and be eligible to pitch again in that game after the inning they were switched in is completed. If a pitcher is subbed off the field the player does NOT lose their pitching eligibility for the rest of the game.
18. The teams will be allowed to have an infield and outfield ball to warm up with throw all balls in when catcher throws down. The pitcher will only be allowed 5 warm up pitches between innings.
19. Bunting is allowed.

20. 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.*** NO HEAD FIRST SLIDES! Dive backs to a base are permitted.
21. 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.
22. All helmets worn by players are required to have a face mask and chin strap which must be used for its intent and purpose. Helmets are required to be worn at all times by offensive players on the field during a game. These players include on deck batters, batters, base runners and players serving as base coaches. No jewelry will be allowed with the exception of starter earrings that cannot be removed. These should be covered by tape or band-aids.
23. Each player must play at least 6 consecutive outs as a defensive player and 1 at bat.
24. No tobacco use of any kind will be allowed by players or coaches in the dugout or playing field.
25. A catch shall become legal when the fielder shows complete control of the ball in her hand or glove. Catching the batted or thrown ball with anything other than the hand(s) or glove in its proper place shall be ruled an illegal catch.
26. Any batter struck by a pitch that is not swung at nor called a strike shall be awarded first base. It does not matter if the ball strikes the ground before hitting the batter. The batter's hands are not considered part of the bat. **IF NO ATTEMPT IS MADE TO AVOID BEING HIT, THE BATTER WILL NOT BE AWARDED A BASE UNLESS IT IS BALL 4.** 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. If it is strike three, the batter is out.
27. Batter-runners must run in the 3-foot running lane on the foul side of the first base line.
28. On a base on balls, the play is live until the batter-runner stops at a base. If the batter-runner touches first and moves toward second, they are committed to second and will be called out for returning to first when the pitcher has control of the ball within an 8 foot radius of the pitching rubber. If the pitcher makes an attempt or fake attempt to make a play on the runner, the batter-runner will be entitled to return to first, this will be a live ball situation.

29. 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.
30. All call up players must be from 12&U divisions. Any league can use any call up player from within our league they have to be on an ASA roster. 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 ASA.
31. The use of an EH (EXTRA HITTER) **may** be used in any game. This rule will allow a team to utilize 10 players in the line-up. The EH is not required to play six consecutive outs on the defensive field.
32. A courtesy runner may be used for the catcher when she is on base with two outs to let her get her equipment on. The runner must be the batter who made the previous out. The change must be made before the 1<sup>st</sup> legal pitch to the next batter.
33. The batter becomes a batter-runner when the catcher fails to catch the third strike before the ball touches the ground when:
- There are fewer than two outs and first base is unoccupied at the time of the pitch, or
  - There are two outs and first base is occupied. This is called the third strike rule.
34. Any rule not covered by these rules will be enforced as written by the American Softball Association (ASA).
35. The use of the Flex – DP player will be used per the 2009 ASA Official Rules of Softball (refer to ASA rule book for additional information).
36. Ball that bounces is a live ball and can be hit.
37. If a pitcher hits three batters in an inning **EVEN IF THE BALL BOUNCES** (still live ball) the pitcher must immediately be replaced for that inning. The pitcher who has been replaced may return to the pitching position the next inning. If a pitcher hits a total of four batters in a game the pitcher must immediately be replaced 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 and the batter will not be awarded first base unless it is ball four.
38. 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.

39. 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 14&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.