

CGSA Softball Rules

CGSA Softball play is governed by ASA Softball Rules, with the following exceptions:

General Rules

1. Participation:

- 1.1. Failure to comply with player participation rules will result in the player starting the team's next game and receiving a minimum of three innings in the field. Remember to teach fundamentals & have fun.
- 1.2. Player participation requires non-starters to enter the game in the beginning of the second inning and at a minimum, rotate every other inning.
- 1.3. Player participation requires non-starters to enter the game in the beginning of the second inning. No player should sit out for more than one inning in any given game.
- 1.4. Players requesting to move up an age group must follow these guidelines: For safety reasons: If a younger player wants to play up because of skill level, the following provisions must be followed: 1) Coach of current team must approve moving up an age bracket based on skill level. 2) The player will be placed into the draft.
- 1.5. Guest Player Rule – A team may utilize a "guest player" from another CGSA team. The guest player is to be used to avoid playing "short". This player must be listed as the last batter in the lineup and is restricted from playing the pitcher's position. Once utilized, the guest player shall play the entire game as a member of the team, adhering to the guest player policy unless a regular player arrives. If a regular player shows up during a game in progress, she is to be substituted in for the guest player immediately and the guest player is no longer a part of the lineup.

Guest Players may not be used in CGSA Tournament play.

- 1.4 Negative Chatter is not allowed. This includes anything directed to a specific opposing player, the catcher distracting an opposing batter, or anyone yelling "swing" as the pitch arrives to the batter.

2. Time Limits:

- 2.1. The clock will start when the umpire says "Play Ball", just prior to the first pitch of the game. The Home Plate Umpire keeps the Official Time, except as noted in **Rules Exceptions by Age Group**. When time expires, the umpire will call "Time has expired". The inning will be completed, if required, except as noted in **Rules Exceptions by Age Group**.

Time Limits for Games

<u>Age</u>	<u>Time</u>
6U	55 Minutes or 3 full-innings; whichever occurs 1st
7-10u	65 minutes; finish the inning; no new inning after 65 minutes
12-14u	75 minutes; finish the inning

A maximum of two minutes will be allowed between half innings.

3. Field Dimensions:

<u>Age</u>	<u>Dimensions</u>
6U	Bases: 50 feet
7U, 8U, 9U & 10U	Bases: 60 feet Mound: 35 feet
12U & Up	Bases: 60 feet Mound: 40 feet

4. Attire:

- 4.1. No metal cleats will be worn.
- 4.2. No jewelry, except that used to alert a medical condition, may be worn during a game.

5. Coaches Responsibilities:

- 5.1. All Defensive Coaches must remain in the dugout area during play except as noted in **Rules Exceptions by Age Group**. No more than four (4) coaches may be in the dugout during play.
- 5.2. At least 1 adult, in addition to a registered CGSA Coach, must attend each practice.
- 5.3. The home team of the first game of the day is responsible for having the necessary equipment (bases, mounds, etc.) on the field prior to game time. The home team of the last game of the day is responsible for returning equipment to the equipment box.
- 5.4. The visiting team is responsible for providing an adult to operate the scoreboard.
- 5.5. Harassment of the umpire will result in ejection from the game. If the offender is a coach and he/she does not immediately remove him/herself from the playing area, he/she will be suspended for the remaining season and will be subject to disciplinary review by the CGSA Board. If the offender is a parent and they do not remove themselves from the playing area, they will be barred from the four-plex for the remainder of the season.

6. Pre-game schedule will be as follows, as time permits:

15 min prior to game time	Visiting Team Infield
10 min prior to game time	Home Team Infield
5 min prior to game time	Pre-game meeting

7. CGSA End of Season Tournament Specific Rules

- 7.1 Guest Players may not be used in CGSA Tournament play.
- 7.2 Any player that has pitched in a select or non-recreational league game will not be allowed to pitch in CGSA tournament games. Players that have participated only on a CGSA "Lightning" team are not subject to this rule.
- 7.3 Teams must have at least 7 players at the designated start time of the game.
- 7.4 Teams will provide a written batting order prior to the start of the game to the opposing coach for ALL tournament games. A team may add a late arriving player to the batting order as long as they have 7 players to start the game and the player is added to the end of the batting order. If a player in the batting order is a "no-show" for the game the team may remove the player from the batting order prior to the player's turn to bat without penalty. It is the defensive team's responsibility to appeal an incorrect batting order to the umpire. Incorrect batting order appeals will be handled per standard ASA rules.
- 7.5 Home or Visitor for all tournament games except for the Championship game will be decided via coin flip during the umpires meeting. The winner of the coin flip will have the option to choose whether they are the home or visiting team.
- 7.6 The "Winner's" bracket representative in the Championship game will be given the option to choose whether they are the home or visiting team.
- 7.7 There is NO "IF Game" for any double elimination CGSA End of Season Tournament. The winner of the "Championship" game is the deemed the Champion.
- 7.8 The Home Team will maintain the official scorebook for all Tournament games; an adult from the visiting team will operate the scoreboard during all Tournament games. The adult scoreboard operator and the person maintaining the official scorebook should confirm the score with each other after each half-inning.
- 7.9 The CGSA Board will provide an official scorekeeper and/or scoreboard operators for all Championship games.

Coach Pitch (6U)

1. Participation:

- 1.1. All teams will bat throughout the roster each inning. When the last batter has batted, the inning is over. The next inning, the lineup will bat in reverse order.
- 1.2. The game will be played if five or more players are present from each team. Adjustments can be made to place opposing players on a team to fill out the playing field.
- 1.3. All players will play the field. Infielders will take normal infield positions. Extra players will be placed in the outfield (behind the bases).

2. Base Running:

- 2.1. Runners may not leave a base they are occupying at the time of the pitch until the ball is hit by the batter.
- 2.2. There is no base stealing.
- 2.3. Runners are not allowed to advance a base on an overthrow.
- 2.4. The ball is dead once an infielder has the ball and is holding it above her head with no intent of throwing the ball.
- 2.5. Half way Rule – Runners that are not more than half way to the next base when the infielder holds the ball above her head must go back to previous base.

3. Coaches Responsibilities:

- 3.1. Two defensive coaches will be allowed on the field but must avoid hindering player activity.
- 3.2. The home team will keep the official time of the game. When the official time limit expires, the batter at the plate will finish her at bat and then the game is over. NO EXCEPTIONS. The field must be cleared for the next game.
- 3.3. Offensive coaches are to be in the coach's box at first, third base and behind the catcher.
- 3.4. The coach pitcher can stand as close as they want to the batter when they pitch the ball.
- 3.5. We do not wait on our catchers. Inning starts when the hitter and pitcher are ready to go. Catcher will join the others when ready.
- 3.6. Coach pitch – There will be 5 pitches from a coach to try to put the ball into play. There is no ball and strike count kept.
- 3.7. If the batter fouls the 5th pitch, she gets a 6th pitch. If she fouls the 6th pitch, she is out.
- 3.8. At the option of the coach pitcher after 4 pitches, the batter may bat off of a batting tee. If the batter does not put the ball into play after 2 attempts off of a batting tee, the batter is out.

4. General:

- 4.1. The game is officially over once 3 innings have been played or time has expired; whichever occurs first.
- 4.2. All batters must wear helmets with chin straps.

Machine Pitch (7U & 8U)

1. Participation:

- 1.1. The game will be played if seven or more players are present from each team. Adjustments can be made to place opposing players on a team to fill out the playing field (on the grass).
Guest Players may not be used in CGSA Tournament play.
- 1.2. All teams will bat throughout the roster until three outs are made.
- 1.3. Ten players play the field. Infielders will take normal infield positions. Extra players will be placed in the outfield. All outfielders must be positioned in the outfield grass and cannot come into the infield until the pitch reaches the batter.
- 1.4. Player participation requires non-starters to enter the game in the beginning of the second inning. No player should sit out for more than one inning in any given game.
- 1.5. **Tie goes to the fielder** regarding outs on field plays.
- 1.6. Fielders must attempt to make plays with overhand throws or underhand tosses to the bases. Intentionally rolled balls will result in the runner being called safe.

2. Base Running:

- 2.1. Runners may not leave a base they are occupying at the time of the pitch until the ball is hit by the batter.
- 2.2. There is no base stealing or leading off in 7U or 8U.
- 2.3. Runners are not allowed to advance a base on an overthrow.
- 2.4. Play is stopped when the ball is thrown to the pitcher's circle. Coach pitchers are encouraged to catch a ball thrown to them.
- 2.5. Play is also stopped when the ball is thrown to the infield from the outfield and either hits the dirt infield or is caught by a player *in the infield*.
- 2.6. Halfway Rule – Runners that are not more than half way to the next base when play is stopped must go back to the previous base.

3. Pitching:

- 3.1. Pitching machines will be used and are to be set as follows:
 - a. The extension cord for the pitching machine should go over home plate and be plugged into the electrical outlet behind the backstop. Ensure that the extension cord is not on either the 1st or 3rd baselines.
 - b. The pitching machine should be set such that the ball is released from the machine at the 35 foot pitching rubber. Front legs should be at the front of the rubber.
 - c. The speed setting should be set at 33 mph.
 - d. Both coaches will agree to setting of pitching machine for height of pitches prior to the start of the game. Adjustments can be made to trajectory only (no adjustment can be made to speed). However, the next pitch after the adjustment counts in the total pitches count.
- 3.2. An offensive coach will operate the pitching machine to pitch to his/her batters from the pitching plate.
- 3.3. We do not wait on our catchers. Inning starts when the hitter and pitcher are ready to go. Catcher will join the others when ready.

- 3.4. There will be 5 pitches to try to put the ball into play. A player is out after 3 strikes (physical swings of the bat) or after 5 pitches and the ball has not been put into play. There is no ball count kept.
- 3.5. If the batter fouls the 3rd strike she gets another pitch (unlimited number) until the ball is put into play or she strikes out.
- 3.6. If a batted ball should-
 - A) hit the pitching machine; or
 - B) hit the coach operating the pitching machine; or
 - C) come to rest within the 10' diameter circle around the pitching machine; or
 - D) be touched by a defensive player while inside the 10' diameter circle (including the chalk line); or
 - E) result in any defensive player touching the chalk line or entering the circle**

Then, the ball is declared a "dead ball" and the batter shall be awarded 1st base (and all other runners will move up one (1) base if, and only if, forced by the batter being awarded 1st base.

All defensive players (including the pitcher) shall be positioned outside of the pitching circle at their normal positions. The pitcher shall assume a position on either side of the pitching circle (1st base side or 3rd base side) and shall be no closer to home plate than the 35' pitching rubber or the front of the pitching machine.

If a batted ball, played by the defense outside of the pitching circle, is thrown to any base in an attempt to make a play on a batter/runner or base-runner, and *hits the pitching machine*, the ball shall be declared a "dead ball" and all runners will safely advance to the base they are attempting to achieve.

(Pitching circle = 10' diameter circle)

4. Coaches Responsibilities:

- 4.1. Two defensive coaches will be allowed in the outfield.
- 4.2. Offensive coaches are to be in coach's boxes at first base, third base and behind the pitching machine.

5. General:

- 5.1. A five run rule for each one-half inning will apply.
- 5.2. All batters must wear helmets with face masks and chin straps.
- 5.3. The game is officially over once 6 innings have been played or time has expired.
- 5.4. **65 minutes finish the inning for ALL games. No NEW inning will start after 65 minutes have been played.** Once time has expired and it is determined that there is no way the losing team can score enough runs to tie or win the game within the inning they are playing, the batter at the plate will finish her at bat and then the game is over.
- 5.5. The game will be called if one team is ahead by 11 or more runs after 4 innings have been played (3 ½ if the Home team is leading) or 6 or more runs after 5 innings (4 ½ if the Home team is leading).
- 5.6. Games can end in a tie.

Modified Girl Pitch (9U & 10U)

1. Participation:

- 1.1. The game will be played if seven or more players are present from each team. Adjustments can be made to place opposing players on a team to fill out the playing field (on the grass).

Guest Players may not be used in CGSA Tournament play.

- 1.2. All teams will bat throughout the roster until three outs are made.
- 1.3. A team can have no more than 10 fielders on the field. Infielders will take normal infield positions. Additional players will be placed in the outfield. All outfielders must be positioned in the outfield grass and cannot come into the infield until the pitch reaches the batter.
- 1.4. Player participation requires non-starters to enter the game in the beginning of the second inning. No player should sit out for more than one inning in any given game.
- 1.5. Free substitution will apply to all players with the exception of the pitcher. See rule 3.3, in the following section for pitcher substitution.
- 1.6. Fielders must attempt to make plays with overhand throws or underhand tosses to the bases. Intentionally rolled balls will result in the runner being called safe.

2. Base Running:

- 2.1. Runners may not leave a base they are occupying at the time of the pitch until the ball crosses the plate.
- 2.2. If a base runner leads off too early, the runner's team is given a warning. Any subsequent times of leading off too early for the warned team, at any point in the game, will result with the pitch being a dead ball and runner being automatically out.

2.3. Overthrows to a base

For 9U:

- Base runner at 1st or 2nd base can advance 1 base on an overthrow to 1st base. Base runners cannot advance on an overthrow to 2nd, 3rd, or Home Plate.
- Base runner that has not reached 3rd base or is standing on 3rd base CANNOT take home on an overthrow to any base. If the base runner has crossed 3rd base (at the judgement of the umpire), she may continue home at her own risk if an overthrow occurs at any base after the runner crosses 3rd base.
- Base runners advance at their own risk

For 10U:

- Base runner at 1st Base can advance up to 2 bases on overthrows to any base.
- Base runner at 2nd base can advance ONLY 1 base on overthrows to any base
- Base runner at 3rd base CANNOT advance on overthrows to any base
- Base runner that has not reached 3rd base or is standing on 3rd base CANNOT take home on an overthrow to any base. If the base runner has crossed 3rd base (at the judgement of the umpire), she may continue home at her own risk if an overthrow occurs at any base after the runner crosses 3rd base.
- Base runners advance at their own risk

- 2.4. In the case of an overthrow resulting in a ball entering a dugout or any other area deemed out of play, each runner will automatically be awarded up to 2 bases for 10u (and 1 base for 9u) from the base they are intending to reach. However, a player CANNOT be awarded home as a result of an overthrow; player will have to stop at 3rd

base in all instances. It is possible for a player to not be awarded ANY bases on an overthrow due to a base already being occupied by another runner.

- 2.5. Base runners are allowed to steal 2nd or 3rd base on any one pitch from the girl pitcher. Runners cannot steal home. A "steal" or "stealing" shall be defined as the advancement of a base runner to the next available base during a live ball situation that is the result of a pitch and not a ball put into play by the batter (a hit/batted ball)
- 2.6. There is no base stealing when the coach is pitching.
- 2.7. There is no stealing of home. By definition, there is no 'stealing' of home plate. However, there is the opportunity for a base runner to advance to home plate during live ball situations but not from overthrows to a base. The following 2 paragraphs refer to a ball being played in the infield or from the outfield not as a result of an overthrow to any base. For Overthrows to a base please see 2.2.3

Base runners advancing to 3rd base during the play of an *infield batted live ball* may advance to home plate if, and only if, there is NO HESITATION at 3rd base by the base runner. If the base runner "hesitates" at 3rd base, they cannot advance to home plate. (The umpire can send the base runner back to 3rd base. "Hesitation" will be the judgment of the umpire).

Base runner advancing to 3rd base during the play of an *outfield batted live ball* (any batted ball that reaches the outfield grass) may advance to home plate WITH OR WITHOUT HESITATION at 3rd base. The base runner's "intent" will be considered under rule 2.2.8 (ball in the possession of the pitcher in the pitching circle).

- 2.8. The base runner cannot take an extra base on an overthrow from the catcher on a steal attempt.
- 2.9. Once the pitcher has possession of the ball in the pitching circle (and is making no attempt to get a runner out), if the runner is between bases, the runner may continue to the next base or may return to the last obtained base (at their own risk). The runner's motion to advance to the next base or return to the previous base, must be continuous and without significant hesitation. (Note – significant hesitation is the judgment of the umpire).
- 2.10. A courtesy runner for the catcher may apply to speed up the game when the team batting has 2 outs.

3. Pitching:

- 3.1. The pitcher must stand at the pitching plate that is 35 feet from home plate.
- 3.2. A pitcher is allowed to pitch no more than **2** consecutive innings per game.
- 3.3. Once the pitcher has been removed from the game, she can play any position other than pitcher for the rest of the game but cannot return as pitcher.
- 3.4. Any part of an inning that a pitcher pitches is considered a full inning.
- 3.5. There is no limit to the number of pitches a pitcher needs to get a batter out. A batter continues batting on foul tips that occur after two strikes. Upon issuance of ball four being called on the batter, rule 3.6 is applied.
- 3.6. A child pitcher may pitch a maximum of four (4) balls (non-strikes) during a single at-bat. After the fourth (4) called ball, an offensive coach will pitch a minimum of one (1) pitch up to a maximum of four (4) pitches to the batter. The Coach inherits the strike count and EVERY coach pitch counts as a strike. If the batter fouls off the 3rd strike she will get ONE more pitch – NO EXCEPTIONS. If the batter is not able to put the ball in play on this pitch she is out.
- 3.7. The coach pitcher is not allowed to perform a "walking" pitch. The coach must start the pitch from the rubber and has one step forward to deliver the pitch. Illegal pitches by a coach pitcher will count as a pitch against the batter.

- 3.8. The batter is awarded 1st base if hit by the pitch and a reasonable attempt was made to move out of the way of the pitch, regardless of whether the pitch hit the ground first or not before hitting the batter. This is termed a hit batsman.
- 3.9. If a pitcher has three hit batsmen in the same game, the pitcher must be replaced and cannot return to pitch in that game.
- 3.10 CGSA is a Fastpitch organization that supports the Windmill pitching motion as the Fastpitch of choice.
 - Pitcher's hands must be SEPARATED when stepping onto the pitching rubber.
 - Pitcher must start with BOTH feet on the pitching rubber.
 - Delivery motion must be FORWARD towards the plate (NO stepping or rocking backwards).
 - Pitcher must use the "WINDMILL" style delivery of the pitch.
 - Underhanded toss or slow pitch delivery is prohibited.

4. Coaches Responsibilities:

- 4.1. No defensive coaches will be allowed in the outfield.
- 4.2. Offensive coaches are to be in the coach's box at first and third base.

5. General:

- 5.1. A five run rule for each one-half inning will apply.
- 5.2. For 9U there is no bunting allowed. For 10U batters may bunt ONLY off the child pitcher. Bunting is not allowed off the coach pitcher.
- 5.3. All batters must wear helmets with face masks and chin straps.
- 5.4. The game is officially over once 6 innings have been played or time has expired.
- 5.5. When time expires, the umpire will call "Time has expired".
- 5.6. **65 minutes finish the inning for ALL games. No NEW inning will start after 65 minutes have been played.** Once time has expired and it is determined that there is no way the losing team can score enough runs to tie or win the game within the inning they are playing, the batter at the plate will finish her at bat and then the game is over.
- 5.7. The game will be called if one team is ahead by 11 or more runs after 4 innings have been played (3 ½ if the Home team is leading) or 6 or more runs after the 5th inning (4 ½ if the Home team is leading).
- 5.8. Games can end in a tie.
- 5.9. Should the score become lop-sided, the scoreboard is to be turned off.

Softball (12U)/ (14U)

1. Participation:

- 1.1. All teams will bat throughout the roster.
- 1.2. No more than nine players will be on the field defensively.
- 1.3. Teams must have at least **seven** players present to play a game. Should a player arrive after the start of the game, that player goes into the game in the bottom of the batting order. Fewer than seven available players will result in a forfeit. If a team has less than 9 players, it can bring a guest player from another CGSA team that is age appropriate. This player must be listed as the last batter in the lineup and is restricted from playing the pitcher's position. Once utilized, the guest player shall play the entire game as a member of the team, adhering to the guest player policy unless a regular player arrives. If a regular player shows up during a game in progress, she is to be substituted in for the guest player immediately and the guest player is no longer a part of the lineup.

Guest Players may not be used in CGSA Tournament play.

- 1.4. Player participation requires non-starters to enter the game in the beginning of the second inning. No player should sit out for more than one inning in any given game.
- 1.5. Free substitution will apply to all players.
- 1.6. Any player that has pitched in a select or non-recreational league game will not be allowed to pitch during the CGSA tournament games. Players that have participated only on a CGSA "Lightning" team are not subject to this rule. There are no additional limitations on select or non-recreational league team players during the CGSA regular season games.

2. Base Running:

- 2.1. A courtesy runner can be used for the catcher or pitcher. The courtesy runner will be the last player on your team to make an out.
- 2.2. Base runners are to remain in contact with the base until the pitcher releases the ball. They then are free to steal any base including home plate.
- 2.3. Base runners can continue to advance on the bases on overthrows by the catcher.
- 2.4. If a base runner leads off too early, this will result in the pitch being called a dead ball and the runner being automatically out.
- 2.5. Base runners are allowed to lead off once the ball leaves the pitcher's hand.
- 2.6. A batter can run on a dropped third strike by the catcher if first base is unoccupied. If there are two outs, the batter is free to advance on a dropped third strike as long as the base runner at first base and all runners on consecutively further occupied bases advance to their next base.

3. Pitching:

- 3.1. The official ASA pitching distance is from the 40' pitching plate.

4. General:

- 4.1. A five run rule for each one-half inning will apply.
- 4.2. All batters must wear helmets with face masks and chin straps.
- 4.3. The game is officially over once 6 innings have been played or time has expired.
- 4.4. When time expires, the umpire will call "Time has expired".

- 4.5. Once time has expired and it is determined that there is no way the losing team can score enough runs to tie or win the game within the inning they are playing, the batter at the plate will finish her at bat and then the game is over.
- 4.6. The game will be called if one team is ahead by 11 or more runs after 4 innings have been played (3 ½ if the Home team is leading) or 6 or more runs after 5 innings (4 ½ if the Home team is leading).
- 4.7. Games can end in a tie.