

13.0 CGSA LEAGUE RULES

15U.0 15U LEAGUE RULES-PLAYER PITCH

- 15U.1 The 15U league will play one hour and fifteen minutes or 7 innings, whichever comes first.
- 15U.2 A twelve inch (12") fast pitch softball approved by the league will be used.
- 15U.3 Pitching distance will be 43 feet and bases 60 feet.
- 15U.4 A five run rule per half inning will apply.
- 15U.5 USA (ASA) rules apply.
- 15U.6 Little Elm Area Youth Sports Association modified rules for 12U & 15U apply
- 15U.7 The pitcher must wear a protective face mask. All infielders are strongly encouraged to wear a protective face mask as well.

12U.0 12U LEAGUE RULES-PLAYER PITCH

- 12U.1 The 12U league will play one hour and fifteen minutes or 7 innings, whichever comes first.
- 12U.2 A twelve inch (12") fast pitch softball approved by the league will be used.
- 12U.3 Pitching distance will be 40 feet and bases 60 feet.
- 12U.4 A five run rule per half inning will apply.
- 12U.5 USA (ASA) rules apply.
- 12U.6 In the event of a regular season game tie, the game ends in a tie.
- 12U.7 The pitcher must wear a protective face mask. All infielders are strongly encouraged to wear a protective face mask as well.

10U.0 10U LEAGUE RULES-MODIFIED PLAYER PITCH

- 10U.1 The 10U league will play one hour and fifteen minutes or 6 innings, whichever comes first.
- 10U.2 An eleven inch (11") fast pitch softball approved by the league will be used in league play.
- 10U.3 Pitching distance will be 35 feet.
- 10U.4 A five run rule per half inning will apply.
- 10U.5 Teams may have 10 defensive players and four must be outfielders.
- 10U.6 Pitcher may pitch no more than three consecutive innings. When the team only has two available pitchers, the starting pitcher can re-enter the game after the second pitcher has pitched a full half-inning.
- 10U.7 Dropped third strike rule will not be in effect.
- 10U.8 Infield fly rule will not be in effect.
- 10U.9 No bunting or slash hitting allowed.
- 10U.10 Each batter receives pitches from a player/pitcher until she puts the ball in play, strikes out or acquires 4 balls. After acquiring four balls, the coach-pitcher for the batting team enters and assumes the strike count. When the coach-pitcher is pitching, there are no called strikes. The coach-pitcher can throw two pitches if the batter has one or zero strikes. If the batter has two strikes, the coach pitcher is allowed one pitch. The batter is out if no contact is made on the ball on the last pitch, that is a strike. If the pitch is deemed out of the strike zone by the umpire and the batter does not swing, the batter will be given only 1 additional pitch at the umpire's discretion. There will be a mercy pitch if the coach throws a wild pitch on the final pitch where the batter has no chance of hitting the ball so that the batter will have a chance to swing at a better pitch. A final pitch that is fouled off does not count toward the pitch count and an additional pitch(es) may be thrown.
EXCEPTION: If the catcher catches a foul tip of the final coach-pitcher pitch, the batter is out.
- 10U.11 Runners may lead off when the ball leaves the player/pitcher or coach/pitcher's hand.
- 10U.12 Runners can steal when a player/pitcher is pitching. Runners may not steal when a coach/pitcher is

pitching.

- 10U.13 Runners stealing may only steal one base and cannot continue past that base even if an overthrow occurs at that base. Runners can steal home.
- 10U.14 On a hit, the ball is live until the pitcher has control of the ball in the pitcher's circle. At this point runners between bases can attempt to take the next base or must return to the previous base. If an attempt is made to throw a runner out, the runner may continue until the ball is returned to the circle.
- 10U.15 Coaches must pitch from the pitching rubber if it is set at 35' and must leave the field of play immediately after the ball is batted. The player designated pitcher must be to the right or left of the coach pitcher with at least one foot in the circle.
- 10U.16 In the event of a regular season game tie, the game ends in a tie.
- 10U.17 The player in the pitching position must wear a protective face mask. All infielders are strongly encouraged to wear a protective face mask as well.
- 10U.18 If the pitcher has the ball in the circle, runners must go forward or back right away — stopping twice or changing directions results in an out. This remains in effect until the pitcher leaves the circle, throws the ball, or makes a play.

8U.0 8U LEAGUE RULES-COACH PITCH

- 8U.1 The 8U league will play one hour and fifteen minutes or 6 innings, whichever comes first.
- 8U.2 An eleven-inch (11") Wilson .375 polycore ball or similar hard ball approved by the league will be used.
- 8U.3 Pitching distance will be 35 feet.
- 8U.4 A five run rule per half inning will apply.
- 8U.5 Ten players play the field, four of which must be outfielders. All outfielders must be positioned on the outfield grass (or at least ten feet behind the base path if no grass demarcation is applicable) until the ball is put in to play by the batter.
- 8U.6 Each player must play a minimum of one inning in the infield.
- 8U.7 Coach pitch only. Coaches must pitch with at least one foot in the circle and must leave the field of play immediately after the ball is batted. The player designated pitcher must be to the right or left of the coach pitcher with at least one foot in the circle.
- 8U.8 If a batted ball should hit the coach who is pitching, the ball is declared a "dead ball," and the pitch will be replayed. All runners must return to the base where they began.
- 8U.9 The batter will receive up to 5 pitches to try to put the ball into play. The batter is out after 3 strikes (physical swings of bat) or after 5 pitches and the ball has not been put into play. Five pitches are the maximum, regardless of whether the pitches are balls or strikes. Batter can foul the last pitch indefinitely.
- 8U.10 Dropped third strike rule will not be in effect.
- 8U.11 Infield fly rule will not be in effect.
- 8U.12 Slapping, slashing and bunting are not permitted.
- 8U.13 Runners must remain in contact with the base until the ball is hit. A warning will be issued to the team for taking a lead off from the bases. Subsequent infractions will result in the runner being called out.
- 8U.14 Runners may only advance when the ball is put into play by the batter. Stealing bases is not allowed for any reason.
- 8U.15 When a ball is put into play, the ball is live until the pitcher has control of the ball in the pitcher's circle. At this point runners between bases can continue to the next base or return to the previous base. If an attempt is made to throw a runner out and an overthrow occurs, the runner may continue until the ball is returned to the circle.
- 8U.16 While the ball is in play, all runners are free to advance at their own risk. Play is stopped on defense by stopping the lead runner. Once the lead runner has been stopped, the ball is no longer in play, the ball is thrown to the pitcher's circle and no runner may advance.

- 8U.17 In the event of a regular season game tie, the game ends in a tie.
- 8U.18 Offensive coaches are allowed at first and third base to coach players. Two defensive coaches will be allowed in the outfield. An additional defensive coach may opt to stand behind home plate to help with catching. Coaches in the pitching circle and behind home plate are perfunctory and may not coach base runners or batters.
- 8U.19 The player in the pitching position must wear a protective face mask. All infielders are strongly encouraged to wear a protective face mask as well.

6U.0 6U LEAGUE RULES-COACH PITCH/TEE BALL

- 6U.1 The 6U league will play one hour or 4 innings, whichever comes first.
- 6U.2 A eleven-inch (11") Soft Touch ball or similar approved by the league will be used.
- 6U.3 Pitching distance will be 35 feet.
- 6U.4 A five run rule per half inning will apply or 3 outs.
- 6U.5 The batter will receive up to five pitches to try to put the ball into play. If the ball has not been put into play after five pitches, regardless of whether the pitches are balls or strikes, the players must hit the ball from a tee. Batters then continue their at-bat using a tee at home plate until they hit the ball fair or until ten swings have been attempted. Batter can foul the last pitch indefinitely.
- 6U.6 Coach pitchers are encouraged to begin their pitch in the pitching circle; however, pitchers can stand closer to the batter if necessary. Pitchers must leave the field of play immediately after the ball is batted. The player designated pitcher must be to the right or left of the coach pitcher with at least one foot in the circle.
- 6U.7 No lead offs and no stealing.
- 6U.8 Force out at home must be thrown or tossed to the catcher. The ball cannot be rolled or placed in the catcher's glove.
- 6U.9 Each player must play half of the game in the infield.
- 6U.10 For balls hit off a tee base runners advance one base only. If a ball is hit off a pitch, and the ball reaches the outfield grass, all runners are allowed to advance 1 additional base at their own risk. No advancing on overthrows. Stealing bases is not allowed.
- 6U.11 All players play in the field defensively. Infielders are limited to one per standard position. Extra players will play in the outfield. All outfielders must be positioned on the outfield grass (or at least ten feet behind the base path if no grass demarcation is applicable) until the ball is put in to play by the batter.
- 6U.12 Play stops when the pitcher has control of the ball in the circle.
- 6U.13 In the event of a regular season game tie, the game ends in a tie.
- 6U.14 Offensive coaches are allowed at first and third base to coach players. Two defensive coaches will be allowed in the outfield. An additional defensive coach may opt to stand behind home plate to help with catching. Coaches in the pitching circle and behind home plate are perfunctory and may not coach base runners or batters. The coaches can help line up the player to the bat if needed.

14.0 Rain Outs

- 14.1 In case of weather or other early stoppage of play. Games deemed completed will not be rescheduled and the score will be reported as defined below.
- A game will be deemed complete after completing 3 innings, or 2.5 innings if the home team is ahead or if 45 minutes have been played.
 - If the home team has the lead at the time of stoppage, the score will be recorded as is even if the inning did not complete. Otherwise, the score will be recorded as the score from the last completed inning.
 - If the game is less than 3 innings and less than 45 min, it will be rescheduled and pick up where it was left off.

Example: at the end of the 2nd inning, score is 4-6, home team is up. The game is then called in the middle of the top of the 3rd inning (visitors at bat), they are now up 7- 6. The score goes back to the end of the completed 2nd inning 4-6.

15.0 Player Substitutions

15.1 All age levels

Substitutes will play in their own team jersey and can be pulled from teams laterally or below.

- A. You can sub to bring the roster to nine players in 12U and 15U or ten players in 8U and 10U.
 - B. Substitute players must be from lateral teams within the same competitive division or from a lower division (i.e., substitute player is “playing up”). Lateral teams are defined as teams in the same competitive division.
 - a. A 10U Rec player substituting for a 10U Premier team is considered playing up, not playing laterally.
 - b. An 8U Rec player substituting for an 8U Premier team would also be considered playing up.
 - c. An 8U Premier player substituting for another 8U Premier team is considered a lateral substitution.
 - C. You’re only allowed one like age division sub. You can pull up from a lower division as many as you need to reach the minimum number of players on the roster.
 - D. A substitute player from a lateral team may only play outfield and must bat last.
 - E. A substitute player from a lower age division may play anywhere except pitcher and catcher and must bat last.
 - F. Age-eligibility of players participating in older age divisions does not make them eligible to substitute in a younger age division than the division in which they are playing.
 - G. All substitute players and their age division must be identified to the opposing coach and umpire before the start of the game. The opposing coach must raise an objection before the start of the game. Once play starts, no objections will be heard.
 - H. Substitute players must be a current registered participant of team’s own league. If no current registered participant is available from the team’s own league an exception can be made but must be approved in advance by the Board of every participating league.
 - I. A player will not be eligible to participate in games if that player is currently rostered on a select/tournament team or a team that is not associated with a city or park district recreation league. Players may play as a non-active substitute in up to two select tournaments per season.
- 15.2 10U & above will go by USA rules. A team must have 8 players to start a game. A team with 8 players takes an automatic out each time the 9th player should bat. 7 players or less will result in an automatic forfeit of the game and a score of 7-0 will be recorded.
- 15.3 8U and below may play the game with no automatic out penalty if a team starts with less than 7 on the roster. Coaches are encouraged to invite girls from 6U teams in the league to play up to obtain ten players.