

## C.V.C.

# 12U FAST PITCH RULES

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1. All CVC roster rules apply.
2. The pitcher must wear a chest protection device while on the mound.
3. All players must be no older than twelve (12) years of age as of January 1<sup>st</sup> of the current year.
4. We use USA Softball rules and the following.
5. The Softball will be an 12-inch ball. C.V.C. approved: 47 cor 375 compression leather with poly core with raised stitches (preferable vendor is AD Starr)
6. The pitching distance shall be 40' (feet).
7. The distance between bases shall be 60' (feet).
8. Each team must have at least eight (8) players to start or continue a game. If at any time this rule is not met, the game is over and the team with enough players to play, eight (8) or more wins. If a team has eight (8) players, they must use only 2 outfielders and fill all infield positions including pitcher and catcher
9. There shall be a sixteen (16) foot diameter circle around the pitching mound centered on the rubber.
10. Once the Pitcher has control of the ball in the circle, the base runner will then have three (3) seconds to commit. Example: if the Runner is off the base heading or leaning towards second base she must go back to first without hesitation or be called out. She can run to second base but it must be without hesitation or pause.
11. You can pull up from 10 and under fast pitch or slow pitch. In the event of conflict a pull up must play with her original team.
12. Players can be double roster on a slow and fast pitch team in the same organization and players will be treated as regular players and not callups.
13. A call-up cannot play in the field in the first 2 innings of a game ahead of a regular roster player. They may be substituted along with any other roster players beginning in the 3<sup>rd</sup> inning and must adhere to all other playing time rules.
14. Unlimited walks from pitcher however maximum of five (5) runs per inning.
15. The five (5) run rule waived in Final inning (7<sup>th</sup> inning). We use continuous scoring. The inning shall not end however until play has been stopped and all runs resulting from that play shall be counted. Example: the offensive team has scored four (4) runs in the current inning. All the base runners that crossed the plate during the play that scores the 5<sup>th</sup> run count for a maximum of eight (8) runs in that inning.
16. The Ten (10) Run Rule is in effect after 4 ½ innings (the losing team must bat in the 5<sup>th</sup> inning for a complete game
17. No new inning shall start fifteen (15) minutes prior to the start of the next scheduled game or after two (2) hours from the start of the game. The team ahead after the last full inning is declared the winner. Rain delay time does not extend the original 2 hour time limit.
  - a. Pitchers will be given 5 warm-up pitches to start a game and 3 pitches before all subsequent innings.
  - b. New pitchers entering the game will be given 5 warm-up pitches the inning they start to pitch then 3 pitches before all subsequent innings.
  - c. No infield or outfield warm-up ball after the first inning.
18. Bat the Bench.
19. Free substitutions are allowed through out the Game.
20. After two (2) hit batters in an inning the Pitcher must be replaced. The Pitcher can return to pitch in next inning.
21. If there is a tie and game is called due to darkness or inclement weather before playing 5 innings, the entire game must be played over at a later date. If the game has completed a minimum of 5 innings and is tied when darkness or inclement weather occurs, then the game results in a tie. If teams are in the middle of an inning when darkness or inclement weather occurs the score resorts back to the previous complete inning. If time permits, extra innings should be played for tied games. We use the international tie breaker rule which means the last batted out from the previous inning starts on 2B with no outs.
22. Seven (7) innings Per Game.

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23. The Dropped third call strike: Batter may run if first base is open prior to the pitch and if the catcher drops the 3<sup>rd</sup> strike (whether swung at or called 3<sup>rd</sup> strike), or if there are two (2) outs in the inning and the catcher drops the 3<sup>rd</sup> strike.
24. Runner may leave the Base once the ball “leaves” the Pitchers hand.
25. Stealing is “all” live; you can steal any base. Runners must make every effort to slide or avoid contact while running the bases. A runner must slide into a base or avoid contact if there is a play at a base.
26. The stealing of Home in the 12U is permitted. If there is a play on a runner at third then the runner may take home. (Overthrow, passed ball) etc.
27. Runner off the Base “before” it leaves the Pitcher’s hand will be called out. Umpire has to see it.
28. Foul tip ball **not caught by a defender** is not live until the Pitcher Touches the ball.
29. Chin straps are recommended, but not mandatory.
30. The Pitcher must start with one or both feet on rubber. The pitcher does not need to remain in contact with the mound while the pitch is released.
31. The infield fly rule will apply.
32. Bats must be on the current USA Softball approved list.
33. Home team is required to start the Game with two (2) new balls.
34. One umpire per game.
35. No metal spikes.
36. Safety base at 1<sup>st</sup> base is mandatory.
37. No jewelry, casts or hard splints can be worn at any time on the field.
38. The winning team is responsible for submitting the score to the league by texting results to 724-561-2772 or emailing the results to [cvcleague@hotmail.com](mailto:cvcleague@hotmail.com). The winning team must send scores within 24 hours or will receive a 1 pt penalty.

## ***Rescheduling Games***

- a. The home team is responsible for rescheduling games.
- b. Once the season begins, games may only be rescheduled due to inclement weather and/or with the consent of the opposing manager. Games ARE NOT to be rescheduled because of a lack of certain players. Call-ups are an option and must be used in order to keep the schedule.
- c. Procedures for rescheduling games:
  - i. Contact the umpire association via text 724-561-2772 or email only if game is several days away to [cvcleague@hotmail.com](mailto:cvcleague@hotmail.com) to notify them the game will not be played.
  - ii. Contact the manager of the opposing team.
  - iii. Contact your team.
  - iv. Contact your association’s scheduling representative to secure three dates.
    1. Three different dates must be offered and not simply alternate times on the same date.
    2. Dates offered cannot conflict with previously scheduled games.
    3. Dates cannot conflict with a team’s predetermined blackout or no-play dates.
    4. Compassion is recommended if dates offered require a team to play too many consecutive games. Please keep the kids’ best interest in mind.
  - v. Contact the opposing manager with the options. Note the home team is not obligated to offer any additional dates. The opposing manager is expected to choose from one of the three dates offered unless any of the above rules are violated.
  - vi. Contact the CVC umpire scheduler at 724 -561-2772 or email [cvcleague@hotmail.com](mailto:cvcleague@hotmail.com) to secure an umpire for the new date and have the website updated.
  - vii. Notify your team of the new date.



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- d. Games must be rescheduled for a future date within 72 hours of the original play date. If one organization is proved to not be cooperating, the board has the option to provide a forfeit to the cooperating team.
- e. The CVC board will settle any disputes or conflicts.