

2011 - C.S.A.A. GRADE SCHOOL GIRLS SPECIAL FAST-PITCH SOFTBALL RULES

FOR 5TH & 6TH AND 7TH & 8TH GRADE SOFTBALL

RULES ARE THE SAME AS THE NATIONAL FEDERATION OF STATE HIGH SCHOOL ASSOCIATIONS, EXCEPT FOR THE FOLLOWING SPECIAL RULES:

(Training tapes are available at the CSAA Office)

GENERAL RULES

1. **STARTING DATE FOR PRACTICE:** March 1st. No try-outs or practices may start before this date.
2. **ELIGIBILITY: 8TH GRADE** - If a girl reaches her 15th birthday before August 1, 2010, or is in the 9th grade or over, she is ineligible for grade school athletics.
6TH GRADE - If a girl reaches her 13th birthday before August 1, 2010, or is in the 7th grade or over, she will be ineligible for 6th grade division athletics.
3. **ROSTERS MUST BE IN THE C.S.A.A. OFFICE BY TUESDAY, APRIL 12TH** (not in the mail). FAILURE TO DO SO WILL RESULT IN FORFEITURE OF ALL GAMES UNTIL ROSTER IS RECEIVED. Contracts are due before a player may play. If a girl has already signed a contract for a previous sport, she does not need to sign another contract. The roster is your official eligibility for your team and must be kept up-dated. **FAX NUMBER - 459-8420**. Players may be added to the roster at anytime during the regular scheduled league games only. Additions must be made in writing with all the pertinent information asked for on the roster. Additions will not be accepted over the phone. NO CONTRACTS OR ADDITIONS TO THE ROSTER WILL BE ACCEPTED AFTER THE COMPLETION OF THE REGULAR SCHEDULED LEAGUE GAMES FOR THE REMAINDER OF THE SEASON. A player must also have a contract on file before a player may play.
4. Where a school has two or more 8th and/or 6th grade teams, players must remain on the team's roster, which they were placed in the beginning of the season. EXCEPTION: A girl(s) playing in the 6th grade division may also play for one 8th grade team. A girl(s) in the 4th grade division may also play for one 6th grade team. (4th graders cannot play on an 8th grade team.) In both cases however, practice time is limited to the total amount allowed for their grade division. (SEE PAGE 2 FOR PRACTICE TIMES.) Where a school has two or more 8th and/or 6th grade teams, the stronger team must play as the #1 team.
5. **UNIFORMS/EQUIPMENT:** The C.S.A.A. is a uniformed league. All players MUST be numbered with 6" numbers on back of the jerseys. (Also, see Rule 3-2-7 (a & b), page 30, regarding undergarments.)

NO METAL CLEATS.

APPROVED BATS: Bats must meet the requirements as specified in the rulebook, Rule 1-5, Page 11, and **MUST** have the **PERMANENT 2004 ASA BAT PERFORMANCE STANDARD CERTIFICATION** (Rule 1-5-1(d)). (See list of non-approved bats attached.)

MANDATORY EQUIPMENT: FOR ALL GRADE DIVISIONS - CATCHERS MUST wear a **helmet and facemask combination that meets the NOCSAE standard (with permanently affixed seal)**, with a throat protector and full ear protection (dual earflaps), full catcher's gear, including body protector, **CUP** and shin guards.

BATTING HELMETS WITH FACEMASK/GUARD AND CHIN STRAPS WITH THE NOCSAE STAMP PERMANENTLY AFFIXED AND LEGIBLE EXTERIOR WARNING LABEL MUST BE WORN by the batter, on-deck batter, all base runners, **RETIRED RUNNERS** (must be in the dug-out before removing helmet), players/students in the coaches boxes AND **NON-ADULT BAT/BALL SHAGGERS** (see Rule 1-6-3, page 13). (*Non-adults warming up the pitcher while catcher is getting her gear on must wear the helmet/face mask, Rule 1-7-3, Page 14.*)

PENALTY for not having approved helmets with chinstraps and faceguards is **FORFEITURE OF GAME**. It is recommended that you have helmets in several different sizes so that they fit the players. **AGAIN, ALL BATTING HELMETS MUST HAVE PERMANENTLY AFFIXED NOCSAE STAMP AND EXTERIOR WARNING LABEL.**

WE USE THE PENALTY FOR VIOLATION OF THE NO JEWELRY RULE (3-2-12, page 31).

BODY MARKINGS: Face painting, temporary tattoos or body painting of any kind, including paint in the hair is **not allowed**.

6. **SCOREKEEPERS AND SCOREBOOKS** are provided by the host field.
7. **STARTING LINE-UPS** are to be turned in to the OFFICIAL SCOREKEEPER before game time. **YOUR ELIGIBLE SUBSTITUTES MUST BE LISTED ON YOUR LINE-UP SHEET. FOR THE 7TH & 8TH GRADE DIVISION ONLY: WHEN THE LINE-UP IS TURNED IN, THE SUBSTITUTION REGULATION AS IN RULE 3-3 IS IN EFFECT.**
8. **STARTING TIME** of the game *must be announced* at the beginning of each game by the scorekeeper or umpire and entered into the scorebook. Scorekeepers will need to keep close watch of the time towards the end of the games.
9. There is a ten (10) minute forfeit time from the scheduled starting time on ALL GAMES.

10. **GROUND RULES:** Ground rules at the site of current game shall prevail. These ground rules MUST be reviewed before each game (INCLUDING TOURNAMENTS).
11. **ALL LEAGUE AND TOURNAMENT GAMES MUST BE PLAYED ON DIRT OR GRASS FIELDS.** This rule can be waived due to special reasons, i.e., making up rainout games, etc.
12. **DISQUALIFICATIONS:** If a player OR coach is disqualified from a game, **THAT COACH/PLAYER WILL BE AUTOMATICALLY SUSPENDED FOR ONE GAME.** Coaches MUST call the C.S.A.A. office to have themselves, their assistants and/or players possibly reinstated by the C.S.A.A. office before they may play or coach. **Disqualifications MUST be reported to the C.S.A.A. office by the field manager. WHEN A COACH IS EJECTED FROM A GAME, HE/SHE MUST LEAVE THE IMMEDIATE AREA, FAR ENOUGH AWAY TO BE OUT OF SIGHT AND NOT HAVE ANY COMMUNICATION WITH ANYONE AT THE FIELD.**
13. **NO PROTESTS:** If there is a difference of opinion, you must bring it to the attention of the umpire and field manager at the time and it must be resolved in a reasonable amount of time. Always have your rulebook and rules sheet with you.
14. **FORFEITS:** If a team finds that it cannot make a scheduled game (whether it is a rescheduled game by the field manager or a game listed on the published schedule) 48 hours notice must be given to both the field manager and the C.S.A.A. Failure to do so will result in the team being charged a forfeiture fee of **\$100.00.** Please refer to the C.S.A.A. Handbook, page 22, Article #31 (b) for details.
15. **TOURNAMENT FOR 8TH AND 6TH GRADE DIVISIONS:** ALL teams will go to the tournament. The tournament will begin **MAY 23RD.**

INFORMATION FOR TOURNAMENTS NEEDED: Special parish events - call the C.S.A.A. office by **MAY 3RD** with the dates of graduations or any other SCHOOL/CHURCH related activities that will take place in May and June. If these dates are not called in to the C.S.A.A. by **MAY 3rd**, we WILL NOT schedule tournament games around them. Please be sure you get these dates turned in on time.

REGARDING FIELD TRIPS - THERE IS NO GUARANTEE THAT ANY LEAGUE GAMES CAN BE SCHEDULED AROUND THEM BECAUSE OF THE LARGE AMOUNT OF OUT-OF-TOWN TRIPS TAKEN DURING THIS TIME. **IT IS THE RESPONSIBILITY OF THE COACHES TO CONTACT THE FIELD/LEAGUE MANAGERS IF YOUR SCHOOL'S FIELD TRIP INTERFERES WITH ANY LEAGUE GAMES.** Coaches must give plenty of notice to the field/league managers so they can schedule make-up games or reschedule league games around them. **YOU MUST COOPERATE WITH THE FIELD MANAGERS TO THE FULLEST WHEN MAKE-UPS ARE SCHEDULED.** As you know, there is only limited time for make-ups at the fields because of other leagues being played. **THEREFORE, IT IS IMPERATIVE THAT YOU PLAY MAKE-UPS WHEN THE FIELD MANAGER HAS THE TIME AVAILABLE - NOT WHEN IT IS MOST CONVENIENT FOR YOU.**

PRACTICE TIMES:

FOR 8TH AND 6TH GRADE:

1. Practice will be limited to 4 days a week, including chalk talks, etc. 3 practices on a school night (Sun.-Thurs.) and 1 practice on a non-school night.
2. **8TH GRADE PRACTICES** will not exceed 2 hours, including chalk talks, etc.
3. **6TH GRADE PRACTICES** will not exceed 1 ½ hours, including chalk talks, etc. (No exceptions if playing on an 8th grade team.)

SPECIAL FAST-PITCH RULES FOR BOTH 7TH & 8TH AND 5TH & 6TH GRADE DIVISIONS

1. **FIRST TEAM LISTED ON SCHEDULE IS HOME TEAM.** HOME TEAM FURNISHES A NEW BALL, VISITING TEAM A GOOD USED BALL. (THIS RULE APPLIES TO TOURNAMENT ALSO. FOR THE TOURNAMENT, HOME TEAM WILL BE DETERMINED BY A FLIP OF THE COIN PRIOR TO START.)
2. **BASE DISTANCE:** FOR ALL GRADE DIVISIONS - **60 FEET.**
3. Field must be marked according to the Rulebook for fast-pitch - the circle for the pitcher and the 3 ft. line along first base. See Rulebook for particulars.
4. **SLIDING:** Sliding will be allowed for each division. **PLEASE USE DISCRETION** in teaching them how to slide and when to slide properly, to prevent serious injury from sliding improperly.
WHEN THERE IS A PLAY AT HOME PLATE, THE RUNNER MUST SLIDE. PENALTY - runner is called out.

5. **APPEALS: RULE 2-1, PAGES 14-16.**
6. **ON-DECK BATTERS MUST USE WARM-UP CIRCLE BEHIND THE BATTER.**

NO NEW INNING WILL BEGIN WITH LESS THAN FIVE MINUTES OF TIME REMAINING.

7. **Game shall consist of one hour and 15 minutes or 5 innings**, however, if the time limit expires during an inning, that inning will be completed (unless the home team is ahead after the visiting half). If a game is tied at the end of the hour and 15-minute time limit or the 5 innings, the high school tiebreaker will be used (see #8, next). The tie-breaker rule will be used during the tournament also.
8. **TIE-BREAKER PROCEDURE:** Starting each half-inning, the offensive team shall begin its turn at bat with the **PLAYER** of the previous inning who **COMPLETED HER LAST TURN AT BAT** being placed on second base.
9. **INTENTIONAL BASE ON BALLS CAN BE CALLED.**
10. A game is considered a completed game (for purposes of being called for darkness, rain, etc.), if the game has gone one hour or more, and if the home team is ahead after the visiting team has completed their turn at bat in their half of the inning, no matter what inning it is in - or if a game goes 3 ½ innings (the visiting team must have completed their turn at bat), and the home team is ahead, the game is considered a completed game no matter how much time is remaining. However, if the game is tied or the visiting team is ahead and the home team has not completed their turn at bat, the game will be suspended and shall be continued from point of suspension at a later date, with the remaining time until the time limit expires or the 5 innings are reached. The line-up and batting order of each team shall be exactly the same as it was when the game was suspended. In case a player already in the game fails to show for the rescheduled game, she is substituted for as if it were a regular substitution and the substituted player assumes the same batting position of the player for whom she is substituting for. If the player at bat at the time of suspension fails to show for the rescheduled game, the substitute assumes the count already on the batter.
SUSPENDED GAME: If a game is called before completion of the number of innings or the game has not gone one hour or more of the time limit as stated above, the game is declared a SUSPENDED GAME and shall be continued from point of suspension at a later time and shall be continued from point of suspension at a later date, and played as outlined above.
THE SUSPENDED GAME AND RUN RULES WILL BE USED DURING THE TOURNAMENT.
11. **WHEN THERE IS LIGHTNING/THUNDER, PLAYERS MUST BE REMOVED FROM THE FIELD TO AN APPROPRIATE SHELTER. 30-MINUTE RULE: ONCE PLAY HAS BEEN SUSPENDED, WAIT AT LEAST 30 MINUTES AFTER THE LAST FLASH OF LIGHTNING IS WITNESSED OR THUNDER IS HEARD PRIOR TO RESUMING PLAY.**

SPECIAL FAST-PITCH RULES FOR 5TH & 6TH GRADE DIVISION ONLY:

1. **OFFICIAL BALL** will be an optic yellow, 11 inch ball with a **COR of 44 (max)** and Compression of 375 lbs. The balls must have the COR and Compression labeled on them.
2. **PITCHING DISTANCE** will be 40 ft. For pitching style see Rulebook, pages 47 thru 49, Rule 6-1-3 & 4.
3. **NEW: BATTER CANNOT RUN ON A MISSED THIRD STRIKE.**
4. **STEALING WILL BE ALLOWED IN THE 5TH & 6TH GRADE DIVISION** once the ball has crossed the plate.
5. **COURTESY RUNNER RULE WILL BE FOR CATCHERS ONLY** in the C.S.A.A. **The courtesy runner will be the last batter/runner to make an out prior to the catcher's turn at bat.**
6. **RUN RULE: THIS RULE APPLIES TO LEAGUE PLAY ONLY.** A limit of 10 runs scored per inning will be allowed. Once there have been 10 runs scored that half of the inning is over.
7. **STARTING A GAME:** You must start the game with ten players. Ten (10) players will be on the field on defense. On offense, all players will be in the batting order. If a player is listed in the batting order and is absent, gets injured or leaves, that player's time at bat will be an automatic out. On defense, starters and substitutes must play every other inning. A team may finish with 9 players in case of injury, illness, ejection or another C.S.A.A. event. This rule will also apply for tournament play.

SPECIAL FAST-PITCH RULES FOR 7TH & 8TH GRADE DIVISION ONLY:

1. **OFFICIAL BALL** will be an optic yellow, 12 inch ball with a COR of 47 and Compression of 375 lbs. The balls must have the COR and Compression labeled on them.
2. **PITCHING DISTANCE** will be 40 ft. For pitching style see Rulebook, pages 47 thru 49, Rule 6-1-3 & 4.
3. **STEALING WILL BE ALLOWED IN THE 7TH & 8TH GRADE DIVISION once the ball has left the pitcher's hand.**
4. **COURTESY RUNNER RULE WILL BE FOR CATCHERS ONLY** in the C.S.A.A. **The courtesy runner will be the last batter/runner to make an out prior to the catcher's turn at bat.**
5. **RUN-RULE:** We will use the State Adoption Rules - A game may end anytime after 2 ½ or 3 innings, when a team is 15 or more runs behind and has completed its term at bat. This rule will be in effect for league and tournament.
6. Teams shall consist of 10 or 11 players (if EP is used, see #7); however, a team may start with 9 players without forfeiture. (Since we use the same number of players to start a game as slow-pitch, the rule for fast pitch using a DP/Flex will not be used.) If a 10th player shows up after the beginning of the game, that player enters the game. If there are 10 players present at the start of the game, then all 10 must play. A team may finish with 9 players in case of injury, illness, ejection or another C.S.A.A. event. If injuries, illness, ejection or another C.S.A.A. event forces a team to have less than 9 players, then the game will be forfeited. A team cannot play with less than 9 players. If a team starts with 9 players, the 10th batting position will be an automatic out. If a team is playing with 9 players due to injury, illness, ejection or another C.S.A.A. event, the batting position of that player(s) is an automatic out. This rule is covered on page 33, Rule 3-3, ART. 8, and page 56, Rule 7-4-1.
7. **EXTRA PLAYER (or EP):** (the rule for slow-pitch will be used, in rulebook, page 33, Rule 3-3, ART. 7)
 - a.) An extra player, referred to as "EP" is **OPTIONAL**, but if one is used, it must be made known prior to the start of the game, and be listed on the line-up sheet in the regular batting order. If the "EP" is used, she must be used the entire game. Failure to complete the game with the "EP" results in forfeiture of the game. **EXCEPTION:** You may finish the game with 10 players ONLY in case of injury, illness, ejection or another C.S.A.A. event without forfeiture.
 - b.) The "EP" must remain in the same position in the batting order for the entire game.
 - c.) If an "EP" is used, **all 11 must bat, and any 10 can play defense**. Defensive positions can be changed, but the **batting order must remain the same**.
 - d.) The "EP" may be substituted for at any time, and it can be by a pinch runner, pinch-hitter, or defensive position, which then becomes the "EP". The substitute must be a player who has not yet been in the game. The starting "EP" can re-enter once, and must occupy the same spot in the batting order.
8. **SUBSTITUTION:** ALL PLAYERS, STARTERS AND SUBSTITUTES, WILL BE ALLOWED TO WITHDRAW AND RE-ENTER ONCE, PROVIDED SUCH PLAYER OCCUPIES THE SAME BATTING POSITION WHENEVER SHE IS IN THE LINE-UP (whether batting or on the field). When a starter or substitute (including EP) re-enters the game, the player who **REPLACED** that starter/substitute must be removed from the game.
****WHEN MAKING A SUBSTITUTION, THE COACH MUST REPORT THE CHANGE TO THE UMPIRE, SCOREKEEPER AND THE OPPOSING COACH AT THE TIME OF THE SUBSTITUTION.**

POINTS OF EMPHASIS: (FOR BOTH DIVISIONS)

Batting helmets - it would be best to have at least 6 batting helmets per team. If your team is sharing helmets with your other teams at your parish/school, you need to make sure you have enough to cover your team, or you will not be allowed to play.

Sliding - it is very important that you teach the players how and when to slide correctly. Also, it would help to understand when it is appropriate to slide into home - that is when the ball is thrown directly to the catcher, not just being thrown to the infield. Your catcher also should be taught to not stand on the plate when play is not directed her way.

BALLS FOR 6TH GRADE DIVISION - The ball must be an 11" Optic Yellow, with a maximum COR of 44. You cannot use a ball with the COR higher than a 44.