

CGFP (8) Under Division Fall Ball Rules

This division's main objectives are to have fun, develop basic skills, and prepare the player for the next level of play. All teams will make the playoff. Standing will determine the seeding.

Clairemont Girls Fastpitch conforms to ASA rules with these supplemental Rules.

Playing fields

- A. **Pitching rubber:** Thirty (30) feet from the back of home plate to the front of the mound.
- B. **Base distance:** Sixty (60) feet between bases.
- C. **Pitchers circle:** Eight (8) foot radius from the middle of the mound.

The Game

- A. **Game time/innings:** The game is complete after 6 innings or no new inning will start after 1:20 (Drop dead 1:30). In determining whether a new inning should be started, if the time had not expired when the last out of the preceding inning has been made, a new inning will be started.
- B. **Suspended games:** Games will NOT be rescheduled under any conditions, including rainouts.
- C. **Regulation game.** Games that are tied are called complete; teams will receive 1 tie in the standings.
- D. **Problems/Protests/Complaints:** No Protests. Complaints should be sent to CGFP Fall Ball Coordinator.
- E. **Home Team/Dugout:** Home team shall occupy third base dugout, both teams shall provide a game ball. Managers of both teams shall email the scores into the fall ball coordinator after the game. Prior to the start of the game each team will pay the umpire fee of \$25.00 in cash to the umpire.
- F. **Code of Conduct:** No managers, coaches, players, or spectators will direct negative remarks at the umpire(s), opposing team, players, or spectators. Said person will not argue balls/strikes. No spectator is to approach the umpire to argue the call. If said persons are in violation of this rule the MANAGER will be warned ONCE, then EJECTED. If said persons continue to argue or make negative remarks the game will be forfeited.
- G. **Game Cancellations/forfeitures:** If a team cannot play a game, **CGFP Fall Ball coordinator and opposing team must be notified by phone and email.** Please ask for a confirmation back by email that the request has been received by phone or email.
Umpires will be paid in full for all games cancelled after noon on Saturday, the day

before the game. In this case, the team responsible for the late cancellation or no-show will pay the \$50.00 fee. The fee will be taken from the teams umpire deposit and must be replaced before the team can resume play.

CGFP Coordinator: Mindee Anderson 858-699-9810

Email: mindeesue123@yahoo.com

NOTE: If a team cancels a game for any reason other than a rainout, they are subject to being ineligible for the end of season playoffs.

H. Scorekeepers: Are provided by the home team.

A. Field maintenance: We request both teams to help prep the field before and after each game.

I.

Equipment

A. Game Balls: 10" yellow Worth RIF level 1 ball.

B. Bats: ASA approved bats.

C. Helmets: Batters, base runners and on deck hitters must wear helmets at all times. Helmet must have ASA Approved Face Mask.

D. Catcher's gear: Catchers are required to wear ASA approved gear; catching head gear is required for warming up pitchers.

E. Uniforms: Uniforms must comply with ASA. No metal cleats may be worn during play.

F. No jewelry: All jewelry must be removed before game time.

Game Rules

A. Players to start game: At least eight players. In the event that a substitute player is needed, the substitute player will be required to play in the outfield and bat at the end of the batting line up.

B. Batting Order: All players will bat each game.

C. Late for the game: Players showing up late for the game should be inserted the end of the line up without penalty.

D. Injury or illness: If a player is removed from the line up due to injury or illness, that player's team will not be penalized.

- E. Fielders:** Ten players are permitted on the field each inning. (Four must be in the outfield) All four outfielders must be in the outfield until the ball is put into play by the batter.
- F. Run rule:** Maximum runs per inning: 3
- G. Mercy Rule:** None
- H. Stealing:** Base runner may advance only one base per pitch. Stealing home is not permitted.
- I. Base running:** The runner must avoid contact by: going around, slowing down, retreat, sliding or give themselves up. This applies to all bases, including home plate. If the runner makes unnecessary contact with the defensive player the runner will be called out (at umpire's discretion).
- J. Leadoffs:** Are permitted once the ball leaves the pitchers hand.
- K. Infield fly rule:** Not permitted
- L. Courtesy runner:** Is permitted for injured players and catchers. The last player out will serve as the courtesy runner.
- M. Pitchers:** Player pitchers will be used. Pitchers are allowed 2 innings a game. After base are loaded and batter has four (4) ball count a friendly coach will pitch, from the rubber, resuming the strike count. Strikeouts by friendly coach are allowed. A maximum of four pitches will be pitched by the friendly coach; if the ball is not batted fair the batter will be called out. However if bases deplete the player will continue to pitch until bases are reloaded.
- N. Dead ball rule:** Balls hit into play that strikes a friendly coach will be considered a dead ball. No Pitch.
- O. Overthrows:** If the ball is hit into play, and a fielder overthrows the ball, the runner may advance as many bases as can be taken, with liability to be put out.
- P. Batter's safety:** If a pitcher hits three (3) batters in an inning, she must be removed from the pitcher position, she may return to pitch the following inning. If she hits two more batters in that game, then she must be removed from the pitchers position for the remainder of that game.
- Q. Bunting:** Is permitted.
- R. Pitching Circle:** The ball will be dead when it crosses into the pitcher circle. (Crossing is defined as the ball needs to make contact with the ground or pitchers mitt inside the pitching circle.) The runners may not advance any further unless they are beyond the halfway point between bases. The pitcher does not have to have control of the ball.

S. Playoff Roster: Each player on your playoff roster must have played in at least 50% of your Fall Ball games.

The same rules apply in playoff and championship games.

CGFP (10, 12 & 14) Under Division Fall Ball Rules

These divisions' objectives are to have fun, develop skills, prepare for the upper level play, and experience a healthy approach to competitiveness.

All teams will make the playoffs, standings will determine the seeding.

Clairemont Girls Fastpitch conforms to ASA rules with these supplemental Rules.

Playing fields

A. Pitching rubber: 10U Thirty five (35) feet, 12U Forty (40) feet, & 14U Forty-Three (43) feet from the back of home plate to the front of the mound.

B. Base distance: Sixty (60) feet between bases.

C. Pitchers circle: Eight (8) foot radius from the middle of the mound.

The Game

B. Game time/ innings: The game is complete after 7 innings or no new inning will start after 1:30 (Drop dead 1:40). In determining whether a new inning should be started, if the time had not expired when the last out of the preceding inning has been made, a new inning will be started.

C. Suspended games: Games will NOT be rescheduled under any conditions, including rainouts.

D. Regulation game: Games that are tied are called complete; teams will receive 1 tie in the standings.

E. Problems/Protests/Complaints: No Protests. Complaints should be sent to CGFP Fall Ball Coordinator.

F. Home Team/Dugout: Home team shall occupy third base dugout, both teams shall provide a game ball. Managers of both teams shall email the scores into the fall ball coordinator after the game. Prior to the start of the game each team will pay the umpire fee of \$25.00 in cash to the umpire.

- G. Code of Conduct:** No managers, coaches, players, or spectators will direct negative remarks at the umpire(s), opposing team, players, or spectators. Said person will not argue balls/strikes. No spectator is to approach the umpire to argue the call. If said persons are in violation of this rule the **MANAGER** will be warned **ONCE**, then **EJECTED**. If said persons continue to argue or make negative remarks the game will be forfeited.
- H. Game Cancellations/forfeitures:** If a team cannot play a game, **CGFP Fall Ball coordinator and opposing team must be notified by phone and email**. Please ask for a confirmation back by email that the request has been received by phone or email. **Umpires will be paid in full for all games cancelled after noon on Saturday, the day before the game**. In this case, the team responsible for the late cancellation or no-show will pay the \$50.00 fee. The fee will be taken from the teams umpire deposit and must be replaced before the team can resume play.

CGFP Coordinator: Mindee Anderson 858-699-9810
Email: mindeesue123@yahoo.com

NOTE: If a team cancels a game for any reason other than a rainout, they are subject to being ineligible for the end of season playoffs.

- I. Scorekeepers:** Are provided by the home team.
- J. Field maintenance:** We request both teams to help prep the field before and after each game.

Equipment

- A. Game Balls:** 10U 11" Yellow Worth RIF level 1 ball. **12U & 14U 12"**
- B. Bats:** ASA approved bats.
- C. Helmets:** Batters, base runners and on deck hitters must wear helmets at all times. Helmets must have ASA Approved Face Mask.
- D. Catchers gear:** Catchers are required to wear ASA approved gear. Catching head gear is required for warming up pitchers.
- E. Uniforms:** Uniforms must comply with ASA. No metal cleats may be worn during play.
- F. No jewelry:** All jewelry must be removed before game time.

Game Rules

- A. Players to start game:** At least eight (8) players. In the event that a substitute player is needed, the substitute player will be required to play in the outfield and bat at the end of the batting line up.
- B. Batting Order:** Each team has the option to BAT AROUND. Teams choosing the Bat Around option have free defensive substitutions.
- C. Late for the Game:** Players showing up late for the game should be inserted at the end of the line up without penalty.
- D. Injury or illness:** If a player is removed from the line up due to injury or illness, that player's team will not be penalized.
- E. Fielders:** Nine players are permitted on the field each inning. PITCHERS are allowed 3 innings per game (10u) and 4 innings per game (12u).
- F. Run rule:** Maximum runs per inning: 4
- G. Open inning:** The open inning is called by the umpire as to his/her discretion if there is time. The open inning has no run limit.
- H. Mercy Rule:** None
- I. Bunting:** Is permitted.
- J. Leadoffs:** Are permitted once the ball leaves the pitchers hand.
- K. Stealing:** All bases including home plate, the base runner may advance extra bases if an overthrow occurs.
- L. Base running:** The runner must avoid contact by: going around (While maintaining proper allotted 3 feet), slowing down, retreat, sliding or give themselves up. This applies to all bases INCLUDING home plate. If runner makes unnecessary contact with the defensive player runner will be called out (at umpire's discretion).
- M. Infield fly rule:** Permitted.
- N. Courtesy runner:** Is permitted for injured players and catchers only. The last player out will serve as the courtesy runner.
- O. Base on Balls:** Is permitted.
- P. Dropped third strike:** Players may try to advance to first base if there are fewer than two outs and first base is not occupied at the time of the pitch or anytime there are two outs.
- Q. Passed Balls:** Players can attempt to advance bases, including home plate on passed balls.

- R. Pitching Circle:** When pitcher is in control of the ball in the pitchers circle the runner must immediately return or advance to base.
- S. Batter's safety:** If a pitcher hits three (3) batters in an inning, she must be removed from the pitcher position, she may return to pitch the following inning. If she hits two more batters in that game, then she must be removed from the pitchers position for the remainder of that game.
- T. Playoff Roster:** Each player on your playoff roster must have played in at least 50% of your Fall Ball games.

The same rules apply for playoff and championship games.