



C.V.C. 2011

12U FAST PITCH RULES

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 December 31, 2008.
4. We use NSA rules and the following.
5. The Softball will be a Dudley (SB12LND –Y FP – NFHS)
6. The pitching distance shall be 40' (feet).
7. The distance between bases shall be 60' (feet).
8. There shall be a sixteen (16) foot diameter circle around the pitching mound centered on the rubber.
9. Once the Pitcher has control of the ball in the circle, the base runner will then have three (3) seconds maximum 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.
10. You can pull up from 10 and under fast pitch or slow pitch as long as your community participates within the CVC for that age group. You can only pull across from 12U slow pitch if your community does not have a 10U fast pitch team. In the event of conflict a pull up must play with her original team.
11. 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 3rd inning and must adhere to all other playing time rules.
12. Unlimited walks from pitcher however maximum of five (5) runs per inning.
13. The five (5) run rule waived in Final inning. Continuous scoring.
14. The Ten (10) Run Rule is in effect after 4 ½ innings.
15. 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 is not to be included in the 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.
16. Bat the Bench.
17. Free substitutions are allowed through out the Game.
18. After two (2) hit batters in an inning the Pitcher must be replaced. The Pitcher can return to pitch in next inning.
19. If there is a tie and game is called due to darkness or inclement weather, the entire game must be played over at a later date.
20. Seven (7) innings Per Game.
21. The Dropped third call strike: Batter may run if first base is open prior to the pitch and if the catcher drops the 3rd strike (whether swung at or called 3rd strike), or if there is two (2) outs in the inning at the catcher drops the 3rd strike.
22. Runner may leave the Base once the ball “leaves” the Pitchers hand.
23. Stealing is “all” live; you can steal any base. Runner must slide if play is being made at that base or be called out.
24. 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.
25. Runner off the Base “before” it leaves the Pitcher’s hand will be called out. Umpire has to see it.
26. Foul tip ball **not caught by a defender** is not live until the Pitcher Touches the ball.
27. Chin Straps must be worn on all helmets, and helmets “must be left on until runner leaves the field of play. There will be one team warning.
28. The Pitcher must have one foot on Mound when the Ball is released.
29. The infield fly rule will apply.
30. Bats must be on the current ASA approved list.
31. Home team is required to start the Game with two (2) new balls.
32. One umpire per game.
33. No metal spikes.