



C.V.C 2011

10U FAST PITCH RULES

1. All CVC roster rules apply.
2. We use NSA rules and the following.
3. The pitcher must wear a chest protection device while on the mound.
4. All players must be no older than ten (10) years of age as of December 31, 2008.
5. The Softball will be an 11-inch softball.
6. The pitching distance shall be 35' (feet).
7. The distance between bases shall be 60' (feet).
8. There shall be a sixteen (16) foot diameter at the pitching mound, with the center being the actual 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. A 10 and under fast pitch team can pull up from 8 and under slow pitch as long as your community participates within the CVC for that age group. Pulling across from a 10 and under slow pitch to a 10 and under fast pitch team must be approved by the CVC membership prior to the start of the season. All players called up or across must be from the same community and must be on a CVC registered team roster.
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. A maximum of five (5) runs per inning. Continuous scoring. The five (5) run rule waived in Final inning.
13. The Ten (10) Run Rule is in effect after 4 ½ innings.
14. Games are to be set at a 2 hour maximum time limit. No inning can start within fifteen (15) minutes before the scheduled start of the next game or after 1 hour and 45 minutes from the start of the game.
 - 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.
15. Bat the Bench.
16. Free substitutions are allowed through out the Game.
17. Once a pitcher has thrown ball 4 to any batter in an inning, the following rules will be applied:
 - a. A coach from the batting team will come into pitch the remainder of the at bat.
 - b. The batter will retain the number of strikes.
 - c. The arc of the pitch from the coach must remain under six (6) feet.
 - d. The coach will have up to four pitches to complete the at bat.
 - e. If a pitch from the coach results in a swinging 3rd strike or any other out, the at bat is over and an out recorded for the batting team, regardless of the number of pitches the coach has thrown.
 - f. If the batter fails to make contact with the ball on the fourth pitch, she will be out.
 - g. The umpire does not call coach pitches balls or strikes.
 - h. If the 3rd strike is fouled off, the batter continues to bat until the ball is put in play, she fails to swing at pitch four or greater, or the batter is out.
 - i. Once the batter's turn is complete, the pitcher may reenter the game for the next batter or another pitcher may take the mound.
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. Six (6) innings Per Game.
21. The Dropped third call strike rule does not apply.
22. Runner may leave the Base once the ball "crosses" home plate.
23. Stealing second base and home base is not allowed. Runner may still only third base. Base runners may not steal if the coach is pitching.



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24. The stealing of Home in the 10U is not permitted; it must be earned for the runner to advance. If there is a play on a Runner at third that is not as a result of a steal attempt, then the runner may take home. (Overthrow, passed ball) etc.
25. Runner off the Base “before” it crosses the plate 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 rubber when the Ball is released.
29. The infield fly rule is not in effect.
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 with umpires to be supplied by the home team.
33. No metal spikes.
34. *The base runners may not advance on an overthrow from the catcher on a steal attempt. (Rule added as a result of managers meeting held on 4/12/2008.)*
35. *No stealing during coach pitch. (Rule added as a result of managers meeting held on 4/12/2008.)*
36. *There will be no advancing on a pick-off attempt and there will be no out recorded. (Rule added as a result of managers meeting held on 4/12/2008.)*
37. *Bunting is not permitted during coach pitch. (Rule added as a result of managers meeting held on 4/12/2008.)*
38. A pitcher can only pitch a total of 4 innings per game. An inning is defined as a single pitch in that inning (rule added as result of meeting held on 3/14/10).