

2026 Cumberland Valley Softball League Rules

If you have questions about the rules, contact Julia Mentzer-Yarlett, president@cvsoftball.com

CV Softball Associations Code of Conduct pertains to ALL parents, family members, spectators, volunteers and players and shall be enforced at each practice and game. It is the Head Coaches responsibility to police acts that are not in the best interest of the players or their activity. Severe acts or continuous acts by any person(s) shall be reported to the Association President immediately. All reports violating the Code of Conduct will be treated confidentially and adjudicated by a selected group of Association staff. CV Softballs Association's Code of Conduct was part of player registration and can be found on [our website](#) for your review.

Thunder & Lightning Policy

If you see lightning, the game/practice needs to be suspended.

If you hear thunder the game/practice needs to be suspended.

Each suspension is for 30 minutes after the last sight of lightning or sound of thunder. Below is an excerpt from the ASA rule Book. We follow guidelines established by both ASA softball and the PIAA for both junior high and high school sports.

If activity has been suspended due to lightning or thunder, the designated weather watcher should wait at least 30 minutes after the last lightning flash or sound of thunder prior to resuming activity. Each time additional lightning is observed or thunder is heard, the minimum 30-minute waiting period should be reset. A clear sky or lack of rainfall are not adequate indicators for resuming play. The minimum 30-minute return-to-play waiting period should not be shortened. Play should not be resumed even after the 30-minute waiting period if any signs of thunderstorm activity remain in the area or if the weather forecast indicates the threat is not over.

Your game umpire is aware of these guidelines.

Point of Emphasis - When it comes to player safety the **HEAD COACH** needs to make sure the inclement weather guideline is **ALWAYS** followed. Your opposing coaches and umpires are required to follow the **same procedures**.

1) PLAYING FIELD

- a) *Set-up*: Home team shall be responsible for setting up the field:
 - i) Placing and removing the bases
 - ii) Completing a field safety Inspection
 - (1) Inspecting the field for holes, broken glass and debris, and damage.
 - iii) Lining the field
 - iv) The pitching distance shall be set as follows:
 - (1) *Minors Coach Pitch* - 30 feet
 - (2) *Minors Player Pitch* - 35 feet
 - (3) *Majors* - 40 feet
 - v) A Double first base is required at all game fields and Little League Softball rules will apply for its use.
- b) *Clean up*: During games in which the field is considered a "home field" to **both teams**, the **visiting team** shall be responsible for cleaning up the field. Otherwise, the home team is responsible for cleaning up the field:
 - i) Removing and putting away bases and pitching rubber.
 - ii) Only coaches shall place equipment in boxes/sheds.
 - iii) A coach shall verify that all equipment has been put back in a safe and orderly manner.
 - iv) A coach shall verify that the shed is secured before leaving the field.

2) EQUIPMENT

- a) *Balls*: One new and one fairly new game ball should be supplied by the home team. Balls should be on the current [Approved Tournament Ball list, or equivalent](#).
- b) *Batting Helmets*: Players must wear NOCSAE approved batting helmets with face guards during games when on the field of play at all times when their team is on offense (the hitting team) as well as during practice when batting is occurring.
- c) *Bats*: The bat shall be no more than 33 inches in length, not more than two and one-quarter (2-1/4) inches in diameter, bats shall be printed with a BPF (bat performance factor) of 1.20. and [meet the requirements found here](#).
- d) *Catchers Gear*: The catcher must wear full catcher's gear. The catcher's helmet must be NOCSAE approved and have a dangling throat guard installed (including hockey-style masks).
- e) *Shoes*: Players must wear sneaker-type footwear or molded cleats. No metal cleats.
- f) Fielding face masks are recommended for all players to use.
 - i) This equipment is a parental decision.
- g) *Jewelry*: Players MAY NOT wear jewelry (except medical bracelets) during games or practices.

3) PLAYERS, COACHES, SUBSTITUTES

- a) *Team Conduct*
 - i) *Coach/Player Conduct with Equipment*: Coaches and players cannot throw any equipment. The first occurrence of a player throwing a bat will be a team warning. The second time any player throws a bat, the batter will be declared out, dead ball (no play).
 - ii) No intentional roughness by one player against another. For example: tripping, deliberately crashing into, pushing, pulling, and hitting.
 - iii) No swearing permitted by players, coaches, umpires, or spectators. It is the responsibility of each head coach to police their players, coaches, and parents.
 - iv) Cheers and chants are permitted, except when the pitcher places her foot on the pitching rubber until the ball is either hit or crosses home plate.
 - (1) No bad name calling of members of the other team.
 - (a) Derogatory terms such as: no hitter, easy out, swing, etc. are not allowed.
 - (2) Negative cheers or chants directed at the other team or an individual on that team are not permitted.
- b) *Mandatory Play*: All players present in the lineup must play a minimum of 2 innings of defense and receive at least one at-bat.
 - i) *Batting Lineup*: A continuous batting lineup will be used for all games.
 - ii) *Substitutions*: Free substitution of players on defense is allowed.
 - iii) *Defensive positional play limitations (if any)*- as listed within the rule divisional rule chart on the last page.
- c) *Pitching Warm-ups*
 - i) Only fully & properly equipped catchers are permitted to warm up a pitcher at home plate or elsewhere at any time.
 - ii) A coach/manager is permitted to warm up a pitcher at home plate or elsewhere at any time during the regular season and local league playoffs.
- d) *Bench/Dugout*: No one except the players, manager, and coach(es) shall occupy the bench or dugout during a game.
 - i) Players must stay in the dugout, and coaches must remain inside throughout the game, except to coach bases. No parents or spectators are allowed in the dugout or to "fill in".
 - ii) One adult must be present within the bench/dugout area at all times.
 - iii) Players must remain in the dugout during play, keep gear organized, and refrain from using electronics or leaving without permission.
 - iv) Batboys/girls are not permitted.

12U-Majors & 10U-Minors Player-Pitch Local Rules:

1) THE GAME

- a) *Starting Time*; By default, all games will start at 6:15 p.m.
- (1) Pre-game warm-ups are to be from 5:45 P.M. to 5:55 P.M. for the home team and from 5:55 P.M. to 6:05 P.M. for the visiting team.
 - (2) Coaches' conference with the umpire will be conducted at 6:05.
- ii) Game times other than 6:15pm must be agreed upon by both teams. Parallel pre-game cadence will apply.
- b) *Lineup Card*
- i) Lineup cards should be submitted to the umpire and exchanged at the time of the coaches' conference. Any changes are to be submitted to the umpire.
 - ii) Lineup cards should include full names and jersey numbers. Any additional players who are expected to be late to the game should be listed as substitutes and will enter the lineup in the last position (bat last in the order, regardless of when they arrive).
- c) *Scoring*: Scorebooks must be kept by each team to record each game.
- i) In the event of a scoring dispute, the home team scorebook will be the official record.
 - ii) It is the responsibility of the home team to report scores to the league.
 - iii) Game Changer may be utilized; however, it must be done outside of the playing field.
No electronic devices shall be used on the field of play.
- d) *Canceling a game*:
- i) If you need to cancel an umpire due to weather, contact your league scheduler so that they can notify the umpire coordinator no later than 2 hours before game time. **(Spring Season prior to 4pm!!)** Otherwise, the home organization may incur a fee.
 - (1) The home team organization is responsible for the canceling of games.
 - (2) The home team is responsible for rescheduling a game.
- e) *Game Stoppage*: Games are to be stopped in case of inclement weather per the current thunder and lightning policy (**see page 1**) and at the umpire's discretion.
- i) Once the game has started, the umpire shall decide if the game cannot be continued or when the last inning will begin.
 - (1) If a game cannot be resumed, it is considered official after completing the number of innings as outlined in the division rule chart on the last page.
 - (2) In the event of thunder and lightning, the game will not be resumed until 30 minutes after the thunder and lightning have come to an end (**per the thunder and lightning policy on page 1**).
 - (3) If a game is called before it is official, the game is replayed from the beginning.
- f) *Game Length*
- i) All games are 6 innings.
 - ii) No extra innings will be played in regular season games. Regular season games may end in a tie.
 - iii) Time limits will apply to regular season games as outlined in the division rule chart on the last page.
 - (1) Once the time limit is reached, teams will finish the inning.
 - (2) If the home team is winning in the bottom half of the inning, the game will be over.
- g) *Run Rules*: Games will end early if one team has a substantial lead after a set number of innings. The game ends based on the run ahead rules as outlined in the division rule chart on the last page.
- e) *Courtesy Runner*: A courtesy runner is allowed for the pitcher or catcher of record **only when there are two (2) outs**. The runner must be the player who made the last out.
- f) *No Headfirst Sliding*: A runner may not slide headfirst when advancing to the next base.

2) UMPIRES (Majors and Minors Player Pitch Divisions Only)

- a) Umpires must be respected with their judgment calls and decisions are final.
- b) Protests of games on an umpire's interpretation of softball rules must be made to the umpire before the next pitch or any subsequent play occurs. The umpire shall then notify the opposing coach and sign both scorebooks at the point of infraction. Judgement calls may not be protested.
- c) Verbal notification to a league officer shall follow within twenty-four (24) hours of the protest and shall be further followed with a written protest to the league president within forty-eight (48) hours. This written protest shall list all facts pertinent to the protest and shall also be made available to the umpire-in-chief of the umpires' association, if applicable. The league officers shall arbitrate the protest.
- d) Protests of games due to ineligible or illegal players may be made at any time prior to the close of the regular season. In a protested game where the protest is upheld, the game will resume at the point of protest.
- e) If an umpire does not show up for a game and another umpire cannot be found, the game may be rescheduled, or the coaches may agree to select a volunteer to umpire the game. **Volunteer umpires must have insurance, background checks, and be at least 18 years of age and on the league's approved volunteer list.** If a volunteer umpire does not have equipment, they should umpire from behind the pitcher's circle.

8U-Minors Coach-Pitch Local Rules:

1) THE GAME

- a) *Starting Time; 8u-Minors Coach-Pitch start at either 5:30 PM or 6:50 PM if multiple games / events scheduled*
 - i) *In the case of multiple games scheduled the game will be ended at 6:40pm*
 - ii) *When one game / event is scheduled on a field the start time may be adjusted to 6:15 at the discretion of the organization.*
 - iii) *The home team is responsible for field set up. (Per page 1)*
 - iv) *Field setup is to be **completed at least** 15 minutes prior to game time.*
- b) *Lineup Card / Sheet*
 - i.) *Association Line-Up sheets (found on the Coaches Corner) should be used for batting order and defensive positioning and posted in the dugout.*
 - ii.) *It is the responsibility of our coaches to teach the players to understand where they are up in the batting order and where to play in the field.*
 - i) *Every player at the game will be inserted into the batting line up.*
 - ii) *Coaches are encouraged to not bat the players in the same order to start each game*
 - (1) *Start next game with the player on deck when the last at bat of the previous game.*
 - (2) *Write a new line up that provides balance and fairness to each player regardless of players batting (or fielding) ability.*
- c) *Scoring:* Scorebooks should be kept by each team to record each game.
 - i) *In the event of a scoring dispute, the home team scorebook will be the official record.*
 - ii) *Game Changer may be utilized; however, it must be done outside of the playing field.*
No electronic devices shall be used on the field of play.
- d) *Canceling a game:* If you need to cancel a game due to weather, contact your league scheduler no later than 2 hours before game time. **(Spring Season prior to 4pm!!)**
 - i) *Make up games will be scheduled on Wednesdays, and Sunday afternoons or at the discretion of the practice schedule.*
 - ii) *The league scheduler will be responsible for rescheduling all games at the Minors Coach-Pitch level.*
- e) *Game Stoppage:* Games are to be stopped in case of inclement weather per the current thunder and lightning policy **(see page 1)**.
- f) *Game Length*
 - i) *Games will play for 70 minutes (finish the inning) with unlimited innings.*
 - ii) *All games will be considered official regardless of the number of innings played*
- g) *Run Rules:* The inning will be completed after achieving three (3) outs, or three (3) runs.

2) Defensive Positions

- a) *Players shall be rotated between infield and outfield positions each inning.*
 - iii) *No player shall play an outfield position 2 consecutive innings.*
 - iv) *No player shall play the same infield position 2 consecutive innings.*
- b) *Defensive outfielders*
 - i) *Shall start with two feet at the outfield grass.*
 - ii) *Shall not be positioned behind 2nd base in a manner that allows that outfielder to cover 2nd base defensively.*
 - iii) *Must throw the ball to an infielder.*
 - (3) *Defensive outfielders are allowed to throw to any base to get a force out on a runner who has left the base, or on any pop up caught to create a double play.*
- c) *Pitchers must be encouraged to throw the ball to the catcher to get a force out on a runner who has left third base.*
- d) *The defensive team is allowed to have 2 coaches in the field to assist with their players.*

8U-Minors Coach-Pitch Local Rules continued

3) Pitching

- a) A team may pitch an unlimited number of pitchers in a game.
 - i) Teams are encouraged to have as many players attempt to pitch as possible. The development of this skill at this age group is the back bone of any fast pitch organization. As much repetition pitchers can get before and during games or practices, as well as at home or clinics is imperative. All of our coaches should learn the basic drills for developing the proper pitching skills and work with all the players on each team.
- b) Pitching distance is 30 feet.
- c) A maximum of 6 pitches will be delivered to each batter:
 - i) Player-Pitchers will throw a maximum of three (3) pitches to any batter.
 - (1) A modified or sling shot motion may be used by the pitcher.
 - (2) A player pitcher may start with either two feet or one foot on the rubber.
 - ii) Coaches will pitch the next 3 pitches to a batter no closer than 25 feet.
 - (1) While the coach is pitching, the player pitcher will have at least 1 foot in the pitching circle, and be even with or behind the pitching rubber
 - (2) Pitches from coach pitchers should be delivered with limited arc.
 - (3) The coach should be ready to pitch immediately after 3 player pitches without delay.
 - (4) The coach pitcher should be on the field and have their glove with them for the entire inning.
 - iv) A Hitting T will be used by the batter if no hit has been made by the batter after 6 pitches.
 - (1) Hitting T should be placed in front of home plate.
- d) There are NO strike outs and NO walks by the batter.
- e) Foul balls count in the total pitch count.
- f) The batter will NOT be awarded a base after being hit by a pitch.

4) Batting & Base Running

- a) The batter and all baserunners may only advance only one (1) base on a batted ball that hits in the infield or that reach the outfield through a field error.
- b) The batter and all baserunners may advance two (2) bases at their own risk for balls hit past the infield **when the following three conditions are all met:**
 - i) There must be least two defensive outfielders.
 - ii) The ball must travel to the outfield grass as a result of a HARD-HIT ball.
 - iii) The outfielder must turn their back to retrieve the hard-hit ball.
- c) No advancing on over throws. Every attempt should be made to encourage the players to throw to bases in an attempt to get an out or learn where to throw the ball.
- d) No stealing of any base is allowed.
- e) Sliding (feet first) is permitted into any base.
 - (1) Bases must not be blocked by the fielders; they must be accessible to the base runner.
 - (2) No head first sliding.

REGULAR SEASON DIVISION PLAYING RULES CHART

	8U Minors Coach Pitch	10U - Minors Player Pitch	12U -Majors
Game Length	70 minutes finish the inning	80 minutes finish the inning	90 minutes finish the inning
Run cap per inning	3	4	5
Game ends if a team is ahead by:	No	12 runs after 3 innings 8 runs after 4 innings	15 runs after 3 innings 10 runs after 4 innings 8 runs after 5 innings
Weather stoppage:	In the event of thunder OR lightning (seen or heard), the game will not be resumed until 30 minutes after the last thunder and lightning have come to an end per the policy on page 1 of these rules.		
Game are considered complete after:	Any # of Innings	4 innings (or 3½ innings if the home team is winning.)	
Minimum players	7 (6 once game begins)	8 (7 once game begins)	8
Max outfielders permitted	4	4	3
Outfield participation in play	Must throw for an out at a base	Full	
Max innings permitted to play one specific position (excluding pitcher & catcher)	3	4	
Catcher - Max innings per game	2	6	
Pitcher – Max innings per game	2	4	5
Hitting a Batter while pitching:	N/A	3 per inning (may return in another inning)	2 per inning (may return in another inning)
A pitcher will be removed from the mound after hitting:		5 per game	4 per game
A pitcher will be removed from the mound for the remainder of the game after hitting:			
Walks allowed by pitcher	No	5 per inning (Includes HBP at which point the pitcher is removed for the inning and a new pitcher will enter)	Yes
Bunting permitted	No	Yes	
Hit By Pitch batter awarded 1B	No	Yes	
Stealing bases permitted (play as a result of a non-batted ball)	No	2b and 3B only, once ball crosses plate, no further advance on overthrow or walk	Once ball leaves pitcher's hand
Sliding:	Yes – Encouraged	Yes: No headfirst sliding when advanced to the next base	
Advance on an overthrow	No	Yes (except C to P)	Yes
Advance on overthrow (play as a result of a batted ball)	No	One base	Unlimited
Infield fly rule	No	No	Yes
Dropped 3rd strike	No	No	Yes
Courtesy Runner	No	Permitted for pitcher or catcher only when there are two (2) outs. Must be the player who made the last out.	