



BASEBALL • SOFTBALL • TEE-BALL

RULES

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4-5-YEAR-OLD TEE-BALL

T-BALL GAME RULES


SAFETY

- All batters and base runners must wear a batting helmet when on the field.
- No player is to have a bat in their hand unless they are batting or unless on deck and supervised by a coach.
- During batting, all student athletes should be in the dugout behind the fence.

PLAYING FIELD

- Distance between bases is 60 feet
- A foul arc is drawn between the baselines 10 feet out from the batting tee. There is another arc line drawn at 30 feet that the players must stand behind until ball is in play.
- The ball must reach outside of foul strike area to be considered fair—NO BUNTING.

GENERAL RULES

- Games will be timed and last the duration of 50 minutes, drop dead finish the batter.
 - No new inning begins after 40 minutes of play.
 - The starting lineup of each team shall include the full names of all players.
 - Each team will have the same number of times at bat and in the field
 - There is no pitching, the ball must be hit off the batting tee
 - Bat through line up
 - Only players and coaches are allowed on the playing field before and during the game. Coaches may be on the field to instruct defensive players but cannot touch a ball in play.
 - When a team is on the field, all players will be used on the field – The coach will strategically place student athletes in positions, giving student athletes the opportunity to try a variety of positions
 - A time-out can only be called by the umpire or coach.
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BATTING

- The umpires set the tee.
- Defense should be coached into being in positions and keeping their eyes on the ball.
- Coaches shall alert the team when a strong hitter is up to bat.
- The batter is not to touch the tee.
- A coach may adjust the tee to a player's height.
- There are no strikeouts.
- A fair ball is a batted ball that:
 - Lands in or is touched by a player in fair territory (infield or outfield).
- A foul ball is a batted ball that:
 - Lands in or is touched by a player in foul territory,
 - Rolls into foul territory before reaching first or third base and comes to rest there,
 - Does not pass the ten-foot arch.

BASE RUNNING

- After all base runners have moved ahead on the bases as far as possible, or after an out, a “time out” is called by the Umpire and the ball is put on the tee for the next batter.
- A runner must remain on the base until the ball is hit.
- On an overthrow to 1st base only will the runner be allowed to advance one base. An overthrown ball is when the ball gets passed the 1st baseman and goes into foul territory.

DEFENSE

- There is no catcher position. Coaches should instruct pitchers to cover home plate in the event of any possible play at home plate.
- All players play in the field every inning in positions.
- Coaches are to rotate players' positions every inning. The purpose is to teach the entire team all positions.

BAT REQUIREMENTS

TEE-BALL BAT



6-YEAR OLD TRANSITION

TRANSITION LEAGUE RULES

SAFETY

- All batters and base runners must wear a batting helmet when on the field.
- No player is to have a bat in their hand unless they are batting or unless on deck and supervised by a coach.
- During batting, all student athletes should be in the dugout behind the fence.

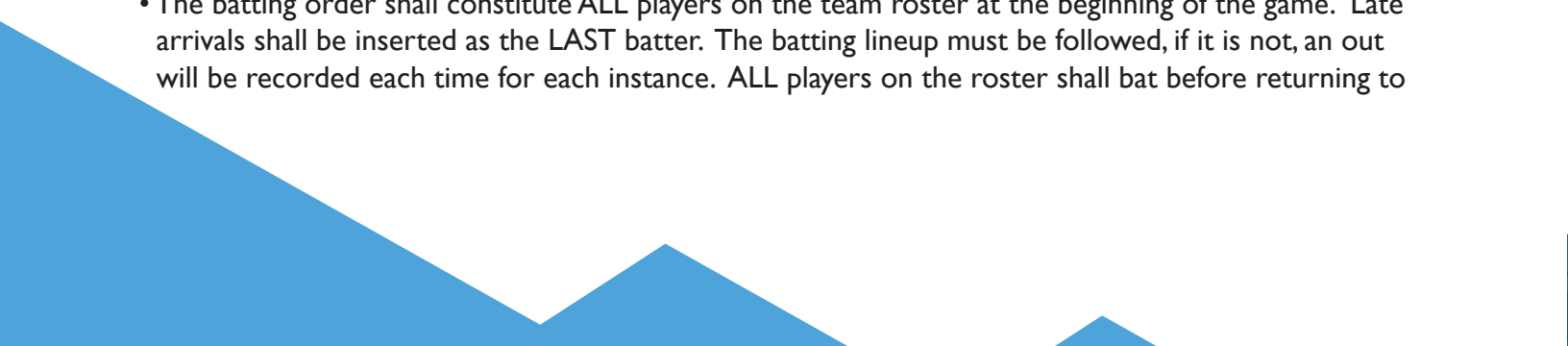
PLAYING FIELD


- A ball must go 10-feet in front of home plate to be fair. A FAIR BALL Arc will be drawn on the field!
- 10 players will play on the field with 4 outfielders. The 4th outfielder must play in an outfield position and cannot play behind the baseline. The infielders can make a play on the ball in the infield. Outfielders cannot make a play in the infield.
- The catcher must wear the catcher's equipment provided by the league or similar if the player has their own equipment. The equipment must have a hockey style face mask, chest protector and shin guards.
- The defensive team will play with a catcher, pitcher, 4 infielders and 4 outfielders for 10 players. A game may start with 8 players.
- The distance between the bases is 60ft.

BASE RUNNING

- A base runner is out for leaving the base before the ball is hit. Stealing is not allowed.
- Courtesy runner for the catcher only after 2 outs are made. Must be the player that made the last batted out.
IF no outs have been recorded the courtesy will be the previous batter not on base.
- A player will only be allowed to advance one base if an overthrow occurs.

BATTING

- The batting order shall constitute ALL players on the team roster at the beginning of the game. Late arrivals shall be inserted as the LAST batter. The batting lineup must be followed, if it is not, an out will be recorded each time for each instance. ALL players on the roster shall bat before returning to
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the top of the order. If a player is injured and it is determined they cannot continue to play in the game, NO automatic out is taken. If the player is on base at the time of the injury and cannot continue, the last batted out will be the runner. The injured player can return to the lineup at any point prior to their next at bat. Once the player's at bat is passed one time, the player cannot return to the lineup.

- NO bunting!
- NO walking!
- If a tee is used the batter and all baserunners will only be allowed to advance one base.
- Coaches must pitch overhand (Coaches are allowed to get on a knee for a more realistic delivery angle of the ball)
- The tee will be available for the first 4 scheduled games of the season. After the 4th scheduled game, the tee may not be used for the remainder of the season.
- When the tee is used, the batter gets only one swing regardless of the outcome. The batter and base runners may advance one base on a ball hit from the tee.

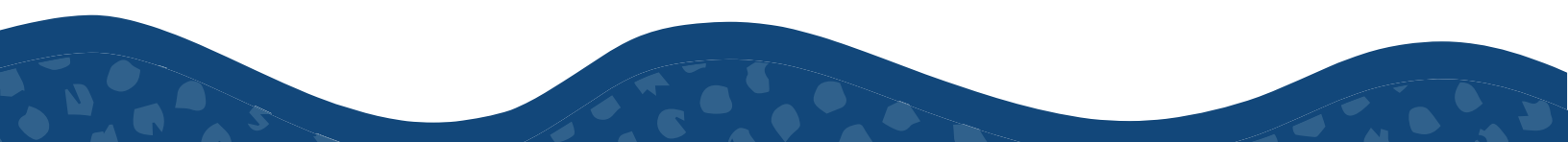
SCORING


- A maximum of 5 runs per inning or 3 outs.
- A run rule is in effect if there is a 15 run difference between the teams after 3 innings.

DEFENSE

- Free substitution on defense. Batting order must remain the same.
- One coach is allowed on the field of play. All other coaches must coach from the dugout or on fence adjacent to dugout (not on outfield fence.)
- No defensive player will sit on the bench for longer than two consecutive innings unless benched for disciplinary reasons, sickness, injury, or just simply does not want to play.
- The defensive player listed as pitcher cannot leave the pitching circle until the ball is hit. If this happens, the play continues. After the play has ended, the offensive team has the option of taking the result of the play or no pitch and play over. 1st offense is a warning and 2nd offense is removal from the pitching position.

TIMEOUTS

- Umpires will call time after EVERY PLAY and declare the ball dead. The umpire will call timeout once the lead runners progress is stopped. At that moment any runners who are more than halfway to the next base are
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awarded that base; runners who are less than halfway to the next base will be sent back to the previous base. The Pitcher's Helper then hands the ball to the adult pitcher. Fielders are to throw the ball to the PITCHERS HELPER NOT the adult pitcher to end the play.

PITCHING

- A batter shall receive a maximum of 4 live pitches or 3 swinging strikes. If the batter has not hit the ball after live pitches, the player will then have the opportunity to hit the ball off of a tee during the first 4 scheduled games. A player fouling the ball off on the 4th or subsequent pitches can continue at-bat until they hit the ball or swing and miss.
- Once the tee is no longer available, a batter shall receive a maximum of 6-pitches or 3 strikes. A player fouling the ball off on the 6th or subsequent pitches can continue at-bat until they take a pitch, swing and miss or hit the ball.
- When a batted ball hits the Pitching Coach, the ball becomes dead, and no pitch is declared.
- Coaches will pitch to their own teams.

GAME TIMES

- A coin flip to decide home or away (hitting first is advantageous when drop-dead finish the batter rules apply, which they do)
- Games will last for 55 minutes, no new inning after 50 minutes. Drop-dead finish the batter, where the home team (team in the field first), does not necessarily reserve their right to bat at the bottom of the inning regardless of the score.
- International Tie Breaker: Last batted out of the previous inning starts the new inning on 2nd base with no outs and the home team follows. (PLAYOFFS ONLY)
- Regular season games may end with the score tied.
- Playoff Games will be 55 minutes, no new inning after 50 minutes, drop-dead finish the inning, where the home team WILL reserve their right to bat if they are behind in the score. Run caps still apply (5 runs per half inning).

BAT REQUIREMENTS

USA BATS



7-8 COACH PITCH BASEBALL

COACH PITCH RULES

PLAYING FIELD:

- A Ball must go 10-feet in front of home plate to be fair. A FAIR BALL Arc will be drawn on the field!
- Infielders must play in their positions until the ball is hit. This line is 30-feet from the 1st base to the 3rd base line in front of home plate.
- 10 players will play in the field with 4 outfielders. The 4th outfielder must play in a position and cannot play behind the baseline. All outfielders must stay behind the line that will be drawn in the field until the ball is put into play. Any outfielder can make a play in the infield if they are starting behind the outfield line.
- Distance between bases is 60ft.

BASE RUNNING:

- A base runner is out for leaving the base before the ball is hit. Stealing is not allowed.
- Courtesy runner for the catcher only after 2 outs! Must be the player that made the last batted out. IF no outs have been recorded the courtesy will be the previous batter not on base.
- In the case of an overthrow a baserunner can only advance one base.

BATTING:

- The batting order shall constitute ALL players on the team roster at the beginning of the game. Late arrivals shall be inserted as the last batter. The batting lineup must be followed, if it is not, an out will be recorded each time for each instance. ALL players on the roster shall bat before returning to the top of the order. IF a player is injured and it is determined they cannot continue to play in the game, the lineup becomes collapsible. NO automatic out is taken. If the player is on base at the time of the injury and cannot continue, the last batted out will be the runner. The injured player can return to the lineup at any point prior to their next at bat. Once the player's at bat is passed one time, the player cannot return to the lineup.
- NO bunting!
- A player cannot be walked intentionally.

- Coaches must pitch overhand (Coaches are allowed to get on a knee for a more realistic delivery of the ball)

SCORING

- A maximum of 7 runs per inning or 3 outs.
- A run rule is in effect if there is a 15 run difference between the teams after the 3 innings.

DEFENSE

- Free substitution on defense. Batting order must remain the same.
- One Defensive coach is allowed on the field of play and must be in the outfield. All remaining coaches must coach from the dug out area.
- No defensive player will sit the bench for longer than two consecutive innings unless benched for disciplinary reasons, sickness, injury, or just simply does not want to play.
- One coach will be allowed in the outfield

TIMEOUTS

- Umpires will call time after EVERY PLAY and declare the ball dead. The umpire will call timeout once the lead runners progress is stopped. At that moment any runners who are more than halfway to the next base are awarded that base; runners who are less than halfway to the next base will be sent back to the previous base. The Pitcher's Helper then hands the ball to the adult pitcher. Fielders are to throw the ball to the PITCHERS HELPER NOT the adult pitcher to end the play.

PITCHING

- A batter shall receive a maximum of 6-pitches or 3 strikes. A player fouling the ball off on the 6th or subsequent pitches can continue at-bat until they take a pitch, swing and miss or hit the ball.
- When a batted ball hits the Pitching Coach, the ball becomes dead, and no pitch is declared.
- The defensive player listed as pitcher cannot leave the pitching circle until the ball is hit. If this happens, the play continues. After the play has ended, the offensive team has the option of taking the result of the play or no pitch and play over. 1st offense is a warning and 2nd offense is removal from the pitching position.
- Coaches will pitch to their own teams, it must be an overhand delivery (coaches can be on a knee for a more realistic delivery)



GAME TIMES

- A coin flip to decide home or away (hitting first is advantageous when drop-dead finish the batter rules apply, which they do)
- Games will last for 1 hour, no new inning after 55 minutes. Drop-dead finish the batter, home team DOES NOT reserve their right to bat, regardless of the score.
- International Tie Breaker: last batted out of the previous inning starts the new inning on 2nd base with no outs and the home team follows. The team with the greater score wins.(PLAYOFFS ONLY)
- Regular season games may end with a tied score.
- Playoff Games will be 1 hour, no new inning after 55 minutes, drop-dead, finish the inning, where the home team WILL reserve their right to bat. Run caps still apply (7 runs per half inning)

BAT REQUIREMENTS

USA BATS





7-8 COACH PITCH SOFTBALL

COACH PITCH RULES


PLAYING FIELD

- Ball must go 10-feet in front of home plate to be fair. A FAIR BALL Arc will be drawn on the field!
- Infielders must play in their positions until the ball is hit. This line is 30-feet from the 1st base to the 3rd base line in front of home plate.
- 9 or 10 players will play in the field with 3 or 4 outfielders. The 4th outfielder must play in a position and cannot play behind the baseline. All outfielders must stay behind the line that will be drawn in the field until the ball is put into play. Any outfielder can make a play in the infield if they are starting behind the outfield line.
- The distance between the bases are 60ft. The distance that coaches are to pitch from is not a specific foot distance, but should be within the pitcher's circle.

BASE RUNNING

- A base runner is out for leaving the base before the ball is hit. Stealing is not allowed.
- Courtesy runner for the catcher only! Must be the player that made the last batted out. IF no outs have been recorded the courtesy will be the previous batter not on base.
- All baserunners may only advance one base on an overthrow.

BATTING

- The batting order shall constitute ALL players on the team roster at the beginning of the game. Late arrivals shall be inserted as the last batter. The batting lineup must be followed, if it is not, it results in an out for each time it is not followed. ALL players on the roster shall bat before returning to the top of the order. IF a player is injured and it is determined they cannot continue to play in the game, the lineup becomes collapsible.
 - NO automatic out is taken. If the player is on base at the time of the injury and cannot continue, the last batted out will be the runner. The injured player can return to the lineup at any point prior to their next at bat. Once the player's at bat is passed one time, the player cannot return to the lineup.
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- NO bunting!
- A player cannot be walked intentionally.

SCORING

- A maximum of 7 runs per inning or 3 outs.
- A coin flip at the plate will take place before each game to determine home or away. Being the away team is advantageous when drop-dead finish the batter rules apply, which they do.
- FOR PLAYOFFS ONLY: the home team will reserve their right to bat in the bottom of the inning, but run caps still apply (7 runs per half inning)
- FOR PLAYOFFS ONLY: International Tie Breaker—last batted out of the previous inning starts on 2nd base, and the lineup continues from where it left off with no outs. The home team will follow suit and the team with the greater score wins.

DEFENSE


- Free substitution on defense. Batting order must remain the same.
- Defensive coaches are allowed on the field of play (within reason, and out of all players vision of the batter) and others must coach from the dugout or on fence adjacent to dugout (not on outfield fence)
- No defensive player will sit the bench for longer than two innings unless benched for disciplinary reasons, sickness, injury, or just simply does not want to play.

TIMEOUTS

- Umpires will call time after EVERY PLAY and declare the ball dead. The umpire will call timeout once the lead runners progress is stopped. At that moment any runners who are more than half way to the next base are awarded that base; runners who are less than halfway to the next base will be sent back to the previous base. The Pitcher's Helper then hands the ball to the adult pitcher. Fielders are to throw the ball to the PITCHERS HELPER NOT the adult pitcher to end the play.

PITCHING


- A batter shall receive a maximum of 6-pitches or three swinging strikes. A player fouling the ball off on the 6th or subsequent pitches can continue at-bat until they take a pitch, swing and miss, or hit the ball.
- When a batted ball hits the Pitching Coach, the following rules shall apply: A) If in the umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance. B) If the Pitching Coach cannot avoid contact or The Pitching Coach instinctively reacts to protect him/her self or the "Pitching Helper", the ball becomes dead and no pitch is declared.

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- The defensive player listed as pitcher cannot leave the pitching circle until the ball is hit. If this happens, the play continues. After the play has ended, the offensive team has the option of taking the result of the play or no pitch and play over. 1st offense is a warning and 2nd offense is removal from the pitching position.
 - Coaches will pitch to their own teams.
 - All pitches will be an underhand delivery. Pitches can have an arc of 6' – 8'.

GAME TIMES

- Games will last for 1 hour with no new inning after 55 minutes. Drop-dead, finishing the batter at the discretion of the umpire's time.
- FOR PLAYOFFS ONLY: games will last 1 hour with no new inning after 55 minutes, drop-dead finish the inning, where the home team reserves their right to bat, but run caps still apply (7 runs per half inning)

EQUIPMENT

- Helmets must be worn while batting and running the bases. Helmets must remain on until the player enters the dugout.
 - Balls will be the 11 inch "soft" balls.
 - Bats do not need to have a specific stamp of approval for softball at this time.
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9-10 KIDS PITCH BASEBALL

KIDS PITCH RULES

EQUIPMENT/SAFETY

- Batters on a 9-10 baseball team must step up to the plate with a helmet on. In addition, players who are up to bat, the on-deck batter and all base runners must wear helmets during the game.
- Catchers must wear catchers gear and a cup.
- Defensive players are allowed safety masks. While not mandatory, the use of this safety device is strongly encouraged for all players.
- On deck batter will stand on the same side as the batter during warm-up inside the circle. (If the home team (3B dugout) has a left-handed batter at the plate, the on-deck batter will move to the visiting side on-deck circle.) This is to minimize the risk of on-deck player being hit by batter.
- CSP will provide the catchers gear and official baseballs for the league.

PLAYING FIELD


- A team must have at least eight (8) players in order to avoid a forfeit. CSPRL adopted a rule league wide not to penalize a team with only 8 players in their batting order, so no out will be awarded.
- Nine (9) players will be used on defense. All players present will be listed on the team's batting order and will bat. The batting lineup must be followed, or an out will result.
- 9-10 year old – pitching 46 feet, base paths 65 feet.
- It is the responsibility of the coach to make the required free substitutions.

DEFENSE

- The defensive team shall consist of 3 outfielders, 4 infielders, 1 pitcher, and 1 catcher.
- A player may not sit out two consecutive innings on defense.

GAME TIME

- A coin flip to decide home or away (it is advantageous to hit first when drop-dead finish the batter rules apply, which they do)
- Game time will last 1 hour 5 minutes drop dead finish the batter, with no new innings after 1 hour or maximum 6 innings. Drop-dead finish the batter.

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- International Tie Breaker: last batted out of the previous inning starts the new inning on 2nd base with no outs and the home team follows. (PLAYOFFS ONLY)
 - FOR PLAYOFFS ONLY: games will last 1 hour and 5 minutes, drop-dead finish the inning, with no new innings after 1 hour or maximum 6 innings.
 - If a game is called because of weather, lights, or other unexpected reasons, the game is complete if 3 innings were played or 2 ½ innings and the home team is ahead.
 - Games that are tied after time expires and the home team has batted will be recorded as a tie.
 - MERCY RUN RULE: 15 runs after 3 innings, 10 runs after 5 innings (the game may continue to be played as a scrimmage if regulation time allows, but the official score is the Mercy Run Rule Score), if the teams choose to continue to play as a scrimmage after the Mercy Run Rule is in effect they must immediately leave the field at the end of regulation time.

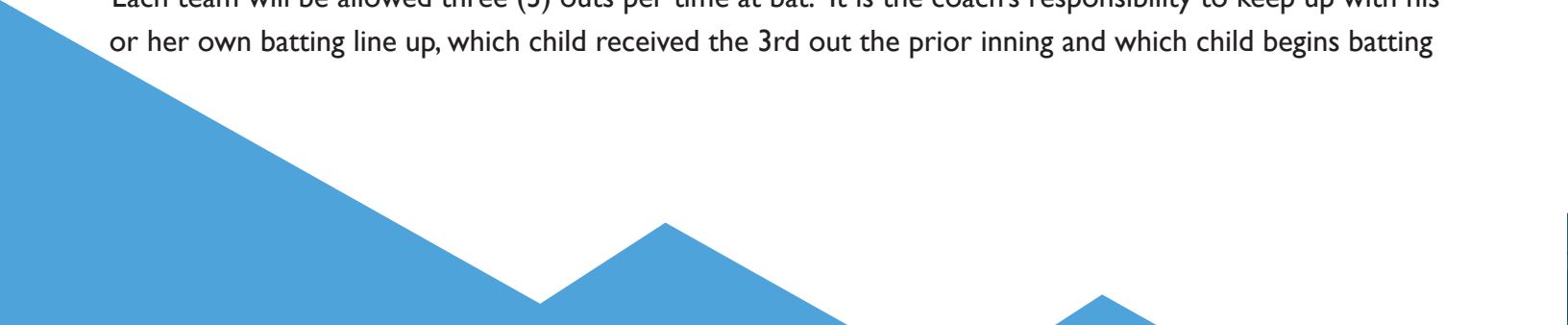
SCORING

- The home team is responsible for keeping the official scorebook, and the function of the scoreboard during the game.
- A maximum of seven (7) runs will be allowed in any one-half inning.
- FOR PLAYOFFS ONLY: International Tie Breaker—last batted out starts off the inning at second base, and the lineup picks up where it left off with no outs. The home team follows suit, and the team with the greater score wins. Run caps still apply (7 per half inning)

UNIFORMS

- Any part of the pitcher's undershirt exposed to view shall be of a uniform solid color, not white or gray.
- Catcher's masks must include backside protection to the head (hockey style).
- Metal cleats are NOT allowed.
- All players must wear a protective cup for the groin.

BATTING

- If a batter receives three (3) strikes, the batter will be out, and the batter will return to the dugout. If the third strike is dropped, the batter may NOT run to first base. There is NO dropped third strike rule for the 9-10 Division.
 - If a batter fouls a ball on his 3rd strike the batter will continue to bat until the batter hits the ball or batter strikes out. If the catcher catches the foul tip 3rd strike, the batter is out.
 - Each team will be allowed three (3) outs per time at bat. It is the coach's responsibility to keep up with his or her own batting line up, which child received the 3rd out the prior inning and which child begins batting
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the next inning. This is not the umpire or scorekeeper's responsibility.

- On deck batter will stand on the same side as the batter during warm-up inside the circle. (If the home team (3B dugout) has a left-handed batter at the plate, the on-deck batter will move to the visiting side on-deck circle.) This is to minimize the risk of on-deck player being hit by batter.
- Slash bunting is NOT allowed. A slash bunt is the act of squaring the bat to bunt in order to move the infield and distract the pitcher, and then pulling back and swinging away at the pitch. If such occurs, the batter is out, the ball is considered dead and runners shall not advance.

PITCHING

- Due to the limited number of pitchers, we will use innings pitch, 5 per week, instead of pitch count. Pitch count will be in effect with the start of the playoffs.
- 9-10 daily maximum pitch count is 75. If the pitcher reaches the maximum pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely or is put out. (Playoffs Only)
- A pitcher removed from the mound for any reason cannot pitch again in the same game.
- No intentional walks
- Balk rule shall not apply.

BASE RUNNING

- A base runner must remain on base until a pitch crosses home plate.
- Runners shall not lead-off but may advance at their own risk (steal) once a pitched ball has passed home plate. When a runner tries to advance prior to the pitched ball passing home plate, the following shall apply:
- If the runner advances safely, the Umpire shall call "Time" and the runner shall return to the base last legally occupied at the time of the pitch. If the runner is called out, the call shall stand, and the runner is out. If the ball is hit, the defensive team shall have the option of the result of the play or a no pitch.
- Sliding is recommended but not required when a collision is possible:
- Sliding headfirst is prohibited.
- When a team is batting, a coach is allowed at first base and third base.
- Players Must keep their batting helmets on at all times while on the field. Anyone taking their helmet off before entering the dugout will receive a warning.

BAT REQUIREMENTS

USA BATS



9-12 KIDS SLOW PITCH SOFTBALL

KIDS SLOW PITCH SOFTBALL RULES

EQUIPMENT/SAFETY

- Batters on a 9-12 softball team must step up to the plate with a helmet on. Players must also wear chin straps on their helmets. In addition, players who are up to bat, the on-deck batter and all base runners must wear helmets during the game.
- Catchers must be fully equipped
- Defensive players are allowed safety masks. While not mandatory, the use of this safety device is strongly encouraged for all players.
- On deck batter will stand on the same side as the batter during warm-up inside the circle. (If the home team (3B dugout) has a left-handed batter at the plate, the on-deck batter will move to the visiting side on-deck circle.) This is to minimize the risk of on-deck player being hit by batter.
- CSP will provide the catchers gear and official softballs for the league.

GAME TIME

- Game time will last 1 hour 15 minutes with no new innings after 1 hour 10 minutes or maximum 6 innings. Drop-dead on the batter at the discretion of the umpire's time will be in effect.
- If a game is called because of weather, lights, or other unexpected reasons, the game is complete if 3 innings were played or 2 ½ innings and the home team is ahead.
- Games that are tied after time expires and the home team has batted will be recorded as a tie.
- MERCY RUN RULE: 15 runs after 4 innings, 8 runs after 5 innings (the game may continue to be played as a scrimmage if regulation time allows, but the official score is the Mercy Run Rule Score), if the teams choose to continue to play as a scrimmage after the Mercy Run Rule is in effect they must immediately leave the field at the end of regulation time.
- FOR PLAYOFFS ONLY: Game time will last 1 hour 15 minutes, with no new innings after 1 hour 10 minutes or maximum 6 innings, drop-dead finish the inning, where the home team reserves their right to bat, but run caps still apply (7 per half inning).
- FOR PLAYOFFS ONLY: International Tie Breaker—last batted out of the previous inning starts at second base, the lineup continues where it left off with no outs. The home team will follow suit and the team with the greater score wins.

SCORING

- The home team is responsible for keeping the official scorebook, and the function of the scoreboard during the game.
- A maximum of seven (7) runs will be allowed in any one-half inning.

DEFENSE

- Ten (10) players are allowed to be used on defense. Nine (9) is also sufficient (3 outfielders)
- A player may not sit out two consecutive innings on defense and shall not sit more than two innings per game unless sick or injured.

PLAYING FIELD

- It is the responsibility of the coach, not the umpire or scorekeeper, to make the required substitutions.
- A team must have at least eight (8) players in order to avoid a forfeit. CSPRL adopted rule league wide not to penalize a team with only 8 players in their batting order, so no out will be awarded.
- If a player arrives after a game has started, she will be placed in the final position on the team's batting order with no penalty assessed. Coach must notify umpire and scorekeeper that an additional batter has been added to the batting order.
- Distance between the bases will be 60'

PITCHING

- Modified slow pitch is allowed, which means windmills are not required. Pitches can have an arc of 6' – 8' to allow pitchers to get the pitch across the plate.
- The pitching rubber will 40' from the plate.
- A batter, who is hit by a pitch from the player pitcher and not considered a strike, shall be awarded first base. Exception: If no attempt is made to avoid being hit, the batter will not be awarded first base.
- No intentional walks are permitted.
- No bunting.




TIME OUTS

- Umpires will call time after every play and declare the ball dead. At that point, any runner more than halfway to the next base may continue to that base, but any runner who is not halfway may not advance and must return to the base previously occupied. The umpire will call time when a play is over.

BATTING

- If a batter receives three (3) strikes, the batter will be out, and the batter will return to the dugout. If the third strike is dropped, the batter may NOT run to first base. There is NO dropped third strike rule for the 9-12 softball Division.
- If a batter fouls a ball on her 3rd strike the batter will continue to bat until the batter hits the ball or batter strikes out.
- Each team will be allowed three (3) outs per time at bat. It is the coach's responsibility to keep up with his or her own batting line up, which child received the 3rd out the prior inning and which child begins batting the next inning. This is not the umpire or scorekeeper's responsibility.
- All players present will be listed on the team's batting order and will bat.
- No Bunting is allowed

BASE RUNNING

- A base runner must remain on base until a pitch is hit.
 - A runner may ONLY advance 1 base on an overthrow. This is to encourage the defense to make the play.
 - Runners shall not lead-off.
 - NO STEALING!
 - Sliding is recommended but not required when a collision is possible.
 - Sliding head first is prohibited when wearing a face mask, chin strap or into first base.
 - When a team is batting, a coach is allowed at first base and third base.
 - Players MUST keep their batting helmets on at all times while on the field on offense. Anyone taking their helmet off before entering the dugout will receive a safety warning.
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11-12 KIDS PITCH BASEBALL

KIDS PITCH RULES

EQUIPMENT/SAFETY

- Batters on a 11-12 baseball team must step up to the plate with a helmet on. In addition, players who are up to bat, the on-deck batter and all base runners must wear helmets during the game.
- Catchers must wear catchers gear and a cup.
- Defensive players are allowed safety masks. While not mandatory, the use of this safety device is strongly encouraged for all players.
- On deck batter will stand on the same side as the batter during warm-up inside the circle. (If the home team (3B dugout) has a left-handed batter at the plate, the on-deck batter will move to the visiting side on-deck circle.) This is to minimize the risk of on-deck player being hit by batter.
- CSP will provide the catchers gear and official baseballs for the league.

PLAYING FIELD

- A team must have at least eight (8) players in order to avoid a forfeit. CSPRL adopted a rule league wide not to penalize a team with only 8 players in their batting order, so no out will be awarded.
- Nine (9) players will be used on defense. All players present will be listed on the team's batting order and will bat.
- 11-12 year old – pitching 50 feet, base paths 70 feet.
- It is the responsibility of the coach to make the required free substitutions.

DEFENSE

- The defensive team shall consist of 3 outfielders, 4 infielders, 1 pitcher, and 1 catcher.
- A player may not sit out two consecutive innings on defense.



GAME TIME

- A coin flip to decide home or away (hitting first is advantageous when drop-dead finish the batter rules apply, which they do)
- Game time will last 1 hour 15 minutes, with no new innings after 1 hour 10 minutes or maximum 6 innings. Drop-dead finish the batter.
- International Tie Breaker: last batted out of the previous inning starts the new inning on 2nd base with no outs and the home team follows. (PLAYOFFS ONLY)
- PLAYOFFS ONLY: Games will last 1 hour 15 minutes, with no new inning after 1 hour 10 minutes, drop-dead finish the inning. This way the home team reserves their right to hit, run caps still apply (7 runs per half inning)
- If a game is called because of weather, lights, or other unexpected reasons, the game is complete if 3 innings were played or 2 ½ innings and the home team is ahead.
- Games that are tied after time expires and the home team has batted will be recorded as a tie.
- MERCY RUN RULE: 15 runs after 3 innings, 10 runs after 5 innings (the game may continue to be played as a scrimmage if regulation time allows, but the official score is the Mercy Run Rule Score), if the teams choose to continue to play as a scrimmage after the Mercy Run Rule is in effect they must immediately leave the field at the end of regulation time.


SCORING

- The home team is responsible for keeping the official scorebook, and the function of the scoreboard during the game.
- A maximum of seven (7) runs will be allowed in any one-half inning.

UNIFORMS

- Any part of the pitcher's undershirt exposed to view shall be of a uniform solid color, not white or gray.
- Catcher's masks must include backside protection to the head.
- Metal cleats are NOT allowed.
- All players must wear a protective cup for the groin.


BATTING

- If a batter receives three (3) strikes, the batter will be out, and the batter will return to the dugout. If the third strike is dropped, the batter may run to first base.
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- If a batter fouls a ball on her 3rd strike the batter will continue to bat until the batter hits the ball or batter strikes out.
- Each team will be allowed three (3) outs per time at bat. It is the coach's responsibility to keep up with his or her own batting line up, which child received the 3rd out the prior inning and which child begins batting the next inning. This is not the umpire or scorekeeper's responsibility.
- On deck batter will stand on the same side as the batter during warm-up inside the circle. (If the home team (3B dugout) has a left-handed batter at the plate, the on-deck batter will move to the visiting side on-deck circle.) This is to minimize the risk of on-deck player being hit by batter.
- Slash bunting is NOT allowed. A slash bunt is the act of squaring the bat to bunt in order to move the infield and distract the pitcher, and then pulling back and swinging away at the pitch. If such occurs, the batter is out, the ball is considered dead and runners shall not advance.

PITCHING

- Due to the limited number of pitchers, we will use innings pitch, 5 per week, instead of pitch count. Pitch count will be in effect with the start of the playoffs
- 11-12 daily maximum pitch count is 85. If the pitcher reaches the maximum pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely or is put out. (Playoffs Only)
- A pitcher removed from the mound for any reason cannot pitch again in the same game.
- No intentional walks during the regular season. In the playoffs, intentional walks are allowed for reason of pitch counts.
 - An intentional base on balls may be given by the defensive team by having its catcher or coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any ball and strike count. The ball shall be declared dead before making the award.
- Balk rule shall apply. One warning will be issued to the coach.
 - A balk is an illegal act by the pitcher when one or more runners are on base. The rule is in place to prevent a pitcher from deceiving the base runners. When a balk is called, the ball is dead and all runners move up one base. However, the play proceeds without reference to the balk if the batter reaches first and all other runners advance at least one base.
 - A balk will be called when a pitcher who is on the rubber makes any motion naturally associated with his pitching delivery and does not actually deliver the ball, feigns a throw to first or third base and fails to complete the throw, or fails to step directly toward a base before throwing to that base. Once a pitcher has swung his free leg back past the pitching rubber while in the process of his leg kick, he must then deliver the ball to the plate or to second base on a pick-off attempt.

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- Playoff Pitch Count: 5 Innings or 85 pitches combined Semi-Final and Final and is the responsibility of the coach to keep track of. Failure to keep an accurate pitch count will result in the pitcher being removed from the mound.

BASE RUNNING

- Base runners can take leads and steal bases.
- Sliding is recommended but not required when a collision is possible:
- Sliding headfirst is prohibited.
- When a team is batting, a coach is allowed at first base and third base.
- Players Must keep their batting helmets on at all times while on the field. Anyone taking their helmet off before entering the dugout will receive a warning.

BAT REQUIREMENTS

USA BATS

