

**2026
Girls Softball
Rulebook**



**Chesterfield
Baseball & Softball
Association**

2026 Softball Rules Grid (10U - 18U on back cover)

| Age | 7 | 8 |
|------------------------|------------|------------|
| Select / American | American | American |
| Base Length | 50 | 60 |
| Pitch Dist | 35 | 35 |
| Innings Played | N/A | 7 |
| Game Time limits | 1:15 | 1:20 |
| Complete Game | 3 Innings | 3 Innings |
| Mercy Rules | None | None |
| Max Runs/Inning | 5 | 5 |
| Bat the Roster | Yes | Yes |
| Max Pitches per AB | None | None |
| Walks | No | No |
| Lead-Offs | No | No |
| Stealing | No | No |
| Bases on Overthrow | None | 1 |
| Infield Fly | No | No |
| Bunting | No | No |
| Courtesy Runner | Yes | Yes |
| Fielder Masks Required | P, 1B, 3B | P, 1B, 3B |
| Ball Type | 11" Softie | 11" Yellow |
| Total Fielders | 10 | 10 |
| # Fielders Required | 7 | 7 |
| Umpires | 1 | 1 |

7u Specific Rules

Batter gets six pitches from machine before moving to a tee.

If batter fouls off sixth pitch, they receive a seventh from machine, etc.

Inning ends with 5 runs, 3 outs, or offense batting entire lineup.

Coach of offense feeds machine.

Machine set 30-32 MPH.

Defense may have two coaches in fair territory to coach players.

8u Specific Rules

Batter gets six pitches or three swinging strikes.

If batter fouls off sixth pitch, they receive a seventh from machine, etc.

Inning ends with 5 runs or 3 outs.

Umpire feeds machine.

Machine set 33 MPH.

Defense places coach behind catcher to help shag balls.

No defensive coaches in fair territory.

Offense has 1B and 3B coaches.

Forward

The Chesterfield Baseball & Softball Association (CBSA) was founded in September 2005, with the objective of providing a quality baseball and softball experience for children of all skill levels. CBSA provides Select League (competitive) and American League (recreational) softball programs for girls. Co-ed youth softball teams are not available through CBSA.

CBSA has modified the USA Official Rules to best accommodate the youth who participate in this program, particularly the American League divisions. USA rules will apply except as modified and where noted in this rulebook. It is the manager's responsibility to familiarize his/herself with the Official USA Rules of Softball and the CBSA rulebook. The manager shall acquaint all players and coaches with the contents of both.

CBSA Mission Statement

Chesterfield Baseball & Softball Association (CBSA) is a non-profit organization whose mission is to develop, supervise, and voluntarily assist the interest of those who participate, at all skill levels, in Chesterfield Baseball & Softball Association. Through proper guidance and exemplary leadership, we strive to develop and promote individual character exemplified through:

- Sportsmanship
- Physical wellbeing
- Discipline
- Respect
- Teamwork

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Note: 95% of all administrative and playing rules are the same for American and Select, except for the modifications to Girls Select rules which can be found on page 30.

Part I - Administrative Rules

Paragraph A 2026 Age Divisions

Sec. 1 – Age requirements for girls Select League in all divisions are those of the USA. All divisions are two (2) years in duration, except for 8U American. Eligible players must have birthdates which fall between January 1 and December 31 (the calendar year) for each division as listed below:

| <u>League</u> | <u>Division</u> | <u>Calendar Year</u> |
|-----------------|-----------------|----------------------|
| American | U 5&6 | 2020 - 2021 |
| American | U 7 | 2019 |
| American | U 8 | 2018 |
| American/Select | U 10 | 2016 - 2017 |
| American/Select | U 12 | 2014 - 2015 |
| American/Select | U 14 | 2012 - 2013 |
| Select | U 16 | 2010 - 2011 |
| Select | U 18 | 2008 - 2009 |

Any team in any division may roster player(s) who are younger than the age requirements without penalty, but must first have permission of the specific age division coordinator.

Older players missing the age cutoff will not be allowed to play down. **NO age exceptions in U8 and above.**

Rosters are archived with CBSA and are confirmed by age division coordinators prior to becoming official.

Sec. 2 - Final division assignments will be made by the appropriate Division Coordinators with approval of the Softball Commissioner.

- (A) Age - placement dependent on age of players
- (B) Ranking - will reflect league standings from the previous season and whether roster contains players outside of USA age limits per CBSA exemption clause. Divisions shall include:
 - American East – older players or more competitive

- American Central – combined
- American West – younger players or less competitive
- Select Elite – most competitive
- Select – competitive

(C) Disabled or Handicapped players - as per USA for American Disability Act (ADA) rules. Consideration on a “per case” basis with final determination by the Commissioner of Softball.

(1) Individual registration – placement on an age or ability level team with coach and parental input.

(2) Team registration – division placement per ability level of players, age requirements may be exempted; or, referral to the Challenger League where applicable.

PARAGRAPH B

Team & Player Qualification

Sec. 1 - American League season shall start on April 1 and end on July 31. Any Manager or Coach who directly or indirectly approaches a player during said time for persuading her to leave the team during the current season, shall be suspended from participation in any CBSA league game or tournament for a period of one (1) calendar year.

Sec. 2 - A team can only play in one CBSA division, i.e. a team cannot play in both the Select League and the American League or a team cannot play in both U12 and U14 age divisions.

Sec. 3 - No player, without permission of the Board of Directors, shall be listed on more than one CBSA official roster.

(A) Requests must be made to the specific age division coordinator.

(B) Approval will be determined by the Board of Directors and shall be dependent upon the individual circumstances of each player.

Sec. 4 - The membership of a team may be terminated by resignation or by action of the Board of Directors. A team which has previously been resigned or has been suspended by the Board of Directors may appeal at any time to the Board of Directors for reinstatement.

Sec. 5 - A team, after forfeiting three (3) league games, scheduled or rescheduled, shall be automatically eliminated from further competition and shall forfeit ALL games prior to the third forfeit, its membership in the Association shall be terminated with no refund of registration fees given. Said team will not be permitted to register for future playing seasons with CBSA or its' affiliates.

Sec. 6 - No player, manager or coach, without written permission of the Board of Directors, shall be eligible to:

- (A) Play a game if said player, manager or coach shall have received a monetary or other valuable consideration for the services rendered previously as a player, manager or coach on a team.
- (B) Be a member of a team in the CBSA if said team receives more than actual expenses since the opening of the current season.
- (C) Receive compensation for their services rendered to a team of the CBSA. This shall not operate to prevent suitable prizes or awards being given to the players.

Sec. 7 - A player, manager or coach participating in a CBSA game played for monetary consideration, pecuniary stakes or wagers, when such game is not sponsored or authorized by the CBSA, shall be considered as having personally received a monetary or other valuable consideration.

PARAGRAPH C

Player Transfers

Sec. 1 - No player shall be eligible to play with another CBSA team unless they have been properly released by the manager of the team with which they previously signed to play. Such release must be properly filed via e-mail to the CBSA age

division coordinator by the releasing manager; player must be added to the new team's roster and approved by the Softball Commissioner prior to playing on the new team. **Penalty:** player in violation shall stand automatically suspended from play for the balance of the current season.

Sec. 2 - After the fourth (4th) regularly scheduled league game of the current season, a player who is officially registered with a team in any league, if released, shall be ineligible to play in any league on a team of higher standing or division than the team with which they originally played.

PARAGRAPH D

Registration and Rosters

Sec. 1 - Teams desiring to play during the current season must have a CBSA approved roster prior to the start of said season which applies to the current season only. All American League rosters will be frozen (no players may be added) on April 1st of the current season.

(A) No team shall have, at any one time, less than ten (10) players on its official roster nor more than the maximum number of players as listed below:

- American U8: fourteen (14)
- American U10-U14: fourteen (14)
- Select League: fifteen (15)

No new players may be added to existing CBSA teams unless the total number of players drops below the maximum number permitted.

(B) All players currently on a team or that appear on a coach's expected roster must register by the specified season's deadline date. If not, said players will no longer be guaranteed a place on said team.

- (1) Age level coordinators will assign draft pool players to teams with roster openings
- (2) Current players who register after the deadline date will be assigned to teams after all draft players have been placed and can only return to their previous team if the roster has not reached capacity.

(C) On or after April 1st of the current playing season, rosters are frozen and changes can be made on an exception basis only.

(1) Requests for roster additions may be made as the result of player transfer, resignation or injury, and must not be in violation of any other rule of the Association.

(2) Player additions must be approved in writing via e-mail by the age group coordinator and commissioner to be considered in compliance.

Sec. 2 - Official Rosters

American League – official roster is the finalized on-line roster, after rosters are frozen on April 1. It is the responsibility of the team manager and each division coordinator to validate all player information after registration is completed. A copy of the roster must be made available if requested by the umpire during any official or tournament game for purposes of player documentation.

Penalty: teams in all divisions playing with non-roster players shall forfeit all games in which said player(s) participated. If a game is in progress when a roster violation is noted, the umpire shall immediately call the game a forfeit in favor of the opposing team.

Guest Players

Team Eligibility

- Team must have at least 11 players on Official Roster
- Team must have 8 or fewer available players to enlist a guest player for 12U-16U
- Team must have 9 or fewer available player sto enlist a guest player for 8U-10U

Guest Player Requirements

- Must be a current CBSA player in the American League (not Select League players)
- Cannot be from a higher division
- Must wear their own team uniform
- Guest players cannot pitch

Managers must notify coordinator 24 hours before game. Not for permission but so coordinator can let the opposing manager know of guest player. Umpire and other manager must be made aware of guest player at ground rules.

Select League – Official roster is the finalized on-line roster, which will be frozen once games begin. The coordinators will run copies of the official playoff roster. Guest players may be utilized for the initial 10 game schedule, but are not eligible for playoffs. Guest players may play up to 4 games, must be age appropriate, and cannot come from within your division or a higher division. If you utilize guest player(s), you must contact your Coordinator. Guest players **MUST** register online for liability purposes only. If a guest player comes from another CBSA team, (see restrictions above) you must still notify your Coordinator. Any player that has not agreed to the waiver will not be allowed to participate.

In the event of a season ending injury, a replacement player may be added to the playoff roster. The injured player must then be deleted from the playoff roster. Confirmation of injury must be provided to coordinator by parent of injured player confirming that injury. All other types of roster add-ons are prohibited.

Sec. 3 - In order to be eligible to participate in a game, a player must be properly registered. Manager/coach shall approve their team's official roster.

(A) All registration fees must be paid in full for the current season.

(B) Verification of proper age shall be the responsibility of the team manager. Confirmation shall be the responsibility of the specific age division coordinator.

(1) Teams fielding players older than the upper age limits prescribed for the various divisions (unless previously approved by age level coordinator) shall forfeit all games said player or players have participated in.

(2) Teams fielding players younger than the lower age limits prescribed for the various divisions shall require written or verbal permission of parent(s) or legal guardian and of the coach for which that player will play.

(3) Any player in violation of age rules will be removed from the team roster and the team permitted to play the balance of the league schedule without refund of registration fees.

Sec. 4 - All players participating in any CBSA league or tournament game must be in proper team uniform (exception: guest player at the discretion of that specific coach). Players who are not in uniform will not be permitted on the field.

(A) Any type of protective clothing (sweatshirts, jackets) worn during inclement weather must not have an exposed attached hood. All hoods must be tucked inside hooded sweatshirts.

(B) All protective clothing must be worn under the jersey so that the player number is visible always.

PARAGRAPH E

Managing

Sec. 1 – Teams in all divisions may have one (1) official coach/manager and two (2) assistant coaches who shall be listed on the team roster as approved by CBSA and its representatives.

Sec. 2 - All managers with any team, in any League or Division, must complete the online background check by April 1st. Findings will remain confidential; however, any person found to be a registered sex offender, will not be permitted to participate in any position, manner or capacity whatsoever with CBSA and its' affiliates at any time or place.

Sec. 3 - Manager/Coach field privileges:

Select and American

Total of two (2) offensive coaches will be allowed on the field; one (1) at first (1st) base and one (1) at third (3rd) base. Defensive coach(es) must stay within the designated dug-out and are not permitted on the field at any time unless awarded a “time-out” by the umpire.

American U8

Total of two (2) offensive coaches will be allowed on the field: the first (1st) and third (3rd) base coaches. A defensive coach may help the catcher retrieve pitched balls. The pitching machine will be fed by the umpire.

PARAGRAPH F Scheduling and League Standings

Sec. 1 - Regular league games in all division shall begin no earlier than the first day of April with the last regularly scheduled league game to be completed by July 31st. Team schedules will be made available at least two (2) weeks prior to the start of each season.

Sec. 2 – League games 10U-18U time limit is 75 minutes. Pitching machine games play 80 minutes. No new inning may begin after time limit has expired.

Sec. 3 - The SECOND named team on the League game schedule shall be the HOME team for all purposes

Sec. 4 - Official “start time” of every league game will be established by the umpire at the time of completion of ground rules. This will be the governing time by which the game time limit, hereinafter outlined, will be applied. No league game(s) **shall begin after nine-thirty (9:30) p.m.**

(A) All games are to start on-time. If there is 0 player representation at the scheduled start of game, the umpire(s) shall charge the absent team with a forfeit. Should there be at least one (1) player present for a team, a fifteen (15) minute period will be given by the umpire(s) for remaining players to arrive prior to charging the team with a forfeit. Should both teams violate this section, each team shall be charged with a loss. American teams are permitted to start play with seven (7) players.

(B) No game is required to start earlier than the officially scheduled start time.

Sec. 5 - All games forfeited will be recorded as a 14-0 loss to the team that concedes the forfeit and a 14-0 win to the opposing team. Forfeited games will be recorded in the standings. After the regularly scheduled season, any un-played league games will be recorded as aforementioned in the final standings.

(A) As a courtesy, a manager who decides to forfeit prior to game time, is asked to notify the CBSA game scheduler as well as the opposing team manager.

(1) Home team manager must inform the CBSA game scheduler of any forfeited game(s)

(2) Home team manager or game scheduler must contact the CBSA Administrator who will record scores in league standings.

(B) Teams must complete all scheduled games. After the regularly schedule season, all un-played games will be recorded as forfeits.

Sec. 6 - Official time will be kept by using a timer on the field or by umpire cell phone time. Cell phone times are universal thus the official start time of game will be announced by umpire at conclusion of ground rules. No new inning will start once the game time has expired. The inning in progress will be completed unless the Home team has the lead. In the event of a tie, the game will be recorded as such. A new inning begins immediately after the final out of the inning is recorded. The home team scorekeeper shall be the official scorekeeper. At the discretion of the umpire, time may be added back to the official game clock for:

(A) Deliberate delay of game by manager, coach or player after receiving one (1) warning.

(B) Prolonged delay of game due to injury, requiring assistance to leave field or for medical attention.

Sec. 7 - Run Limit: at the end of the time limit specified, if a run limit per inning exists for the division and either team is ahead by more runs than can be scored in the half (1/2) inning, the game will be called complete and the inning will not be concluded. The game shall count as a legal game regardless of the number of innings played.

Sec. 8 - Games may be postponed in advance due to inclement weather. In this event, the home team manager shall notify the visiting manager as early as possible. Otherwise, all game stoppages due to weather conditions shall result in a delay of game as decided by the Umpire-in-Chief.

(A) Team members must report to the field of play to receive official confirmation of a game postponed by the Umpire-in-Chief. Failure to report will result in a forfeit being declared

(1) If there is an unstable weather condition, tornado or severe storm warnings, do not report to the field; if able, report to the Umpire Station and consult with the Umpire-in-Chief.

(2) Players should remain in their vehicles or a safe shelter until further notice by their manager/coach.

(B) In the event of rain or inclement weather, a game will be considered complete if after two and one-half (2½) innings if the Home team is winning, or after three (3) innings if the Visiting team is winning. If the game is stopped AFTER 3 innings, AND is in the middle of the inning, results would be determined based on the score of the previous inning. If the game was tied at the end of the previous inning, the game shall be recorded as a tie in the official league record.

(C) Upon completion or stoppage of the game, umpires will present a game card recording the score.

(D) In the event a game is stopped due to weather and it NOT a completed game, a rescheduled game will be set and restarted from the beginning.

Sec. 9 - All postponed or suspended League games must be rescheduled by the HOME team manager with the following criteria:

(A) Within three (3) days, Home team manager shall offer the Visiting team manager at least two (2) reschedule dates.

(B) Within seven (7) days, visiting team manager must accept one (1) of the dates offered and notify the Home team manager of the date selected.

(1) Home team manager will enter reschedule date and confirm date with Visitors team manager within twenty-four (24) hours.

- (2) If difficulties are encountered with field availability, it is the responsibility of the Home team manager to contact the CBSA league game scheduler for alternate dates.
- (C) Any manager playing a league game which has not been scheduled or sanctioned by CBSA shall be charged with a forfeit.

If the last game of the season is postponed or suspended and has a bearing on the division championship, it must be rescheduled and replayed within five (5) days. **Penalty:** Should either Home or Visiting team manager fail to meet above criteria for the rescheduling of any game, said team will be charged with a forfeit (recorded as 14-0 in the league standings).

Sec. 10 – League standings will be kept by CBSA for all teams in the American and Select Leagues.

- (A) Official game score will be that which is recorded on the game card, signed by coaches and umpires
- (B) Standings, posted on the CBSA website, will be updated 48 hours after the game is played.
- (C) Trophies will be awarded for first (1st) and second (2nd) place teams in American League divisions U8-U14 (team and individual). If two (2) or more teams in a division are tied for first (1st) and/or second (2nd) place at the close of the regular CBSA season, the following tie-breaker rule applies:
- (1) Head-to-head results (for two teams only)
 - (2) Runs allowed in all games
 - (3) Runs scored in all games
 - (4) Coin toss

PARAGRAPH G

Conduct

All that is dishonorable and unsportsmanlike is condemned. The use of intoxicants or tobacco products in any form, profane or vulgar language by players, managers, coaches, or league officials is strictly prohibited (this restriction applies to the field of play, the player's bench, or anywhere near the field of play).

Sec. 1 – The following managerial guidelines have been established to ensure that both players and umpires are provided a positive environment, free from physical and emotional harassment:

(A) Manager is responsible for the conduct of his/her team's players, coaches, fans and spectators.

(1) Players, fans, coaches may cheer for their own team, but are not to direct any songs, chants, cheers to the opposing team

(2) Negative remarks and statements will be considered offensive and unsportsmanlike

(3) If manager/coach is unable to control the conduct of team fans/parents and an ejection of said fan/parent occurs, the ejection report will be charged to the manager

(B) Manager is prohibited from calling a play before the umpire. Judgment calls cannot be argued nor changed unless by official appeal. The strike zone (as described by USA) is not open to discussion.

(C) Must not promote or allow unsporting-like behavior by any team member or associate.

(D) May not approach an umpire or enter the field of play without first being given permission or granted a time out by the umpire; nor leave the dugout or coach's box in a hostile manner.

(E) Deliberately throw a bat, helmet or other equipment

(F) Use any command or commit any act for trying to cause the opposing pitcher to commit an illegal pitch.

(G) Use word or act to incite or try to incite spectators to demonstrations, or use profanity or remarks which reflect

upon opposing players, umpires, or spectators.

(H) Enter the area behind the catcher while the opposing pitcher and catcher are in their positions.

(I) Use amplifiers, bullhorns, whistles or other noise making devices on the bench or on the field during the game.

(J) Maliciously interfere (verbally or physically) with a fielder/ batter at any time.

(K) Have any object in their possession in the coach's box other than a score book which shall be used for scorekeeping purposes only.

(L) Prohibited from having and/or consuming alcoholic beverages in the dugout or surrounding area

Failure to control or maintain proper conduct of any team member or associate (including fans) will result in the ejection of the manager from the game. Should there be a second (2nd) ejection of any kind by the same team the umpire will declare a forfeit by the offending team.

Sec. 2 – Any manager, coach or player contacting an umpire, whether unintentional or not, shall be suspended immediately for the remainder of the current game and the next two (2) games. The Umpire-in-Chief will submit a written report of the incident to the appropriate CBSA Commissioner **within 72** hours for review. If the contact is determined to be intentional, the manager, coach or player will result in a one (1) year suspension.

Sec. 3 – Any manager, coach or player ejected from a game, the following penalty will apply:

- 1st offense – current game plus one additional game suspension
- 2nd offense – current game plus five additional games suspension
- 3rd offense – 1 year suspension
- Any time there is contact to the umpire – minimum 1 year suspension to maximum lifetime suspension

Suspension can continue into the next season.

Sec. 4 – A team penalized with a player ejection shall receive a recorded out each time the ejected player's slot comes up during the remainder of the game.

Sec. 5 – Parent or professional photographers are not permitted on the field during play of game nor allowed on the field between innings nor in the dugout for videotaping or still photography. Photos may be taken while positioned behind the fence or out-of-bounds lines.

Sec. 6 - Players in the game are prohibited from wearing METAL jewelry, earrings, bracelets, necklaces, or other cosmetic or decorative items that are hard. Cloth or rubber “sports” necklaces and bracelets are allowed. Religious and medical-alert medals are not considered jewelry. A religious medal must be taped and worn under the uniform. A medical-alert medal must be taped and may be visible **Penalty:** at the end of playing action, the umpire shall notify the manager/coach of the team involved that offending player will not be permitted to enter or continue the game until violation is corrected.

PARAGRAPH H

Protest Procedures

Sec. 1- All protests require a \$100 cash deposit up front. All protests will be reported to the presiding Umpire-in-Chief and shall be resolved **IMMEDIATELY**. No protest or actions shall be considered once a final decision is made. Protests will be handled at the time the protesting manager brings it to the attention of the umpires. **Call the UIC on duty immediately.** Protest fee will be refunded in the event a protest is upheld. Once a game is complete, no protest will be allowed (including roster protests). If the violation is brought to the umpires' attention and no protest is filed, you will not be allowed to file a protest later for the same violation.

Roster Check – a manager can request a roster check of an opposing team prior to the start of the game. When a player arrives after the start of the game, the coach has the right to check the roster again for that player. There will be no protest

fee associated with a roster check if it is requested before the start of the game and when a late player arrives. Once game time has started, if the opposing manager wants to do a further roster protest before the last out of the game, they will be required to pay a \$100 protest fee. Roster checks will be performed by the umpire and manager requesting the roster check. It is advised that all CBSA teams and their manager bring a printed copy of their official roster to all CBSA league games their team is scheduled to play.

If an official CBSA roster cannot be provided (online or hard copy) within 10 minutes of the initiation of the roster check, the team being challenged will forfeit that CBSA league game. The team that won the game by forfeit will then be able to use that game field for practice and must be completed within 15 minutes prior to the next scheduled game behind their original game time.

If the roster check results in an ineligible player being discovered before the game, then the player cannot play the game and the coach is suspended for that game and their team's next scheduled game (same penalty as listed in Code of Conduct). The game will not be forfeited at this point.

If the roster check results in an ineligible player being discovered during the game, then the team with the ineligible player will forfeit the game and the manager of that team will be suspended for their team's next schedule game. The manager of the violating team will also be subject to penalties listed in the Code of Conduct, which include additional team forfeits, manager suspension and potentially the manager being removed from the CBSA league.

PARAGRAPH I

Rule Changes

Sec. 1 - Administrative rules may be amended, altered or repealed by action of the Board of Directors. Rules pertaining to safety may be voted on at any time. Those pertaining to playing rules may be voted on at completion of the current season after first being submitted to the Rules Committee.

(A) Alterations to existing rules may be made at any time during the season for purposes of clarification or interpretation.

(B) Any and all addendums to the rulebook will be posted on the website during the playing season and it will be the responsibility of the manager/coach and all umpires to be aware of the most recently updated changes.

Sec. 2 - The Rules Committee will consist of the following members of the Board of Directors:

- (1) President or Vice-President in his/her absence
- (2) Softball Commissioner – American & Select Leagues
- (3) Umpire-in-Chief
- (4) Umpire Administrator
- (5) Director of Umpires

Rule changes will be made as appropriate and will go into effect at the beginning of playing season in the following year and will appear in the revised edition of the CBSA Rulebook.

PARAGRAPH J

General

Sec. 1 - All softball games shall be governed by the current edition of the USA Official Rules of Softball as compiled and adopted by the Commissioner of Softball, except as modified below as specifically related to age divisions hereafter noted.

Rule interpretations and clarifications not listed herein will be rendered by the current Softball Commissioner at the time of occurrence. Amendments or addendums to current rule modifications will be listed on the CBSA website by the Umpire-in-Chief.

Sec 2 - Equipment

Helmets – NOCSAE approved batting helmets with an attached face guard must be worn.

Bats – All fast pitch softball bats must bear the official ASA or USA emblems. Bats may not have a barrel diameter larger than 2 ¼ inches. Baseball bats are not permitted.

Fielding Masks – An approved protective face mask is required for the following positions in the American League: pitcher, 1st Base & 3rd Base. Only the pitcher will be required in the Select League; however, it is strongly encouraged for the 1st & 3rd base positions.

Game Balls – The softball to be used in all divisions and leagues will be USA approved and selected by CBSA prior to the start of the current season. Umpires will bring two (2) softballs to the game. Umpires will bring additional balls for U8 pitching machine games.

- (1) U7: eleven (11) inch optic yellow “Softies”
- (2) U8 – U10: eleven (11) inch optic yellow COR .47 softball
- (3) U12 – U18: twelve (12) inch optic yellow COR .47 softball

Sec. 3 - If it does not interrupt the flow of the game, the pitcher may request the use of either ball at any time prior to or during game play.

Sec. 4 – **Courtesy Runner**: permitted in all divisions for the catcher and the pitcher (of the last defensive inning), or for an injured player, if they are on base at any time. Courtesy runner can be used for an injured player who cannot complete their duty as a runner. A Courtesy runner is to be the player who made the last out, or the least most likely player to come up to bat. (Select League) If using subs from the bench, they will be

used first. In the case of an injured player, the injured player has until the next at bat to determine if they will continue playing. If they cannot bat and/or run they are removed from the lineup for the duration of the game with no penalty.

Sec. 5 - Mercy Rules: during the progress of any game the following run rules apply for all divisions in all leagues, except for U7 & U8 American:

- (1) fifteen (15) runs after three (3) innings,
- (2) ten (10) runs after four (4) innings, or
- (3) eight (8) runs after five (5) innings.
- (4) *if at the end of the time limit and either team is ahead by more runs than can be scored in the half inning, the game will be called complete and the inning will not be concluded. The game shall count as a legal game regardless of the number of innings played.

Sec. 6 – Team/player equipment - prior to the start of, and at any time during a league game or tournament, Manager/Coach shall be responsible for verifying with the umpire that all his/her players are using equipment that is safe, sound and not in disrepair.

(A) Any equipment judged by umpire to be broken or unreasonably dangerous will be deemed illegal and use thereafter will be prohibited.

(B) Defective equipment must be repaired, replaced or removed from the game immediately. Any issues regarding legality of player's equipment will be resolved at the time of incident by the umpire of the game being played.

(C) No metal cleats are allowed on turf fields for any age groups. Plastic molded cleats, turf shoes or other tennis shoes are acceptable footwear. Penalty: players who do not remove cleats/shoes after being warned by the umpire shall be ejected.

Penalty: refusal to cooperate by manager/coach/player will result in ejection of said person from the game.

PARAGRAPH K

Age Specific Modifications

American League - U7

Sec. 1 - In all games, the following shall apply:

(A) Duration of game – no game shall end prior to one (1) hour and fifteen (15) minutes. Mercy rules do not apply.

(B) One (1) umpire will be used and will be positioned along the fence behind the batter's back while the manager/coach feeds the machine. Umpire will make all calls at the plate and in the field including tracking number of pitches.

(1) Manager/coach is not to negotiate or alter rules of play prior to or during any game.

(2) Manager/coach who attempts to manipulate playing rules will be asked to leave the game (area of the dugout and playing field)

(C) Five (5) run limit per half (½) inning with the fifth (5th) run being the final run. Run limit shall have no bearing on continuation of play prior to expiration of the game clock.

(D) Batter will be allowed six (6) pitches from the machine, and continue hitting from machine if sixth and subsequent pitch(es) is fouled off. After final pitch from machine, batter will be allowed unlimited swings with the ball on a tee until the ball is hit into fair territory. If no tee is available, the coach will assist the batter to hit a machine pitched ball.

(E) Lead-offs are not permitted. Runner must not leave the base until the ball has been hit or is forced to advance. Penalty: runner is out. Catcher is not allowed to pick-off runners.

(F) Stealing is not permitted.

(G) Infield fly rule is not in effect.

(H) Overthrows –. Runners may not advance on an overthrow.

(I) Bunting is not allowed. A bunt or attempt will be called a strike.

(J) On a ball hit beyond the infielders, play will stop when any infielder has control of the ball inside the base paths in

fair territory. At that time, runners can only progress to the next base they are attempting to reach, if they are more than half way to that next base.

(K) All teams are required to bat their entire roster of eligible players.

(L) A pitching machine will be provided for all games. The speed adjustment of the machine will be set **ONLY** by the umpire. The speed setting will be approximately 30-32mph and will be adjusted immediately if the machine is not pitching properly.

(M) Batted balls hitting the pitching machine, generator, and/or the person feeding the machine, are considered **dead and all play will stop.** Extension cord will be in play. Runners will advance a base only if forced.

(1) If the ball becomes lodged in, under, or within the power supply, comes to rest, or if a player touches the ball within the circle, it will be considered “out-of-play” and the runner will be awarded first base. All other base-runners will advance to the next base if forced.

(N) Free substitution will prevail at all times.

(O) Each player must be permitted to play a minimum of two (2) innings in a five (5) inning game, or three (3) innings in a seven (7) inning game in every scheduled and/or rescheduled League game; unless the game is shortened due to inclement weather, application of the mercy rule run limits, if player is ejected, removed from the game due to sickness or injury. Penalty for violation is forfeit.

Sec. 2 - Teams in all divisions will field ten (10) players; pitcher (F1), catcher (F2), 1st baseman (F3), 2nd baseman (F4), 3rd baseman (F5), shortstop (F6), left fielder (F7), left-center fielder (F8), right-center fielder (F9), right fielder (F10), unless playing per shorthanded rule. In the event of playing shorthanded, the catcher position is the only position that is mandatory. All other positions may be vacated if necessary including the pitcher position.

American League - U8

Sec. 1 - In all games, the following shall apply:

(A) Duration of game – no game shall end prior to one (1) hour and twenty (20) minutes or until seven (7) full innings have been completed, whichever comes first. * Mercy rules do not apply.

(B) One (1) umpire will be used and will be positioned behind the machine and who shall make all calls at the plate and in the field including the pitch count.

(1) Manager/coach is not to negotiate or alter rules of play prior to or during any game.

(2) Manager/coach who attempts to manipulate playing rules will be asked to leave the game (area of the dugout and playing field)

(C) Five (5) run limit per half (½) inning with the fifth (5th) run being the final run. Run limit shall have no bearing on continuation of play prior to expiration of the game clock.

(D) A pitching machine will be provided for all games. The speed adjustment of the machine will be set ONLY by the umpire. The speed setting will be approximately 33mph and will be adjusted immediately if the machine is not pitching properly.

(E) The umpire will feed the machine and be responsible for setting the machine settings.

(F) Batter will be allowed six (6) pitches from the machine or three swinging strikes. Batter will be warned before sixth pitch and they continue hitting from machine if sixth and subsequent pitch(es) is fouled off.

(G) Lead-offs are not permitted. Runner must not leave the base until the ball has been hit or is forced to advance. Penalty: runner is out. Catcher is not allowed to pick-off runners.

(H) Stealing is not permitted.

(I) Infield fly rule is not in effect.

(J) Dropped third (3rd) strike rule is not in effect.

(K) Overthrows –. Runners may advance one base on any overthrow at their own risk, including home.

(L) Bunting is not allowed. A bunt or attempt will be called a strike.

(M) On a ball hit beyond the infielders, play will stop when any infielder has control of the ball inside the base paths in fair territory. At that time, runners can only progress to the next base they are attempting to reach, if they are more than half way to that next base.

(N) All teams are required to bat their entire roster of eligible players.

(O) Batted balls hitting the pitching machine, generator, and/or the person feeding the machine, are considered dead and all play will stop. Extension cord will be in play. Runners will advance a base only if forced.

(1) If the ball becomes lodged in, under, or within the power supply, comes to rest, or if a player touches the ball within the circle, it will be considered “out-of-play” and the runner will be awarded first base. All other base-runners will advance to the next base if forced.

(P) Hitters can strikeout or hit. No walks in U8.

(Q) Outs will be enforced and all runs will be recorded by scorekeepers. The games will count as far as wins and losses.

(R) Free substitution will prevail at all times.

(S) Each player must be permitted to play a minimum of two (2) innings in a five (5) inning game, or three (3) innings in a seven (7) inning game in every scheduled and/or rescheduled League game; unless the game is shortened due to inclement weather, application of the mercy rule run limits, if player is ejected, removed from the game due to sickness or injury. Penalty for violation is forfeit.

Sec. 2 - Teams in all divisions will field ten (10) players; pitcher (F1), catcher (F2), 1st baseman (F3), 2nd baseman (F4), 3rd baseman (F5), shortstop (F6), left fielder (F7), left-center fielder (F8), right-center fielder (F9), right fielder (F10), unless playing per shorthanded rule. In the event of playing shorthanded, the catcher position is the only position that is mandatory. All other positions may be vacated if necessary including the pitcher position.

American League U10

Sec. 1 - In all 10U Division games, the following shall apply:

(A) Infield Fly Rule is not in effect.

(B) Dropped third (3rd) strike rule is not in effect.

(C) 10U West - No Walks. After the batter receives 4 balls, the umpire will place a tee at the plate. The batter may utilize the remainder of the count to put the ball in play. Hits off the tee are limited to an infield single. Runners may advance only one base and are still subject to being put-out. Runners may not lead off or steal when the tee is in use. Pitchers must have one foot in contact with the rubber until the ball is put in play. Both coaches should have a tee available. If there is not a tee available, a coach will pitch.

(D) (On a ball hit beyond the infielders) play will stop when any infielder has control of the ball inside the base paths in fair territory. At that time runners can only progress to the next base they are attempting to reach if they are more than half way to that next base.

(E) Stealing is allowed, one base per pitch.

(1) All U10 Divisions: EXCEPT home plate.

Runners may not steal nor advance to home plate on a pick-off attempt at third (3rd) base by the catcher or any other fielder, nor on a passed ball or wild pitch, but remains liable to be put-out if they come off the base.

(2) A batter who receives a base on balls cannot advance past first (1st) base until the pitcher delivers the next pitch.

(3) Umpires will not call runners out for leaving the base early, but will let players know immediately and coaches will be advised between innings. If a player should leave extremely early and steal a base, the umpire may send the runner back.

Sec. 2 - Illegal pitches may be announced, but no penalty shall be assessed, and no out shall occur. If called, the umpire may indicate to the pitcher the reason for the call. If the ball is hit, runners may advance.

Select League U10

Sec. 1 - The Select Softball Commissioner reserves the right to schedule Select League game play as division competition, tournament format or a combination of both. Trophies will not be awarded for division or tournament play.

Sec. 2 – U10 will follow USA rules without further modification EXCEPT for:

(A) Five (5) run limit per half (1/2) inning with the fifth (5th) run being the final run.

Sec. 3 – Teams will field nine (9) players.

American League U12 – U14

Sec. 1 - Teams shall be required to bat their entire roster of eligible players.

(A) Each player must be permitted to play a minimum of two (2) innings in a five (5) inning game, or three (3) innings in a seven (7) inning game in every scheduled and/or rescheduled League game; unless the game is shortened due to inclement weather, application of the mercy rule run limits, if player is ejected, removed from the game due to sickness or injury. Penalty for violation is forfeit.

(B) Limit of five (5) runs per half (1/2) inning in all divisions with the fifth (5th) run being the final run recorded in all American League divisions.

(C) Mercy Rules apply.

PARAGRAPH L

Select League ONLY Rule Revisions

Sec. 1 - The Select Softball Commissioner reserves the right to schedule Select League game play as division competition, tournament format or a combination of both. Trophies will not be awarded for division or tournament play.

Sec. 2 – All leagues and all divisions will follow USA rules without further modification.

Sec. 3 - The official roster is the finalized on-line roster, which will be frozen by April 20. That roster, in addition to the roster of your national affiliation, is the roster which will be used for the League Championship Playoff. Guest players can be utilized for the initial 10 game schedule, but are not eligible for playoffs. Guest players may play up to 4 games, must be age appropriate and cannot come from within your division or a higher division. Guest players must register online for liability purposes only.

Sec. 4 - Teams can play ‘up’ 1 (one) division only. Example, a 2nd year U14 team can play U16 but not U18.

(A) Additionally, rostered players or guest players can only play up 1 division. It is the manager’s responsibility to monitor and honor this rule.

Sec. 5 - Regular league games in all division shall begin no earlier than April 1st with the last regularly scheduled league game to be completed by July 31st. Team schedules will be made available at least two (2) weeks prior to the start of each season.

Sec. 6 – If there is 0 player representation for the start time of a game the game is a forfeit.

For 6pm games there is a 10 (ten) minute grace period for the 8th player to arrive; however, the game clock will begin at the scheduled start time.

Sec. 7 – All rained out games are automatically moved to the 1st available rainout date by the scheduler/league commissioner. Those dates are published and non-negotiable.

Sec. 8 – Girls Select teams will receive trophies. Girls Elite teams will not receive trophies; but rather, the winner of the League Championship Playoffs receives \$400 toward the Nationals they are participating in. Winners must identify the Nationals they are attending.

Sec. 9 – An ejected/injured player must be replaced with an eligible bench player. If no bench player is available or eligible that spot in the batting order is an out.

Select Leagues U10 – U18

Association run rules will apply for game score.

Sec. 10 - Teams will bat up to 13 lineup players, manager's choice. If only 8 (eight) are available there is no penalty. When 9th player arrives, they must be inserted into bottom of lineup. The 9th spot in the batting order is not an out.

Sec. 11 - Lineup cards must be presented to umpires at ground rules. Any changes to that lineup during game must be reported to home plate umpire and opposition scorekeeper.

Sec. 12 - No DP/Flex

Sec. 13 - All games will be 75 minutes with no new inning starting after 75 minutes. All started innings will be completed.

Pitching and Base Distances

| League | Division | Pitching | Bases |
|----------------------|-----------------|-----------------|--------------|
| American | U7 | 35 ft | 50 ft |
| American | U8 | 35 ft | 60 ft |
| American & Select | U10 | 35 ft | 60 ft |
| American & Select | U12 | 40 ft | 60 ft |
| American & Select | U14 | 43 ft | 60 ft |
| Select | U16- U18/HS | 43 ft | 60 ft |

Turf Rules

The following apply to games on turf fields. These apply on the entire quad, not only the dugouts and fields.

- (A) No gum, nuts or seeds are allowed
- (B) No liquid allowed except for water
- (C) No metal spikes

Guidelines for Umpires, Manager & Coach Conduct

To ensure both players and umpires are provided a positive environment, free from physical and emotional harassment, CBSA has the following managerial prohibitions:

- Touching of an umpire
- Leaving the designated area in a hostile manner (dugout, coach's box) without permission, except in an injury situation
- Approaching an umpire without first being given permission or granted time
- Use of foul language
- Throwing/abuse of equipment
- Continuous verbal harassment and/or unsportsmanlike conduct
- Fan misbehavior
- Calling a play before the umpire

Violation of items 5 or 6 will receive one (1) warning. The manager or coach will be ejected if a second violation occurs during the game. Managers and coaches are responsible for their fans' behavior.

Violation of all other items may result in immediate ejection.

Fall Ball Rules & Reminders

As of March 1, 2026

A reminder sheet will be provided at start of Fall Ball

- **Home Team is decided by coin toss**
- 5 run limit per inning - all ages, all levels
- Baseball: 1 hour 40 minutes, finish the batter
- Softball & Pitching Machine: 1 hour 20 minutes, finish the batter
- Play as many innings as you can within the time limit
 - Innings do not end a game, only time!
- **NO MERCY RULES!** We don't keep score.
 - Score does not end a game, only time!
- No game cards are used for fall ball.
- Umpires supply game balls. Make sure teams track down foul balls. If you run low, get one ball from each team.
- Teams play by the game rules of their age for next spring.
 - 9u Spring 2026 plays 10u Fall 2026
 - Except: Bat restrictions follow Spring 2026 season
- Complete game is 2.5 or 3 innings or 1 hour of play

CBSA and CVAC Contacts

CBSA UIC - Greg Willman

sportsnut38@gmail.com

636.248.5852

CBSA UIC/Scheduler - Jeremy Maranan

cbsascheduler@yahoo.com

314.550.0751

CBSA Administrator - Julie Peterson

admin@cbsasports.com

314.304.5077

Weather Hotline

636.537.4770 x2 x1

Lost & Found - Ethan Collier

ecollier@chesterfield.mo.us

636.812.9524

2026 Softball Rules Grid (7U - 8U on inside front cover)

| Age | 10 | | 12 | | 14 | 14/16/18 |
|-------------------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| | American | Select | American | Select | | |
| Select / American | | | | | | |
| Base Length | 60 | 60 | 60 | 60 | 60 | 60 |
| Pitch Dist | 35 | 35 | 40 | 40 | 43 | 43 |
| Innings Played | 7 | 7 | 7 | 7 | 7 | 7 |
| Game Time limits | 1:20 | 1:20 | 1:20 | 1:20 | 1:20 | 1:20 |
| Complete Game | 3 innings |
| Mercy Rules | 15/3, 10/4, 8/5 | 15/3, 10/4, 8/5 | 15/3, 10/4, 8/5 | 15/3, 10/4, 8/5 | 15/3, 10/4, 8/5 | 15/3, 10/4, 8/5 |
| Max Runs/Inning | 5 | 5 | 5 | n/a | 5 | n/a |
| Illegal Pitches | No | Yes | Yes | Yes | Yes | Yes |
| Stealing | Yes | Yes | Yes | Yes | Yes | Yes |
| Stealing Home | No (10UE yes)* | Yes | Yes | Yes | Yes | Yes |
| Drop 3rd Strike | No | Yes | Yes | Yes | Yes | Yes |
| Bat the Roster | Yes | Yes | Yes | Yes | Yes | Yes |
| Infield Fly | No | Yes | Yes | Yes | Yes | Yes |
| Bunting | Yes | Yes | Yes | Yes | Yes | Yes |
| Courtesy Runner | Yes | Yes | Yes | Yes | Yes | Yes |
| Fielding Masks Required | P, 1B, 3B | P |
| Ball Requirements | 11" yellow | 11" yellow | 12" yellow | 12" yellow | 12" yellow | 12" yellow |
| Total Fielders | 10 | 10 | 9 | 9 | 9 | 9 |
| # Fielders Required | 7 | 7 | 7 | 7 | 7 | 8 |
| Umpires | 2 | 2 | 2 | 2 | 2 | 2 |
| Free Substitution | Yes | Yes | Yes | Yes | Yes | No |

* 10U East can steal home on a wild pitch, passed ball, or pickoff attempt at 3B by the catcher (provided there are enough teams to have more than one 10U division)