

CAMBRIA COUNTY GIRLS SOFTBALL LEAGUE (CCGSL)

League Rules 2025

1. The Cambria County Girls Softball League is governed by a “Board of Controls” consisting of the

following officers:

- Elected President
- Elected Vice President
- Elected Secretary

Voting body will be comprised of:

- One (1) representative from each town in the league (If the designated town representative cannot be present for a required vote, they may proxy their vote with one of the members of the Board of Controls or they may send an alternate representative in their place).

2. All representatives will make up the voting body of CCGSL

- Disciplinary actions require a 3/4 vote of voting body.
- Non-Disciplinary actions require majority vote.
- In the event of a tie, the President will make final decision.
- Decision made throughout the season which do not require a vote will be made by the Board of Controls on a case by case basis.

3. All officers must be at least 21 years of age.

4. League meetings will begin in January and end in August, with meeting during the season occurring on an as needed basis. Meetings will be scheduled by the Board as indicated.

Meetings should only consist of the President, Vice President, secretary and one representative from each town.

5. Elections will take place at the August meeting for the next season. An officer may succeed himself/herself.

6. Each town must purchase liability insurance before the season begins. CCGSL will not purchase any insurance and will not carry any liability for any town.

7. CCGSL Rules listed in this document supersede USSSA rules. CCGSL defers to USSSA for anything not explicitly explained in this document.

PLAYERS and TEAMS

1. ROSTERS:

- Each team should not consist of more than 14 players, including automatic selections.

However, total roster size will be at the individual town's discretion.

- All team rosters must be given to the CCGSL Secretary by the April meeting, at which time the rosters are “frozen” and additional players cannot be added. Exceptions will be discussed and voted on by the CCGSL board and league representatives.

- Managers/Coaches must be 18 years old. Assistant coaches may be under 18, if approved by his/her town's board of directors.

- All Players must play in at least half the scheduled games in order to be eligible to play in the playoffs

2. RECRUITING

- Once a player/coach chooses to be affiliated with a certain town/team, opposing towns/teams are not permitted to actively recruit a player/coach for that year. However, at the end of each season the player/coach is no longer tied to that team/town and may choose to play or coach for another team/town the following year.

- Any recruitment allegations should be brought to the attention of the CCGSL Board. The Board will review all evidence and determine appropriate disciplinary action including, but not limited to, removal of the person/team/town from the CCGSL.

3. AGE/DOB rules:

- 10U includes players who are (9) by January 1st and who are NOT (11) by January 1st of the year she will be playing.
- 13U includes players who are (11) by January 1st and who are NOT (14) by January 1st of the year she will be playing.
- 16U includes players who are (14) by January 1st and who are NOT (17) by January 1st of the year she will be playing.

- It is a town's responsibility to determine whether a player can move up to a higher age bracket based on the player's skill level.
 - o A younger player may "play up" or be rostered one age bracket above their league age if the town and coaches have determined her skill level to be appropriate, however once she is rostered on that team, she may not play on the team in the younger age bracket.
- If a question arises as to the age of a player, the coach/town rep must provide acceptable proof of date of birth (DOB) in the form of a birth certificate or hospital record to the CCGSL board, who in turn will verify the player's age.
 - CT If a player is found to be playing in an illegal age bracket (i.e. 14 yr old playing in 13U), the team will forfeit all games in which the player participated and the CCGSL will determine further disciplinary actions.

4. DRAFTING PROCEDURES

- In the event that a town has enough registered players to have multiple teams in an age bracket, the town will hold a draft to form teams and distribute talent evenly into multiple teams. Loading teams to make an "A" and a "B" team is not permitted.
- #### 5. REQUIRED PLAY
- Players that attend games in uniform must play two (2) complete innings and one plate appearance, providing the game last six (6) innings for 10U/13U and seven (7) innings for 16U....except in the case of disciplinary action, injury or illness.
 - If a player is not afforded the minimum amount of playing time for one game, she will start the next game until her inning and at bat requirement is fulfilled.
 - A team may have a minimum of eight (8) players and maximum of ten (10) players on the field. If a team only fields eight (8) players, the ninth (9th) batting position will remain unassigned. An automatic out will be recorded for the unassigned batting position. If a player arrives at any point in the game, she will be inserted into the unassigned batting position and no further automatic outs will be recorded.
 - Teams must end a game with the same number of players that began a game. If a batting position is vacated for whatever reason and no substitution can be made, an automatic out will be recorded for that vacant position.
 - In the case of injury, sickness or ejection of a player and only eight (8) players remain on the field, a previously pulled player may re-enter the game into the batting slot of missing player.
 - If a rostered player arrives to a game late, she is required to play unless two (2) full innings have been completed.

6. CALL-UPS

- If a team will have less than ten (10) rostered players for a game, a substitute player (call-up) from a lower age bracket team may be used in accordance with the following guidelines:
 - o The call-up must be registered within the same town/league as the team for which she will be playing.
 - o The call-up must be of an age younger than the team for which they will be playing. Ex) 16U teams may use 13 year old players; 13U teams may use 10 year old players; 10U teams may use 8 year old players.
 - o A call-up CANNOT replace a roster player that is present for the game. The only exception is if a team is missing their rostered pitcher or pitchers for a game then a team can call-up a pitcher from a lower age group and the pitcher can start over a rostered player. However the call-up pitcher has to bat last but only for regular season play.
 - o Call-ups from a team within the same town/age bracket CANNOT be used. Ex) A 13U team cannot use players from the other 13U team within the same town
 - o Call-ups should wear the uniform from their regularly rostered team.
- Violations of these guidelines will result in forfeiture of games involving illegal players, as well as discipline from respective town and CCGSL.

7. All batters and runners will wear helmets with face masks.

8. BATTING ORDER: must remain the same when players change field position.

- Any player found batting out of order will be called out.

9. RE-ENTRY RULE: Any player taken out of the game may re-enter the game at any time but must be placed into their previous batting order.

- This is to avoid moving a batter up/down in the batting order.

10. COURTESY RUNNERS: May be used for an injured player.

- This runner cannot be currently in the game.

• If no extra player is available, then use the player who made the last out of the last inning.

11. DESIGNATED HITTER / EXTRA PLAYER:

- Designated Hitters are not allowed.

• Teams may use as many extra players (EP) as is available, in the batting order as they choose, but

each EP must play at least two (2) innings in the field during the game. (see Rule #5)

12. In order to be eligible to play in the playoffs at any age division, a player must play in at least 50% of the regular season games.

GAME MANAGEMENT

1. Home teams are responsible for preparing their own field for play.

- Base distance is to be 60 feet for all age brackets.

- Pitching circle should be drawn with an 8ft radius from the center of the pitching rubber.

2. Home team coach shall call opposing team coach (and umpire) to cancel a game due to inclement

weather and/or poor field conditions at least ONE (1) HOUR prior to game time.

- Otherwise, if opposing team does not arrive by game time, it will be considered a forfeit by opposing team.

3. The umpire and coaches of both teams may agree to cancel a game once both teams have arrived at the scheduled field due to poor field conditions and/or pending inclement weather.

Priority should be the safety of the players and other parties.

4. LIGHTNING:

- Once a lightning strike is spotted, all teams MUST be removed from the field of play into a safe area determined by the home team/league.

- Players may not return to the field of play until 15 minutes have elapsed without further lightning strikes.

- The 15 minute wait period is to be reset with every strike within that period.

5. CANCELED/POSTPONED GAMES: MUST be rescheduled within one (1) week of the originally scheduled date. The game, however, may be played at any time during the regular season.

- A good faith effort should be made by both teams to reschedule the game. All efforts/attempts should be supported by written documentation.

- Efforts to play all regularly scheduled games will affect post-season eligibility in determining final records at the end of the regular season. CCGSL sets an expectation of 100% of regular season games to be completed for playoff eligibility.

- If game is suspended due to rain, darkness or lightning strikes and required innings have not been completed (see below), the game should be rescheduled and resumed at the exact spot where the game ended.

- o Four (4) full innings must be completed for a game to officially end if the home team is losing or three and half (3 1/2) full innings must be completed if the home team is winning.

- Both teams should have the umpire review and initial each team's scorebook to ensure accuracy of outs/runs/lineups when the game resumes.

6. PRE-GAME WARM-UPS

- HOME TEAM: Warm ups begin one hour prior to start of game and lasts for 30 min.

- AWAY TEAM: Warm ups begin 30 min prior to start of game and last for 30 min.

7. UMPIRES:

- No immediate family members of home team (any relation) can umpire.... unless agreed upon by both head coaches. If not agreed upon, game must be rescheduled.

- 16U: Umpires must be at least 17 years old

- 13U: Umpires must be at least 16 years old and cannot be a player from the 16U team of same town...unless agreed upon by both head coaches.

8. PROTESTING GAMES:

- Games may be protested by the head coach ONLY due to misapplication of CCGSL Rules.
- Games cannot be protested due to a coach's disagreement of any umpire's discretionary calls (strike zone, out/safe calls, sliding interference, etc)
- If the game is protested or halted, each team's official scorer shall make note in writing of the exact situation at the time of the interruption. The inning, score, number of outs, runners' positions and batter's count shall be recorded. The home plate umpire will then initial both scorebooks at the notation. The game will then be played to completion.
- For 10U games. ..the time taken for documentation will not count toward time limit. Umpire/coaches are to note start/stop time of protest and add this time at end of game.
- The CCGSL President may, at his/her discretion, consult with the Vice-President and Secretary, regarding the matter.
- The final decision on all protested games is made by the CCGSL President and will be final.
 - Even if it is held that the protested decision violates the CCGSL Rules, no replay of the game will be ordered unless the opinion of the CCGSL President is that the violation adversely affects the protesting team's chances of winning the game.
- 10U: Home plate umpire must be at least 16 years old and base umpire must be at least 14 years old. Neither can be a player from the 16U team of the same town unless agreed upon by both coaches.
 - Protests must be made in writing (email or text) within 24 hours by the Head Coach and sent to the Town Rep. All necessary details and witnesses (if any) should be recorded in the protest. The Town Rep will forward to the CCGSL President. Phone calls are not accepted as a legal protest. Extensions may be granted if information is not made available until after 24 hours.

CONDUCT

1. CODE of CONDUCT forms

- Codes of Conduct forms must be signed by players, coaches, parents and town representatives and turned into CCGSL by the May meetings
- Teams that do not turn in all Codes of Conduct forms prior to the start of the season forfeits any scheduled games until the form are received by CCGSL.
- Any game canceled and forfeited due to nonreceipt of conduct forms CANNOT be rescheduled.
- Any completed games involving a team without received conduct forms will be considered forfeited by violating team.

2. Reporting Conduct Violations by Players/Coaches/Parents/Towns

- Complaints can be made in writing (email, text) to a board member as soon as possible.
- Player/Parent/Coach/Town has the right to explain alleged behavior.
- A unanimous vote by CCGSL Board is necessary for a coach being relieved of duties or a town being banished from the league.

• 3. PENALTIES

- 1st offense: WARNING
 - Can be issued by coach against a player or parent of own team displaying unsportsmanlike conduct or conduct detrimental to her team.
 - Can be issued by umpire to a player, coach or spectator displaying unsportsmanlike conduct or undue harassment
- 2nd offense = ONE GAME SUSPENSION
 - Can be issued by coach against a player displaying unsportsmanlike conduct or conduct detrimental to her team.
 - Can be issued by umpire to a coach or spectator displaying unsportsmanlike conduct or undue harassment

- o Ejections from games are enforced as follows:
 CT 1st ejection = 1 game suspension (includes game involving ejection and next game)
 CT 2nd ejection = removal of player/coach/parent from CCGSL for a period to be determined by CCGSL board.
 CT Games/time clock will stop until ejected person leaves the field/stands.
 CT Ejections are at the umpire's discretion and may require assistance from both team coaches.
- 3rd offense = REMOVAL from CCGSL
- o Player/coach/parent/fan can be banned from league for a period to be determined by CCGSL board.
- 4. CHEERING/CHANTING**
 - Players, coaches, parents and spectators will promote sportsmanlike conduct by encouraging each other to cheer positively.
 - Cheering must STOP when the pitcher steps onto the rubber and begins her motion. This includes any and all noises from players, coaches and fans which may be construed as a deliberate attempt to distract the pitcher.
 - o Head coaches should report actions not in adherence to this rule to the home plate umpire, who will then meet with both coaches and determine if a warning will be issued. Continued behavior will result in ejection from the game. Patterns exhibited by certain teams may result in further disciplinary action by CCGSL. Towns are ultimately responsible for their own coaches, players, parents and fans.
- 5. THROWING of equipment**
 - Throwing of equipment will not be tolerated. Calls will be made by home plate umpire.
 - o (1st) offense = warning
 - o (2nd) offense = batter is out
 - o (3rd) offense = batter is ejected from game

10U Rules for Game Play

1. Games will consist of six (6) innings or 1:40 time limit.
2. RUN LIMIT: Games will have a four (4) run limit per inning. However, unlimited runs can be scored during the "last inning" and any extra innings (see Rule#4 below).
- The "last inning" is defined as:
 - o The 6th inning, if began prior to the 1:40 time mark ... OR
 - o If the 6th inning hasn't been reached by the 1:40 mark, the next full inning will be the "last inning".
 - o If the game is called due to darkness during the "last inning", the winner is determined by the score of the last completed inning.
3. TIE BREAKER: Games may not end in a tie. Play will continue until a winner is determined. Unlimited runs can be scored in all extra innings played.
4. MERCY RULE:
 - o 12 runs after 4 complete innings
 - o 10 runs after 5 complete innings
5. INFIELD FLY RULE is not applicable.
6. DROPPED 3rd STRIKE: The batter may NOT advance to 1st base on a dropped 3rd strike.
7. OVERTHROWN BALLS to any position on the field which goes out of play will result in the runner advancing ONE BASE, with the exception of advancing home (see rule #7/bullet 2).
8. ROVER: This position can be utilized but must be an outfield position (both feet must begin the play in the grass).
9. STEALING is permitted.
 - Base runner cannot leave their base until after the ball passes THE BATTER.
10. BUNTING: Bunting is allowed. However, if on the 3rd strike the bunt is foul, the batter is out.

11. SLIDE RULE: Base runners are NOT required to slide. If a runner does not slide when a play is being made at any base AND does not interfere with the play (umpire's call), the runner will not be called out. However, if the umpire determines that by not sliding the runner interfered with the play being made, the runner will be called out.

12. BLOCKING BASES: Defensive players may not block a base unless they have possession of the ball (umpire's discretion).

13. When any part of the batter's foot touches home plate at the time the batter strikes the ball with her bat, the batter is out.

14. NO Metal Cleats allowed

15. PITCHING:

- Pitching distance is 35 ft using an 11 inch softball.

- WARM UPS: Pitchers beginning the game and new pitchers entering the game are entitled to eight (8) warm-up pitches. Beginning every inning thereafter, warm-up pitches are limited to five (5).

- PITCH COUNT: There is no limit to the amount of pitches a player can throw.

- "NO PITCH": Pitchers must start with 1 foot on the rubber and complete a windmill motion. Otherwise the pitch is considered a "no pitch" and registered as a "ball" on the batter's count.

- Runners may only advance one base (station) at a time.

- Runners are NOT permitted to steal home. Runners must be batted or walked home.

- o Crow hopping is not permitted: USSSA Rule defines a "crow hop" as ... "the act of a pitcher who steps, hops or drags off the front of the pitcher's plate, replants the pivot foot, establishing a second impetus (starting point), pushes off from the newly-established starting point and completes the delivery. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal."

- MOUND VISITS: Manager may visit the pitcher's mound once per inning.

- o If a second visit in one inning is made, the pitcher must be replaced for at least the remainder of that inning.

- STRIKE ZONE: Liberally judged from the batter's shoulders to the batter's knees. All calls are at the umpire's discretion.

- HITS BATSMAN: Any pitcher striking a batter three (3) times in a game, receive a warning from the umpire. The fourth (4th) hit will result in the removal of the player from the pitching position for the remainder of the game.

- o If the pitcher's ball strikes a batter who has made a reasonable attempt to move away from the pitch, then the batter may be granted first base.

- o If the umpire determines that the batter did not make a reasonable attempt to avoid being struck by the pitch, the batter will not be awarded first base and it will be a no pitch toward the count.

- o It is the umpire's discretion as to consideration of "reasonable attempt".

- BALKING: Balking is not applicable in this age-bracket.

- IBB: Intentional walks are not allowed.

- COACH PITCH:

- o Pitchers can only walk two (2) batters per inning.

- o After a pitcher has walked any two batters in an inning, the offensive coach will step in to pitch to the batter after accumulating four (4) "balls" in their count.

- o The "strike" count remains.

- o Coaches throw from the rubber, but standard windmill rules (drag foot etc) do not apply.

- o Coaches may throw up three (3) "hittable" pitches or "strikes", using the umpire's discretion, until batter either hits a ball in fair territory or strikes out swinging or looking.

- o The pitcher replaced by the coach will still field defensively on either side of the coach pitching, but must retain both feet within the pitching circle until the batter strikes the ball or is struck out.

- o If a struck ball hits the coach who was pitching, the ball is considered "dead" and runners advance one base/station.

13U Rules for Game Play

1. Games will consist of six (6) innings or 1:40 time limit.
2. RUN LIMIT: Games will have a five (5) run limit per inning. However, unlimited runs can be scored during the "last inning" (see above) and any extra innings (see Rule#4 below).
 - The "last inning" is defined as:
 - o The 6th inning, if began prior to the 1:40 time mark ... OR
 - o If the 6th inning hasn't been reached by the 1:40 mark, the next full inning will be the "last inning".
 - o If the game is called due to darkness during the "last inning", the winner is determined by the score of the last completed inning.. TIE BREAKER: Games may not end in a tie. Play will continue until a winner is determined.
 - Unlimited runs can be scored in all extra innings played.
4. MERCY RULE:
 - o 15 runs after 3 complete innings
 - o 12 runs after 4 complete innings
 - o 10 runs after 5 complete innings
5. INFIELD FLY RULE is not applicable.
6. DROPPED 3rd STRIKE: The batter may NOT advance to 1st base on a dropped 3rd strike.
7. OVERTHROWN BALLS to any position on the field which goes out of play will result in the runner advancing ONE BASE.
8. ROVER: This position can be utilized but must be an outfield position (both feet must begin the play in the grass).
9. STEALING is permitted.
 - Base runner cannot leave their base until after the ball passes THE BATTER.
 - Runners are permitted to steal home.
10. BUNTING: Bunting is allowed. However, if on the 3rd strike the bunt is foul, the batter is out.
11. SLIDE RULE: Base runners are NOT required to slide. If a runner does not slide when a play is being made at any base AND does not interfere with the play (umpire's call), the runner will not be called out. However, if the umpire determines that by not sliding the runner interfered with the play being made, the runner will be called out.
12. BLOCKING BASES: Defensive players may not block a base unless they have possession of the ball (umpire's discretion).
13. When any part of the batter's foot touches home plate at the time the batter strikes the ball with her bat, the batter is out.
14. NO Metal Cleats allowed
15. PITCHING:
 - Pitching distance is 40 ft using a 12 inch softball.
 - WARM UPS: Pitchers beginning the game and new pitchers entering the game are entitled to eight (8) warm-up pitches. Beginning every inning thereafter, warm-up pitches are limited to five (5).
 - PITCH COUNT: There is no limit to the amount of pitches a player can throw.
 - "NO PITCH": Pitchers must start with 1 foot on the rubber and complete a windmill motion. Otherwise the pitch is considered a "no pitch" and registered as a "ball" on the batter's count.
 - o Crow hopping is not permitted: USSSA Rule defines a "crow hop" as ... "the act of a pitcher who steps, hops or drags off the front of the pitcher's plate, replants the pivot foot, establishing a second impetus (starting point), pushes off from the newly-established starting point and completes the delivery. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal."
- MOUND VISITS: Manager may visit the pitcher's mound once per inning.
 - o If a second visit in one inning is made, the pitcher must be replaced for at least the remainder of that inning.

- **STRIKE ZONE:** Liberally judged from the batter's chest to the batter's knees. All calls are at the umpire's discretion.
- **HITS BATSMAN:** Any pitcher striking a batter two (2) times in a game, receive a warning from the umpire. The third (3rd) hit will result in the removal of the player from the pitching position for the remainder of the game.
 - o If the pitcher's ball strikes a batter who has made a reasonable attempt to move away from the pitch, then the batter may be granted first base.
 - o If the umpire determines that the batter did not make a reasonable attempt to avoid being struck by the pitch, the batter will not be awarded first base and it will be a no pitch toward the count.
 - o It is the umpire's discretion as to consideration of "reasonable attempt".
- **BALKING:** Balking is not applicable in this age-bracket.
- **IBB:** Intentional walks are not allowed.

16U Rules for Game Play

1. Games will consist of seven (7) innings with no time limit.
2. **RUN LIMIT:** Games will have a (7) run limit per inning. However, unlimited runs can be scored during the last inning and any extra innings (see Rule#3 below).
3. **TIE BREAKER:** Games may not end in a tie. Play will continue until a winner is determined. Unlimited runs can be scored in all extra innings played.
4. **MERCY RULE:**
 - o 15 runs after 4 complete innings
 - o 12 runs after 5 complete innings
 - o 10 runs after 6 complete innings
5. **INFIELD FLY RULE** is in effect.
 - The ball is still "live" when the infield fly is called and runners can advance at their own risk.
 - This rule does NOT apply when there are two (2) outs.
 - Only applies when runners occupy 1st/2nd or 1st/2nd/3rd.
6. **DROPPED 3rd STRIKE:**
 - If a catcher drops a third strike, the play is "live" if first base is unoccupied and there are less than 2 outs.
 - If a catcher drops a third strike and there are two (2) outs, the play is "live" regardless of whether 1st base is occupied.
7. **OVERTHROWN BALLS** to any position on the field which goes out of play will result in the runner advancing ONE BASE.
8. **ROVER:** This position can be utilized but must be an outfield position (both feet must begin the play in the grass).
9. **STEALING** is permitted.
 - Base runner cannot leave their base until the pitcher releases the ball.
 - Runners are permitted to steal home.
10. **BUNTING:** Bunting is allowed. However, if on the 3rd strike the bunt is foul, the batter is out.
11. **SLIDE RULE:** Base runners are NOT required to slide. If a runner does not slide when a play is being made at any base AND does not interfere with the play (umpire's call), the runner will not be called out. However, if the umpire determines that by not sliding the runner interfered with the play being made, the runner will be called out.
12. **BLOCKING BASES:** Defensive players may not block a base unless they have possession of the ball (umpire's discretion).
13. When any part of the batter's foot touches home plate at the time the batter strikes the ball with her bat, the batter is out.
14. Metal Cleats are allowed
15. **PITCHING:**
 - Pitching distance is 43 ft using a 12 inch softball.
 - **WARM UPS:** Pitchers beginning the game and new pitchers entering the game are entitled to

eight (8) warm-up pitches. Beginning every inning thereafter, warm-up pitches are limited to five (5).

- **PITCH COUNT:** There is no limit to the amount of pitches a player can throw.
- **“NO PITCH”:** Pitchers must start with 1 foot on the rubber and complete a windmill motion. Otherwise the pitch is considered a “no pitch” and registered as a “ball” on the batter’s count.
 - o Crow hopping is not permitted: USSSA Rule defines a “crow hop” as ... “the act of a pitcher who steps, hops or drags off the front of the pitcher’s plate, replants the pivot foot, establishing a second impetus (starting point), pushes off from the newly-established starting point and completes the delivery. Pushing off with the pivot foot from a place other than the pitcher’s plate is illegal.”
- **MOUND VISITS:** Manager may visit the pitcher’s mound once per inning.
 - o If a second visit in one inning is made, the pitcher must be replaced for at least the remainder of that inning.
- **STRIKE ZONE:** Liberally judged from the batter’s chest to the batter’s knees. All calls are at the umpire’s discretion.
- **HITS BATSMAN:** Any pitcher striking a batter two (2) times in a game, receive a warning from the umpire. The third (3rd) hit will result in the removal of the player from the pitching position for the remainder of the game.
 - o If the pitcher’s ball strikes a batter who has made a reasonable attempt to move away from the pitch, then the batter may take one base.
 - o If the umpire determines that the batter did not make a reasonable attempt to avoid being struck by the pitch, the batter will not be awarded first base and it will be a no pitch toward the count.
 - o It is the umpire’s discretion as to consideration of “reasonable attempt”.
- **BALKING:** Balking is not applicable in this age-bracket.
- **IBB:** Intentional walks are not allowed.