

**City Suburban Catholic  
Conference**

**Girls  
Fast-Pitch  
RULES**

**March 25, 2025**

## CSCC FAST PITCH SOFTBALL RULES

### Contest Specific Rules

The City Suburban Catholic Conference will abide by IHSA rules as published by the National Federation of High Schools. The following rules will supersede the IHSA rules.

### JV and Varsity Levels

The City Suburban Catholic Conference competes at two levels, Junior Varsity and Varsity.

- **Teams in the CSCC would include a school that is admitted to play in the CSCC for that season by the CSCC board. All schools admitted to play must adhere to all the CSCC rules.**
- Varsity teams may be comprised of 8th grade players and younger.
- Junior Varsity teams may be composed of 6th grade players and younger.
- **Schools at both levels may split teams by grade.**

### Field Dimensions

- **Varsity Fields**
  - The length of the base line shall be 60 feet.
  - The pitching rubber shall be 40 feet
- **JV Fields**
  - The length of the base line shall be 60 feet
  - The pitching rubber shall be 38 feet

### Game Equipment

- **Varsity** - must provide a new 12 inch ball per game.
- **JV** - must provide a new 11 inch ball.
- CSCC demands that all teams abide by the IHSA bat rule and NOCSAE specifications.
- All batting helmets and catchers helmets must meet NOCSAE specifications.
- Batting helmets must include a face mask.
  - Helmets must be worn on deck, batting and running.
- Catchers must be in complete safety gear. Equipment must be NOCSAE approved and must include catchers' helmet, chest protector, throat protector and shin guards.
- No metal cleats are allowed.

### Game Length and lineups

- The game will be 6 innings long. **No new Inning after 1 hour 45 minutes. The game ends at 2 hours. If the last inning is not completed the score will revert to the previous inning score.**
  - **All home teams must let the umpire and opposing team know if there is a field time restriction. If the restriction is less than 2hrs (as stated above) then a new inning cannot start 15 minutes before the stop time.**

- I.e. if you must be off the field by 5:30pm a new inning cannot start after 5:15pm
  - If the last inning is not completed the score will revert to the previous inning score.
- **Mercy rule:** The game ends if a team is ahead by 12 runs after 4 innings, or 3 1/2 innings if the home team is ahead.
- If the score is tied the game will be played until there is a winner or until field usage, darkness, or time runs out.
- Games will have a cap of 6 runs per inning. Once a team scores the sixth run the inning is over and the other team is up to bat.
- There will be no run cap in the last inning.
- The last inning of the game will need to be determined at the top of the start of any inning that is not the 6th inning, especially if time, weather and darkness play an issue.
- Warmups
  - The start of the game the pitcher will get a total of 8 pitches with the last pitch being a throw down to 2nd.
  - Infield/outfield can use a ball to warmup.
  - After the first inning the pitcher will get 4 warm up pitches and the last pitch will be a throw down to 2nd.
  - Infield/Outfield will not have a ball for warmups between innings.

### **Batting Order and Substitutions/Playoffs**

- Free substitutions:
- All players at each game must bat in a continuous batting order.
- All players must play at least one inning in the field by the end of the third inning.
- There will be free entry for all players with the exception of the pitcher.
- If players are in attendance of the game they need to bat unless injured.
- A game can start with 8 players.
  - If there are only 8 players the 9th batter is an out.
  - If a player leaves early those players are skipped in the batting order until there are less than 9 batters.
- Once a pitcher has been removed, they cannot re-enter the game as a pitcher.
- All players that are rostered must play.
- Designated Runner. With Two outs, if the catcher is a base runner, the base runner should be replaced by a designated runner. The designated runner is the last batted out.

### **Pitching**

- Pitching shall be fast pitch. Fast pitch shall be defined as follows:
  - There will be no specified arc.
  - The pitchers must pitch underhand.
  - There is no restriction on wind up or delivery.

- The pivot foot must be on the rubber. The stride foot must be on or behind the rubber and within the 24" width of the rubber.
- Pitching Restrictions.
  - One pitch constitutes an inning pitched.
  - **JV-3** inning limit per game.
  - **Varsity-4** inning limit per game.
  - Once a pitcher is removed from the mound, she may not return to the mound during the game.

### **Base Running.**

- The slide rule is in effect when there is a close play at any base. When there is a close play at any base a runner who does not slide MAY be called out if contact is initiated by the runner (Umpires Judgment).
- Three strikes shall constitute an out.
- There will be an unlimited number of foul balls.
- Bunting will be allowed. A bunt ruled foul with 2 strikes on the batter is an out.
- **Varsity Only**
  - There will be no pull back bunts allowed. A player cannot fake a bunt then pull back to take a full swing.
  - There will be no lead-offs. The runners may leave the base after the ball has been released from the pitcher.
  - A base runner may advance home on an overthrow.
  - Base runners may steal home on a passed ball or wild pitch.
  - Dropped third strike rule will be allowed in varsity
- **JV Only**
  - There will be no pull back bunts allowed. A player cannot fake a bunt then pull back to take a full swing.
  - There will be no lead-offs. The runners may leave the base after the ball has passed the batter.
  - A base runner may not advance home on an overthrow.
  - Base runners may not steal home on a passed ball or wild pitch.
  - Will not enforce the dropped third strike rule.

### **Home and away fields**

- The home team is what is determined at the scheduling meeting.
- In a double header the school hosting is the home team for the first game and the other team is the home team for the second game.

### **Administrative Rules**

#### **Rosters**

- **Schools will need to split into 2 teams when reaching 18 players. There will be no more than 17 players on one team. Teams can be split by grade.**

- **\*\*For Playoff Games Only\*\* Teams of 13 or more must play with 90% of their roster or missing 2 players. Teams of 12 or less must play with 90% of their roster or missing 1 player. Teams will need to use call ups to fill the roster spots. If a team cannot meet this requirement, they must report it to the CSCC board and/or Chairpersons of Baseball for review. Failure to meet the roster requirements or to report to the CSCC board and/or Chairpersons of Baseball prior to a playoff game may result in a forfeit.**

- 
- Rosters must be turned in prior to the start of the official start of the games season.
- Rosters must be turned in on the provided excel sheet completed with the following information.
  - School Name
  - Grade
  - Coaches First and Last name including cell phone number and email address
  - Players First and last name, grade and jersey number.
- Rosters not turned in prior to the start of the season will result in forfeiture of all games prior to rosters turned in.
- Copies of each team's roster shall be made available to any coach upon request.
- Players may be added, but only in writing and signed by the School principal, up until 30 days prior to the first scheduled playoff date, at which time rosters will be considered frozen. Any request to alter rosters after the freeze date must be approved by the league chairperson.

### **Call up players**

#### Player Promotion.

- A student athlete may play up a grade but may not play down if rostered on the team grade above.
- Once a player is rostered up a grade he/she may not go back down for league competition.
- All players must attend the school they represent.
- Call up players are only used to help keep a game from being rescheduled or cancelled.
  - This is not to help better a team.
- A call up player is from JV and not the grade below.
  - You cannot call up a player from another varsity team.
- JV does not have a call up option.
- A team can only call up players if they are going to have less than 10 players at a game.
  - A team who calls up players cannot have no more than a total of 12 players on their bench.
- Call up players have to follow the same playing time rules as a rostered player.
- Call up players cannot play more than a rostered player.

### **Season**

- Games start on the date determined by the conference
- Final games must be completed by the end of the day of the final day of the season.

- Any games not finished by that date will be recorded as a double forfeit.
- Games must be rescheduled within 48 hours after cancellation.
  - When rescheduling you must give the Umpire assignor 24 notices.

### **Playoffs**

- Quarter finals will take place the following week with the higher seeded team providing the playing field.
- The semi-finals and finals will take place the following weekend at a site determined by the conference.

### **Contest Reporting**

- Both teams are responsible for reporting the game results to [gocsc.com](http://gocsc.com) website. If you do not have access to the website, please report to another AD to record the score.
- Scores not reported at the end of the last day of the season will be marked as a double forfeit.

### **Umpire**

- The umpire fee will be \$35.00 per school per game. Total \$70 per umpire.
- In case of a rain out, please call the umpire chief:
  - Jerry Krusinski, 847-431-1507 Cell
- When rescheduling a game, you must give the umpire chief at least 24 hours to schedule an umpire.
- If an umpire shows up at a game and it is subsequently rained out before the game starts, the umpire will be paid \$20.00. If the game starts and then it is rained out the umpire will receive the full fee.
- At the first indication of lightning, the game will be suspended. The game will be continued or terminated at the discretion of the umpire.
- The Umpire is not permitted to determine a forfeit based on playing time infractions.
- The Umpire is to act as an impartial third-party witness. The Umpire will not be monitoring playing time.

### **Protests and Appeals.**

- Protested contest results must be submitted to the protesting team's athletic director within 24 hours of the completion of the contest. The athletic director will then evaluate the protest and present it to the league chairperson for a ruling.
- No protest will be considered regarding judgment calls made by the official.
- Protests will only be considered where there is a question of rules interpretation which affects the outcome of the game.
- No protest will be considered if the coach could not immediately produce a copy of the league rules for the contest official at the time questioned.
- Violations of league playing time rules may only be addressed through the appeal process.
- The Umpire is not permitted to determine a forfeit based on playing time infractions.

- If a coach feels a player has not played the minimum amount of time the coach is to advise the opposing coach and the Umpire of the situation during the contest.
- An official book needs to be kept.
  - The home team is responsible for keeping the official book.
  - It is advised that both teams keep a book or an app to indicate field playing time.
- If the official scorer's book shows that the player(s) in question have not played the minimum amount of points the Umpire is to sign the score sheet ONLY as a witness.
- The Umpire is to act as an impartial third party witness The Umpire will not be monitoring playing time.

#### **Procedure for canceling or postponing any given game.**

- All scheduling changes must be made by the athletic director.
  - Coaches are not permitted to cancel or reschedule games.
- Changes can not be made within 72 hours. If a game is canceled within 72 hours, the official will still be paid by the canceling team.
- Please notify the other team, then contact the umpire chairperson
  - Jerry Krusinski, 847-431-1507 Cell
- Adjust the CSCC website to notify conference of the changes.

#### **School Representation**

Players must be full time day students attending the schools that they represent.

Age Restrictions. Players are eligible to play for a given grade based upon their birth date.

- 8th Grade -Has not reached their 15th birthday before September 1st of the current school year.
- 7th Grade -Has not reached their 14th birthday before September 1st of the current school year.
- 6th Grade -Has not reached their 13th birthday before September 1st of the current school year.
- 5th Grade -Has not reached their 12th birthday before September 1st of the current school year.
- 4th Grade -Has not reached their 11th birthday before September 1st of the current school year.

Any coach and/or school that violates any of these age rules shall be suspended from the league on that level for the remainder of the season and must forfeit all games.

#### **Playoffs, Official Standings and Tie Breakers**

Playoffs are held only for the JV and Varsity grade levels.

Higher seeded team will host playoff games. If they cannot host, they must make arrangements with the opposing team. If both schools cannot host please contact the baseball chairperson to help.

#### **Standings**

- Standings will be determined on the basis of overall conference records split by City and Suburban Divisions when more than eight teams are participating.

- Tie breakers are listed in the order of application. These tie breakers exist for the purpose of determining playoff seeding only. Ties which would determine inclusion for a playoff seeding will be determined through an elimination contest.
  - Head to Head Record
  - Division Record (Only if teams are in same division)
  - Coin Toss
  - All teams make the playoffs.
- The home team in the playoffs is always the higher seeded team. If there is a tie in team seeds a coin flip will determine the home team.
- First round of playoffs
  - 1st seed plays 8th seed, winner advances
  - 2nd seed plays 7th seed, winner advances
  - 3rd seed plays 6th seed, winner advances
  - 4th seed plays 5th seed, winner advances
- Semifinals
  - Winners of 1st/8th plays 4th/5th seed
  - Winner of 2nd/7th seed plays 3rd/6th seed
- Championship
  - Winners of the semifinals