

# 12U Majors Division Rules

## General Game Preliminaries

1. The home team head coach is responsible for postponing a game due to weather/field conditions and contacting the umpires and the opposing coach.
2. Prior to each game, batting orders must be exchanged and recorded into the respective scorebooks.
3. All players must be in 6<sup>th</sup> grade or lower.
4. Teams should be ready to play at the scheduled time.
5. No game shall be started without a minimum of 8 players on a team. A forfeit can be called; however, we are here to let the kids play, so do your best to work it out.  
**Forfeits require a full game fee for the umpire.**
6. The home team is responsible for paying the umpire.
7. If there is no umpire present at game time, both coaches must agree on a substitute or the game should be made up.
8. Home team supplies at least two game balls. A 12" traditional (optic yellow) softball will be used.
9. Coaches are not permitted in the playing field during play.
10. Catchers must wear full protective equipment, even when warming up.
11. All infielders including the pitcher, are required to wear a fielding mask. It is strongly recommended that the entire outfield wear one as well.
12. All batters and base runners must wear a league-approved helmet at all times. Helmets must contain a face mask.
13. No jewelry, metal cleats, or casts. If a player cannot remove her jewelry, she must coverage it with a bandage or athletic tape.
14. All players must remain on the bench or in the dugout when not batting or on deck. The only exception is players warming up with the permission of their coaching staff in designated areas agreed on before the game.

## Conduct Rules

1. Coaches are expected to know and abide by all rules.
2. Every coach is responsible for the safety and conduct of his/her team.
3. Good sportsmanship and behavior are expected from all players, coaches and parents.
4. Cheering for your own team is highly encouraged. Teamwork and building an enjoyable experience for all the girls in the league is our desired goal. However, there comes a time when the line can be crossed, and it is up to the coaches and the umpire to be aware of the incidents and to try to maintain a level playing field for both teams. This issue is not only between girls from both teams, it involves coaches and parents. Cheers about the other team should not be tolerated. Sudden noises (shouts, horns, foot-stomping, "swing", or other noise making devices) shall not be tolerated. Players and Coaches should not purposely distract the other team's pitcher. Coaches are responsible for adherence to this etiquette for themselves, their other coaches, their players AND their players' parents.

## Game Rules

1. All rules not specifically noted here will follow USA Softball rules.
2. There are 6 innings per game (if time permits). No new inning may begin after 1 hour and 45 minutes have elapsed from the start of the game.
3. Three outs or 5 runs end an inning. The final play of the inning should be allowed to finish even if more than 5 runs are scored. However, only 5 runs should be officially recorded. If time allows, the sixth inning (and ONLY the 6<sup>th</sup> inning) is an unlimited-run inning.

**Playoff rule modification:** In the playoffs only, there will be 6 innings per game with no time constraint. Three outs or five runs will end all innings except in the 6<sup>th</sup> inning which will be unlimited runs. If the game ends before the 6<sup>th</sup> inning due to darkness or other circumstances, the three outs or five runs rule is still in effect. It is only lifted in the 6<sup>th</sup> and beyond

4. The "mercy rule" for the game is invoked when a team is ahead by 15 or more runs after 4 complete innings.
5. Ten players on the field, the short fielder must stay in the outfield.
6. All players must be in the batting order whether they played in the inning or not. Pinch-hitting is not allowed. No batting out of order.
7. If a team has less than 10 players, only the ninth slot in the batting order must take an automatic out if the team does not have a ninth batter. However, they do not have to take an automatic out for the tenth slot in the batting order.

8. Free substitution for defensive positions.
9. Bunting is allowed.
10. Infield fly rule is in effect.
11. We will **not** honor the dropped third strike rule.
12. A batted ball in the playing field is live until returned to and controlled in the pitching circle.

**Clarification:** On overthrown balls begun by a batted ball (i.e. balls overthrown in attempt to make a defensive play), runners may attempt to take as many bases as they desire, provided the ball is still within play and not controlled and within the pitching circle. Once the ball is controlled and within the pitching circle, no further advancement can be made other than the base they may be in the process of reaching at the time. If the ball is out of play, it becomes a dead ball and the appropriate out of play advancement is instituted. (One base on an overthrow that goes out of bounds).

13. Runners may not leave the base (lead or steal) until the ball has crossed the plate.
14. Runners may steal 2<sup>nd</sup>, 3<sup>rd</sup>, or home, but only 2 runs per inning may be scored in this fashion. A steal is defined as any advancement on a non-batted ball. *(For example, a runner steals third and the catchers throw to third is mishandled, the runner can only advance home if two runs have not already been scored by non-batted balls. Note this advancement to home will counts towards the 2 steals home limit.)*
15. A team may NOT steal once they are up by 10 runs.
16. No pitcher will appear in more than 3 innings. A pitcher may leave the game and return in later innings as long as she doesn't appear in more than 3 innings per game. **One pitch thrown in an inning constitutes an inning of pitching.**
17. Pitching distance is 40 feet – no exceptions.
18. There will be a limit of 4 walks per inning. If a batter receives a fourth ball with a player pitching after 4 walks have already been recorded for that inning, the batter will retain the number of strikes and the offensive coach will pitch to the batter for the remainder of the at bat. The umpire will still call strikes when the coach is pitching, but the batter is not allowed to walk. The girl who was pitching will remain near the pitching circle (within 5 feet) and may field any “IN PLAY” balls that come to this location. The coach is not allowed to make any plays on the field.
19. For the safety of all players, any pitcher who hits 3 batters in a game **must** immediately be removed from the pitching position for the rest of the game (she may play any other position). Hit by Pitch (HBP) is determined by the umpire. Coaches should review this rule with the umpire before each game.
20. Call-ups/call-overs cannot pitch.