

## 12U Rules for Waupun "Blackout" 2017

12U games will be played with a 12", ASA Approved softball.

The pitching rubber will be set at 40 feet.

Coaches are responsible to insure their team cleans up the dugout and surrounding area after each game.

### **ASA rules apply with the following modifications:**

1. Home team will be determined by coin toss by the game umpires 10 minutes prior to the game. During tournament play the highest seeded team in any given game will always be the home team.
2. Home team is responsible for providing the official scorekeeper and turning the scores to the tournament director (concession stand) immediately after the game is completed.
3. Games are scheduled for 80 minutes or 7 innings in length.
  - Pool Play – No new inning may begin after 80 minutes. New innings started will allow both the visitor and home team to bat unless the home team has the lead. Games can end in a tie with each team earning ½ win and ½ loss.
  - Tournament Play – International tie-breaker method will be used when the score is tied after 7 innings or upon completion of an inning after the 80 minute time limit. Extra innings will be played until a winner is declared.
4. Every team will bat everyone on their roster, no exceptions. No late player add-ons once the first pitch is thrown. If caught using an ineligible player the team will automatically forfeit the game. The forfeiting team will register no stats from the game. If there is no score the other team will get a 2-0 win. The other team will also be allowed to keep all their stats up to the point of forfeit.
5. Teams will be allowed to make unlimited defensive substitutions.
6. Defensively there will only be allowed 9 players in the field, with unlimited defensive substitutions provided the team has enough timeouts to utilize the substitution properly.
7. Sliding in not mandatory but recommended. If there is malicious contact that involves excessive force with an opponent at any base including home plate to prevent an obvious out and could have been prevented by sliding then the runner is out and all other runners must return to the last base touched at the time of the interference.
8. All games will have a run rule. Games will end when the home team reaches the following run spreads after the given inning stated.
  - 4 innings – 15 run lead
  - 5 innings – 10 run lead
9. The Scoreboards all have a timer and will be used as long as a volunteer is willing to run them. Volunteers from either team will be asked to run the scoreboard. If no volunteers are found then the time will be kept by the one of the umpires on the field. Note that the hand held remotes are very easy to use and learn.
10. There will be no penalty for a player who leaves the game due to injury. A courtesy runner can be used for an injured player. The player will be the last player to have made an out in the same inning or previous inning. Once an injured player spot in the batting order has been passed that player will no longer be allowed back into the current game.
11. A courtesy runner can be used for the catcher or pitcher. The courtesy runner will be the player who made the last out in the inning.
12. The on-deck batter **MUST** be positioned at the batters back side.
13. Any minors who coach bases must also wear helmets.
14. All umpire and tournament director's decisions are final. No protests will be considered.
15. Championship games will not have a time limit.
16. Tournament Director reserves the right to shorten the tournament for weather considerations. No refunds will be given once the tournament has started. A Champion can be named and awards given out without the tournament finishing. All scores and records will be tallied and seeded in order to determine the tournament placing if weather shortens the tournament schedule.