

2018 U12 LEAGUE RULES

Our League uses NFHS rules with the exceptions below... If a rule comes up that is not spelled out here, then the NFHS rule book should be referenced to assist with any discrepancy or disagreement. It is the coach's responsibility to bring up a rule violation. Not the umpire's job to "show the coach where it says that" when a call is disputed.

General Rules

1. A 12-inch leather ball will be used (one new ball per game, and home team keeps the ball).
2. Equipment - You will be provided with a bag full of balls, bats and other items. They can be found in your team cubby in the equipment room along third base side at diamond #1 in the storage room. You may keep it in your possession during the season or keep it in your cubby. This must be returned at the end of the season. There are separate storage sheds at each diamond. Provided in these sheds will be a pitching rubber, stakes, hammer, measuring tape, chalk and string, rakes, batter's box frame, catching equipment and helmets etc. These items are to be returned immediately after your practice or game. Each coach can only take from the shed on the diamond they are scheduled at. Do not take individual helmets out of the shed, take the entire bag and hang it on the fence to help protect the helmets. Keys will be provided to the head coach only. The keys will allow you to get into all storage sheds, and batting cages. Keys must be returned to the commissioner by Fun Night. PLEASE RETURN ALL EQUIPMENT WHERE YOU FOUND IT, IMMEDIATELY AFTER THE GAME AND KEEP THE STORAGE ROOMS ORGANIZED.
3. Uniforms – Each player is required to wear their t-shirt, rubber cleats or tennis shoes. (no sandals and no jewelry) Batters, runners, and catchers are required to wear helmets. IF a runner deliberately knocks off their helmet, they will get a warning. The next time they do it, they are out. T-Shirts can Not be altered. All helmets will have face masks. Fielders are not required to wear face masks but they are recommended.
4. Time rule – All of our games will be for 60 minutes or 6 innings in length. The umpire will set the timer on the scoreboard. The PLATE UMPIRE and HOME team should set timers at the same time. (This is a backup system to the score board) Once the timer goes off, that inning **WILL** be completed. Even if the home team cannot win, the inning must be completed. (differential points will be kept track of for standings) Keep it consistent all year long. Please keep the games going. Most of the time is wasted between innings, so have someone coordinate your defense ahead of time. Posting positions in the dugout is a good way for the girls to know each inning where they need to play. (Please refer to the pitcher/catcher sections)
5. Run Rule – 6 runs per inning or 3 outs; however, if it's the last play of the inning, the play continues, until the play is complete (Meaning up to 9 runs). Intentional walks for the 6th run is forbidden. If the game is tied after the 6th inning, or the last inning, the International tie-breaker rules will be used. The last out, will start on 2nd base for both teams, follow batting order. Any pitcher can be used in a tie-breaking inning. (Reminder: Even if the home team cannot win, the last inning **MUST** be completed. Differential points will be used as tie-breakers for the tournament)
6. Rosters – A minimum of 8 eligible players must play, or your team is forced to forfeit (players from the league below are eligible to play). The players **MUST** be enrolled in the city league to play. A team may substitute from the league immediately below IF fewer than 9 players are available. If rostered players show up before the first pitch, the non-rostered player can bat, but **CANNOT PLAY IN THE FIELD**. You

must bat your entire roster, any player from the league below must bat last in the lineup. Coaches please have your line-up ready and given to the opposing team 5 minutes prior to the start of the game.

7. Concession stand – The volunteer schedule will take care of the stand. Please tell parents that if the games are cancelled, they will have to be in the stand when the games are made up.
8. **After each REGULAR season game, each player may get either a Small Slushy or 2 Freeze sticks.**

Offensive Rules

1. Count – The count will be 4 balls and 3 strikes.
2. Infield Fly Rule – There is no infield fly rule in this league.
3. Bunting and Stealing- Are allowed, a fowled bunt on the 3rd strike will be considered an out. Only one steal per batter is allowed. There is No 3rd drop strike rule in this league.
4. A runner may leave the base once the ball **LEAVES THE PITCHER'S HAND**. You may steal home in this league. If caught leaving early, the runner will be out.
5. Catcher Courtesy Rule – If your catcher is on base with 2 outs, we ask that you call time and put in a courtesy runner. This runner will be the last player called out. Coaches, have your catcher ready for the start of the inning, and warm up your pitcher yourself until she is ready. Pitchers may use the same courtesy rule with 2 outs. The last player making the out in the roster **MUST** run as the courtesy runner.
6. Sliding – Sliding is not mandatory per NFHS & WIAA rules and this is our interpretation of such rule for this league... Sliding is not mandatory but is suggested. When a runner creates malicious contact and/or interference with any fielder with or without the ball, in or out of the base line the runner is out, and any other runners must return to the base touched at the time of such action. This is not an appealable action and will be decided by the umpire covering such action. Catchers are not allowed to cover all of home plate. *****WHEN THERE IS A PLAY AT ANY BASE, INCLUDING HOME, IT IS HIGHLY RECOMMENDED TO SLIDE. IF A PLAYER DOESN'T SLIDE AND THERE IS CONTACT, THEY RUN THE RISK OF BEING CALLED OUT BASED ON THE UMPIRE'S DISCRETION IF IT WAS DEEMED "MALICIOUS OR INTERFERENCE." COACHES NEED TO TEACH THE PLAYERS THAT WHEN IN DOUBT, SLIDE!**
7. Orange Bag Rule – A batted ball hitting the orange bag is foul. The batter/runner must use the orange bag when running through 1st base. She does not need to use the orange bag while rounding 1st base when attempting to run to 2nd base.
8. If a batter throws their bat, she and the team will get one warning. If anyone else on their team throws their bat again during the game, they will be called out. The umpire and coaches should make this very clear if it happens.
9. Ball bounces then hits batter – If the pitched ball hits the ground and
 - A) then hits the batter, it's a dead ball and the batter is awarded 1st base.

- b) (Whether or not the ball hits the ground), the batter swings at it, misses, and the ball hits the batter, it's a dead ball strike.
- c) The batter hits it fair, it's a live ball.
- d) Additionally, hands are not part of the bat (if batter does not swing at the pitched ball, and the ball hits the batter's hand(s), she is awarded 1st base. If hands stop in the strike zone---check swing--and are hit by the ball, it's a dead ball strike).

Defensive Rules

1. Max is 10 players on defense. Outfielders must be on the grass. Each player must play at least 3 innings on defense.
2. Calling Time – Time can only be called once a play has been completed. ONLY the umpire can call a time out. Coaches must address the home plate umpire to receive an official time out. Do not tell your players, the umpire must call out to the field.
3. Pitching – **Coaches must check to see if the pitching rubber is at the correct distance as soon as they arrive to the field.** 12u will be 40 feet from the plate. There is a 3-inning limit to the number of innings a pitcher may pitch during a game. **Once a pitcher is removed, she may not pitch again that inning,** but can pitch again later. Windmill pitching is allowed. The pitcher shall take a position with both feet on the ground and touching the rubber. This position must be maintained for at least 1 second. Their shoulders must be in line with first and third base. The pitch starts when the pitcher makes any motion that is part of her windup after the required pause. The pitcher may take one step back, and then take one step, which must be forward toward the batter, and simultaneous with the delivery of the ball to the batter. The pivot foot must be in contact with the rubber then the dirt through the release of the ball i.e. no crow hopping. One pitch from a pitcher is considered an inning. Any forward motion by the pitcher, to the batter is considered a pitch. Please warm up pitchers before the game, and during innings on the side lines. EACH GIRL WILL BE ALLOWED 5 WARM UP PITCHES ON THE MOUND WHEN IT IS THEIR FIRST INNING PITCHING, ANY INNING PITCHED AFTER THIS THE PITCHER WILL ONLY BE ALLOWED 3 PITCHES. If the catcher is not ready, coaches must warm up the pitchers however will only receive the 3 or 5 warm up pitches. If a tie breaker is need any pitcher can be used.
4. Catching equipment – Catchers are required to wear helmet and mask, chest protectors, and shin guards. Any player may warm up a pitcher, but they must be wearing face protection.

Misc Items

1. Good sportsmanship is expected AT ALL TIMES. Behavior including ridiculing, teasing, and making inappropriate comments to players, coaches and or umpires will not be tolerated. Coaches are responsible for the behavior and actions of their players and fans. Anyone displaying bad sportsmanship may be warned, but it could result in the immediate forfeiture of the game. A second warning will result in the forfeiture of the game. The umpires have all final calls, you may ask for an explanation and that is it. Please contact the commissioner to settle any arguments, questions, or complaints.

2. Score – It is the responsibility of one coach from each team and the umpire to put the score in the WGSA scorebook (located inside the concession stand), and the umpire must sign the book in order to get paid. If a coach from each team does not sign the book both teams will forfeit.

3. Inclement weather- (WIAA Guidelines) When thunder is heard or a cloud-to-ground lightning bolt is seen, the leading edge of the thunderstorm is close enough to strike your location with lightning. Suspend play for thirty minutes and take shelter immediately. Thirty-minute rule. Once play has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightning is witnessed prior to resuming play.
 - BEFORE A GAME STARTS – The commissioner is the only one who can call a game off due to the weather before a game starts. The commissioner must take care of notifying the umpires, so they don't show up. Since we do not have a lot of extra field time, games will be called no earlier than 1 hour prior to the start. Commissioners will reschedule all games.
 - ONCE THE GAME STARTS – A member of the executive board may call the game due to the weather. If an executive board member is not present and cannot be reached, then the umpire behind the plate oversees calling the game off.
 - COMPLETE GAME – A game that is called due to the weather is considered a complete game if four complete innings have been played (three and one-half innings if the home team is in the lead). If less than four innings have been played, and the game has been called due to inclement weather, the game is rescheduled, and the rescheduled game will start from the point where the game left off from. If the game is just delayed, the game is continued that same day as though there was no interruption. The game will then go 6 complete innings (no time limit will be enforced).

4. Umpires – A home plate umpire will be assigned to each game by Karen Cunningham. The home plate umpire must be in high school or older and be able to vocally call a game and have a basic understanding of softball rules and this league's rules. The home plate umpire will be paid by the league according to pay limits set by the board. Umpires must wear shoes and a shirt. Home plate umpire must wear a chest protector and mask. They must also record all scores. A 24-hr. notice is required, if they cannot attend the game.

05/15/2018