

Haverhill Girls Softball League Rules – 12U Division

Updated April 30th 2018

USA Softball/ASA Rule Book shall apply, with the following exceptions and points of emphasis.

A. General

1. Games will start at 6 pm and have a 6-inning limit. No new inning will start after one (1) hour and forty (40) minutes. If both halves of the last inning are not played, the scores revert back to the previous completed inning. A game is considered complete if the losing team has had 4 innings to bat. In the case of a completed game ending in a tie after time has run out or a game has been called by the Umpire for darkness or weather, each team will receive a *tie* in their standings (playoffs excluded). In the case of an incomplete game being tied after time has run out or a game has been called by the Umpire for darkness or weather, the game will be suspended and then continued from exactly where it left off at another time.
2. A five (5) run rule is in effect. Play will continue after 5 runs are scored but only 5 will count. In the 6th inning only, both teams may score an unlimited number of runs. However, if the 6th inning is not completed then the score reverts back to the end of the 5th for the final score.
3. All teams will bat a continuous batting order throughout the game with field substitutions not affecting the batting order. Everyone must bat when it is their time or it is counted as an out (injury excluded). The lineup can change at the Coaches discretion from game to game.
4. There can be a maximum of ten (10) defensive players in the field, with four (4) outfielders each of which should be on the grass and cannot make the primary play at any base (for example, the centerfielder cannot field a ground ball and step on 2nd base to get a force out directly, she must throw the ball to either the shortstop or 2nd baseman covering the bag). Each team can start and play a game with 8 players; the missing 9th player will count as an out when her time to bat comes up. If the Coach knows ahead of time that they will not have enough players to start a game then they may borrow players from the 10U division ahead of time after notifying the 12U Commissioner. The player(s) that are called up from the 10U division cannot play more defensive innings than a roster player and the call up player must bat last in the lineup. If the team doesn't have enough players to finish a game due to injury or loss of players, the team may borrow a player from the other team for defensive purposes **ONLY** to continue the game. When that player comes to bat, it will **NOT** count as an out.
5. Should a player arrive after the start of a legal game, the player shall be placed at the bottom of the batting order. If the player arrives prior to the start of the third (3rd) inning, the minimum play requirements must still be met. If the player is not able to meet the minimum play requirements because of lack of remaining innings, the team will not be penalized.
6. There is NO dropped third strike. The batter is out.
7. If at any time from the middle of the 4th inning to the end of the game the home team leads by 15 runs the game is stopped and declared over. However, if the visiting team goes ahead by 15 or

more runs during the top of the 4th, 5th or 6th innings, the inning is completed and the home team will bat. If the home team doesn't reduce the lead to below 15 runs during their at bat the game is declared over.

8. Bunting is **ALLOWED** in this division.
- 9 Base Coaches may be adults or players (players must wear helmets).
10. All players in the batting line up must play at least **3** defensive innings in a game and may not sit on the bench more than 1 inning in a row. **Players must play at least one inning in the infield during every game.**
11. Runners will be allowed to advance on overthrows at their own discretion. If a thrown ball goes out-of-bounds, as determined by the Umpire, the runner will advance 1 base at the Umpires discretion.
12. No batter can be intentionally walked.
13. There will be 3 minutes to switch from offense to defense between innings at which time the umpire will call 'batter up'. Within one minute the umpire will begin calling balls and strikes against the offending team.
14. At each coaches option; a courtesy runner may be used for the catcher with two outs. The courtesy runner will be the last batter to make an out.
15. Defensive players may not say, 'SWING' at the batter.
16. Only positive cheering is allowed from the teams and fans. No cheers are allowed that target a particular playing position. Complaints shall be brought to the attention of the Umpire, NOT the other coach. Umpires will take action against offenders.

B. Pitching

1. A pitcher may pitch 3 innings a game. One pitch to a batter is considered an inning pitched. Pitching distance is 40 feet. 12 inch softballs will be used.
2. Coaches will **NOT** pitch.
3. A pitcher maybe replaced during an inning by another pitcher who has **NOT** pitched their 3 innings as of yet. One pitch to 1 batter will count as one full inning of pitching out of the 3 innings allowed per game. A pitcher that was removed from an inning and has not completed the 3 innings maximum in a game may return to pitch later in that game but not the same inning they were removed from.
4. Three (3) hit batters in a game and the pitcher may be replaced at the Umpire's discretion.

C. Stealing

1. There will be the maximum of five **(5) total attempted steals per inning** with no more than two **(2) attempted steals of home plate per inning**.
2. The ball must cross home plate before any runners can leave the bag. USASoftball/ASA rules apply for runners leaving early.