



Division 12U Rules
(Revised 1-2-11)

General Provisions

The following North Shore Girls Softball League ("NSGSL") league rules supplement and augment the Amateur Softball Association of America ("ASA") rules as amended year-to-year. If there is a conflict between league rule(s) and ASA rule(s), the league rule(s) shall be controlling. If a situation is not covered by the league rules, the ASA rules are controlling. Although the league rules and the ASA rules are meant to cover as many situations as possible, they do not cover all. In the rare circumstance where a situation is not covered by the league or ASA rules, the judgment of the umpire will be upheld and the NSGSL rules coordinator should be notified. NSGSL Rules Committee will later consider the situation so that future rules can be clarified. All parties concerned will be provided with a fair opportunity to be heard. However, no protests are allowed.

Teams should not deviate from or alter these rules during the course of any regular season or post-season game, even by mutual agreement.

Division 12U

This division's main objectives are to have fun, develop skills, and experience a healthy approach to competitiveness. All teams will make the playoffs

Team Rules

1. **Player Evaluations:** Players for this division are selected on teams by way of draft. In order to properly evaluate the skill level of the players, a player preview will be held prior to the draft and each player will be given a numerical score. The league and coaches will use these scores in an attempt to maintain parity among teams.
2. **Scheduling:** It is the responsibility of the team manager to ensure that his or her team is available to play at the times scheduled.
3. **Rescheduling:** Only games postponed because of rain or field unavailability or due to umpire issues, may be rescheduled.

4. **Minimum Number of Players:** Unless there is a league recognized postponement (rain, umpire no show, etc.), a forfeit will be declared if a team is unable to field at least seven (7) players within ten minutes after the scheduled start of the game.
5. **Call ups:** Managers may use players from Division 10 to fill vacancies for particular games. Managers may use as many Division 10 players as necessary to have nine (9) players present for a particular game. Call up players must play outfield positions for at least the first inning. After the first inning, call-up players may play any defensive position. Call-up players must bat at the bottom of the batting order.
6. **Play ups:** A player wishing to play up to the next highest level must be evaluated at the next level up. Play up requests will be evaluated and determined by the Executive Board.
7. **Team Vacancies:** If a vacancy occurs, the manager is to contact the Player Agent who will assign an appropriate player from the waiting list on a first-come first-served basis. If there is no waiting list, the vacancy will be filled on a case-by-case basis.
8. **Team Responsibilities:** Both the home and away team are responsible for field set up before the game and field clean up after the game. This includes setting the bases for the game, and putting the bases away at the end of the game if this is the last game of the day. The home team supplies a new ball for the start of the game and the away team supplies a good back up ball.
9. **Team Dugout Position:** The home team occupies the first base side of the field.
10. **Pre-game Warm-up:** Time permitting, the home team may warm up on the infield 15 minutes before the start of the game and the away team may use the infield the previous 15 minutes. If warm up time is less than 30 minutes, each team will split the infield time equally with the home team using the infield last. No team may use the infield prior to 30 minutes of the scheduled start time.

Playing Fields

1. **Pitching Rubber:** The pitching rubber is forty (40') feet from the back of home plate to the front of the mound.
2. **Base Distance:** The bases are set sixty (60') apart.

3. **Pitcher's Circle:** The pitcher's circle is an eight (8') foot radius from the middle of the mound.

Equipment

1. **Helmets:** All players must wear a helmet when batting, base running, coaching a base or when on-deck. The helmet must be NOCSAE approved with facemask and chinstrap. Players provide their own helmets.
2. **Catcher's Gear:** Catchers will wear an ASA approved catcher helmet and mask, chest protector and shin guards. If the catcher's helmet/mask does not cover the throat area, then a throat guard must also be worn.
3. **Cleats:** Rubber cleats only, no spikes.
4. **Game Ball:** 12" "Dream Seam" or similar.
5. **Jewelry:** Jewelry may not be worn. Medical alert bracelets or necklaces are not considered jewelry and may be worn. If worn, medical alert bracelets or necklaces must be taped to the body so that the alert tag is clearly visible.
6. **Uniforms:** Players must wear league issued uniforms during the games.

Game Rules

1. **Game Length (Regulation):** The game is completed after six innings. During the weekday games, no new inning may start after one hour and fifteen minutes. During weekend games, no new inning may start after one hour and thirty minutes. An inning starts immediately after the final out of the previous inning even if the new inning runs past the one hour and fifteen minutes limit. Once an inning starts, it will be completed in its entirety. If the home team is ahead and batting after no new inning may start, the umpire may call the game.
2. **Game Start:** Just before the start of the game, the umpire is responsible for informing the home scorekeeper of the exact start time of the game.
3. **Complete Game:** In the case of a game called because of darkness or weather, a game is deemed complete after four (4) complete innings, or after 3 $\frac{1}{2}$ innings if the home team is ahead. The game will be scored as of the end of the last completed inning.

4. **Game Called:** A game may be called at any time, at the discretion of the umpire, due to darkness, rain, or any other condition threatening the players, coaches or spectators. The game is scored as of the last complete inning, as long as a complete game has been play per Rule 3.
5. **International Tie Break Rules:** The team that is batting at the top of the inning places a player (whoever made the last out in the inning before) on second base to begin the inning. The inning then proceeds as normal. The team that is batting at the bottom of the inning does the same.
6. **Tie Game:** If the score is tied at the end of regulation, then at umpire discretion, ONE additional inning will be played under international tie break rules. A Game may end in a tie.
7. **Run Limit:** A team shall remain at bat until they have made three (3) outs or scored five (5) runs, whichever comes first.
8. **Umpires:** There will be one NSGSL umpire per game. No one may argue a judgment call by the umpire. Clarification of a call may be requested.
9. **Scoring:** The home team will provide the scorekeeper and the away team will provide the backup.
10. **Protests:** There are no protests.
11. **Defensive Players:** Up to nine players may take defensive positions on the field. If there are nine defensive players, three players must play an outfield position. All outfielders must be 10 feet behind the bases and base path until the pitcher releases the ball. Teams do not need to have an equal number of players playing defensive positions i.e. one team may have ten defensive players and the other team may have seven.
12. **Defensive Infield:** There is a limit of six players playing infield positions, including the pitcher and the catcher.
13. **Defensive Coaches:** No defensive coaches are allowed on the field.
14. **Playing Time:** A player may not sit out two innings defensively until all players, present from the start of the game, have sat out at least one inning defensively.

Every player must play a minimum of one inning in the infield. During the playoffs the minimum inning rule will not be in force.

15. Catcher: A player must be the catcher.
16. Pitching: A pitcher may not pitch more than 3 innings per game during a weekday game and 4 innings per game during a weekend game. . One pitch in an inning is equal to an inning pitched. If the pitcher is pulled, she can reenter the game if she has an inning left. During the playoffs, a pitcher may not pitch more than 4 innings per game regardless of the day of the week.
17. Maximum Number of Pitches: There is no maximum number of pitches.
18. Charged Conference Rule (ASA 5-7): Follow ASA Rule.
19. Look Back Rule (ASA 8-7T): Follow ASA Rule
20. Bunting: Bunting is allowed.
21. Balls and Strikes: Balls and strikes will be called.
22. Batting Order: The Manager will determine a batting order for ALL members of their team (whether or not playing a defensive position) before the game begins and will place this order on the lineup card. The players will bat in this order throughout the game. If a player is late to the game (arrives after first pitch) she will be placed in the last position in the batting order and will bat when this position comes up in the order.
23. Defensive Substitutions: The coach is free to make as many defensive substitutions as is necessary.
24. Injury Substitutions: A coach may substitute for a runner using the next available player in the line-up ahead of the injured player. An injured player may re-enter the game defensively unless the player has missed her next at bat. If missed, she is removed from the game.
25. Injury/Absence Rule: If a player, prior to her next at bat, is injured and cannot return to the game, or must leave at a parent's request, the manager must inform the umpire, scorekeeper and opposing manager. Such a player cannot re-enter the game. The player's at bat is skipped an out is recorded for the 1st at bat only. The

game may continue if the team has at least 7 players remaining. A player absent from the field for any other reason is called out if not back by her next at bat.

26. Duration of Team-at-bat: A team is up for 3 outs or 5 runs.

27. Outs: Outs are recorded.

28. Stopped Play: See Look Back Rule.

29. Base Running: See Look Back Rule.

30. Dropped 3rd Strike: The dropped third strike rule is in effect. The batter becomes a runner when the catcher fails to catch the third strike before the ball touches the ground and there are 1) fewer than two outs and first base is not occupied at the time of the pitch, or 2) any time there are two outs.

31. Leading Off: Base runners may lead off base only after the pitcher releases the ball on a pitch. If a runner leaves a base before the pitcher releases the ball, she will be declared out.

32. Stealing Base: Stealing is permitted. If a runner leaves a base before the pitcher releases the ball, she will be declared out. The runner can steal as many bases on a play as is physically possible. Stealing home base on a pitched ball or the return of a pitched ball to the pitcher is permitted.

33. Sliding: Sliding is permitted. In order to prevent injury and protect the defensive player attempting to make a play on a runner, the runner must be called out if she remains on her feet and collides with a defensive player holding the ball and waiting to apply a tag. In order to prevent a "collision" ruling, the runner can slide, go around the defender (if outside the three-foot lane, the runner would be called out), or return to the previous base touched. A runner may slide into the fielder.

34. Infield Fly Rule: The infield fly rule is in effect. Meaning, with less than two outs and runners on 1st & 2nd or with bases loaded, a pop fly that at the umpire's discretion could be easily caught by an infielder will result in an automatic out on the batter if the ball is not caught. The umpire should clearly declare the infield fly rule is being invoked.

35. Overthrow: A Player may advance as many bases on a play as physically possible with liability to be put out. An overthrow is defined as a ball that goes past the fielder on any base, but remains in play.

36. Batter Hit by Pitch: A base will be awarded to a batter who has been hit by a pitched ball, even if the pitched ball first hits the ground, provided she attempts to avoid the ball. If the pitched ball she was hit by was in the strike zone and would have been called a strike, the umpire will not award a base and the pitch will be called a strike.

37. Playoffs: These rules may be modified for the playoffs and championship games.