

GFSA 12u RULES - REVISED 3/29/17

ASA softball rules will be used, with the following additions:

- 1) A team will consist of 10 players: (6) infielders and (4) outfielders. Outfielders must play behind the base path line. No infielder will be positioned closer to home plate than the pitcher's rubber prior to the release of the pitch.
- 2) Each team's batting order will include the entire roster with unlimited substitutions. Teams are required to have at least 8 players to start the game and do not have to take an out during league play. During tournament play, ASA rule applies.
- 3) Run Limit: there is a 5 run limit per inning. No continuation rule. A game is considered complete if: 1) a team is leading by more than 15 runs after 5 innings and 10 runs after 6 innings.
- 4) Distance from the front of the pitcher's rubber to the back point of the plate is 40feet. The circle around the pitcher's mound will be 16 feet in diameter.
- 5) A pitcher may pitch (4) innings per game. Pitchers must deliver all legal ASA pitches starting with both feet on the pitching rubber with a forward motion. If the pitcher uses a windmill pitching motion, only (1) revolution may be made, with no "crow hop" motion. If the pitcher uses a whip motion, the same rules apply.
- 6) In the event of a dropped 3rd strike pitch, the batter may attempt to advance to first base under (1) of the (2) following conditions: **1st base is not occupied and there are less than (2) outs, or 1st base is occupied and there are (2) outs.**
- 7) BASE STEALING: Runners are permitted to steal 2nd, 3rd and home plate, once the ball leaves the pitcher's hand.
- 8) Batters will not throw bats, and the umpire will issue a team warning for the violation. The next occurrence will result in the batter being declared out.
- 9) Time limit on 12U games is one hour twenty minutes (80 minutes) from the first pitch, or (7) innings, whichever comes first. No new inning will begin after the time limit (Pt. of Emphasis: a new inning begins immediately following the 3rd out of the previous inning). **If the game is tied at the completion of a full inning, international tie-break rules apply: i.e., the last batter from the previous inning starts on 2nd base with no out, and the batting order resumes where it left off.**
- 10) RAIN OUT/DELAYS: A game is a complete game at the completion of four and one half (4 ½) innings if the home team is ahead, or five (5) innings if the visiting team is ahead. In the event a game is delayed by rain and either of these conditions has been met, the game is over and the score is final. If, however, neither of these conditions has been met, the game will revert to the prior innings score and the game will restart with a new time limit of one hour twenty minutes (80 minutes) of play on another date. The umpire and coaches may agree to stop a game that results in a tie in the event of a rain delay.
- 11) All players must wear a full conforming uniform: team shirt with number, etc. unless both coaches agree otherwise.
- 12) The official ball for 12U is a 12-inch ASA certified ball with a .047 core.
- 13) **9 and 10 year-old players may play in the 12U division as subs as long as the sub plays in the same league as the 12U team. This only applies to regular league play. Players may only play with their original team during tournament play.**

14) Players may not taunt opponents. Derogatory comments are not allowed. Violations result in ejection from game.

15) The umpire's rulings are final and non-contestable. Coaches, players and fans will exhibit good sportsmanlike behavior. At all times Profanity is strictly forbidden. Violation results in ejection from game.

16) These rules cannot be changed or modified unless a majority vote is made by league directors (Eastern Hancock, Mt Vernon Optimist, GFSA, Warren).