



## SOFTBALL: 12u LEAGUE

- Players: ages: 9 thru 12.
- Games will be played under official Little League Majors League Softball rules with the following clarifications.
- Each Team must keep score for their team as well as the other team through the use of Game Changer. Recommendation is to select a parent or the dugout coach to maintain.
- Beginning a game:
  - Teams use nine players defensively. A game may start with eight players with the ninth batting position being skipped without penalty.
- Pitching:
  - The pitching circle shall be chalked and all pitches must be thrown from the 40' pitching plate.
  - Major League reminder Regulation VI(c): If a pitcher is replaced, they must stay in the game defensively to be eligible to return as pitcher.
  - Leaping is legal as long as within 24" of the pitching plate (Rule 8.05)
- Batting:
  - All players present shall be in the batting order (continuous batting order) for the entire game (rule 4.04). Free defensive substitution as per rule 4.04.
  - Rule 6.02c is enforced: After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat except for instances outlined in the rule book.
- Infield Fly- Is Enforced.
- Advancing of runners:
  - Play is over once the kid pitcher has possession of the ball inside the circle.
  - At this point, all runners must stop.
- Stealing:
  - After the ball is released from the pitcher's hand.
- Coaches:
  - A team may have a maximum of three adult coaches. There must be an adult in the dugout at all times.

- **Equipment:**
  - Metal spikes are not permitted.
  - Home teams will supply 12 inch softballs.
  - All fielders must wear a safety mask. There is no on deck circle permitted in this division.
  
- **Time Limit/Curfew:**
  - Time limit for all games is 1 hour 15 minutes. Friday and Saturday games will have a curfew of 9 pm. All other games will have a curfew of 8:30 pm. No inning can start after the designated curfew times. The chief umpire should keep official time at home plate. An inning must continue if it begins before curfew. If there is less than 10 minutes left in the time curfew, a new inning will not start and that current inning will finish and the game is over. If a game is tied at the time of curfew, the continuation of that game will need to be scheduled by the representatives of each league involved. If a doubleheader is played, both games will consist of six innings and each game will have a 1 hour 15 minute time limit.
  
- **Doubleheaders:**
  - Games will consist of 5 innings.
  - If a doubleheader is played, both games will consist of five innings and each game will have a 1 hour, 15 minute time limit.
  - Host league will be home team in game 1 and visitor in game 2.
  - Host league provides game balls and umpires for both games.
  
- **Ending an Inning:**
  - An inning shall end when 3 outs are made or when 5 runs have scored (rule 5.07). In the instance a team is trailing by more than 5 runs in the last inning, the inning shall be completed in order to allow for maximum playing time for all players. The maximum runs that can be scored per the inning is 5.
  - If the visiting team is ahead by 6 runs or more when the time limit is reached, the home team may bat, but are limited to 5 runs. If the home team is ahead and batting when the time limit is reached, they will continue to bat until 3 outs are made or 5 runs are scored. If the visiting team is batting when the time limit is reached, they will continue to bat until 3 outs are made or 5 runs are scored. If the home team is ahead after the completion of this inning, the game is over.
  - The 15-run rule and 10 run rules are in effect. Note that the 15-run rule goes into effect after the visitor completes three at bats, and the 10-run rule goes into effect after the visitor completes 4 innings.
  
- **Courtesy Runner –** For the Regular Season, a courtesy runner may enter for the pitcher and/or catcher of record when there are two (2) outs. The “courtesy runner” must be the player in the batting order who made the last out. See 7.14(b).
  
- **Pool Players:**

- Pool players must be noted in the line up and be pointed out at the pre-game plate meeting.
- Pool players cannot pitch but can play any other position, bat anywhere in the lineup and must play at least 9 consecutive outs and bat once.