

NWRAA Softball Rules 12U Age group

NWRAA will abide by USSSA rules with the following exceptions and modifications:

Equipment/Safety

- Batting helmets must be worn by the batter, baserunners, and on-deck batter.
- Bats must carry the USSSA stamp per USSSA rules to be legal.
- Catchers will be required to wear helmet, chest protector, and shin guards.
- On deck batter will stand on the same side as the batter while warming up.
- Defensive players must wear safety masks.

Time-Limit

- Each game consists of 6 innings or 1 hour and 10 minutes. If at the completion of the game the score results in a tie, the game will stand as a "tie game". A game will be called complete due to weather conditions after 4 innings or 3 ½ innings if the home team is ahead.
- Rain outs will be rescheduled, if possible, by the league commissioner and shall have priority over practice times if applicable. Coaches are responsible for contacting parents about changes in the practice or game schedule.
- A team must have at least seven (7) players to avoid a forfeit. In this event the batting line-up will be turned in with 7 players. No "out" will be called for the 8th and 9th batter. If a forfeit occurs, both teams can remain at the field to play "for fun". Umpires are not allowed to umpire "for fun" games.
- Any team with less than seven (7) players will forfeit the game to the opposing team. In the event both teams do not have the required players, both teams will forfeit the game.

Batting

- Every player will bat, with late players added to the end of the line-up and the umpire and scorekeeper must be informed.

Defense

- 10 players will be allowed on defense. 6 players in the infield and 4 players in the outfield. Outfielders must be 15 feet behind the baseline prior to a pitched ball.

Player Pitcher

- Player pitchers must start with both feet on the pitching rubber and with their hands separated. At the start of the pitcher's motion, she must bring her hands together for one to 10 seconds. She may drop one arm to the side before starting the windmill motion. The pivot foot may remain in contact with or may push off and drag away from the pitching plate prior to the front foot touching the ground, as long as the pivot foot remains in contact with the ground. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.
 - NOTE 1: It is not a step if the pitcher slides their foot in any direction on the pitcher's plate, provided contact is maintained.
 - NOTE 2: Techniques such as the "crow hop" and "the leap" are legal.
 - NOTE 3: If a hole has been created in front of the pitcher's plate, the pivot foot may be no higher than the level plane of the ground
- When the pitcher has control of the ball in the pitcher's circle, the play is over.

***See lookback rule below for further explanation.

- No intentional walks.
- Dropped 3rd strike rule is in effect.
- If a pitcher walks or hits 3 batters in a row, the 3rd batter will come back to the plate and the coach will come in and finish the batter.

Overthrows

Base runners will be allowed to advance to the next base on an overthrown ball. The rule covers all bases including home plate. However, the base is not automatically awarded. The runner must reach the additional base safely.

Base Running

- Runners may steal at the point of release by the pitcher. This applies to all bases and includes home.
- Stealing is not allowed while the 'coach pitcher' is in the game. A base runner must remain on base until a pitch leaves the pitcher's hand.
- Double stealing will be allowed.
- A courtesy runner is allowed for the pitcher, catcher, or injured runner. The batter with the last completed out is eligible as a courtesy runner.

Offense

- Bunting is allowed when the 'player pitcher' is in the game.

Scoring

- The official scorebook will be kept by the home team.
- Scoreboard will be operated by the visiting team.

Field prep and maintenance

- The home team on the schedule will prepare the field for play (raking and/or dragging) prior to game time.
- The visiting team will put the field back into playing condition after the game.
- Both teams shall clean their dugouts after the game.

The LOOK-BACK RULE

- The look back rule is in effect when the ball is live, the batter-runner has touched first base or has been declared out, and the pitcher has possession of the ball (e.g. has the ball in their hand, glove, under arm or chin, between their legs) within the 16-foot circle. Any runner(s) in motion may continue without stopping or may stop once, Any runner who is stopped or stops their motion must immediately move directly back to the last base touched or attempt to advance to the next base. Once the runner stops at a base for any reason, they may not move off that base. A batter-runner who overruns first and does not without delay attempt to advance to second is committed to return to first and stop. The runner, off base, may not stand motionless. There does not need to be any motion or recognition by the pitcher. Failure of the runner to respond as indicated shall cause the Umpire to signal the runner out. The ball shall be declared dead. If the pitcher no

longer has possession of the ball within the 16-foot circle, the pitcher makes an attempt on any of the runners, or a fake throw is made, this rule does not apply. Being in the 16-foot circle is defined as both feet within or partially within the line. The feet may touch the line and extend outside the line. When the pitcher is in the pitcher's circle and a runner(s) is off the base, the pitcher is considered to be playing on the runner(s) when the throwing arm is raised or any forward movement of the body is made toward the runner. Movement of the head is not considered an attempt play.

- EFFECT: Ball is dead and runner is out