

2020 Youth Softball League

U12 Girls' Softball League Rules

- 1) Purpose: The purpose of the Youth Softball league is to have FUN: to teach the fundamentals of softball through practice and playing experience; to inspire youth to practice ideals of health, citizenship, and character; to teach the values of team play and sportsmanship; to impart to the game elements of safety and intelligent supervision; and to keep the welfare of the participants first and foremost at all times.
- 2) Age Requirements: Girls age as of December 31, 2019
- 3) There will be a maximum of 15 girls per team.
- 4) Equipment:
 - a. Tennis shoes or molded rubber cleats. No metal spikes allowed.
 - b. A protective helmet with face mask must be worn by all batters at the plate, base runners, players on deck, and player coaches.
 - c. Catchers must wear complete protective equipment including helmet, mask throat protector, chest protector, and shin guards.
- 5) Playing Rules: The Youth Softball League will adopt the playing rules of ASA with modifications as described herewith.
 - a. Length of Game
 - i. An official game shall consist of 6 innings; no new inning can begin after 90 minutes. At the end of the allotted time, the inning in progress will be completed unless the home team is at bat and ahead in score.
 - ii. There will be a 5 run maximum per inning.
 - iii. The 10 run rule is in effect. Game end when a team is 10 runs ahead after four complete innings or 3 ½ if the home team is ahead
 - iv. It is a regulation game if terminated by the umpire or league supervisor on account of darkness, rain, or other causes which prevent further play, provided 4 innings have been played or the home team is leading after the visiting team has completed 4 at bats.
 - b. Only players on the official roster, team manager, and recognized coaches, one bat boy and a score keeper will be allowed in the dugout. All players not in the game will remain seated in the dugout. One player may be in the on deck circle. Managers should enforce this rule strictly for safety.
 - c. Base Stealing:

- i. 12U A pitched ball must leave the pitcher's hand before a player is allowed to leave a base.
- d. The coach of the team must present the official scorekeeper with a complete line-up card 10 minutes before the start of the game.
- e. Game time is forfeit time. Team will be allowed to start and finish a game with 8 players. If a team knows they will not have enough players, they may move a player up from a younger team to give them up to 10 players.
- f. There will be no unsportsmanlike conduct, profane language, smoking, or tobacco on the field or in the dugouts. Managers shall be responsible for their players. Any unsportsmanlike conduct by any player will result in her ejection from the game and field.
- g. Each team will have 10 players on defense at one time. The 10th player is an extra outfielder.
- h. All players present at a game must be included in the batting order. Players arriving late must be added to the bottom of the batting order. No penalty for playing short-handed.
- i. A player will be allowed to sit out only 1 consecutive inning on defense.
- j. Any runner or batter who intentionally remove or throws her protective helmet may be called out after a warning has been issued.
- k. Speed-Up Rules: Courtesy runner for the pitcher or catcher anytime they are on base. This is mandatory for the catcher with 2 outs; runner must be the player who made the last out.
- I. Pitching:
 - i. 12U: Pitchers will pitch from 40 feet.
- 6) Protest: The official written protest must be filed in the Statesville Recreation and Parks
 Department Office, along with a \$25 protest fee, by 5:00pm on the day after the contest, or by
 12:00pm on a Monday following a Friday, or Saturday game. When protest is withdrawn or
 allowed, the protest fee will be refunded.

Note: If at any time unforeseen problems develop, any rule may be changed, modified, or added to better the Iredell Youth Softball Program.

