



12U Softball Rules for 2016

USSSA Rules for 12 and Under apply except for the following House League Modifications.

House League Rules:

- Continuous Batting Order
- 6 inning game
- No less than 3 defensive innings per player. As a guideline, because not all games complete all 6 innings, no player should sit 2 innings consecutively!
- Batter CANNOT continue on to second base or "steal" second on a walk
- There is NO Must Slide Rule. The rule is the runner must avoid contact. Contact due to a slide is not considered "contact" for purposes of this rule.
- PITCHING RULES:
 - Maximum 4 innings per pitcher (any part of an inning pitched is considered a full inning). A second pitcher must be used in one of the first 3 innings.
 - Any pitcher may return to pitch once during the game provided that she has been removed for a complete defensive inning. A complete defensive inning is from the beginning of the defensive half of an inning to the end of a defensive half inning.
 - Runners can leave the base when the ball leaves the pitcher's hand.
 - Hurry Up Rules for the catcher are encouraged!
 - Catcher for team on offense is ready in dugout before the half inning ends
 - Catcher keeps shin guards on in the on-deck circle unless she is guaranteed an at-bat.
 - Pitcher gets three pitches between innings and then the catcher throws down.
 - Bases will be set at 60 feet and the pitching plate will be set at 40 feet.
 - Batting helmets with face guards are required.
 - Teams can start and play with 8 players but an out will be recorded for the missing 9th player in the 9th spot in the batting order. If only 7 players are present, the shorthanded team must forfeit. There will be a 15 minute grace period to assemble your players from the originally scheduled starting time.

Regulation (completed) game Or Maximum Margin Rule:

1. A regulation game consists of 6 innings or 5 ½ if the home team is ahead after the visitors have batted in the sixth inning.
2. There is a 4 run maximum run rule in each inning.

3. Game Maximum Margin Rule is invoked when the trailing team cannot score enough runs to win or tie after 3 complete innings or more.
4. In the event a game is called by the Umpire for rain, lightning, darkness or an imposed time limit, or any other reason after three complete innings, it will be considered a completed game.
5. A game will be called as drop dead due to darkness at 15 minutes after sunset.
6. If the fourth or later inning was started and not completed when the game was called, the score will revert to the last full inning and the winner will be declared.
7. If the score is tied, the game will be declared a tie.
8. If a game is called before it is a completed game, the game will resume from the point at which it was suspended until it is a regulation game. This will only be used in cases where it will affect the final standings.

Note: Final Standings will be determined by winning percentage and ties will be recorded as a $\frac{1}{2}$ win and a $\frac{1}{2}$ loss for both teams. If tied based on winning percentage, the first tie-breaker will be head to head competition. If still tied, the playoff position will be determined by a coin flip. There will be no ties in the playoffs. The End of Season Tournament will be a Double Elimination event.