

## Fall 2011 LITHYAA

### 12U Minor Division Softball Rules

\*Any rule not covered by these rules will be covered by I.H.S.A. girls' softball rules\*

#### Pitching:

1. The pitching distance will be at 40 feet.
2. The strike zone is chest to the knees.
3. A pitcher may pitch 4 innings per game.
4. One pitch is considered to be a full inning pitched.
5. Dropped 3<sup>rd</sup> strike in effect.
6. If the pitcher hits any batter or combination of batters 3 times, the pitcher must be removed and cannot return to the position of pitcher for the remainder of the game.
7. The game will be played with a 12" ball.
8. A manager is allowed 1 trip to the mound in any inning. On the second trip to the mound, in the same inning, the pitcher must be removed. This does not include a catcher/pitcher conference on the mound.
9. Number of warm-up pitches for each pitcher in each inning is 5.

#### Batting:

1. Bunting is allowed.
2. No intentional walks.
3. Full roster batting shall be used and kept the entire game. The team at bat will bat until they receive 3 outs in an inning, or max 6 runs. In the 7<sup>th</sup> inning – or the last determined inning to be called by the umpire – both teams shall have the opportunity for unlimited runs, with the end of the half inning determined by the 3<sup>rd</sup> out being recorded.
4. Official softball bats must be used and must be stated on the bat. Multi walled bats are NOT permitted.
5. Any batter injured during their turn at bat, and can't continue playing, will be replaced for the rest of her turn at bat by the player who made the last batted out. If there are not outs made, the last batter in the order will be used.

#### Base Running:

1. Bases are 60 feet apart.
2. Lead-offs and stealing (all bases – including home) are allowed, after the ball leaves the pitchers hand.
3. Runners stealing a base can advance on an overthrow. During hit and run play, runners can advance on an overthrow, and may continue running, until the ball is back to the pitcher in the circle. The ball is live until then. .
4. All runners should slide to avoid contact. A runner may be called out by an umpire if contact is made and no slide was attempted.

5. A courtesy runner may be used if the batter reaches base and is injured. The new runner will be the last player to have made an out. Also, if there are 2 outs in an inning you may use a courtesy runner for your catcher if she is on base.

### **Defense:**

1. Infield fly rule in effect. The batter is automatically out. Remember runners may advance (after touch of ball, or ball touching the ground) at their own risk.
2. Managers may substitute freely.
3. On defense a team will field 6 infielders and 3 outfielders for a total of 9 players. A minimum of 8 players is required to start a game.
4. Practice balls are permitted on the field for warm-ups every inning. Once the pitcher has completed her 5<sup>th</sup> warm-up pitch, all balls must be brought in.
5. Slaughter rule is in effect: 15 runs after 4 innings; 10 runs after 5 innings.
6. Attending an injury will be constituted an officials' time out and does not count as an official time out charged to the team.

### **In General:**

1. No more than 14 rostered players per team.
2. With the exception of the Championship Round, there is a 1 hour and 45 minute limit per game with a 2 hour DROP DEAD limit in place. No new inning will start after the original time limit has expired. If a full inning was not completed at the DROP DEAD time limit, the final score will be determined by using the score of the last completed inning. Game consists of 7 innings and will be considered complete after 4 innings have been completed – 3 ½ if the home team is ahead. The games in the pool play rounds can end in a tie.
3. Championship Rounds will be played until 7 complete innings have been played or until the slaughter rules has been reached.
4. Medic alerts will be allowed, but must be taped down.
5. All jerseys should be tucked in. No jewelry allowed.
6. If you do not have enough girls (8) to start an official game 15 minutes after your scheduled game time, it will result in a forfeit.
7. Any unsportsmanlike conduct may lead to ejection from the game by the umpire for any manager, coacher, player or attendee. They must leave the park entirely until the conclusion of the game. Arguing or disrespecting umpires is not tolerated and may lead to ejection from the game/park.
8. Throwing of equipment in anger is not permitted and may lead to ejection.
9. All attendees shall not smoke within 50 feet of the playing field.
10. No alcoholic beverages will be allowed.

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