
**2010 INTERLEAGUE RULES – 12 & UNDER
(BRYC, SYA, VGSL, SYC, Pioneer, NVGSA)**

These rules are intended to help the flow of games between leagues with different traditions and house rules. They are not intended to give teams from one league any advantage over a team from another league, and are, as far as practical, intended to minimize any misunderstanding or misapplication of the rules.

Special rules for 12 U inter-league:

- 1) Coaches may choose to play nine or ten players in the field. This is the coaches choice. If one coach chooses to play 9, the other coach may still play ten in the field.
- 2) Only one base per steal (instead of unlimited bases). Since it is a rarity that any player gets thrown while stealing, this rule encourages catchers to learn to make the throw to 2nd and 3rd, as opposed to just holding the ball for fear of throwing it into the outfield.

The rules of the Amateur Softball Association (ASA) shall apply in cases where these rules are silent.

1. **HOME TEAM.** The home team is defined as the team that is designated in the schedule as the home team for the game. It may or may not be the team that has the field permit. The home team shall be responsible for:
 - a. Providing the game ball;
 - b. Keeping the official score.
2. **FIELD PREPARATION.** It will be up to each league to provide directions as to where the equipment is stored and how to access the equipment for field preparation, as well as how to access the lights.
 - a. The home team is responsible for the following if it is playing on a "home field" (parent organization holds field permits):
 - i. Preparing the field for play, including lining the field;
 - ii. Notifying the umpires in the case of postponement due to weather or other causes;
 - iii. Notifying the visiting team in case of postponement.
 - b. If the home team is not playing on a "home field", but the visiting team is playing on a "home field", the visiting team shall handle items 1-3 above.
 - c. If neither team is playing on a "home field", then the home team shall be responsible for items 1-3 above.
3. **GAME BALLS.**
 - a. Game balls shall be regulation ASA-approved 12" balls with a COR of .47 and compression of 375 lbs.
 - b. Yellow balls with red laces are preferred, however balls may be white or yellow, and lace color may be red or white.
4. **GAME LENGTH**
5.
 - a. No new inning shall start after 1:45 from the beginning of the game;
 - b. There is a 2:00 hour time limit from beginning of the game. **If an inning is in progress when the 2:00 hour time limit is reached, that inning may be completed at the discretion of the umpire and subject to permit limitation for the field.** If the inning in progress is not completed, the score shall revert back to the score at the completion of the previous inning, unless the home team is ahead or has come from behind to tie the score in their half of the inning. Umpires will be instructed to keep the game moving if coaches rely on stalling tactics to try to win games.
 - c. The umpire shall keep the official time, and shall notify the coaches of the time at the beginning of the game.

d. If one team is ahead by 15 or more runs at the end of five complete innings of play or any complete inning thereafter, the game shall be declared over.

6. **RUN LIMITS**

- a. There shall be a 5-run limit per inning per team for the first four innings;
- b. Thereafter, there shall be no per inning run limit;
- c. In the event the umpire calls last inning due to the closeness of the time limit or impending darkness, runs for the inning shall be unlimited.

7. **PITCHING**

- a. A pitcher may pitch no more than four innings in any game; limited to two of the first four innings.
- b. Delivery of a single pitch shall be considered in inning;
- c. Pitchers may pitch no more than four warm up pitches prior to an inning;
- d. Pitchers entering the game during an inning may pitch a maximum of six warm up pitches;
- e. Pitchers removed from the game during an inning cannot return to pitch in that inning, but can return to pitch in subsequent innings, subject to 7a above.

8. **PARTICIPATION**

- a. Teams must have seven (7) players to begin a game.
- b. There will be a maximum fifteen (15) minute waiting period to allow a team to reach the 7-player minimum. Waiting time will not be added to the end of the game.
- c. If a coach believes he/she will not have enough players to reach the 7-player minimum, he/she should contact the opposing coach at least two days prior to the game. Coaches should then follow the rescheduling procedure outlined in 9a below.
- d. Should a coach not follow 6c above, and should his/her team not reach the 7-player minimum within the 15-minute time limit described in 6b above, then the game will be declared a forfeit. While the two teams may decide to scrimmage, the umpire is not required to stay and umpire the game.
- e. Except for 7a and 7e above, there shall be unlimited defensive substitutions.
- f. Each player shall play defense for at least two of the first four innings for which she is available to play. This rule is to ensure adequate playing time for each player in the event that the game is shortened for some reason. Coaches shall monitor their own team's compliance with this rule.
- g. Each player shall play defense a minimum of three innings in a seven-inning game, and a minimum of one out of every two innings thereafter. Once again, coaches shall monitor their own team's compliance with this rule.
- h. Each team shall present a batting order to the opposing team at or before the coaches' conference at the beginning of the game.
- i. Each player will bat in order, regardless of whether or not she plays defense in that inning.
- j. Courtesy runners may be substituted for pitches or catchers **when there are two outs** in an inning. The courtesy runner shall be the player who made the second out in the inning, regardless of whether the player that made the out was a batter or a runner.
- k. In the event a player is injured and is removed from the game, and if that player is due to bat in the following half-inning and remains injured, her place may be skipped in the batting order with no out recorded. The opposing coach shall be notified if a player is removed from the game due to injury. In the event that player cannot return to the game due to injury, her name will be removed from the batting order and no out shall be recorded at her place in the batting order. If the player removed from the game is subsequently able to play, she is reinserted into the same batting order slot that she was removed from.
- l. In the event a player is late to the game, she will be placed at the bottom of the batting order.
- m. In the event a player leaves the game prior to completion, her name will be removed from the batting order and no out shall be recorded. Opposing coaches must

be notified when a player leaves the game.

n. A team may field a maximum of 9 players on defense.

9. PLAYER SAFETY

a. Catcher's gear. A player warming up a pitcher inside or outside the field of play shall wear a catcher's mask and helmet at all times.

b. Collision Avoidance. Runners are required to avoid collisions with fielders. While sliding into a base is not required, it is often the best way to avoid a collision. Runners cannot be called out for causing a collision if they slide into a base.

c. Helmets. All ASA rules regarding helmets will be enforced:

i. Chin straps are required

ii. Integrated face mask is required, with NOCSAE approval stamp.

iii. Helmet must not be taken off until player reaches the dugout.

10. MISCELLANEOUS

a. The dropped third strike shall apply;

b. The infield fly rule shall apply;

c. Stealing is allowed per ASA rules.

d. Games tied at the end of seven innings shall continue, subject to the time limits in Section 3a and 3b above.

11. RESCHEDULING

a. Games not played: Game shall be postponed either by the administrator of the home team's league, or, if the decision cannot be made until the teams arrive at the field, by the home team's coach in the absence of the home team's administrator. Games shall only be postponed due to weather or other natural causes or emergencies.

However, in the event that 48 hours notice is given, a game may be postponed due to lack of sufficient players, and the same rescheduling rules will apply. In the event games are not played due to weather or other causes, coaches should notify their respective 12U administrators, who shall notify the 12U scheduler. An attempt will be made to reschedule the game, however this may not be possible due to other scheduling considerations. Coaches should not reschedule games.

b. Games suspended after start: The umpire shall at all times be in control of the flow of the game, and shall make the determination as to whether a game is suspended while in progress. A game shall be a regulation game after the completion of four innings, consistent with ASA rules. If a regulation game is suspended, the final score shall be the score at the completion of the last full inning. A game that is not a regulation game shall be resumed at the exact point at which it was suspended, including the time left in the game, runner positions, ball and strike count, and number of outs. Any game that is resumed shall use the line-up from the suspended game, with new players added to the bottom of the batting order and non-attending players removed from the original batting order. In the event that a non-attending player was at bat with a ball and strike count, the next available player in the batting order will inherit the count, and the game will proceed from that point. In the event that a non-attending player(s) was on base when the game was suspended, a courtesy runner(s) may be used. The courtesy runner(s) shall be the player(s) that made the last out(s) prior to suspension of play.

12. CELL PHONES

a. Coaches are permitted to have cell phones in the dugout and on their person to conduct coordination and for safety of their team. Players are not permitted to have cell phones in the dugout or on the field during the game, unless they are turned off and stored in their equipment bag.