

Gahanna Junior League Sports 12U Softball League Rules

The following rules are supplementary to and supersede ASA rules and regulations. No draft can be conducted unless at least one Board member is present.

1.0 GENERAL RULES

1.1 In all situations, the safety of the players, coaches, umpires, and spectators shall be of primary importance. Players and spectators are not allowed to stand or climb on the benches or fences. It is the coaches' responsibility to control their players, parents and spectators on the sidelines regarding conduct or comments to the other team's players or coaches.

1.2 12U League is instructional and will require all coaches to teach basic skills and sportsmanship. If any problems arise, it will be the coaches' responsibility to try to resolve them with the 12U League Commissioner having the final decision making authority when required.

1.3 There shall be no smoking, alcohol, drugs or profanity used by anyone on the field, in the dugouts or within the limits of the field.

1.4 Uniforms: Only league-issued shirts, socks, and visors with proper softball pants/shorts are to be worn. All players must wear their team shirts tucked into their shorts/pants. No jewelry, bracelets, or earrings may be worn. Cover earrings with Band-Aids, tape, etc., if necessary.

1.5 All helmets MUST be equipped with a chin strap and face mask and must be worn while batting, running bases or in the on-deck circle. All batters/runners must wear the chin straps and this rule will be enforced.

1.6 Catchers must wear facemask, shin guards, chest protector, helmet, and throat protector. Any player warming up a pitcher must wear a helmet and facemask.

1.7 The field has 60' bases and the pitching mound rubber is 40' from the back tip of the home plate.

1.8 The home team will take the first base side dugout (bench) and the visitors shall take the third base side dugout (bench). The home team is to provide one (1) new 12" yellow ball to be used at each game. Visiting team to provide 1 good condition used ball. **THE HOME TEAM IS RESPONSIBLE FOR PREPARING THE DIAMOND BEFORE THE GAME AND CLEANING UP THE DIAMOND AT THE END OF EACH GAME** (this includes lining the baselines, the pitching circle and batter's boxes, dragging the field prior to each game, raking around and filling in holes at home plate and bases after the game, and having the players clean up their trash around the benches.) Coaches or parent Volunteers MUST empty the trash cans and replace the garbage bags as needed (halfway full cans).

1.9 Games must begin within 15 minutes from the designated time or the teams may risk forfeiture. Games will be limited to 1 hour and 45 minutes or six innings, whichever comes first. No new inning may start after the time has expired. The time to consider for expiration is the time of the last out of the previously completed inning. Whatever team is winning at the expired time after a full inning is completed is deemed the winner of the game. During the regular season, four completed innings will constitute a finished game in the case of it being called because of inclement weather. If less than four

completed innings have been played, the game shall be rescheduled and will resume where the original game was stopped.

School in session rule: When school is in session, no game may go beyond 8:00PM. There will be a hard stop at 8:00 and the score will revert to the last completed inning. The previously mentioned “finished game” rule applies.

If thunder is heard or lighting is seen, the game will be suspended for 30 minutes. If thunder or lighting is heard or seen within the 30 minutes suspension, the 30 minutes time will start again at that moment. If suspension of play exceeds the time limit and the game has completed 4 innings, the game is final.

If less than four completed innings have been played, the game shall be rescheduled and will resume where the original game was stopped. Both coaches are to record the score, the number of outs and how much time is left to complete the remainder of the game (1 hour 45 minute total).

1.10 Each team must field a minimum of seven players to begin the game. Failure to field seven players in the allotted time (grace period of 15 minutes from the designated game time) may result in a forfeit. If you only have 7 players, you will take an automatic out in the 8th batting slot. If you only have 6 players (due to injury/illness after the start of the game), you will take an automatic out in the 7th and 8th batting slots. If you have 8 players, there will NOT be an out charged to the ninth batting position.

1.11 ASA Umpires are provided for 12U. 1 behind the plate covers the field. If an umpire does not show a coach or parent may be used to officiate the game or combination of. Base umpire is suggested as well.

1.12 Limit of two timeouts per team per game. Keep the game moving.

1.13 All team players present at the start of the game will be listed in a continuous batting order. Any player not present at the beginning of the game must be moved to the bottom of the batting order and reported to the opposing coach. Any player who must leave before the end of the game must be reported to the opposing coach and removed from the batting order. An out will not be taken in this spot unless the batting order drops per rule 1.10.

1.14 The tie-breaker procedure will not be used during the regular season. It will only be used during the post-season tournament. If a regular game ends in a tie, for standings purpose, each team will be awarded ½ of a point.

1.15 Cheers and chants are encouraged. They promote teamwork, motivate kids and add to the child's overall experience. No chants or cheers that taunt to make fun of the opposing team or individual players will be allowed. No “swing” or “hit” cheers will be allowed.

1.16 Each head coach should email/text their commissioner the date and score of their game within 2 hours of the game's completion.

1.17 Rainouts, cancellations and partial games will need to be rescheduled via the 12U League Commissioner. If cancelled games are not rescheduled within a reasonable time, it is the 12U League Commissioner's discretion to forfeit the game. The home team coach will be responsible for notifying the 12U League Commissioner of any incomplete or cancelled games.

1.18 All head coaches are expected to provide assistance during “work sessions” which could be scheduled at any time during the season.

2.0 PITCHING

2.1 Pitcher will pitch from the rubber at 40’ in a fashion called the windmill per ASA rules. No dead balls to be called on foot alignment. Instruct and correct the pitcher as best as possible. If no advantage is gained with motion, play ball. If pitcher is more advanced must follow 2 feet on rubber and no crow hop.

2.2 Pitches are to have minimal arch. No strikes will be called on pitches that arch above the batters head and drop into the zone in slow pitch fashion.

2.3 Only three warm-up pitches between innings. If a new pitcher is entering a game, he/she is allowed five warm-up pitches. This is in an effort to keep the innings moving. The pitcher has 20 seconds to release the next pitch after receiving the ball or after “play ball” has been announced.

2.4 A Maximum of 3 innings may be pitched by 1 pitcher in a game. If a pitcher pitches at least one (1) pitch in an inning, it is considered as one complete inning. Hitting 3 hit batters in an inning will require pitcher to be removed for the remainder of the current inning. Pitcher may return the next inning.

3.0 BASE RUNNING

3.1 Dropped-third strike is in play. If the batter strikes out and the catcher does not catch the ball, the batter CAN run to first if first base is unoccupied or there are two outs. Clarify with umpire before start of the game. No additional bases may be taken on an overthrow from the catcher attempting to throw the batter out at first base, including anyone currently on base. We are trying to get our catchers ready for the next level without the fear of giving up additional runs on errant throws.

3.2 Infield fly is in effect. Clarify with umpire before start of the game

3.3 Overthrows Infield or outfield – Runners may advance extra bases on an overthrow at any base at their own risk. In fair territory runner may get all she can get. Play will end when runner is stopped and returned to previous base and ball is in the pitchers circle. If the ball goes out of play, each runner gets the base she is going to. Out of play is designed as that area beyond the line defined by the fences in front of the player’s benches.

3.4 Stealing of bases: Runners cannot leave a base until after the ball is hit or the ball has completely crossed the plate. In 12U we need to start teaching how to get off the base. Using this technique in 12U base runners are allowed to steal any base. This may be on a pass ball or fielded ball by the catcher. If the runner leaves the base before the ball is hit or crosses the plate, the team will be warned once. After that, the runner will be called out.

3.5 Sliding is encouraged. Sliding is technique that needs to be taught in 12U. Stealing bases and plays at home are of importance. A player should learn to slide into a base that is being defended properly. The catcher must be taught to protect the home plate but at the same time to protect herself by not completely covering the plate. A runner could be penalized with an out if she makes contact determined by the umpire as avoidable or crashes into a defensive player. The best option is to slide at bases or home when a defensive play is being made. Use this as a teaching moment for all players concerned.

3.6 Base runners are considered out when they do not stay within base line to avoid a tag. Defensive players may not stand in baseline without the ball thus interfering with the advancing runner. A safe or out call can be made with umpire discretion on defensive and offensive baseline interference.

3.7 Double first base: Half of the base is white (over fair territory) and half is orange (over foul territory). A batted ball hitting the white portion is declared fair and a batted ball hitting the colored portion is declared foul. When a play is made, the fielder must use the white portion of the base. The runner should use the colored base on the initial play at first base, unless the fielder is drawn to the side of the colored base, in which case the runner would go to the white base and the fielder to the colored. When no play is being made at first base, the runner may touch either the white or colored portion. When overrunning the base, the runner must return to the white portion. Once the runner reaches the first base, the runner must then use the white base. The runner is never out for touching the white base rather than the colored base.

4.0 HITTING

4.1 Batters may not throw the bat. The first offense will result in the batter and team receiving a warning. Upon every additional offense, play is dead and the batter is out.

4.2 Bases will be awarded to any batter who is hit by a pitched ball. When injury prevents a batter from running the bases, the last batter to record an out is brought in to continue.

4.3 Bunting/slap hitting is permitted and encouraged.

4.4 Each half inning is completed when 8 batters have completed an at bat or 4 runs have been scored or 3 outs are made.

5.0 DEFENSE

5.1 With a six inning game, all players must play a minimum of four innings defensively. Players are not permitted to sit on the bench for three innings in a row. Exceptions: Player is late, injured, sick or must leave early. A player shall not be allowed to play more than three innings at one position.

5.2 Unlimited substitutions for all positions, including the pitcher. Players can enter and leave a position and re-enter again. Since there is a continuous batting order, there is no need to report defensive position changes. (This rule lets coaches play players every other inning, so that they feel more a part of the game. It also allows coaches to try players out at different positions and still put starters back in and out again.)

5.3 Each team may play a maximum of 9 players, with 3 outfielders. The outfielders must be at least 10 feet into the grass, or from the infield line, until the ball is hit. The outfielders cannot make a play on the bases. They must throw the ball in to an infielder. The infielders cannot be on the grass or outfield. All infield positions must be playing in their designated positions. While opposing team is at-bat, infield players are not allowed to go past the pitcher circle towards the batter until after the ball is hit.

5.4 Pitchers are required to wear a protective mask. Infield positions are not required to wear a protective mask, though it is highly encouraged.

5.0 CALL-UPS

6.1 Each coach will have to send a list to their commissioner giving the names, phone numbers, email addresses and parents' names of the top three players on their team for possible call ups for the 12U League. A player cannot be called up if their team is scheduled to play at the same time. During the season, if a coach finds that they will not have enough players to field a team for a given day, they may call from the call-up list provided by the next lower league's commissioner. If the coach thinks he will have 9 players, they may bring up a player, if eight, they may bring up two, if seven players, they may bring up three, and so on. No player who is called-up may pitch for the higher-level team. If a team calls-up a player and has nine players at the game, the player called-up may play a full game. If a team calls-up a player and has 10 or more players at the game, none of the players called-up may play more innings than a player on the roster of the higher-level that is at that game. Any player who is called-up must play at least three complete innings, even if the team calling her ends up with enough players to field a team without her. Any players called-up to a league with a continuous batting rotation must be placed at the end of the batting order. In the event of a suspended game, any eligible call-up may be used, but any call-up previously used in the game must be asked first. It is the coach's duty to record the name of any call-up player in the logbook located at the concession stand.

6.2 When a coach of the next higher league calls the commissioner, they shall give that coach the name and telephone numbers of three (3) players whose teams do not play on that date in question for that coach to call-up for that day. All players whose names are submitted for call-up should play as close to an equal number of games as possible. No player may be called-up to the same team for more than three (3) league games. If the coach makes the telephone calls, that coach must inform the lower league's commissioner of the player's name(s) so that no one player is constantly being called-up. It is mandatory that coaches contact the lower league commissioner as soon as possible indicating that they have used a call-up player. If a lower league player is used who was available at the field at the time of play, the coach needs to inform the commissioner of that call-up as soon as possible after the game. It is the commissioner's responsibility to keep an on-going list of call-up names and what team they played for so coaches cannot take advantage of the call-up availability. If the game is cancelled, it is the coach's responsibility to contact the call-up player and the commissioner of the cancellation. The names and telephone numbers of the commissioners are as follows:

C Commissioner: TBD

CC Commissioner: TBD

12U Commissioner: TBD

Majors Commissioner: TBD

12U players CANNOT be called up to Majors due to the extended age gap in the higher league.

6.3 Violation of any of the provision of the above may be protested to the commissioner. VP of Softball, or any officer of GJLS in writing within twenty-four (24) hours of the scheduled starting time of the game in which the violation occurred. The commissioner or officer of GJLS shall investigate and report the complaint to the Rules Committee. The Rules Committee may disallow the protest if no violation can be shown to have occurred; or it may do one or more of the following: Suspension of the offending manager for one game, order this game replayed from the moment the violation occurred, or issue a formal written reprimand to the manager. Only one such warning may be issued per season.

7.0 POST SEASON TOURNAMENT

7.1 A win/loss record will be used to determine seeding (W=1 point, T=1/2 point, L=0 points). If there is a tie in the win/loss records, the second tie breaker will be runs allowed. If there is still a tie, the third tie breaker will be runs scored. Tournament games will have a 2 hour time limit. Games can be played until darkness hampers the security of the players. The last inning (both head coaches must agree on last inning based on proximity to end of time limit) will have unlimited runs. (do not stop at 4 that inning).

7.2 The tie-breaker rule will be in effect if 6 innings have been completed and a winner has not been determined. The tie breaker rule is as follows:

- Each half-inning begins by placing a runner on second base.
- That runner is the player in the batting order that precedes the lead-off batter in that inning. It is the responsibility of the scorekeeper to notify the teams involved as to what player starts at second base. If the wrong player is placed on the base and it is brought to the other team's attention, there is no penalty. Place the correct player on base. This should occur whether a pitch has been thrown or if the runner has advanced a base.

The game then proceeds a full inning, or until a winner is declared. All other rules will be in effect.