



# Northern Illinois Softball Association

## 12U Division (11 to 12 years old)

All rules and regulations for this league shall follow the IHSA, except for the following additions:

### **THE PLAYERS**

- 1) Each girl must not sit more than 2 innings per game. Coaches are encouraged to give equal playing time to all players.
- 2) Courtesy runner will be allowed for the catcher after two outs. Courtesy runner will be the last batted out.
- 3) Continuous batting order will be used. Everyone bats.
  - a. If a player arrives late, she will be added to the bottom of the batting line up.
  - b. If a player has to leave before the game ends due to injury, illness or family matters that player is not an out every time her spot comes up in the batting line up. It will just be skipped.
  - c. If a player is injured during her at bat and cannot continue her at bat, this is not an out. Last batted out may complete the at bat.
  - d. If a player is ejected during the game, her spot in the batting line up becomes an automatic out. The player is not suspended for any subsequent games.
  - e. If a coach is ejected during the game, he/she will be suspended for the next game. If coach attempts to be in the dugout coaching at the next game, his/her team forfeits.
- 4) Teams can play with a minimum of 7 players. If minimum 7 players is not reached, the team will forfeit the game.

### **THE GAME**

- 1) A game shall consist of 6 innings or 1 hour 45 minutes. In weather situations, an official game is 4 innings. (3 ½ if home team is ahead.)
  - a. Fall Ball Exception: No minimum number of innings required for official game as there are no standings.
- 2) No new inning is to be started after 1 hour 45 minutes. Drop dead is 2 hours. When drop dead time is reached, if inning is not completed then you revert back to the score of the previous inning. Ties are ok.
- 3) If you complete 6 innings, have a tie and are still under the time limit you may start another inning. Drop dead is still in effect.
- 4) There is a 6 run rule per inning. From the 6<sup>th</sup> inning on, unlimited runs can be scored until the third out is made. There is a 12 run slaughter rule after 4 innings (3 1/2 if the home team is ahead).
- 5) Team chanting and comments can only be directed to players on your own team and must be of a positive manner. NO chanting during the opposing team pitcher's windup.
- 6) Each team will play with a maximum of 10 players on the field; 4 outfielders, 4 infielders, pitcher, catcher.
- 7) All outfielders must be on the grass prior to the pitch.
- 8) Infield fly rule is in effect. An Infield Fly is a fair fly ball (not a line drive or bunt) that, in the judgment of the umpire, can be caught by an infielder, pitcher, or catcher with ordinary effort and when there are runners on first and second or first, second, and third and less than two outs.
- 9) Bunting is allowed. The batter cannot take a bunt stance and then pull back and take a full swing at the pitch. If the batter attempts this, she is out. This is for the infielders' safety.
- 10) Bases are 60 feet apart.
- 11) If a game is cancelled, any and all attempts should be made between the coaches to reschedule. If the game is not played, it will not count toward the standings at all. Standings will be based on winning percentage.
  - a. Fall Ball Exception: Rain outs or cancelled games can be made up, but it is not required.

- 12) If you are short players, you may only recruit from the 10U division. If you recruit a pitcher from the lower level they can only pitch 3 innings maximum. Recruit bats last in the order and, if not pitching, must play in the outfield.
  - a. Fall Ball Exception: If you are short players, you may recruit from within your own division and from the 10U division. If you recruit a pitcher, they can only pitch 3 innings maximum. Recruit bats last in the order and, if not pitching, must play in the outfield.
  - b. **COVID Exception:** If you are short players, you may recruit from within your own division and from the 10U division. If recruiting from your own division the recruit **cannot pitch** and must bat last in the lineup.

## **PITCHING**

- 1) The front of the pitcher's rubber shall be 40 feet from the back tip of home plate.
- 2) Each pitcher is allowed a maximum of 4 innings per game. One pitch constitutes an inning. (Exception THE GAME Rule 12)
- 3) Pitchers will be allowed 5 warm up pitches before their first inning. Returning pitchers will be allowed 3 warm up pitches before any inning after their first. (Warm up practice by Infield and Outfield is only allowed before 1<sup>st</sup> inning.)
- 4) Pitcher must be removed from pitching after two hit batters in any one inning with significant force. If the ball hits the ground first before hitting the batter it is not considered significant force. If the batter is hit with a pitch that the umpire determines was not significant force, the batter will be awarded 1<sup>st</sup> base. However the pitcher shall not be charged with a hit batter that would count towards her removal from the inning or game. Pitcher may return in subsequent innings as long as PITCHING Rule 2 is adhered to. If the pitcher hits three batters in the game she is removed from pitching for the remainder of the game.
- 5) Pitching will be IHSA rules
- 6) An Illegal pitch is ruled a ball. Runners do not advance.
- 7) There are no restrictions on replacing pitchers. Free substitutions are allowed at any time during the game as long as PITCHING Rule 2 is adhered to.
- 8) Coaches are encouraged to teach the girls the following rules. (One warning will be issued and then illegal pitches will be in play.)
  - a. Hands apart when Pitcher steps on the mound (ball can be either in hand or in glove).
  - b. Pitcher brings hand to glove. This is the start of the wind up. (Pitcher is not allowed to separate her hands and bring them together in the glove again.)
- 9) Per game, a pitcher must be removed from pitching for the remainder of the game on the fourth trip of the coach to the mound.
- 10) Per inning, a pitcher must be removed from pitching for the remainder of the inning on the second trip of the coach to the mound.

## **BASE RUNNING**

- 1) Players should be instructed by their coaches to slide to AVOID CONTACT with another player. This is for the safety of all involved.
- 2) Slide Rule: (IHSA) NFHS rule 8-6 "The runner is out" if:
  - a. Article 13; the runner does not legally slide and causes illegal contact and/or illegally alters the actions of the fielder in the immediate act of making a play on her.
  - b. Article 14; she remains on her feet and maliciously crashes into a defensive player. Malicious contact supersedes obstruction.
- 3) When the ball is thrown out of play 2 bases are allowed at the time of the throw. (The base they are going to plus one base.)
- 4) Stealing is allowed (all bases) once the ball leaves the pitcher's hand.
- 5) Dropped third strike is in effect. The batter becomes the runner on the third strike if the pitch is not caught before touching the ground as long as (A) 1<sup>st</sup> base is unoccupied before the pitch or (B) 1<sup>st</sup> base is occupied with two outs.

- 6) One warning will be issued per team and then the Look Back Rule is in play: (IHSA) NFHS rule 8-7
  - a. Article 1; the look back rule will be in effect when the ball is live, the batter-runner has touched first base or has been declared out, and the pitcher has possession of the ball within the pitcher's circle.
  - b. Article 2; the runner(s) may stop once, but then must immediately return to the base or attempt to advance to the next base.
  - c. Article 3; once the runner stops at a base for any reason, she will be declared out if she leaves the base.

### **SAFETY**

- 1) Defensive players at Pitcher, 1<sup>st</sup> base and 3<sup>rd</sup> base are required to wear a facemask.
- 2) Batting helmets are required to have a full facemask.
- 3) Proper Catchers equipment is required.
- 4) Bats must have USSSA 1.20 thumb print stamp for 10U – 20U.
- 5) No metal cleats
- 6) On Deck Hitter must be at the Batter's back.

**Latest Revision Date: 4/11/2021**