

Quad County Youth Softball
12 & Under League Rules

All leagues will follow the WIAA rulebook with the following exceptions:

All players must be 12 years of age or younger as of August 31st of the current year.

I. Playing Time

1. The league operates on an equal playing time philosophy for all participants with a minimum expectation of 2 innings per player. All substitutions must be made by the third inning.

II. Game Time

1. A regulation game will last 6 innings. No inning shall start after 1 hour 30 minutes from the start of the game. Notification of the possible last inning may be given to both coaches when approaching time limit, but it is coaches' responsibility to monitor time limit. Exception: Tournament games will be played until a winner is determined.
2. Games will start at the time they are scheduled. There is no grace period.
3. **PLAYERS MUST HUSTLE IN AND OUT BETWEEN INNINGS!**
4. Teams must have a minimum of 8 players to start the game. If a team does not have 8 players, a forfeit will be declared. Teams may still play but a forfeit will be recorded for that team.
5. If a team only has 8 players, they do not have to take an out for the 9th or 10th batter in the line-up. ***Players that show up late to the game, or leave early from a game, may be added at the end of the batting order, or subtracted from the batting order without penalty.***
6. In case of an injury during the game, the team may finish that game without forfeiting if they started with 8 players.
7. **15 Run Rule:** At the end of 4 complete innings, if a team is ahead by 15 runs, the game is over and that team wins.
8. **10 Run Rules:** At the end of 5 complete innings, if a team is ahead by 10 runs, the game is over and that team wins.
9. Teams wishing to warm-up before a game should be at the field early so as not to delay the game. The home team must complete any on-field warm-up 15 minutes prior to game time. The visiting team is given the courtesy of using the field for warm-up 15 minutes prior to the start of the game.
10. **The home team and winning team must report the final score to Brian de la Torriente (Whitewater) within 48 hours of completion of the game otherwise the winning team will automatically be put down for a forfeit for the game.**

III. Fields/Equipment/Supplies/Uniforms

A. Fields

1. The bases will be set at 60 feet.
2. The distance for the pitching rubber will be 40 feet with an 8' radius circle.
3. Field conditions must meet the approval of the umpires and both coaches prior to the game.

B. Equipment/Supplies

1. The home team must supply two regulation 12" softballs for the game.
2. Both teams must keep a legible scorebook for review by the umpire or the opposing coach at any time during the game.
3. All helmets must comply with the National High School guidelines, requiring face guards.
4. For safety purposes, all batters and base runners must wear batting helmets.
5. Players coaching the bases must wear a helmet.
6. All bats must be approved by ASA.

C. Uniforms

1. Players are not allowed to wear jewelry.

2. Metal spikes are not allowed.
3. All teams must have numbered uniforms.

IV. Batting

1. Bunting is allowed. Slashing is not allowed.
2. No fake bunts or slap bunting is allowed. If a player fake bunts or slap bunts, she will be automatically called out.
3. Teams must bat all players on the roster and have free substitution defensively. In the case of injury, the injured player's spot can be skipped without an out being recorded.
4. A player who throws his bat will get one warning. If it happens again, she will be called out.
5. The inning will be over after three outs or **6** runs are scored.
6. The last inning will be played until 3 outs have occurred.
7. There is no advance on a dropped 3rd strike.
8. Batters are no longer required to make an effort to avoid being struck by a pitch to be awarded first base. If in the opinion of the umpire, the batter made an effort to move into the path of a pitch, then a ball may be called, and no base awarded.
9. All batters shall be required to warm-up in designated on deck circles or behind the batter, whichever is safest. The on-deck batter shall utilize the safest available circle.

V. Base Running

1. Runners are allowed to steal one base at a time, either 2nd or 3rd. Runners CANNOT advance if the catcher overthrows the base. The base runner must stay at the base they stole.
2. Runners cannot steal home on a wild pitch or passed ball.
3. Base runners may not lead off and must stay on the base until the ball crosses home plate. If a runner leaves early they will be called out.
4. A courtesy runner must be used for a catcher when there are 2 outs. The courtesy runner should be the player that made the last out in the inning.
5. When there is a play at any base the runner must either slide or avoid contact by stepping around the defensive player. It is not mandatory that a base runner must slide. The runner will be called out if in the opinion of the umpire the runner intentionally collides with the defensive player. Headfirst sliding is not allowed, violation of the headfirst slide rule will result in the umpire issuing a warning to both teams. Any subsequent violations by either team will result in the base runner being called out. Players are allowed to dive headfirst back to a base they have reached or already occupy.
6. There will be Infield Fly Rule.
7. The ball is considered live on throws back to the pitcher.

VI. Coaches

1. Coaches are in charge of scorekeeping.
2. The league will keep rules posted on a website and each community is responsible to promote parental knowledge of league rules.
3. A coaching staff will be limited to no more than 3 coaches with an additional scorekeeper. Only team members and coaches are allowed in the dugout or on the field during a game.

VII. Sportsmanship

1. **Unsportsmanlike conduct by players or spectators will not be tolerated.** Repeated occurrences will result in the ejection of the players and/or spectators involved in the disturbance.
2. Players ejected from a game will also have to sit out the very next game as a disciplinary measure.
3. Parents are not allowed on the field unless a coach has requested their assistance.
4. Fans are not allowed to sit directly behind home plate.

5. No swearing or profane language will be tolerated. This will lead to immediate ejection from the game.
6. No throwing of bats, helmets or other equipment in anger. This will lead to immediate ejection from the game.
7. There will be no badgering of a player, umpire or coach! Poor sportsmanship by players, coaches, family members or spectators will lead to ejection from the park and from future games, as well as possible forfeiture of the game.
8. There will be no smoking or chewing tobacco on the playing field, bench, or bench area. Offenders will be removed from the game or bench area. Some communities may not allow tobacco products at their fields and/or facilities. Local ordinances and rules above league rules must be followed.
9. Alcoholic consumption of any kind at a game field will be cause for forfeiture of the game. No Exceptions!
- 10. THERE WILL BE ZERO TOLERANCE FOR BAD BEHAVIOR!**

VIII. Pitching

1. Any player warming up a pitcher must wear a catcher's mask.
2. At the umpire's discretion, warm-up pitches between innings will be limited to 5.
3. Relief pitcher is entitled to 8 warm-up pitches.
4. Pitchers may pitch a total of 9 consecutive outs per game. A pitcher cannot re-enter the game as a pitcher once they have been removed. (See exception under Injury)
5. **Prior to starting the delivery of the pitch, the pitcher must take a position with the pivot foot on, or partially on the surface of the pitching rubber, and the non-pivot foot in contact with or behind the pitching rubber. Both feet must be on the ground within, or partially within the width of the pitching rubber. Once the pitcher is set, the non-pivot foot can step backward, rock backward or move forward, provided the non-pivot foot remains within, or partially within the width of the pitching rubber. The pivot foot must maintain contact with the pitching rubber during the entire process of the pitching motion. An illegal pitch will be called if in the judgement of the umpire, the pitcher's non-pivot foot lands outside of the width of the pitching rubber, either during a step backward, or on the step forward as the pitch is delivered.**
6. The pitchers pivot foot must remain on the rubber until the pitching motion has begun and must remain in contact with the ground until the ball has been released from her hand. No crow hopping.
7. The pitch must be underhand. You may use the windmill or whip technique.

IX. Defensive Positioning

1. There will be nine (9) players on the field at a time, including three (3) outfielders.
2. There must be 3 outfielders at all times, unless the team has less than 9 players available to play.
3. Roving fielders will not be allowed.

X. Inclement Weather/Cancellations

1. All postponed games should be made up as quickly as possible.
2. Both teams must work together to reschedule a cancelled game within 72 hours of the game being cancelled. The rescheduled game should be played within 2 weeks of the cancellation when possible.
3. No game, cancelled due to lack of players, shall be rescheduled if canceled within 24 hours prior to the scheduled game time. These games shall result in a forfeit for the team short of players.
4. If a game is started and not finished due to inclement weather, the game is considered suspended and will be continued from the point where it was suspended on a date and time agreeable to both coaches. No game is to be started over. The pitching rule will remain in effect. 4 innings is considered a complete game if weather forces the completion of a game.
5. Lightning: If the umpire can hear thunder, a lightning strike is possible and teams must be removed from the field of play. Players, coaches, and spectators should seek shelter away from chain link fences, trees, and bleachers. Fifteen (15) minutes after the last visible lightning strike or audible thunder the game can resume.

XI. Umpiring

1. Each home team must provide a qualified umpire for each game; however, 2 umpires are suggested.
2. The official score book will be the home team's scorebook. The home plate umpire should verify the score after each half inning.
3. The umpires have total control of the games. They may stop the game at any time for any reason they see necessary.
4. Umpires will only meet between innings to clarify a rule. Cells phones will only be used for checking game time and for emergencies.

XII. Injury

1. If a player has an injury that causes bleeding, they must leave the game and cannot return until the bleeding has stopped and the injury has been properly treated. If the injured player is the pitcher and must be removed to treat her injury, she can then be reinserted to pitch after her injury has been properly treated and complete her remaining consecutive outs.
2. Any player who becomes unconscious at any time during the game may not return to the game that day.

XIII. Tournament Play

1. Each team will have the opportunity to nominate a player for the Sportsmanship Award. The award will be presented during the tournament.
2. Tournament seeding will be determined by using each teams winning percentage. If there are multiple teams with the same percentage, then a tie breaker will be used to determine the team's seeding (head-to-head first, then total runs allowed).

XIV. Roster Implementation

1. Each team's roster must be turned in to Brian de la Torre (Whitewater) before games start on May 22nd.
2. No player can be added to the roster after June 26th.