

2009 Rules
Southeastern League Softball
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The Southeastern Softball League will play 12 & under girl's softball according to the Amateur Softball Association (ASA) rules & regulations except as noted below:

Eligibility – 12 & Under, a player cannot turn 13 before January 1. (Same as ASA)

Games will be 5 innings or **1 hour 30 minutes** in length, finishing the inning. The full 5 innings will be played unless by the start of the 4th inning one team is ahead by 11 runs, or by the start of the 5th inning one team is ahead by 6 runs and time is a factor. No inning will be started after the hour unless there is no game following. Please abide by this in respect of games that follow. ASA tiebreaker is in effect in any extra innings (last batter of previous inning is placed on second to begin each half of extra innings).

The home team is to provide **two umpires** for each game. The home plate umpire must be 18 years old or older. **MAKE CERTAIN UMPIRES ARE FURNISHED, AND HAVE READ, A COPY OF THE LEAGUE RULES, AND ARE READY TO GO PRIOR TO GAME START TIME!**

Effect – game is forfeited by home team unless opposing coach agrees to play with umpire(s) provided.

Umpires will call strikes per ASA, Knees to arm pits and only those balls which break the vertical planes of home plate. Batters and pitchers both need to have a consistent strike zone. No exceptions.

Effect – Umpires with complaints will not be allowed to umpire tournament games.

An 8ft radius (16ft diameter) circle must be in chalk around the 40ft pitching rubber.

Tournament games will be 5 innings in length or **1 hour 30 minutes**. Extra innings will be played in the case of a tie at the end of the 5th inning. The full 5 innings will be played unless by the start of the 4th inning one team is ahead by 11 runs, or by the start of the 5th inning one team is ahead by 6 runs. ASA tiebreaker is in effect in any extra innings (last batter of previous inning is placed on second to begin each half of extra innings). Home team is the top team in the top half of the bracket, bottom team in the bottom half of the bracket, and top team in loser's bracket. Home book is official book. Brackets will be seeded according to regular season record. No tournament games may start after 9:30 p.m. unless both coaches agree otherwise. Tournament host town must provide two fields for Friday and Saturday games.

A continuous batting order will be used during both regular season and tournament play. All players on a team will be listed and bat in one continuous order. The exception to this shall be that if one team has more players than the opposing team, the team with more players may elect to bat continuously only the same number of batters as the opposing team, but not less than 10 if using rule 2, in which case the additional players shall be listed and batted as substitutes. The team with more players has the option to bat the same number of players as the opposing team or bat continuous, but must elect to do one or the other prior to game start and may not change during the course of the game. No outs will be taken for players leaving the batting order for illness or injury, simply skip that batter and continue the lineup. Players leaving the batting order for injury or illness may not re-enter, and this only applies to players leaving the batting order. A player may leave the field, bat in their order, and re-enter the field later, or a coach may take the out for an injured or sick player leaving the batting order and then that player is still considered in the batting order and may bat the next time around. Players arriving late shall be entered as substitutes.

1. Use 12" ball. Yellow or White. Home team or tournament director provides ball.
2. Teams are allowed to start with 8 players, if you start with 8 players you may borrow one from the other team to make 9 players and that player will play an optional position by the receiving coach. There will be no automatic out for the 9th & 10th batters.
3. Teams may play 10 players in the field using 4 outfielders.
4. Free substitution is allowed. Players must reenter in the same batting order.
5. No infield practice before a game. This means no practice on any part of the infield (stay on the grass), except for pitchers warming up in front of their respective dugout.
6. Five runs or three outs per inning.
7. Player must pitch from a 40ft rubber and start with both feet on the rubber.
8. The catcher must wear a helmet with facemask & throat protector, chinguards and a chest protector.

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9. In an effort to develop more players in the pitching/catching positions, players will be limited to pitching and catching to a maximum of 3 innings in a game. An appearance (1 pitch) is considered an inning.
10. Batters, batters on deck, and base runners must wear helmets. Face shields on helmets for batters, batters on deck, and runners are **mandatory**. (new 2008) *NOCSAE stamp is not required on face masks*. Effect – Batter or runner is out if not wearing a helmet. If the helmet falls off during the natural course of running the bases, the runner is not out. If it appears to the umpire that the player made a movement to knock the helmet off while running, the umpire may call the runner out.
11. Drop strike three rule. If first base is occupied with less than 2 outs, the batter is automatically out on a dropped 3rd strike. However, if there are 2 outs the runner and the batter may advance if bases are not loaded.
12. For safety, please use double bags on 1st base.
13. Outfielders must play behind the baseline until the ball is hit.
Effect – runners and batters are entitled to one base without liability to be put out.
14. A roster of team players along with Birth Certificates is to be submitted to the tournament director or member of the umpire crew ½ hour before game if requested. The request must be made two weeks prior to tournament start, and made to all teams. No one team may be singled out. The director must make the rosters and Birth Certificates available for inspection by any coach.
15. **Once a pitcher hits 3 batters in one game, they are not allowed to pitch anymore.**
16. If a play is made at home plate the runner must slide or the runner is out. (Umpire judgement)
17. Home team must notify opposing team 2 hours prior to game start in the event of a cancellation.
Effect – Forfeit by home team. **Home team must make 2 attempts to reschedule the game. If 2 attempts are not made, the home team will forfeit. If the visiting team cannot reschedule, they will forfeit.**
18. Phone in regular season record to league president immediately after last regular season games. Give your win/loss record and either the teams you beat or the teams you lost to. **Tournament seeding is by percentage of game won, then head to head, then flip of a coin.**
19. **NO ENTRY FEE MAY BE CHARGE TO ANY GAME OR TOURNAMENT!**
20. League dues are \$120.00 per team: **Dues and registration must be mailed by March 25 to facilitate scheduling.** \$40.00 per team is paid by the League to the tournament host town for umpires for tournament play. The host town secures the umpires. There shall be at least one sanctioned umpire on the field during each tournament game. \$20.00 per team is paid by the League to the League President.

All rules added or amended are in red.