



DE PERE GIRLS SOFTBALL ASSOCIATION
U-12 LEAGUE RULES
(Board Adopted Dec 2012)
(Last Updated Apr 2019)



DGSA MISSION STATEMENT:

1. To provide a safe environment for girls in the De Pere area (East / West) to have fun while learning the fundamentals of softball, teamwork, commitment, and competition.
2. To help build the self-esteem of all athletes and provide a service to the youth of the community.
3. To provide the De Pere High School softball programs (East / West) with athletes that can demonstrate a solid understanding of the fundamentals of girls' softball.

LEAGUE OBJECTIVES:

1. The objective of this league is to build upon the fundamentals of softball that these athletes were introduced to from the U6- U12 leagues.
2. This league is a modified ASA scoring league where team standings are tracked for seeding purposes for the end of the season tournament.
3. To provide an increasingly competitive softball environment to help the athletes prepare for High School Softball.

LEAGUE RULES:

I. GENERAL

1. All playing rules will be in accordance with the current official softball rulebook published by ASA Rule Book (*unless otherwise noted*).
2. The De Pere Girl's Softball Association's *Good Sportsman's Code* applies to all leagues.
3. No players will be allowed to participate until their registration fee is paid and their waiver form is signed.
4. Any player, who cannot play after paying her registration fee because of an unforeseen circumstance, will be refunded her fee if the Board reviews the situation and finds the situation to be legitimate.
5. All names of players registering after the beginning of the season will be brought to the Commissioner for assignment to a team.
6. The league commissioner is responsible for the postponing and/or canceling of games due to inclement weather prior to the start of the game. Once the game begins, the umpire scheduled to work that game is the person responsible to call the game due to inclement weather. The canceling of the first scheduled game of the night does not necessarily mean that all subsequent games are canceled.
7. Players who are not wearing the issued team shirt will not be allowed to play.
8. No jewelry may be worn. All earrings must be removed or the girl can not play.
9. Only three coaches, one bat person and team member is allowed in the dugout.
10. Coaches will exchange team rosters before each game. A copy of the batting order, which will include all team members present at the start of the game, is to be given to the opposing coach before the start of each game. If a player arrives after the first pitch, which constitutes the start of the game, she will be added to the bottom of the batting order.
11. A maximum of 10 players may play the field; a minimum of 7 must be present to start and finish a game. No penalizing team in batting order for having less than 10 players.
12. The home team, which will be the 2nd team listed on the schedule, will use the third base dugout and will take the field first. Team managers may designate base coaches.
13. All girls bat in order and reserves must play in the field at least every other inning.

14. Each game will consist of 6 innings. A regulation game has to go 4 innings or 3-1/2 innings if the home team is ahead. If a regulation game is called early (at the discretion of the umpire) due to inclement weather, when the teams have not had an equal number of completed turns at bat, the score shall be the same as it was at the end of the last completed inning-except that if the home team in its half of the incomplete inning scores a run (or runs) which equals or exceeds the opponents score, the final score shall be recorded as when the game is called.
15. No new inning will start after 1 hour 15 minutes of play. There will be a time limit on playoff games. No new inning after 1 hour and 25 minutes. There will be no time limit for championship games. If a game is stopped due to an injury to a player, the umpire (at his or her discretion) shall extend the time limit on that game by the same amount of time that was lost while attending to the injury.
16. U12 Teams are assigned by league commissioner.
17. Coaches will use a running batting order during league play. This means each coach will keep the same line up throughout the regular season. The player on deck at the end of a game would be the lead off for the next game. This will provide more even number of at bats per player. Coaches are not required to use the running batting order during playoffs.

II. DUGOUT CONDUCT

1. All players are to remain in the dugout except for the batter and the batter on deck. The on-deck batter must have helmet on before she comes out of dug-out.
2. Unsportsmanlike conduct, such as comments directed from opposing players, parents or from opposing coaches will not be tolerated under any circumstances. Removal from the ballpark may result if this rule is broken.
3. Positive cheering is accepted and encouraged but there will be no "heckling" (ex. - swing batter, songs directed at opposing teams or players, etc.) allowed. Each coach is expected to enforce this rule with his/her team.
4. Should fan behavior become a problem, the umpire will confer with the coach (es) of the appropriate team. It will be the coach's responsibility to address and eliminate the problem.

III. PITCHING

1. Live pitching with a 12" ball at a distance of 40' will be used for all games.
2. A pitcher can be substituted for at any time during the game. A pitcher can also re-enter at any time during the game; the batting order will always remain the same during a game.
3. During the regular season and playoffs a pitcher will be allowed to pitch a maximum of 3 innings per game. The 3 innings do not need to be in consecutive order. One pitch constitutes an inning.
4. If after 6 innings the game is tied a pitcher may come back to pitch the 7th inning that has pitched 3 innings already. If the game is tied after 5 innings and the time limit is reached, a pitcher that has pitched 3 innings MAY NOT pitch the 6th inning. For playoffs if game is tied after 6 innings then a pitcher who has already pitched can come back and pitch another 3 innings.
5. ASA pitching rules will be used.
6. All Pitchers must wear a face mask.

IV. CATCHING

1. Catchers must wear mask and helmet, shin guards, throat and chest protector.
2. A Catcher can re-enter as a catcher at any time during the game, and can be substituted for at any time during the game.

3. The catcher shall not interfere with the batter.

V. **BATTING**

1. Helmets must be worn by all batters/runners at all times. Chin straps on the batting helmets must be connected at all times. If a helmet should fall off while running, the runner will not be called out.
2. Batters must keep at least one foot in the batters box during her time at the plate. When receiving signals from the coach, the batter may pivot and place one foot outside the batter's box. Continued violation of this rule and after sufficient warnings from the umpire, a delay of game will be called, and the batter will be awarded a strike.
3. Bunting is allowed.
4. Anyone throwing the bat after a swing will be warned by the umpire. If the same batter is warned more than once the umpire under his/her discretion may call the batter out. "Throwing the bat" is when the bat travels a distance of eight feet or more, or if the batter releases the bat upon making contact with the ball and the bat hits the catcher before touching the ground. This rule will be enforced upon the discretion of the umpire.
5. If a pitcher hits a batter, the batter will be awarded first base unless the batter made no attempt to get out of the way of the pitch. (*The umpire will determine the effort made to get out of the way*). If the ball hits the ground first and then hits the batter it still counts as a hit batter and will be awarded first base.
6. Dropped third strike in effect unless first base is occupied.

VI. **FIELDING**

1. All team outfielders must stay on the grass until the ball is hit. Infielders must stay behind the imaginary line extending perpendicular from the pitching rubber to the first and third base lines until the ball is hit.
2. There will be no infield fly rule.
3. All players should wear a face mask.

VII. **BASE RUNNING**

1. While a ball is considered "live", the base runners cannot advance after the pitcher has maintained control of the ball within the pitcher's circle.
2. Sliding is permitted, however, any runner who intentionally "takes out" a defensive player at any base by not sliding or by any other flagrant way is automatically out. No runners may score after any flagrant foul is committed during that play. If the defensive player has control of the ball, she can legally block the base. The runner in turn must slide unless she can legally (i.e. - stays in base line) avoid contact with the defensive player without sliding. If the runner doesn't slide and contact is made with the defensive player the runner will be out. Umpires will make the deciding call on all bases.

VIII. **SCORING**

1. The home team is considered to be the "Official Scorer" for that game, and will maintain the official scorebook. The home team is responsible to operate the electronic scoreboard during the game.
2. It is the responsibility of the winning team coach to inform the league commissioner of the final score after each game.
3. A team can score a maximum number of 5 runs per inning. If the 5th run is scored before the 3rd out is made, the inning will be over for that team. A maximum of 3 runs per inning can be scored via stealing home.
4. If at the start of the 6th inning the home team is up by more than 5 runs the game will be over.
5. Tie games will be decided using the NCAA Tie Breaker Rule (the extra inning is started with the player who made the last out in the previous inning on second base with no outs).

After 3 outs, the home team then gets to put their player who made the last out in the previous inning on second base). This procedure will be followed for a maximum of 1 inning (unless it is a play-off game). If no runs are scored in the extra inning the game will go down as a tie.

6. A team losing by 15 or more runs after 3 innings OR 13 or more runs after 4 innings may choose to end the game or play the final inning as a scrimmage (time permitting).
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COACH EXPECTATIONS:

1. Coaches are responsible for:
 - Promoting good sportsmanship at all times. This league is to encourage the girls to participate and have fun. Our league commissioner will enforce a zero tolerance policy.
 - Keeping the girls on the bench and out of the playing area when appropriate.
 - Seeing that equipment is properly cared for and returned at the end of the season with an inventory of any equipment needs.
2. The De Pere Girls Softball Association Coaches Expectations and *Good Sportsman Code* applies to all leagues.
3. If a coach is ejected from a game, he/she may not continue to participate in that game. That coach must appear before the DGSA Board, and depending on the circumstances, he/she may or may not be reinstated.