

12U Mid-Season Tournament Rules & End of Season Rules

Pool play:

The team at the top of the bracket will occupy the third base side unless it is already occupied by the team from the previous game. Home team will be determined by coin flip.

Elimination play:

Home team is the higher seeded team from Pool play. If both teams are equally seeded, home team will be determined by a coin flip.

Team playing on their home field is responsible for field prep. If both teams are on their home field, then the home team is responsible.

Tournament rules are the same as the regular season Capo rules with the following modifications:

Runs:

Max of 5 for first 4 innings, unlimited for inning 5 and after

Pitching

No Limitation on pitching

Defense Rotation

Each player must play at least one inning in the infield by 4th inning completion

Outfielders

3 outfielders

Game Duration:

Games are 7 innings max in duration

Pool Play Saturday:

No new after 1:20, drop dead at 1 hour and 30 minutes.

Games may end in tie. Play will be stopped at one hour and thirty minutes (Drop Dead). If, at this time, the home team is batting, and has gained a tie or is leading in the bottom of the incomplete inning, the game is ended. The score at the time play was stopped will be the final score. Otherwise, the final score will revert back to the last completed inning.

Seeding will be based on Wins/Loss Record

Ties will be broken by:

1. Head to Head
2. Least Runs Allowed
3. Most Runs Scored
4. Coin Toss

Bracket playoff games and Championship Game:

No new after 1:30, no drop dead restrictions.

If the game is tied after 7 innings or is tied at the end of the last inning completed or ended due to the time restriction, whichever comes first, the game will continue under USA "tiebreaker" rules.

(Offensive team begins its turn at bat with the player who is scheduled to bat last in that inning being placed on 2nd base. After that team is out, the other team begins their "at bat" the same way.)

* Umpires will use their authority to keep the game moving and prevent tactics solely intended, in their judgement, to delay the game.

Other:

Mercy rule is in effect- 15 after 3 innings, 12 after 4 innings or 8 after 5 innings.

Courtesy runners OK for pitchers/catchers. Courtesy runners will be the last player to be put out. If 2 courtesy runners are used in the same inning, the runners will be 2 different girls.

ADDITIONAL RULES OF PLAY

All games shall comply with the rules set forth by the USA Softball as well as the rules set forth herein. If there is a discrepancy between an USA Softball rule and a CGS rule set forth in this document, the CGS rule will prevail.

DUGOUTS: Only coaches/managers/team moms and team members are allowed in the dugouts during regulation play. All players **must** remain in the dugout unless on the field, and **must** refrain from sitting in the stands during the game.

COACHING: Coaches are only allowed to coach from the dugout or designated coach's box on the field during the game. Coaches are prohibited from coaching from the stands or behind the backstop.

JEWELRY: Players are prohibited from wearing jewelry during games.

MINIMUM PLAYERS: A game may begin and end with a minimum of seven players. In the instance where a team cannot field at least seven players, said team shall forfeit.

LATE ARRIVALS: Team members arriving after a game has begun shall be placed at the end of the batting order.

EARLY DEPARTURES: The opposing coach shall be notified if it is necessary for a team member to leave the game before it is completed. Said player's spot in the batting order will be skipped from that point on, with no penalty or "out" being assessed. If a batter is skipped and it was not reported, the defensive team may appeal batting out of order.

INJURED PLAYER: There is no penalty or "out" assessed if player is injured and needs to leave the game. If the player is hurt while batting or while on base, a courtesy batter or runner (last out) may take their place.

BATTING ORDER: All team members will be placed in the batting order. The batting order need not be arranged in conjunction with who starts the game defensively.

MERCY RULE: The mercy rule will be enforced when the opposing team is ahead by 15 after 3 innings, 12 after 4 innings or 8 after 5 innings.

INFIELD FLY RULE: The infield fly rule shall be enforced in all games.

BASE RUNNING: In accordance with USA Softball rules, an OFFENSIVE player has the duty to avoid a collision with a defensive player attempting to field a ball or making a play on the runner. If a collision occurs, the umpire will determine if the collision was unavoidable or if the runner should be ruled out for interference.

In order to avoid any collision with a defensive player, runners may slow down, slide, change directions, and stop entirely or even run around a defensive player within 3 feet of the base path

STEALING BASES: All bases including home plate may be stolen in the 12U division.

DROPPED 3RD STRIKE: The dropped third strike rule will be in effect in the 12U division.

SCOREKEEPER: Each home team must supply an official scorekeeper to record the game in the team scorebook. Gamechanger may be used. Score by inning and pitching records will be kept.

FIELD PREP:

Home team is responsible for field prep; which includes dragging the field in which you are playing, watering, and lining for play.

Home team occupies 3rd base dugout

EQUIPMENT:

1. All equipment used shall be USA Softball approved.
2. USA Softball approved regulation 12" Dreamseam softballs will be the official game ball.
3. All players must have the proper equipment to take the field including cleats and glove.
4. Catchers must wear protective equipment including helmet, mask, chest protector and shin guards.

5. All batters, on-deck batters and runners will wear a batting helmet with a protective faceguard.
6. All bats used must be USA Softball approved bats

BASEPATH AND PITCHING DISTANCE: The base path distance will be 60 feet. The pitching distance will be 40 feet.