

2019 Intertown Softball Rules – 12U Division

I. Game Length

1. All games shall start at 6:00 pm unless otherwise noted on the master schedule or unless an alternate starting time has been mutually agreed to by both managers involved.
2. No inning shall start **1 hr 45 minutes** after the official starting time which is designated as the time of the first pitch. The home plate umpire's watch is the official time. Home team should get the official time from the umpire and record it in the score book.
3. The number of innings constituting a complete game for the 12U Division is 6 innings. A game called by an umpire for weather, darkness, or other event shall be regulation if 2 less than the required number of innings have been played, or if the home team is ahead after 2 ½ innings less than the required number of innings. In this case, the score reverts to the last full inning played.
4. A 5 run per inning max shall be used with the last inning having unlimited runs, unless a mercy rule occurs prior to that inning. The umpire and managers from both teams must declare an inning to be the last inning prior to it starting unless it is the 6th inning. Once that inning is determined as last, it becomes unlimited. We will use a mercy rule of 12 runs after a regulation game has been completed instead of the USA Softball mercy rule.
5. Tie games: If a complete game (4 innings for 12U) is tied when stopped due to darkness or weather conditions, the game will remain a tie. (The game will not be continued at a later date). If the game is not a "complete game," the entire game will be rescheduled to a later date.
6. If the score is tied at the completion of 6 innings and the 1 hour 45 minute time limit has **not** been reached; extra innings are permitted. The "International Tie-Breaker" rule will be used in extra innings. If the game is still tied after the 1 hour 45 minute time limit has expired, the game will end in a tie.

II. Team Lineups and Substitutions

1. Teams may play with seven players. Teams not having the minimum of seven players to start the game will forfeit the game, unless both coaches agree that the game can be played with the players available. Forfeit is declared 15 minutes after the scheduled game start time as determined by the umpire's watch.
2. All teams in 12U will field 4 outfielders to encourage maximum playing time. If a team cannot field 10 players, the opposing team is not obligated to field less defensive players. The opposing team may continue to field 4 outfielders.

3. A pitcher may pitch 3 innings in a game. If extra innings are necessary; each pitcher gets an additional inning added to their eligibility. Same rules apply to playoffs. Pitching even one pitch in an inning counts as a complete inning pitched.
4. Free defensive substitution is allowed for all players, including the pitcher. All players must play a minimum of 3 innings in the field or half the game.
5. A continuous batting order shall be used. Any player showing up late goes to the bottom of the order. If after 3 innings, a player has not been inserted into the lineup, she will not be allowed to pitch in the game.
6. In the event of an injury or illness requiring the removal of a player from the game (if the player is unable to return to the game), no out will be recorded when her turn is reached in the batting order.
7. A courtesy runner will be allowed to run for the pitcher and catcher. The last out made will be the designated runner.