

# 2020 12U Fastpitch Softball Rules

(Pending changes at coaches meeting)

10U USA/ASA Softball Rules will be used the Ohio Valley Softball League. Any exceptions will be listed below along with clarifications. [USA Softball](#) was formerly known as ASA Softball (name changed 1/1/2017)

## **Below are Confirmation and Exceptions to the League Rules:**

- **Game Duration:**
  - Regular season: No new inning after 1 hour 30 minutes. Maximum of 6 innings unless the score is tied. No game can end in a tie.
  - Year-end Tournament:
    - No new inning after 1 hour 30 minutes. Maximum of 6 innings unless the score is tied.
    - No time limit in the Championship game(s). Six innings will be played unless the run rules is in play. There can be 2 championship games with double elimination format.
- **Runs per Inning & Open Inning:**
  - A maximum of 6 runs per inning. Three outs or 6 runs per inning, whichever comes first.
  - An open inning will be declared by the umpire prior to the beginning of the last inning.
    - The open inning will typically be the inning that begins around the 1 hour and 15 minute mark and can run past the 90 minute time limit. An opening must be declared before the inning begins. An open inning cannot be declared in the midst of an inning.
    - The open inning is the final inning even if time is remaining after an open inning has been declared.
    - If the time limit is achieved without an open inning being played, the game will conclude at the end of the inning and will be considered an official game. Henceforth, no open inning will be played.
- **Run Rule**
  - After 3 innings: 15 runs
  - After 4 innings: 12 runs
  - After 5 innings: 10 runs
- **Weather**
  - Regular Season: A game is considered complete after 45 minutes of play
  - Year-end Tournament: A game is considered complete after 60 minutes of play, except the Championship game(s)
  - The umpire makes the call on lightning/thunder and playability. There will be a 30 minute delay for lightning from the last view. Both teams are required to accept the umpire's delay until umpire determines the field is unplayable. The umpire makes the final call on weather and field conditions.
  - The game has to be determined as won, lost or suspended.
    - Game is either won or loss after the time limit has been reached. The final score will be the score of the last completed inning. A tie score is a suspended game and will resume at the point of delay.
    - If the time has not expired, it is a suspended game.
    - If the game is to be completed, it will be continued from the point of suspension, with the lineup and batting order of each team exactly the same as the lineup and batting order at the moment of suspension subject to the rules of the game. New rostered players can be added to the bottom of the line-up. Missing rostered players are not considered outs when it is their turn to bat. Such games will be completed unless both coaches agree not to do so.
- **Roster & Line-up**
  - Round-robin batting must be used.
  - Free defensive substitutions are allowed.
  - Three players in the outfield. Umbrella approach.
- **Base Running & Stealing:**
  - Base stealing is permitted after the pitch is released from the hand.
  - You can steal home.
  - Drop 3<sup>rd</sup> strike is in play.
- **Field Dimensions & Softball:**
  - Base distance is 60 feet.
  - The pitching distance is 40 feet with a 16-foot circle drawn around the pitching rubber.
  - 12" inch Softball. The recommend softball is either
    - Rawlings ASA Dream Seam
    - Dudley USSSA Thunder Heat Fast Pitch Softball
- **Umpire:**
  - One certified umpired is required for all games.
  - Please schedule directly with Jim and Sam. I copy both gentlemen on emails when I schedule.
    - Jim Heatherly, [jheatherly75@gmail.com](mailto:jheatherly75@gmail.com), (937) 903-9208
    - Sam Spano, [umpsam758@hotmail.com](mailto:umpsam758@hotmail.com), (937) 477-8326
    - Cost: Umpire should be paid at the coaches meeting prior to the start of the game.
      - \$55 per **single** game.
      - \$50 per **double/triple** header for each game. Payable upon the start of the game.