

SCBA Softball 12U Division Rules

All Games played under ASA rulebook with the following exceptions:

1. Field

- a. Pitching rubber to the back of home plate is 40'.
- b. Distance between bases is 60'.
- c. Pitcher's Circle is an 8' radius-circle around the pitching rubber.

2. Equipment

- a. Metal cleats are not permitted.
- b. All jewelry must be removed before a player is permitted to play. The only exception is for medical identification, which must be hidden.
- c. **Offense:**
 - i. No baseball bats.
 - ii. No slow-pitch softball bats.
 - iii. Face masks are required on ALL helmets. NO batter shall bat without a face mask.
 - iv. Chinstraps are recommended.
- d. **Defense:**
 - i. Catchers must wear a chest protector, shin guards, protective mask, and skull helmet during live action and while warming up pitchers.
 - ii. The SBCA encourages the use of face mask/guards (example RIP-IT brand name) or mouthpieces for infield players.

3. Game

- a. Complete game is 6 innings.
- b. Game is regulation if 4 or more complete innings are played (3 ½ if the home team is ahead) unless shortened due to run rule or time limit.
- c. Each team may score a maximum of 6 runs per inning. Once the 6th run crosses the plate, any remaining baserunning situations that result from the current play should be completed, and those runs WILL count.
- d. No new inning may start after 1 hr 15 min.
- e. Run rule is as follows: 15 after 3, 12 after 4, 8 after 5.

4. Participation

- a. Each player must play at least one inning in the infield within the first 3 innings of the game.
- b. No player will sit the bench for two consecutive innings and no player may sit twice before all players have sat one inning.
- c. All players will bat in the lineup. The DP will not be used.

EXCEPTION: Players sat for disciplinary action, illness, or injury. Such players must be announced to the opposing coach and umpire prior to the game or at the onset of the restriction.

5. Pitching

- a. Pitchers are permitted to pitch in no more than 2 innings per game.
- b. If a pitcher hits three (3) batters in one inning, that pitcher shall be removed from the pitching position.
- c. A player may return to the pitching position one time after being removed, provided she has not exceeded the allowed number of innings.
- d. ASA Softball Rules require pitchers do the following:
 - i. Start with both feet in contact with the rubber and both hands apart.
 - ii. Bring the hands together and pause before starting the pitching motion. A backward step may be taken before, simultaneous with or after the hands are brought together.
 - iii. In the act of delivering the ball, take one step with the non-pivot foot simultaneous with the release of the ball. The step must be forward and toward the batter within the 24-inch length of the pitcher's plate.
 - iv. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.
 - v. *Note:* previously, leaping (the pivot foot leaving the ground during delivery) was considered an illegal pitching motion; leaping became legal in 2022.

Coaches are to teach the girls the proper technique for pitching. However, in the spirit of focusing the girls' efforts on throwing strikes, the umpires have been asked to relax their interpretation of the above rules for all games in the Minors League.

- e. Any pitch declared "illegal" by the umpire shall be declared a "ball" with no advancement by runners unless the batter swings and makes contact. If contact is made, the ball is live and runners advance accordingly. If the batter swings and fouls or misses the pitch, a strike shall be registered.
- f. Pitchers will be granted three (3) to five (5) warm-up pitches or two (2) minutes, whichever comes first, before each half inning.

6. Batting

- a. **Bunting:** Bunting is permitted and should be taught as a skill to players.
- b. **Uncaught Third Strike:** A batter may advance to first base on an uncaught third strike if first base is not occupied or if there are two outs.

7. Base Running

- a. Runners must maintain contact with the base until the ball has been released by the pitcher. If a runner leaves the base early, the ump may call her out.
- b. Stealing is allowed when the batter has two strikes.
- c. A runner may advance only one (1) base on a stolen base attempt (no advancement on an overthrow).
- d. **Courtesy Runner:** A courtesy runner may be used at any time for the catcher or pitcher on base. The runner used must be the last recorded out.
- e. **Look-Back Rule:** When the ball is live and the pitcher has possession and control of the ball within the pitcher's circle, a runner who is legitimately off a base after

a pitch or as a result of a batter completing a turn at bat may stop once, then must immediately return to the base or attempt to advance to the next base.

- f. Runners are responsible for avoiding collisions with the defensive players. The intent of this rule is to minimize injuries caused by unnecessary collisions. No player shall be called out for simply failing to slide. All of these instances shall be judgment calls by the umpire(s).

8. Defense

- a. Each team shall field 9 players with 3 in the outfield.