

Revised 3/21/11

Twin Valley Ladies Softball
12 & Under Rules and Regulations

The Twin Valley Softball league will abide by all rules and regulations as stated under GIRLS FAST PITCH SOFTBALL, 18 and under in the Amateur Softball (ASA) rule book. Twin Valley League rules are as follows:

1. All games will start at 6:00 PM unless the board approves an under the lights location prior to the start of the season. A team not fielding 8 players by 6:15 shall forfeit the game. Once a game has been forfeited, both teams can still play for fun, but the score and results will not count toward league play. 10 Field Players are allowed on defense: However you may start with 8. Note: AN ASA umpire is required by rule to stop an official game if there are less than 8 players in the field.

2. If a game is to be cancelled, the opposing team and umpire must be notified by 3:30 P.M. If the umpire is not notified then the team cancelling the game must pay for the umpire. A game can be cancelled if determined by umpire that the field is unsafe for the players. If an umpire or officials cancel a game due to playing conditions then both teams have 2 weeks to make-up the game or both teams are subject to receiving a forfeit. Note: The only acceptable reason for cancelling a game on the day of the game is poor field conditions / weather.

3. Each player shall play a minimum of 2 defensive innings. A continuous batting order is to be used consisting of all players present at the game. A player that arrives after the start of the game shall be added to the end of the existing batting order.

4. Discretionary benching of a player is allowed. The coach must notify the opposing coach as to such occurrences before the start of or during a game.

5. No protesting of a call is allowed. Head Coaches Only may question why an umpire made a call when it involves an interpretation of a rule.

6. Visiting team takes infield at 5:35-5:45, Home team takes infield at 5:45-5:55. Home team coaches will discuss all ground rules with the umpire and visiting team at 5:55. Ground rules include field rules set by the town, including items such as curfews.

7. No more than of 6 infielders are allowed to be in the infield when the pitcher releases the ball. The positions allowed on the infield are Pitcher, Catcher, 1B, 2B, 3B; SS. Outfielders should position themselves on the grass until the release of the pitch, or at minimum of 5' from where the grass should be.

8. Games are 6 innings. There is a 6 run limit all innings except the last inning of the game. Once a team has scored (6) runs the inning will be terminated regardless of the number of outs, at the conclusion of that play. The umpire is required to tell coaches at the start of an inning if it is the last inning of the game.

9. A 12 run mercy rule is in effect after the losing team completes 5 at bats.

10. Any team with a 10 run lead or larger shall not steal or advance to the next base via pass ball, wild pitch or base on balls.

11. If, in the judgment of an umpire an injury that requires immediate medical attention occurs, the ball is immediately called dead and the player is attended to. Placement of runners and batters is at the umpire's discretion.

12. An injured player in the continuous batting order is unable to play she will be skipped in the order and the opposing team will not get an automatic out. An injured player is able to return to the lineup after being skipped.

13. Only the starting pitcher can be re-inserted as a pitcher once during a game.

14. ASA umpires are required for all games in the 12U league. If an ASA umpire is not present at 6:00, the two coaches must agree on a replacement umpire. If a replacement umpire cannot be agreed upon by 6:15 the game must be rescheduled.

Note: Only an "Assigned ASA umpire" can officiate the game i.e. A replacement ASA umpire / or unassigned ASA umpire or a volunteer umpire, if chosen, puts teams and coaches at risk of being exposed to an uninsured event.

15. If the score is tied after 6 innings a tiebreaker will go into effect. The player who was the last completed at bat in the 6th inning will begin at second base with the player batting after her in the order leading off in the tiebreaker inning. Each team has 3 outs to try to score runs. The teams play subsequent innings using this format until someone wins or the umpire declares darkness.

Note: In the event that a game needs to be stopped, the minimum number of innings required for a complete game is 3.5 innings for a 6 inning game. Tie games are allowed. If a game is stopped in the middle of an inning then the score reverts back to the last full inning played.

16. Batters may advance on a dropped third strike. Definition: A "dropped third strike" play is when a third strike is not fielded cleanly by the catcher whereby an out is not recorded by the umpire. The batter may attempt to advance to first base on a "dropped" 3rd strike if there are less than 2 outs and 1st base is not occupied. If there are 2 outs, the runner can advance on a dropped third strike even if 1st base is occupied.

17. Runners are allowed to steal on the pitchers' release any base INCLUDING HOME unless Rule 9 applies.

18. Runners are allowed to tag up on fair/foul balls

19. The pitchers plate will be 40' from the apex (point) of the plate.. A fixed pitchers plate is mandatory. Umpires are required to verify the correct pitching distance before the start of each game. We should add "a 12" ball with ASA seal, .47 core having 375 lbs. of compression size must be used.

20. All bunting is allowed with the exception of slap bunting. A batter cannot show bunt and then swing at a pitch. If a violation occurs the ball is dead and the batter is out. If a second violation occurs the coach will be ejected.

21. Infield fly rule is in effect. By definition: The infield fly rule applies only when there are fewer than two outs, and there is a force play at third or home. In these situations, if a fair fly ball is a hit that, in the umpire's judgment, is catchable by an infielder with ordinary effort, the batter is out regardless of whether the ball is actually caught in flight. The rule states that the umpire is supposed to signal and / or announce, "Infield fly, if fair." If the ball will be almost certainly fair, the umpire will likely yell, "Infield fly, batter's out!" or just "Batter's out!" Any fair

fly ball that could have been caught by an infielder with ordinary effort is covered by the rule regardless of where the ball is caught. The ball need not be caught by an infielder, nor must it be caught in the infield. For example, if an infielder retreats to the outfield in an effort to catch a fly ball with ordinary effort, the Infield Fly Rule would be invoked, even if an outfielder ultimately caught the ball, and even if no infielder attempted to make a play on the ball. Similarly, a fly ball within the infield that could have been caught by an infielder with ordinary effort, but is caught by an outfielder, would also be covered by the rule. The infield fly rule is a judgement call by the umpire. On a caught infield fly, a runner must tag up (i.e., retouch, at or after the time the fly ball is first touched by a fielder, the base the runner held at the time of pitch) to be eligible to advance, as on any catch. If the infield fly falls to fair ground untouched, or is touched and dropped, runners do not need to tag up. In either case, because the batter is out, the force play on runners is removed.

22. All fields must have a double safety bag at first base.

23. For the safety of the players and the coaches, a batter that throws the bat will be given at the judgment of the umpire a warning, called out or will be ejected.

24. Substitution of players is allowed from within an age group only from the B division up to the A division or from a younger age division "playing up" in an older age division. The spirit of the substitution rules is to add players to get games completed and to eliminate an undesirable number of forfeitures.

25. Tri-Valley Girls Softball League (TVGSL) "Zero Tolerance" Policy: TVGSL has adopted a strict "Zero Tolerance" Policy. Good sportsmanship is the number one goal of the TVGSL. Coach, player or spectator violations of league rules will result in game forfeiture. Umpires have authority to monitor and discipline any individual within the ballpark during the game. The decision of the umpire is final in all cases.

All town representatives are responsible for their coaches and parents conduct. Any coach, assistant coach or scorekeeper who is ejected from a game will serve a one game suspension. Additional disciplinary action will be handled by the Board of Directors. Any complaint involving inappropriate parent behavior will go before the board for review.

The TVGSL "Zero Tolerance" and Sportsmanship Code will be strictly enforced. A copy of the The TVGSL "Zero Tolerance" and Sportsmanship Code can be found on the TVGSL web-site. It is the responsibility of town coordinators to review The TVGSL "Zero Tolerance" and Sportsmanship Code with all coaches, players and parents.

26. The Twin Valley League recommends that mouthguards for players in the field be worn

27. Batting helmets with facemasks and chin guards shall be worn by batter, base-runners, and players waiting on deck as required per ASA. (U-10 players not allowed to base-coach)

28. Bats must visibly display an ASA approved 2000 certification mark or the ASA 2004 Stamp, and must be listed on an ASA approved list (<http://www.asasoftball.com/about/getManufacturerDetail.asp>) Bats will be inspected by an ASA Umpire prior to game