

GIRLS 12U FASTPITCH RULES

FIELD DIMENSIONS

- Bases are set at 60 feet apart.
- Pitching rubber is at 40 feet.

EQUIPMENT

- Any official youth softball bat may be used.
- A 12" softball will be used.
- All batters and base runners must wear helmets the entire time they are on the field of play. A base runner that becomes out, must keep their helmet on until he or she has reached the inside of the dugout.
- The catcher must wear shin guards, a chest protector, and a catcher's helmet with mask, and throat guard.

UNIFORMS

- All players are **required** to wear the HPC uniform issued to them at the beginning of the season; this includes the jersey, hat/visor, belt and socks. All players must wear the same color pants as determined by the coach at the beginning of the season. No substitute of any part of the uniform is allowed.
- **Game jerseys must be tucked in with belt and hats/visors on, in order for the player to participate in the game.**
- No watches or jewelry may be worn.
- NO METAL cleats allowed.

GAME PRELIMINARIES

- There will be no infield/outfield practice prior to the start of the game. Warm-ups must take place in the outfield. Please do not warm up on the infields.
- 10 minutes prior to game time, devotions will take place. Please have your team ready.
- ****Any game that is canceled will result in a forfeit and will not be rescheduled. This does not include games rescheduled by HP Athletics, i.e. rainouts.**

DEFENSIVE PLAYER POSITIONS

- Each team will play with 9 players in the field (3 outfielders). A game is considered a forfeit if a team does not have at least 7 players ready to play, within ten minutes after the scheduled starting time; however, a game can be played using other teams' players for a maximum of 9 players total. It will be considered an official game, and will **not** be rescheduled. Players that are picked up from other teams must play catcher or outfield position.
- There is free defensive substitution. Each player shall learn at least one position in the infield and one in the outfield. This rule is intended to avoid having the same players in the outfield every game. It is expected that no player will play an entire game in the outfield.
- ****NO PLAYER SHALL SIT MORE THAN 2 TOTAL INNINGS PER GAME. THOSE INNINGS MUST NOT BE 2 CONSECUTIVE INNINGS.**

GAME RULES

- All players from each team will bat according to the lineup card given to the umpire before the start of the game. Only one on-deck batter will be allowed, and he/she must stand in the on-deck circle situated on the backside of the player at bat.
- Each player should be placed on the official lineup card. Should a player show up after the start of the game, they should be added to the end of the lineup and bat accordingly.
- Each batter will start off facing the pitcher. There will be NO WALKS. If the batter receives 4 balls, her coach will come out and give her two additional pitches. **These pitches must be flat and not lobbed. A “lobbed” pitch will be called a “No Pitch” and it will count as one of their two pitches.** If the batter fails to hit those 2 pitches, she is out. She can foul off those pitches as many times as needed.
- Defensive coaches must remain along the dugout fence.
- Absolutely no children other than the players are allowed in the dugout, unless he/she is a bat boy/girl. He/She must wear a helmet.
- A regulation game is 6 innings or **drop dead at 1 hour 15 minutes**, regardless of which team is at bat. However, the batter at the plate will finish his or her at bat.
- If a game is tied at the end of regulation time, the game will result in a tie.
- The **“infield fly”** rule will be in effect.
- **Drop third strike** will be in effect.
- No bunting, stealing, or drop third strike **when the coach is pitching**. Otherwise all 3 are allowed.
- The maximum number of runs a team can score in an inning is 6 runs per inning. At the 40 minute mark, the max run limit will be lifted, upon the start of the following inning. Example: If the 40-minute mark is reached during the visiting team’s bat in the 3rd inning, the 6-run max limit will be lifted at the start of the 4th inning.
- Should a team be ahead by 15 runs or more after the 3rd inning or 10 runs or more after the 5th inning, the game will be stopped due to the mercy rule.
- **If there are 2 outs when the catcher reaches base or while she is on base, a courtesy runner must be used.** The courtesy runner must be the player who made the last out, prior to the catcher reaching a base.
- **All other USSSA fastpitch softball rules apply.**