

City of Anderson Parks and Recreation Department
We Create Community through People, Parks and Programs
12-Under Girls Softball League Rules

The purpose of this program is:

- to provide an opportunity for the girls to enjoy playing softball as well as learn the basic skills and strategy of the game
- to teach sportsmanship and promote physical activity

ORGANIZATION

1. There will be a maximum of 13 players per team.
2. Players will be allowed to remain on the team that she played for in the previous year if she chooses. Otherwise, she will be placed in the draft.
3. All girls should play in the proper age group. However, a girl who is league age 10 that played in the 10-under division last year will be allowed to move up to 12-under.
4. Teams may automatically have the daughters of one head coach and one assistant only.
5. Requests are not guaranteed.
6. Teams will be selected through a draft following the players' skills tests.
7. Once the draft is completed, no players will be allowed to change teams unless deemed necessary by the Rec Department staff.
8. Overall league and city only team standings will be recognized.
9. Any situation not covered by these rules will be decided by the Recreation Department staff.

LEAGUE PLAY

1. Play will be governed by general softball rules and the league rules as listed
2. A full game should consist of 6 innings with a time limit of 1 hour and 30 minutes. However, it will be considered complete regardless of the inning after the time limit has expired. If the game is tied after 7 innings or time limit, it will remain as a tie.
3. No new inning will start within 10 minutes of time limit. However, once an inning starts, it must be completed.
4. The umpire will prohibit unnecessary stalling actions by teams and eject offenders after one warning.
5. Game time is forfeit time. However, when the preceding game runs longer, game time shall be when the umpire calls for action to begin. In case of a forfeit, a practice game may be played and the umpires will call the game.
6. The game may begin with nine players to avoid a forfeit. A tenth player may be added on arrival.
7. The 10 run lead rule will be in effect any time after 4 innings. A 20 run lead rule will apply after 3 innings.
8. A player who arrives late for the game may not be entered into the line-up until the beginning of the third inning. Any girl arriving later than this may not play.

9. All players present will be in the batting order for the entire game. The starters on defense will be noted in the score book prior to the game. Free substitution will be in effect for defense---players may be switched in and out each inning and rotated around the various positions on the field. This will make it easier to make sure that each girl plays the two required defensive innings in all games.
10. The half-inning will end after three outs or when the team at bat has scored 12 runs. Any run that scores on the play with the twelfth run will be allowed to count.
11. If a player misses too many practices without a valid reason, the coach is not required to play her. This must be noted in the book and the opposing team and umpires notified.
12. A player who is not available to bat when her turn comes up will be called out. Exception: If she is injured during the game or becomes sick and can not continue, her spot will be skipped.
13. There should be no more than 5 minutes between the end of one game and the beginning of the next.
14. Teams are to warm up on the side of the field or outside of the fence prior to each game. There will be no infield warm-up.
15. All teams will be required to use line-up cards. Each coach should give one to the scorekeeper and the opposing team before the game. Full rosters with first and last names and numbers should be turned in at least five minutes prior to the game.
16. No jewelry will be allowed. Girls should remove it prior to the beginning of the game.
17. All shirts must be tucked in while playing.
18. Only team players and coaches will be allowed in the dugout area.
19. The infield fly rule will not apply in this league.
20. Any batter who slings the bat will be called out---the ball is dead and no runner may advance. There will be no warnings given.
21. If a runner misses a base or leaves early on a fly ball, it will be an automatic out call by the umpire.
22. Bunting will be allowed. Remember, a foul bunt after two strikes is an out. Also, the runner must stay in the designated lane when running out a bunt to the first base side.
23. Time out may only be called when the ball is in the possession of an infielder in the infield. If a runner is between bases when time is called, she must stop at the next base she comes to. Coaches are to strongly encourage and teach their players to attempt a play rather than to automatically call time.
24. Any runner is out when she runs more than three feet away from the baseline in an attempt to avoid a tag, unless her action is to avoid interference with a fielder attempting to field a batted ball.
25. Two runners may not legally occupy a base at the same time. If a tag is made, the trail runner shall be called out. The preceding runner is entitled to the base.
26. The catcher, without the ball in her possession, has no right to block the path of a runner attempting to score. The baseline belongs to the runner and the catcher should be there only when she is fielding the ball or already has the ball in her hand.

27. While the team is batting, a coach should be in each coaching box. They should not touch players in any manner while the ball is in play. Violation will result in the player being called out
28. If there is a question concerning a play on the field, the coach may request time-out to discuss the matter. He/she must wait for it to be granted before coming onto the field. The umpire is in control of the game and does not have to give the time-out. There will be a warning for the first offense and ejection for the second.
29. BATTING OUT OF ORDER:
 - (a) – A batter shall be called out, on appeal, when she fails to bat in her proper turn, and another batter completes a time at bat in her place. All action that occurred from the wrong batter is nullified.
 - (b) – If this is noticed while the wrong batter is in the box, the proper batter may take her place and assume any count.
 - (c) – If the improper batter becomes a runner or makes an out and a pitch is made to the next batter before an appeal is made, the batter becomes legal. The next batter would then be the player following the now legalized batter.

PITCHING

1. All pitches will be delivered to the plate from a distance of 40 feet.
2. The pitcher must begin with one or both feet in contact with the pitching rubber and at least one foot must remain in contact as the pitch is being delivered. However, it is noted that a normal follow through will cause the foot to raise off slightly and this is acceptable.
3. A pitcher is allowed to make one rotation before delivering the ball in 12-under only.
4. The strike zone is that area over the plate from the batter's knees to her armpit.
5. Any girl who pitches for JV, Varsity or a travel team is limited to 3 innings per game.

CONDUCT

Anyone not following these rules will be warned by the Field Supervisor or other Recreation Department staff. A second offense will result in the individual (s) being asked to leave and if necessary, the proper authorities will be called.

1. Players, coaches, and spectators must display at all times a manner that exhibits good sportsmanship and good will.
2. No profanity or other abusive language will be allowed at any time on city property.
3. No criticizing of an opposing team, its players, coaches, or fans by word of mouth or gesture will be allowed.
4. Absolutely no alcoholic beverages or drugs will be allowed on the premises. Any person found to be under the influence of either will be asked to leave.
5. The use of tobacco products will be prohibited during the game. One warning will be issued before ejection. Repeated offenses will result in suspension.
6. Any discussion will involve only one coach and the officials.
7. The umpires are in control of the game. In the event that a team fails to respect the umpire's authority or decisions, the umpire is instructed to forfeit the game after one warning that such action will be taken.
8. If a player or coach is ejected from a game, they may be seated in the stands. If they continue to argue or act improperly, they will be asked to leave the field. If they refuse, the game will be forfeited.
9. Any coach or player that is ejected from a game will automatically be suspended from the next game that they attend.

RAIN-OUT POLICY

In case of rain on a scheduled game day, the decision is not made until after 4:00 pm. From a touch tone phone, you may call 226-2489; then follow the prompts. We will also try to post this information on the city website: www.cityofandersonsc.com

If rain comes after 5:00 pm, the umpires will make a decision at the field. The message will be updated as possible. Please remember that our rain patterns are scattered at times--if you are not sure, please go to the field to avoid forfeits

In case of rain on a scheduled practice day, you will need to call your team's coach. With the number of teams and other activities that we have, it is impossible to keep up with individual team schedules. Find out from the coach what the contingency plans may be for bad weather.