

2010
Atlantic Babe Ruth Softball League
12U Division Playing Rules

The intention of this softball league is to adhere as closely as possible to the rules of Babe Ruth, which each team is chartered.

Some rules have been modified because of player's ability level or simply to quicken the pace of the game. If a rule is not described below please refer to the *Babe Ruth Softball Rules and Regulations* guide for the official description.

Questions or concerns regarding these rules can be forwarded to the 12u Division Coordinator who is listed under the Division Coordinators tab of this website.

Note: To print out a copy of the rules, scroll down to the bottom of this page and click on the "printer-friendly" option.

BASE RUNNING

A runner may not leave the base until the pitcher has released the ball.

Note: an umpire may call a runner out for leaving the base early. Some umpires may warn a runner first: others may not warn the runner first. It is the umpire's call.

BATTING

Ten (10) fielders may bat, along with two (2) extra players (EP). Each inning ends when the defensive team makes three (3) outs, or the offensive team has scored five runs. This rule is in effect until the last inning, which shall be declared by the umpire, whereupon each team will bat 20 batters max, or until the defensive team makes three outs, there is no five-run cap in the last inning.

Playoffs Exception Only : During playoffs it will be up to the individual coach to bat all players on the roster or just in the line up for that game.

(see also *MERCY and TIME LIMIT Rules*)

BUNTING

Bunting is allowed in the 12u division.

CANCELLATIONS

Please refer to the "Reschedule Policy" tab on the home page of this website for more information on rescheduling and cancellations of games.

COMPLETED GAMES

A game is considered "completed" when the time limit has been reached (see TIME LIMIT rule below) or in the case of darkness, weather, etc when four (4) innings (3 ½ , if home is ahead) have been played to completion.

Note: If a game that has been "called" by the umpire for darkness, weather, etc has surpassed the inning minimums stated above, the official score will be taken at the point in which the home team last finished an official at bat or at the point when the away team completed an at bat and the home team was ahead.

See also the WEATHER Rule below.

DROPPED THIRD STRIKE

Batters may advance to first on a dropped third strike providing first base is unoccupied or first base is occupied with two outs.

FORFEITS

(See also PLAYING STRENGTH Rule) In an effort to avoid a forfeit, teams may call up players from the next level down (i.e. 10u). Teams cannot use lateral player replacements (i.e. players from another 12u team) for an official game.

If a team is short players and forfeits the game, the opposing team can supply players to the "short team" so that team can still play the game. In this case, teams may also use lateral replacements to play a game however, that team will have to forfeit the game. In each case the umpire will "call" the game and will get paid, even though the game was forfeited.

HOME TEAM RESPONSIBILITIES

The home team will provide two new game balls. It will make sure all the bases are in place. It will make sure that the field and dugouts are cleaned up after the game and secure all equipment, gang boxes, garages, etc.

Additionally, for regular season and playoff games the HOME team will use the First Base side dugout/bench.

HOME TEAM DETERMINATION (Play-Offs Only)

During playoffs, the home team will be the higher seeded team. There will be no coin toss. Once decided, the home team will use the First Base side dugout/bench.

INFIELD FLY RULE

Is in effect for 12u division.

(For more information on this rule please consult the Babe Ruth Softball official rules and regulations booklet)

MAKE-UP GAMES

Any game that has to be made up (inclement weather or coaches' mutual consent due to prior event conflict) will be scheduled, through your town coordinator, and with Chilly Warren with NJSA Umpires. Chilly's number is on the ABRSL Coaches Contact List. Please be sure to schedule make-up games promptly, within one week.

MERCY RULE

Ten (10) runs after four (4) innings of play. (3 ½, if home team)

In the 12u division there is a five (5) run maximum score rule in effect until the last inning (as declared by the umpire) Teams may bat a maximum of twenty (20) batters unless the defensive team makes three (3) outs. There is no five (5) run rule in the last inning.

Note: Taunting, baiting, or any other un-sportsmanship display by teams securing a substantial run lead will not be tolerated. In this case umpires may remove players and/or coaches from the game. Further disciplinary action may also result.

OVERTHROWS

Only one base will be allowed to a runner on any overthrown ball, per pitch.

Overthrows on Steals: Only one base will be allowed on a throw from the catcher to a base on an attempted steal. In this instance the runner or runners are only allowed to advance one base. For example, if a catcher throws a ball beyond second-base when a base-runner is attempting to steal second (from first base) the base-runner must remain at second base. If they make an attempt to steal an additional base on the same overthrow from the catcher the play is still alive. If she or they are called out stealing that additional base she or they are out. If she or they are safe, the umpire will call time and she or they must go back to the previous base. This rule applies to one base runner or multiple base runners.

Overthrows on Batted Balls: Only one base will be allowed on an overthrow from a defensive player to another defensive player at a base. For example, if a ball is batted to the shortstop and the shortstop attempts a throw to first base and that throw goes beyond the bag, the runner may attempt to get to second base (at their own risk). Once the runner is safe at second base they cannot advance to third even if another overthrow was made at second base. If a runner makes an attempt at an additional base the play is still alive. If the runner makes it safely

to the next base, the umpire will call time and the runner must go back to the previous base. If the runner was called out on the play an out will be recorded.

PITCHING/PITCHERS

A pitcher may re-enter the game as a pitcher once she has been removed provided she was a starter. A pitcher may pitch up to ten (10) innings per week (Monday-Sunday).

A pitcher may be removed from the game by the umpire for excessive wildness.

Between innings there is a five (5) pitch or one (1) minute time limit (whichever comes first) for pitchers to warm-up prior to the umpire declaring the start of the inning. In the event a pitcher is removed from the game due to injury, the replacement pitcher may throw as many pitches (within reason) as necessary to warm up. In the event a pitcher is replaced for non-injury reasons the replacement pitcher is given up to ten (10) pitches or two (2) minutes (whichever comes first) to warm up.

PLAYER POSITIONING

Teams choosing to place ten (10) defensive players in the field will use the following positions for play: 1st baseman, 2nd baseman, 3rd baseman, Short Stop, Pitcher, Catcher, Left Field, Left Centerfield, Right Centerfield and Right Field. On each play, the outfielders must start at least three (3) feet onto the outfield grass (from the infield).

Teams choosing to use nine defensive players will use only three outfielders (Left, Center and Right).

PLAYING STRENGTH

Teams may play with no fewer than (8) players. Teams may put ten (10) players in the field (four outfielders).

Note: Teams playing with (8) players are NOT charged an automatic out on the occurrence of the "ninth" batter. If at anytime (before or during a game) a team can only field (7) players that team must forfeit the game.

PLAYING TIME

All players on the roster for each game must play at least two (2) defensive innings and bat once. **Exception** - During playoffs, coaches may bat and play only those players he or she decides.

SCORE KEEPING & REPORTING

A record of each game will be kept in the teams scorebook. The winning team's coach is responsible for phoning or emailing the score within twenty-four (24) hours to the appropriate age group representative. The e-mail address for each

division representative can be found on the ABRSL Coaches Contact List and on this web-site (under the Scores Reporting tab). Failure to submit scores within the 24 hour window may result in a recorded forfeit for the winning team.

SLIDING

A runner is not required to slide; however, a runner must make an attempt to avoid contact with a defensive player. If that attempt is not made, the runner is out. Foot-first sliding is encouraged, as it is the best way for a runner to avoid contact, headfirst sliding is not allowed. If a player attempts to headfirst slide, the team will receive a warning for the first offense; for the second or subsequent offenses, the runner will be called out. A runner may headfirst dive back to a base.

STACKED TEAMS

Stacked teams are not permissible in ABRSL12u league play. Stacked teams are those teams that contain known all-star caliber players that are intentionally placed on the same team for the purposes of gaining victories or as preparation for after-the-season tournaments.

START TIMES

see schedules for start times.

STEALING

A runner may only steal one base per pitch (net gain-one base).

A runner may steal on a walk. (Coaches, please be sure that you understand this rule).

A runner advancing to first base on a dropped third strike has already stolen that base.

The runner may not leave the base until the pitcher releases the ball.

SUBSTITUTIONS

A substitute must play two (2) defensive innings and bat once before a starter can re-enter the game. A substitute may not re-enter the game once she has been removed (exception- injuries). Extra players (EP's) may freely substitute for all field players. EP's are given a set place in the batting order at the start of each game.

TIE-BREAKERS

Regular Season - A completed game may end in a tie, and shall be reported as such by the HOME TEAM. Completed as it is used here, indicates a complete inning was played when the time limit occurred (see Time Limit Rule) or when a

game was shortened (by weather, darkness, etc.) but enough innings were played to rule the game completed (see Completed Games Rule).

Playoffs - When a playoff game has ended in a tie, the International TieBreaker Rule (INTBR) will be invoked. Under this rule, another full inning will be played and will commence with the placement of the player who made the last out in the preceding inning on second base.

The intent of this rule is to speed up the game by placing a runner in scoring position.

TIME LIMIT

There is a 90-minute time limit for each game. A new inning cannot be started after 90 minutes. However, an inning in progress at the 90 minute mark must be played to regulation completion.

The umpire will announce the start of the last inning to both head coaches as the game approaches the 90-minute time limit.

Playoffs Only - There is no 90-minute time limit for playoff games. Playoff games will be five (6) innings in duration.

UMPIRES

- The umpires decision is final. Excessive arguing or yelling at the umpire(s) by coaches, players or spectators will not be tolerated.
- One paid umpire will be used per game, which the home team is responsible to pay.
- Umpires will announce the start of the last inning to both head coaches.

WEATHER

All Divisions: If during a game inclement weather is imminent or any lightning is seen or heard the umpire will "call" the game. If the game cannot be re-started it will be continued from the stopping point and finished on the next mutually available day. (See Completed Games rule above).

This is a final copy of the rules that we will play by for the 2010 season, as was agreed upon by representatives from all the participating organizations.