

Mason Girls Fastpitch Softball League

12U Lower Division Guidelines

General Information:

1. Check web site www.masonfpsoftball.org for information, schedules, scores and standings.
2. Rule 1-6-6: Beginning January 1, 2006 batting helmets shall have a NOCSAE-approved face protector. The league requires approved face protectors on all batting helmets.

Eligibility:

1. All players must be 12 or under as of September 1st of the prior year.
2. Roster signed by the coach and community coordinator must be turned in to MGFSL Softball Coordinator by May 31st. No roster, no season, no tournament.

Home community responsibilities:

1. Shall provide a field in good condition for play throughout the season.
 - A. Bases shall be at 60 feet.
2. Pitching plate shall be at 35 feet with a 16-foot circle.
3. Shall provide 2 umpires and be responsible for their payment. Recommend one umpire be a registered umpire.
4. Shall provide 2 new game balls per night. Game ball is an optic yellow, COR .47, 375 compression, 12" NFHS approved softball.
5. Shall provide the umpires a copy of this document.
6. Shall determine by 4:00 pm on the day of the scheduled game if field conditions warrant postponement. After 4:00 pm the umpires at the field shall make the decision. If the game is postponed prior to 4:00 pm the home community coach must contact the visiting team coach. Both teams and the home community organization will agree upon a make up date.

Team responsibilities:

Both teams shall send e-mail to mbscsoftball@yahoo.com to report the final scores within 24 hours. Give your name, division, date game was played, team names and score. If the game is a make-up game give date it was originally scheduled.

Rules:

The latest edition of the National Federation of State High School Associations softball rules book. MHSAA designates the run ahead rule to be 15 runs ahead after 3 innings or 10 runs ahead after 5 innings.

Exceptions:

1. Time limit is 1 hour and 30 minutes or 7 innings. An inning may not start after 1 hour and 30 minutes of play. Games are scheduled to begin at 5:30 and 7:15 pm.
2. A team may score a maximum of 6 runs per half inning for the first 3 innings. All subsequent innings are unlimited.
3. A pitcher may not pitch more than 6 innings per night. One pitch constitutes an inning.
4. Every player must play a minimum of 2 defensive innings.
5. A team must have a minimum of 8 players to start and finish a game. If you start with less than 9 players the team must designate an out some where in the batting order.
6. A team must bat all of their players that are present in each game. Late players must be added to the end of the batting order.

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7. The batter starts with a 1 and 1 (1 ball and 1 strike) count. With 2 strikes, a batter will **not** be called out on a **first** foul bunt (the batter gets two bunt attempts).
8. No stealing of home. A runner may only advance to home when the ball is put in play by the offensive team or a play is made on any runner by the defensive team. **A runner on third may not advance to home on an uncaught third strike.** The batter is not considered a runner until they obtain first base. With two outs and the bases loaded the runner on third is “forced” home as the batter attempts to reach first base on an uncaught third strike.

Reminders:

1. A batter who deliberately throws her bat will be called out. If a bat is thrown unintentionally, the batter will be warned on the first infraction and called out on the second infraction. After the second infraction the player will play defense only. An out need not be taken when the player is scheduled to bat.
2. If an injured player misses their spot in the batting order, they are out of the game. The injury must occur on the field and the opposing coach and umpire must be notified immediately prior to the beginning of the team’s offensive half of the inning. The player’s spot in the batting order will be skipped and will not result in an automatic out.
3. When lightning or thunder is present play must be suspended for 30 minutes. Thirty minutes must lapse without lightning or thunder before play can resume.
4. No metal spikes. Jewelry determined dangerous by the umpire must be removed.
5. The runner must attempt to avoid a collision with the defensive player.
6. Tie-breaker procedure will be last batter scheduled to bat in the inning becomes a base runner at second base after the 7th inning and if time has not expired.
7. Umpires and coaches of both teams must have a pre-game conference.