

Mason Girls Fastpitch Softball League

12U Upper Division

Tournament Guidelines

General Information:

1. Brackets will be posted on the website. MGFSL will provide game balls and umpires. Home team will be determined by seeding and will have the official scorebook.
2. Rule 1-6-6: Beginning January 1, 2006 batting helmets shall have a NOCSAE-approved face mask/guard protector. The league requires approved face protectors on all batting helmets.
3. Individual trophies will be awarded for first and second place.

Eligibility:

1. Only players on your regular season roster are eligible for tournament play. All players must be 12 or under as of September 1st of the prior year.

Rules:

1. Latest edition of the National Federation of State High School Associations Rules book.
2. MHSAA designated the run ahead rule to be 15 runs after 3 innings or 10 runs 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.
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 3 innings per game. One pitch constitutes an inning.
4. Pitchers will have 3 warm up pitches the first inning and 1 warm up pitch for all subsequent innings. A new pitcher will be allowed 3 warm up pitches.
5. Every player must play at least 2 defensive innings per game.
6. A team must bat all of their players that are present at each game. Late players must be added at the end of the batting order.
7. A team must have 8 players to start and end the game. **If you start with less than 9 players you must designate an out at the end of the batting order.**

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 scheduled batter in the inning becomes a base runner at second base after the 7th inning or if time has expired.
7. Umpires and coaches of both teams will have a pre-game conference.