

HUNTER YOUTH RECREATION ASSOCIATION RULES

12U GIRLS FASTPITCH SOFTBALL

ASA rules apply

Field

- Pitcher rubber is at 40 ft.
- Base are 60 ft.

Equipment

- Girls must wear a helmet with a Face Mask, Pitchers MUST have a face mask.
- 12 Inch Ball
- Bats must have USSSA, USA, ASA Logo or 1.20 BPF Stamp, with a 2 1/4" barrel.
- SAFETY: The following items are not mandatory but are strongly recommended. Helmets with chin straps, Mouthpieces, shatter-proof glasses with safety straps, and FACEMASKS for the entire infield. However, a face mask is required for the pitcher.

Game

- The home team shall be the official scorekeeper.
- PER GAME RUN RULE: 15 after 3, 12 after 4, 10 after 5.
- TIME LIMIT: No new inning shall start after 1 hr and 15 min, or after the completion of 6 innings. If the score is tied the international tiebreaker procedure will begin until a winner is determined. However, if there is a game after, the tiebreaker will be limited to 1 additional inning.
- RUN LIMIT: The run limit is 6 runs per inning. EXAMPLE: If bases are loaded with 5 runs already scored and the batter hits a grand slam only the runner on 3rd will count.
- If a player arrives late, they must be put at end of the line-up. If you need to pick up a player, they must be the same age group or younger and from within the organization. They MUST bat last and play the outfield.
- RULES TO EXPEDITE THE GAME: Umpires are being instructed to strictly adhere to the rules between half-innings for getting teams quickly on and off the fields. Pitchers will be allowed 5 pitches between innings. A courtesy runner should be used for a catcher who is on base with 2 outs. This allows the catcher to put on equipment and be ready for defense when the inning ends.
- ONLY POSITIVE CHEERING. No screaming or taunting at any coach, umpire, or player will be tolerated.

Subs MUST come from a lower age division and play the outfield and MUST bat the bottom of the lineup.



FUNDAMENTALS, TEAMWORK, FUN

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Pitching

- Kid Pitch
- Pitchers must pitch from rubber and only take 1 step back when they pitch.
- No pitch count.

Batting

- Everyone on the team Bats, roster bat.
- Subs may re-enter game as well as starters, but they must bat in same order.
- Drop Third Strike: The Batter may attempt to run to 1st base if the catcher drops the ball on the 3rd strike if 1st base is unoccupied or with 2 outs.
- COURTESY RUNNER: Must be the player that made the last out, or if in the 1st inning, the last batter in the lineup.

Base Running

- Runner may steal when the ball leaves the pitcher's hand.
- No stealing home.
- Runners are responsible for avoiding collisions with the defensive players. This rule intends to minimize injuries caused by unnecessary collisions. No player shall be called out for simply failing to slide. All these instances shall be judgment calls by the umpire(s).
- Baserunners must keep their helmets on until they return to the dugout for safety. A runner who removes their helmet on purpose will be called out. No warnings will be given. THIS IS AT UMPIRES DISCRETION.

Defense

- This age group allows 10 players on the field at a time. 4 outfielders and 6 infielders including the pitcher and catcher. The outfielders must maintain 20 feet between them and the infielders until the ball crosses home plate.
- ENDING OF PLAY: When the ball is back to the pitcher in the pitching position inside the circle. The runner has 1 second to decide to run to the next base or return to the previous base, if the runner hesitates, stutters, or taunts the pitcher, the runner is out. If the pitcher attempts a throw, the ball is live again. THIS IS AN ASA OFFICIAL RULE.

Coach

- UMPIRE DISCRETION: Safety is a concern for every umpire. Therefore, we ask all coaches, parents, and players to abide by the ground rules the umpire establishes regarding placement of on-deck batters, base coaches, equipment in and around the dugouts, all players except on-deck batters being safely inside the dugout, etc.
- COACHES RESPONSIBILITIES CONCERNING PARENTS AND FANS: Coaches are held responsible for the conduct of parents, players, and fans of their team. If an umpire is having a problem with unruly fans, the coach will be asked to take care of the situation. If the problem persists, the umpire has the right to cancel the remainder of the game and declare a forfeit victory for the opposing team....
- The league strongly recommends that the coach consider removing a pitcher who has hit numerous batters and/ or displays little to no pitch control during the game.

RULES SUBJECT TO CHANGE AT HYRA DISCRETION