

U12 LOCAL LEAGUE RULES - Softball Canada rules in effect with the following adjustments:

- Pitching distance is 35'. Base distance is 55'. Double first base will be used.
- The 11" regulation ball will be used.
- **Time Limit:** Game is 7 innings. No inning may begin after 90 minutes of play. An inning may begin if the last out of an inning is called at 89 minutes, but not if it is called at 90 minutes. There is no mercy rule based on run differential. The decision to begin another end is made by the umpires unless the coaches mutually agree.
- **Coaches:** Offensive coaches should position themselves in the coach boxes near 1st and 3rd base. All on field coaches must wear appropriate fully enclosed footwear.
- Players may not wear shorts and must wear proper running shoes or baseball cleats.
- **Playing time:** All players are given equal playing time and opportunity to fully develop by playing a variety positions. Players should rotate to a new position at least every second inning in some systematic order. A pitcher may pitch in a maximum of 3 innings per game, consecutive or not. Throwing one pitch to one batter constitutes pitching in an inning.
- Pitchers are required to wear a fielding mask while pitching. Batters must wear a helmet with a face mask.
- Anyone warming up a pitcher must wear a mask, even adults.
- All players are placed in the batting order. Late players will be added to the end of the batting order. All players should get the opportunity to bat lead-off during the year.
- 10 defensive players may be on the field. Game may be played with 7 players if short of players.
- A courtesy runner for the catcher (the last available player in the batting order) is allowed and recommended.
- If playing with less than 9 players, there will be no automatic outs at the end of the batting order.
- Fill in players must be from one age group below and may not be from any travel team (Flamborough, South Oxford, North Waterloo, Erie, Huron Perth, South Perth). No players from other teams in the same league may be used EXCEPT the opposing team may choose to share players to make even teams. Unlimited fill in players are allowed but only to make a maximum team of 10 players.
- **Maximum Number of Runs:** There is a 6 run limit per inning per team for all innings.
- **Walk Rule:** If a player receives 4 balls, they receive a walk and will advance to first base only.
- **Lead Offs:** There are no lead offs allowed. Runners will receive 1 warning. The next incident the runner will be called out. Base runners may leave the base when the pitch crosses the plate.
- **Stealing:** Players may attempt to steal a base once the ball crosses home plate. Stealing home is allowed.
- **Third Strike:** The batter will be immediately called out on a dropped 3rd strike. Ball remains live.
- Infield fly rule is not in effect.
- **Overthrows:** A runner may advance no more than two bases after an overthrow. Defending team may continue to attempt to get the runner out. If the ball goes out of play, the runners all advance to the next base and the play is over. Coaches should keep in mind the spirit of the game.
- **Thrown Bat:** A player will receive 1 warning for throwing their bat. The next incident will result in the batter being called an out for that inning. The out will be a delayed call with the penalty to be applied after conclusion of play. Until then, defensive team can try to make additional outs and offensive team can try to score runs. No runs can score if the batter is the third out due to a thrown bat.
- At the end of each game, confirm the final score with the opponent.
- Send the score to the convener or post the score on the website (will automatically go to convener).
- Standings will be kept and used for playoff seeding.
- Playoffs: See Playoff Guidelines
- Home team for playoff games will always be the team with the higher standing in the regular season
- Rain outs are to be decided by 5:00 pm. After 5:00 pm, the decision to play or wait out any rain situation will be made by coaches and umpires at game time.
- 2 complete innings make a complete game (if a game is called due to weather)