

GC
C.V.C 2011
GIRLS 12U RULES

Girls 12U will use NSA rules with the following exceptions:

1. Umpiring

- a. Umpires will be given a 15-minute grace period after the scheduled start time, after which a volunteer agreed upon by both teams will be used. Suggest using a volunteer from each team and alternate behind the plate and in the field. If an umpire does show up have him or her take over at that time.
- b. No appeals! Umpires will call what he/she sees. If the umpire does not see it, it cannot be called.
- c. No umpire shall be younger than fourteen (14) years old as of April 30 of the current year unless he/she is a trained "patch" umpire.
- d. Ground rules will be discussed before the start of the game in the presence of the umpire. Ground rules must stay consistent.

2. Roster/Call-ups

- a. All CVC roster rules apply.
- b. Player age, as calculated according to the CVC roster rules, cannot exceed 12 years old.
- c. Each team must have at least nine (9) players to start or continue a game. If at any time this rule is not met, the game is over and the team with enough players to play, nine (9) or more wins.
- d. There will be no borrowing from another 12U team to fill in for missing players.
- e. A team may use up to 3 girls from the 10U division to play if they know they will be short players.
- f. Borrowing players from a 10U fast pitch team is permitted as long as that team is in the C.V.C. and there are no slow pitch teams for that community at the 10U level.
- g. A call-up must wear her roster team uniform and the opposing manager must be notified prior to the game that call-ups are being used.
- h. A call-up cannot play in the field in the first 2 innings of a game ahead of a regular roster player. They may be substituted along with any other roster players beginning in the 3rd inning and must adhere to all other playing time rules.
- i. A player may only be borrowed with the permission of her manager. If a 10U game conflicts with 12U game, the player must play her regular (10U) game.
- j. Only C.V.C. "Rostered" softball players can be called up to field a team.

3. Field and Equipment

- a. The pitcher must wear a chest protection device while in the field.
- b. Hats or visors are not mandatory.
- c. No jewelry, casts or splints can be worn at any time on the field.
- d. An 11-inch ball will be used. C.V.C. approved: Flight restricted Dudley GWSP11 red or white stitch.
- e. Batting helmets must be worn while batting and running the bases. All helmets must be equipped with a facemask and chin strap.
- f. Catchers must wear a chest protector, facemask, and a catcher's helmet.
- g. Base distance will be sixty (60) feet. The distance from the back of home plate to second base is (84' 10 ¼ ").
- h. Only bats on the current ASA approved may be used.
- i. No metal spikes.

4. Pitching

- a. Pitching will be forty (40) feet.
- b. Arc of the pitch will be six (6) to twelve (12) feet from the ground.
- c. The pitcher must begin with one foot on the pitching rubber or it will be declared a no pitch.

5. Stoppage of Play

- a. Only the umpire may call stoppage of play. Again, all calls by the umpire are final.



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6. Game Play

- a. Each girl will field at least two (2) innings, unless an injury occurs.
- b. This age group will use the infield fly rule.
- c. This age group will play seven (7) innings.
- d. Each player not in a starting position will be listed as an E. P. (free substitution).
- e. Runners must make every effort to slide or avoid contact while running the bases. Any flagrant fouls or unnecessary contact could result in an out and ejection from the game.
- f. A game stopped after four and a half (4 ½) innings because of rain or lighting is a complete game. The team ahead shall be declared the winner. If the game is tied after 4 ½ innings, a complete game has to be replayed.
- g. No new inning shall start fifteen (15) minutes prior to the start of the next scheduled game or after two (2) hours from the start of the game. The team ahead after the last full inning is declared the winner. Rain delay time is not to be included in the 2 hour time limit.
 - i. Pitchers will be given 5 warm-up pitches to start a game and 3 pitches before all subsequent innings.
 - ii. New pitchers entering the game will be given 5 warm-up pitches the inning they start to pitch then 3 pitches before all subsequent innings.
 - iii. No infield or outfield warm-up ball after the first inning.
- h. If a game is stopped for any reason before completing 4 ½ innings, the entire game has to be replayed.
- i. This age group will bat the bench.
- j. The batter is not out if she hits a foul on the last strike.
- k. Teams will play ten (10) players in the field.
- l. There are no awards of first base due to the batter being hit by a pitch.
- m. Runners on base cannot leave the base until the ball is hit. If they are off the base and the ball is not hit (ball, swinging strike, or called strike) they will be called out.
- n. Any player throwing the bat will be warned along with the rest of the players on that team. The next player from that team to throw a bat will be called out, the play will be dead and the runners will return to their bases.
- o. The ten (10) run rule is in effect after five (5) innings or four and a half (4-½) innings if the home team is ahead.
- p. The Blood Rule will also be in effect during the game.
- q. The winning team is responsible for submitting the game card to the league. Cards must be post marked within one week of the date the game was played. Failure to return a card within the allotted time will result in a fine for each missing card.
- r. All teams are required to play 100% of their scheduled games in order to qualify for the play-offs.
- s. When six (6) runs are scored in the offensive team's half of the inning, the offensive team automatically takes the field regardless of the number of outs. The inning shall not end however until play has been stopped and all runs resulting from that play shall be counted. Example: the offensive team has scored five (5) runs in the current inning and the bases are loaded. The batter, after hitting the ball, stops at second base. When the play has ended all the base runners have crossed the plate. The three runs count and the team will be entitled to eight (8) runs in that inning. (Added 4/15/12)

7. Rescheduling Games

- a. The home team is responsible for rescheduling games.
- b. Once the season begins, games may only be rescheduled due to inclement weather and/or with the consent of the opposing manager. Games ARE NOT to be rescheduled because of a lack of certain players. Call-ups are an option and must be used in order to keep the schedule.
- c. Procedures for rescheduling games:
 - i. Contact the umpire association and notify them the game will not be played.
 - ii. Contact the manager of the opposing team.
 - iii. Contact your team.
 - iv. Contact your association's scheduling representative to secure three dates.
 1. Three different dates must be offered and not simply alternate times on the same date.
 2. Dates offered cannot conflict with previously scheduled games.
 3. Dates cannot conflict with a team's predetermined blackout or no-play dates.
 4. Compassion is recommended if dates offered require a team to play too many consecutive games. Please keep the kids' best interest in mind.



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- v. Contact the opposing manager with the options. Note the home team is not obligated to offer any additional dates. The opposing manager is expected to choose from one of the three dates offered unless any of the above rules are violated.
- vi. Contact the umpire association to secure an umpire for the new date.
- vii. Notify your team of the new date.
- d. Games must be scheduled within two weeks of the original play date or the home team will forfeit the game.
- e. The CVC board will settle any disputes or conflicts.