

CGSA and FMYSA Softball Rules for 12U and 14U

This is a brief synopsis of the rules that apply to CGSA and FMYSA 12U and 14U softball. Please refer to your Official ASA rulebook for a complete listing of rules and regulations. In addition to the current ASA Girls Softball Rules and Regulations, CGSA and FMYSA 12U and 14U division teams will abide by the following:

1. Participation:

- 1.1. All teams will bat throughout the roster and be allowed free defensive substitutions.
- 1.2. The official ball shall be a 12" fast pitch softball.
- 1.3. No more than nine players will be on the field defensively. Each team is allowed one (1) pitcher, one (1) catcher and four (4) infielders.
- 1.4. Teams must have at least **seven** players present to play a game. Should a player arrive after the start of the game, that player goes into the game in the bottom of the batting order. Fewer than seven available players will result in a forfeit. If a team has less than 9 players, it can bring a guest player that is registered with another CGSA or FMYSA recreational team that is age appropriate. This player must be listed as the last batter in the lineup and is restricted from playing the pitcher's position. If a regular player shows up during a game in progress, she is to be substituted in for the guest player immediately and the guest player is no longer a part of the lineup.

Guest Players may not be used in Tournament play.
- 1.5. Player participation requires non-starters to enter the game in the beginning of the second inning.
- 1.6. No player should sit out for more than one consecutive inning in any given game.
- 1.7. If a player is unable to bat during their scheduled "at-bat", the player will not be allowed to re-enter the game. If the removal of the player doesn't cause the team to have less than 9 players, the player is skipped and an out is not recorded.
- 1.8. Teams playing with only seven (7) players SHALL NOT incur an automatic out when then 8th and 9th batting position arises. Teams playing with only eight (8) players SHALL incur an automatic out.

2. Base Running:

- 2.1. A courtesy runner can be used for the catcher or pitcher. The courtesy runner will be the last player on your team to make an out.
- 2.2. Base runners are to remain in contact with the base until the pitcher releases the ball. They then are free to steal any base including home plate.
- 2.3. Base runners can continue to advance on the bases on overthrows by the catcher.
- 2.4. If a base runner leads off too early, this will result in the pitch being called a dead ball and the runner being automatically out.
- 2.5. Base runners are allowed to lead off once the ball leaves the pitcher's hand.
- 2.6. There is a dropped third strike provision; the batter may advance to 1st base upon a dropped third strike, provided that either; 1) 1st base is unoccupied and less than 2 outs exist, or 2) whenever 2 outs exist (whether 1st base is occupied or not).

3. Pitching:

- 3.1. The official ASA pitching distance is from the 40' pitching plate.

4. General:

- 4.1. Games shall be limited to six (6) innings or 75 minutes. No new inning shall start once time has expired. The Home team will be allowed to bat and finish the inning, if and only if, they are tied with or losing and within five (5) runs of the visitors. Game that end in a tie will not go into extra innings. They will be officially recorded as tie games.
- 4.2. A five run rule for each one-half inning will apply.
- 4.3. All batters must wear helmets with face masks and chin straps.
- 4.4. When time expires, the umpire will call "Time has expired".
- 4.5. The game will be called if one team is ahead by 11 or more runs after 4 innings have been played (3 ½ if the Home team is leading) or 6 or more runs after 5 innings (4 ½ if the Home team is leading).
- 4.6. Catchers are required to wear full protective headgear, mask, chest protector and leg guards.
- 4.7. A player's intentional contact with an opposing player will result in the immediate ejections of the offending player. Serious infractions may result in suspension from the league. Umpires will notify the appropriate CGSA or FMYSA administrative personnel in the event of any ejection.

Please Keep in Mind

- Each coach should remember that we are here for the enjoyment of the children. **This is a recreational league, not a competitive league.** Please communicate with the players in a positive and supportive manner.
- Discipline problems should be handled by removing the child from the activity or drill for an appropriate amount of time.
- If a child is injured during a game and the umpire believes the injury serious enough to stop play, he/she will do so. Coaches should attend to their players immediately. A First Aid kit is a great idea for every team. If the nature of the injury is serious enough, the Coppel Fire Department or Flower Mound Fire Department must be called. Contact the Division Director immediately and document the injury.
- All players should be rotated through several positions in the field during the season. Coaches should not change player's defensive positions each inning, as this only slows the game. Rather, consider changing the defensive assignments after two (2) to three (3) innings.