

USA Softball of Massachusetts 12U C Rules

The following rules are exclusively for 12U C division tournaments.

RUN RULE

POOL PLAY

- There will be a maximum of 5 runs scored per inning, except on a home run OVER the fence in which a team will be allowed to score more than the maximum number of runs (all runs count).
- A complete game for the 12U C division will be 7 innings.
- The last inning (the 7th inning only) will be unlimited runs. If the 7th inning is not reached before time expires, there will be no unlimited runs.

ELIMINATION PLAY

- There will be a maximum of 5 runs scored per inning, except on a home run OVER the fence in which a team will be allowed to score more than the maximum number of runs (all runs count).
- The final inning will be unlimited runs.
- The final inning will be declared once there is 10 minutes or less in the 90 minute time limit, provided both teams get the opportunity for unlimited runs.
 - Clarification: At the 80 minute mark of the game, if the visitor are at bat the umpire will announcement “this will be the last inning and unlimited run inning”. If the home team is at bat, they will finish this inning and play one additional inning allowing both teams the opportunity to score unlimited runs.
- Should the final inning (the 7th inning) end before the time limit is reached, the game is over unless tied. If tied, the USA Softball tiebreaker rule will be used to determine a winner.

The following applies to all “Pool Play” and “Elimination Games” and will be at the discretion of the team manager – any one of the following options may be employed and must be made known prior to the start of the game:

TEAM LINE UPS

- A team shall consist of the players in the following positions:
 - Nine Fielders: Pitcher (F1), catcher (F2), first base player (F3), second base player (F4), third base player (F5), shortstop (F6), left fielder (F7), center fielder (F8), and right fielder (F9)
 - With Designated Player (DP) and Flex: 10 Players with nine batting (The DP/Flex is optional)
 - JO Fast Pitch Only with one Extra Player (EP): Pitcher (F1), catcher (F2), first base player (F3), second base player (F4), third base player (F5), shortstop (F6), left fielder (F7), center fielder (F8), right fielder (F9), and one Extra Player (EP) with 10 batting.
 - JO Fast Pitch with Designated Player (DP) and FLEX with one Extra Player (EP): 11 players with 10 batting
 - Batting up to all roster players, any additional batter(s) shall be listed as an EP and may be listed anywhere in the batting order and may play defense at any position.

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- Teams may use any line up in both pool and elimination play.

Note: Teams that bat everyone in their line-up will not take an out if a player is removed for injury or administration rule violation where the penalty is ejection. A team will only take an out if the team has to compress the lineup below 9 batters.

- If a player leaves the game for injury, they may not return to that game. The only exception will be if a player is directed to leave for the blood rule. This is the only time an injured player may return to the game.
- If a player is ejected for unsportsmanlike conduct game is over.
- Teams will not be allowed pinch runners or pinch hitters when batting everyone.
- Courtesy runner may be used. All unused subs must be used as a courtesy runner first. After all available subs are used the last out of the inning may be used for the pitchers, catchers and if there is an injury to a baserunner.
- The motion to execute a bunt and pull your bat backwards to swing away is not allowed. This slang term is also known as slashing.
 - The first occasion will result in a warning to the batter and team this action is not allowed. If this occurs again by any member of the same team, this will result with an out being called on the batter.
- Run Ahead Rule is 12 runs after 3 innings, 10 runs after 4 innings, & 8 runs after 5 innings.