

BRANSON PARKS AND RECREATION
U12 Recreational League - Major League –Youth Softball – Specific League Rules

- NUMBER OF INNINGS PLAYED: 6
- TIME LIMIT: 1 hour, 20 minutes
- PITCHING OUTS: 9 per game
- MINIMUM REGULATION GAME: 4 innings or 45 minutes
- NUMBER OF DEFENSIVE PLAYERS: 9
- MAXIMUM RUNS PER INNING: 5
 - When the game reaches a point where the losing team has no chance to at least tie the score (due to five-runs-per-inning limit) the game will end.
 - Example: 6 runs after 5 innings, 11 runs after 4 innings

BASE RUNNING

- Base runners are allowed to lead off and steal bases.
- The batter is out on the third strike even if the catcher drops the ball. All other base runners may advance with liability to be put out.

BATTING

- The batting order consists of all players and stays the same throughout the game.
 - There are no offensive substitutes!
- If a player cannot take his turn at bat due to illness, injury, ejection, etc. her spot will be skipped. The next batter in the lineup will bat. **NO AUTOMATIC OUTS WILL BE ASSESSED IN THIS SITUATION.**
- The batter is out on the third strike, even if the catcher drops the ball.

DEFENSIVE SUBSTITUTES

- Every defensive half inning, all players who did not participate defensively in the previous half inning **MUST** enter the game defensively for this half inning.

PITCHING

- A pitcher may pitch no more than nine outs in any game.
- Umpires will be lenient on illegal pitches. A warning shall be given on the illegal pitch. All illegal pitches following the initial shall be penalized according to USSSA Softball Rules. Each pitcher will be given this courtesy.

TIME LIMIT

- No new inning shall begin with less than 10 minutes remaining in the game.



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U12 Recreational League - Major League Rules –Youth Softball

The Branson Parks and Recreation Youth Softball Leagues are governed by rules designed to meet the following goals:

1. All players will be given an opportunity to play each game.
2. Sportsmanship will be promoted by participation in the Branson Parks and Recreation Softball Program.
3. Player's health and safety shall be promoted at all times.
4. All teams should be evenly matched.

A. AGE

1. Participants in the Major League shall be those age 11 and 12 by Jan 1 of the current school year.
2. Players will be allowed to play up at the discretion of the parent or guardian. However, the Program Administrator reserves the right to move the player to their own age division if they believe it is in the best interest of the safety and development of the child.

B. PLAYING FIELD

1. The Major League Softball diamond shall have 60 foot base lines.
2. The Major League Softball pitching distance shall be 40 feet.
3. In the Major League Softball, the distance from home plate to second base shall be 84 feet 10 inches.

C. THE GAME

1. In all Major League games, a half inning will end when a team scores five runs in that half inning or three outs.
2. A complete game in the Major League shall consist of six innings unless any of the following occur:
 - a. TIME LIMIT. The time limit shall be one hour and twenty minutes. No new inning shall begin with less than 10 minutes remaining.
 - The umpire will be official timekeeper for all games.
 - The time shall begin immediately following the manager's plate meeting.
 - b. RUN RULE. Whenever the game reaches a point where the losing team has no chance to at least tie the score (due to the inning-run-limit – rule H-1 above), the game will end.
 - c. REGULATION GAME. For the purposes of rescheduling games, a regulation game shall consist of at least four innings, or 3 ½ innings if the home team is ahead.
 - Any game that is stopped before becoming regulation will be replayed from the start.
 - Branson Parks and Recreation Staff will determine the date and time that the game will be rescheduled.
 - Any pitching outs accrued will not be counted.
3. Pre-game Warm-up Regulations:
 - a. No team will practice on the infield portion of the diamond after it has been prepared and lined for play. Between innings and half-innings, the defensive team may utilize a warm-up ball.
4. TIE GAMES: If a regulation or complete game ends with the score tied, it will remain a tie.

D. PITCHING REGULATIONS

1. Pitching Outs:
 - a. A pitcher may pitch no more than nine outs in any game.
 - For the purpose of this rule, an out is any out that occurs while a pitcher is pitching.
 - b. There will be no penalty if the second out of a double play or the second and/or third outs of a triple play cause a pitcher to be over the pitching out limit in any game.

2. When a pitcher is removed from the pitching position during an inning, that pitcher may not pitch again in that inning.
3. Only three (3) pitchers may pitch in any given half-inning. If the umpire determines that the third or subsequent pitcher cannot continue due to sickness or injury, that pitcher may then be replaced.
4. For any pitcher who has not yet pitched in a game in progress, seven warm-up pitches will be allowed.
5. Any violation of Rules I-1, I-2, or I-3, above, will result in forfeiture of that game by the violating team.
6. There shall be one minute between innings. Warm-up pitches may be subtracted for teams not hustling to their positions.

E. BATTING

1. All team members who are eligible and able to participate will be included in the batting order. Failure to do so will result in forfeiture of the game. This batting order will stay the same for the entire game. (Exception: Rules J-3, J-4, J-5, below)
2. When a coach submits a line-up card to the umpire, all team members must be included. Players who are ineligible or unable to play (for whatever reason) must still be included along with a brief explanation of why (i.e.: injured, sick, vacation, etc.).
3. If a player is unable to take or to complete his turn at bat due to injury, ejection, etc., his spot in the order will be skipped. The next player in the line-up will bat. No penalty will be assessed to his team if he/she is unable to bat or to complete his turn at bat. Any bases run or outs made during an incomplete turn at bat are legal. (NOTE: This rule differs from the "Batting Out of Turn" rule which is explained in the USSSA Rule Book.)
4. If a player who previously was unable to bat due to illness or injury is able to take his next or subsequent turn at bat, he/she will be reinstated in the batting order. The umpire and scorekeeper must be notified.
5. If an eligible player or players arrives late to the game, then he/she or they must be added to the end of the batting order. Such player(s) will bat as their turns come up. Failure to do so will result in forfeiture of the game.
6. All team members of the team at bat must remain behind the dugout screen or fence except the batter and the on-deck batter who must remain in the on-deck circle until it is his time to bat.
7. A batter is out on the third strike, even if the catcher drops the ball. All other base runners may advance with liability to be put out.
8. After hitting the ball or in attempting to do so, the batter will not be allowed to throw or toss the bat, intentionally or unintentionally, in any manner. A player who throws his bat will be out. The ball will be dead. All base runners will return to the base last touched at the time of the pitch. The decision as to whether the bat is thrown or not will be made by the umpire as a judgment call.

F. BASE RUNNING

1. Base stealing is allowed in softball – no restrictions.
2. The following rules shall govern the "crash rule," i.e." the situation involving contact between fielders and base runners at any base including home.
 - a. A base runner is not required to slide at any time. However, if a fielder clearly has possession of the ball and is waiting for the base runner, then it is the responsibility of the base runner to avoid contact with the fielder. If contact is made, it must be in an attempt to slide.
 - b. A fielder cannot block the base or baseline without clear possession of the ball. When waiting for a thrown ball, the fielder (including the catcher) must be positioned out of the baseline. Straddling the base is not out of the baseline. A fielder can move toward the base runner only when in clear possession of the ball.
 - c. PENALTIES:

- 1) If a base runner makes contact with a fielder in clear possession of the ball other than in an attempt to slide, an immediate dead ball will be called. That base runner will be called out. If a base runner deliberately contacts the fielder with great force, the base runner is subject to ejection in addition to being called out. All other base runners are returned to the last base touched at the time of the dead ball.
 - 2) If a fielder is blocking a base line and does not have clear possession of the ball, any contact (other than deliberate contact by either player) shall be ruled obstruction; and bases shall be granted accordingly.
- a. When fielder, base runner, and ball arrive simultaneously at a base, the umpire will rule on any illegal or unnecessary contact that may occur. In any case, no player may initiate deliberate contact without being subject to penalties.