



Spring 2022 Modified/Supplemental Playing Rules for 12U Division

(Current USA Softball rules apply with these modifications)

GENERAL RULES:

1. All players are required to have and use a batting helmet with a face cage, and shoes with plastic cleats (no metal cleats permitted), fielding mask (required for all infielders, optional, but recommended for outfielders); Recommended, but not required equipment include: slider shorts, wraps and protective shin/knee pads (aka sliders).
2. Official game ball is a new "12 inch Rawlings Dream Seam" softball in optic yellow. If necessary, an alternate ball of the same size may be used if deemed equivalent by the Division Commissioner, or game umpire.
3. A practice shall consist of five (5) or more players. Each player may practice **eight (8) hours per week** prior to opening day. Each player may practice a maximum of six (6) hours per week including games, after opening day. (Each game will be considered one and one half hours).
4. Any minor catching for a pitcher at any time must wear a catcher's mask or fielder's mask.
5. Players are not permitted to wear jewelry (including watches and earrings) except Medic Alert bracelets.
6. All players will keep their shirts tucked in.
7. All players must wear socks that cover the ankle. "Peds" are not permitted.
8. Profanity, intoxicants of any kind, and tobacco use of any kind are not permitted.
9. Throwing of equipment is not permitted.
10. Base Coaches on offense will remain in the coaching box at all times, unless there is a time out.
11. Parents, fans and Team Staff will refrain from any type of verbal abuse, physical abuse, intimidation, or other unsportsmanlike acts directed towards players, other parents, fans, Team Staff, umpires or CV United Board Volunteers.
12. It is the responsibility of the Manager to adhere to and enforce all General Rules. Failure to comply will result in one or more of the following: a) team warning; b) player is ejected; c) disqualification of Manager and/or conflicting player(s) for said game; d) forfeiture of said game; e) next game suspension of Manager and/or conflicting player(s). All actions under Rule 12 must be reported to the Division Commissioner, who will report it to the CV United Executive Board.



GAME PLAY RULES

13. The Home team occupies the third base dugout. The Visiting team occupies the first base dugout. Each team will warm up on the corresponding side of the field (home team warms up in left field, visiting team warms up in right field). The only exception is if a team is playing back to back games, they will stay in the dugout of their first game and will not be required to switch dugouts.
14. Pitching Distance shall be forty (40) feet. Pitching Circle shall be eight (8) feet diameter around the Pitcher's Plate.
15. The infield fly rule is in effect
16. The dropped third strike rule is in effect. A batter runner may advance to first base on a dropped third strike.
17. Stealing of all bases is allowed, and home plate is hot. Continuation on a walk is allowed at the runner's own risk.
18. No new inning may start after one (1) hour and twenty (20) minutes. All games will have a "drop dead" time of one (1) hour and thirty (30) minutes. The game will stop regardless of inning and score will revert to last completed inning, unless the home team is ahead. A game shall be deemed complete at the end of the described time limit or upon completion of seven (7) innings or, in the event the home team is leading, at the end of six and a half (6 ½) innings. If a game is tied after seven (7) innings and time permits, a single inning international tie breaker will start in the top of the eighth (8th) inning.
19. A team shall bat all players in a fixed rotation, regardless of whether or not they are playing defensively at that time. A player who arrives after the start of the game shall be added to the batting lineup at the end of the batting order. A player who leaves the game early will be skipped and will not be recorded as an out.
20. All teams will play with a total of nine (9) defensive players. A team must have a minimum of seven (7) defensive players to start a game. When playing "shorthanded" with seven (7) players, an out will not be charged when the 8th or 9th batting position is scheduled to come to the plate.
21. Shorthanded shall be defined as having eight (8) or less players available. In the event that a manager knows in advance that his/her team will be shorthanded, and if available, "Pool" players may be used based on the following criteria
 - a. At the beginning of the season, the 12U commissioner will create the pool player list
 - b. Pool players must be a registered player borrowed from another age eligible CV United team.
 - c. Pool players must play at least half the defensive innings in the outfield.
 - d. Pool players may not pitch unless there is no other pitcher available.



- e. Pool players must bat at the bottom of the lineup.
 - f. Players not registered as current players with CV United may not be used as Pool players.
22. In the event that a team is not shorthanded players but has one or fewer pitchers available for a game, ONLY the team manager may contact a manager of a team that they are not scheduled to play to borrow a pitcher based on the following criteria
- a. Team has one or fewer pitchers available
 - b. For a team that already has one pitcher available, borrowed pitcher MUST pitch as follows:
 - Game length of 4 or less innings = 1 inning pitched
 - Game length of 5 or more innings = 2 innings pitched
 - Borrowed pitchers may not pitch more than 2 innings or less than 1 inning
 - c. If a team has zero pitchers available, borrowed pitcher may pitch entire game.
 - d. Unless the team is shorthanded players (see Para 21), borrowed pitcher shall not bat, nor play in the field.
 - e. **Division Commissioner must approve all borrowed pitchers.**
23. A player cannot sit out two consecutive innings
24. A team is restricted to a maximum of five (5) runs per inning.
25. A pitcher may pitch an unlimited number of innings per game.
26. The home team scorekeeper is the office scorekeeper and must maintain the Official Scorebook
27. In the event that the scheduled umpire fails to appear, teams may wait ten (10) minutes past the scheduled starting time at which point anyone agreed to by managers of both teams shall act as the substitute umpire. If within thirty (30) minutes of the original start time the scheduled umpire does arrive, then he/she shall umpire the remainder of the game after completion of the current inning being played. If the scheduled umpire arrives more than thirty (30) minutes after the scheduled start time, the game shall be completed using the substitute umpire. This shall only apply to regular season games.
28. In the unfortunate event that a game is halted due to rain or snow, the following shall apply:
- a. Any game that is halted more than 40 minutes after the start of the game will be deemed an official game. The score will revert to the last completed inning.
 - b. Any game that is halted less than 40 minutes after the start of the game shall be a suspended game. Completion of the game will be rescheduled with the game played out until official time is reached.
 - c. Any game not started will be rescheduled.
 - d. Any interleague game not started or suspended will be canceled. The game will only be rescheduled at the discretion of both leagues



29. Any interleague play will follow CV United Rules if CV United is the home team and local team rules if CV United is the visiting team.
30. In the event of a tie in standings at the end of the season, the tie breaker analysis is as follows:
 - Head to Head
 - Total Run Differential
 - Total Runs Against
 - Total Runs For
 - Coin Toss