**Pearl Youth Softball League Rules**

*The City of Pearl Youth Softball league will abide by USSSA rules with the following exceptions and modifications:*

**12U Year Old Player Pitch**

**Equipment/Safety**

* In addition to using a regulation yellow 12-inch softball, each batter on a 12U softball team must step up to the plate with a helmet and face guard attached. Chin straps on helmets are encouraged, but not required. In addition to players who are up to bat, the on-deck batter and all base runners must wear helmets during the game. Bats must carry the USSSA stamp per USSSA rules to be legal.
* Catchers will be required to wear helmet, chest protector, and shin guards.
* On deck batter will stand on the same side as the batter during warm-up inside the circle. (If the home team (3B dugout) has a left-handed batter at the plate, the on deck batter will move to the visiting side on-deck circle. This is to minimize the risk of on-deck player being hit by batter.
* If a batter slings a bat, the batter will be given a warning. If the player slings the bat a second time during the game, the player will be called out.
* Defensive players are allowed safety masks. While not mandatory, the use of this safety device is strongly encouraged for all players.

**Time-Limit**

* Each game consists of 7 innings or 1 hour 15 minutes, no new inning after 55 minutes. If at the completion of the game the score results in a tie, the game will stand as a “tie game”. A game will be called complete due to weather conditions after 4 innings or 3 ½ innings if the home team is ahead. **5 RUN RULE PER INNING. Game Run rule: 12 runs after 3, 10 runs after 4, 8 runs after 5**
* Rain outs will be determined by the Pearl Parks & Recreation office. All rain outs will be rescheduled if possible by the league commissioner and shall have priority over practice times if applicable. Coaches are responsible for contacting parents about changes in the practice or game schedule.

**Line-Up**

* A team must have at least seven (7) players in order to avoid a forfeit. In this event the batting line-up will be turned in with 7 players. No “out” will be called for the 8th and 9th batter. If a forfeit occurs, both teams can remain at the field to play “for fun”. Umpires are not allowed to umpire “for fun” games.
* Any team with less than seven (7) players will forfeit the game to the opposing team with the score being recorded as seven (7) runs for the “winning” team. In the event both teams do not have the required players, both teams will forfeit the game with the score being recorded as zero to zero (0-0). No forfeited games will be allowed to be made up.
* Every player will bat, with late players added to the end of the line-up and the umpire and scorekeeper must be informed. Each coach will list all players on the line-up card by name, number, and position. This will be used as the batting order. This line-up must be shown to the umpire before turning in to the scorekeeper and the opposing coach, at least 10 minutes before game time. **If line-ups are not turned in by the umpire’s official game start time, time will begin but play will cease until line-ups are completed.**
* Any player who arrives during the second inning will be allowed to enter the game at the top of the third inning. The player will be added to the bottom of the lineup.
* Each team will be allowed three (3) outs per time at bat. It is the coach’s responsibility to keep up with his or her own batting line up, which child received the 3rd out the prior inning and which child begins batting the next inning. This is not the umpire’s responsibility.
* Each team will play nine (9) of their players defensively, every inning. If a team only has 10 players, teams may opt to play all 10 players. Both teams must agree, and both teams must have an equal number of players on the field for their respective defenses.
* All players must play at least 2 complete innings, if time allows. If a player was at the entire game and does not get to bat, this player must start the next game. Protests related to violations of this rule must be made within 24 hours to the league commissioner or director.

**Intentional Walks**

* Intentional walks will be allowed. The coach and/or pitcher must notify the ump prior to the first pitch being made.

**Base Running**

* Runners may steal at the point of release by the pitcher. A base runner must remain on base until a pitch leaves the pitcher’s hand.
* Look Back Rule - The look back rule applies to all base runners, including the batter runner, and requires all runners either be on base or attempting to return to base when the ball is returned to the pitcher and the pitcher is within the 8 ft radius of the pitchers’ rubber. A player between bases is allowed to immediately return to the previous base without the risk of being put out, or may advance to the next base, under risk of being thrown out by the pitcher. Any player on a base after the pitcher is within the 8 ft radius who then leaves her base before the ball is pitched is out.
* In case of a runner not touching a base and she occupies an advanced base at the time play has ceased, such runner will be called “out” by the umpire who witnessed the infraction.
* A courtesy runner is allowed for the pitcher, catcher, or injured runner. The batter with the last completed out is eligible as a courtesy runner.

**Dropped 3rd Strike**

* On a drop 3rd strike and there are less than 2 outs and 1st base is occupied the batter may not attempt to advance to first. However, if there are 2 outs and 1st base is or is not occupied, the batter may advance to first with the risk of getting out.

**Scoring**

* The official scorebook will be kept by the home team. A scorecard must be signed by both coaches and the umpire at the conclusion of the game.