



U12 MODIFIED PLAYER PITCH Softball RULES

GAME TIME: 60 minutes or maximum of 6 innings.

NUMBER OF PLAYERS ON THE FIELD: 9 players are allowed; minimum of 6 players must be present to start the game.

BALL SIZE: 11 inch softball.

RUN RULE: 6 runs per inning.

BASE PATH: 55 ft.

PITCHER'S MARK: 30 ft.

STRIKE ZONE: The strike zone is measured from the top of the letters to the bottom of the knees.

In General:

1. Teams must recite the YMCA pledge before the first pitch.
2. For safety reasons, batters on-deck must warm up behind the dugout.
3. Outs: The batter is considered out and runners do not advance if a ball is not hit into fair play. The batter receives 5 pitches or 3 strikes whichever occurs first, if the 5th pitch is hit foul, the batter must swing at each pitch thereafter until they either strike out or hit the ball into play. A batter cannot strike out on a foul ball the batter is **not permitted** to run on a **THIRD STRIKE**, and the catcher is not required to catch the third strike for the batter to be out.
4. Limit of 6 batters per offensive turn; after 6 batters defense switches to offense (this is to ensure a consistent flow of the game) If a team is up by 12 runs at any time, the winning team will drop down to 3 batters per offensive turn. Once there is not a 12 run lead, the team can continue to have 6 batters per offensive turn.
5. A half inning is complete after a team has 3 outs OR 6 batters have taken their turn.
6. Every player must be included in the batting order and the batting order must stay consistent all game with the exception of injury or sickness. Every player must hit once before another can hit twice.
7. In the event of bad weather a game is official after 30 minutes of play or 2 complete innings.
8. The umpire has the highest authority at all times during a game and has the ability to remove anyone that is disrupting the game or not acting in a sportsmanlike manner at ANY time.

NUMBER OF PITCHES: The maximum number of pitches that any pitcher will throw to each batter is 6 (which does not include foul balls). When the batter has 4 balls, the coach (**from the batter's team**) will come in (**inheriting the batter's strikes**) to pitch to the batter. The coach is given a **maximum of 3 pitches** for the batter to either hit the ball or be called out. If the batter fouls off the last pitch from the coach, the at bat will be prolonged by one pitch. Example: If the coach comes in, inheriting one strike, he will throw two pitches to the batter.

WARM UPS: Pitchers are allowed 8 warm up pitches before their first inning and a maximum of 5 pitches between any other innings pitched.

INNINGS PITCHED: A pitcher is allowed a maximum of 3 innings pitched per game. They do not have to be consecutive.

PITCHERS:

1. **PITCHING:** Slow or underhand pitch. However, windmill style is allowed, but it is only recommended if the pitcher can consistently locate the pitches in or near the strike zone. Getting the ball over, or at least near, the plate should be the emphasis.
2. Maximum of 3 innings pitched **per game** & 6 innings pitched **per week** (If the pitcher throws just one pitch, they will be charged with having pitched a full inning).
3. Coaches may have two conferences at the mound per inning. On the 3rd conference the pitcher must be replaced.
4. After a pitcher is replaced they may not be reentered as a pitcher during the same game.
5. A coach may change a pitcher at any time during the game. If a coach replaces a pitcher during an inning both pitchers are charged with an inning pitched.

If a pitcher is having control issues, the umpire may (at their discretion) require the pitcher to abandon the windmill style in favor of a slow pitch style. Additionally, the umpire may require the coach to bring in another pitcher.

HIT BY PITCH: If a batter is hit by the pitcher, she has the option of taking first base. If a batter is hit by her/his coach, the pitch counts as one of the 3 allowed the coach and the batter remains at bat unless it is the third pitch, which would result in an out.

STEALS AND LEAD OFFS: There are no steals or lead offs. The batter/runner or any other base runner may advance only on a batted ball. A base runner is out if they leave the base before the ball is hit.

INFIELD FLY RULE: **IN EFFECT;** If there are runners on 1st and 2nd, or bases loaded with less than 2 outs, the batter hits a routine easy to play pop-up to the infield, it is an automatic out. Therefore, the batter is out. If the infielder drops the ball, the base runners may, but are not forced to advance to the next base. The batter remains out even when it is dropped by the defensive player

BASE RUNNER'S RULES:

1. If the ball is hit to an outfielder, runner may advance until the ball is in the possession of an infielder standing inside the base path. Thereafter, base runners may advance no further than the base to which they were running at their own risk.
2. If the ball is hit to an infielder, runners may advance until the infielder attempts, in the opinion of the umpire, to return the ball to the pitcher. Thereafter base runners may advance no further than the base to which they were running at their own risk.
3. In any base running situation, a base runner may attempt one additional base at own risk in the event of an overthrow at any base. One overthrow per at-bat only. Any overthrow that results in a dead ball will be adjudicated according to the normal rules of baseball.
4. Base runners must be touching their base when the ball is pitched and remain in contact with the base until the ball is hit. No stealing allowed.
5. The batter/runner or any other runner may advance only on a batted ball. A base runner is out if they leave the base before the ball is hit.
6. Sliding is allowed, although not recommended except when dictated by the regular flow of the game.
7. Intentional blocking of ANY base, including home plate is NOT ALLOWED under any circumstances and is cause for removal from the game. If a player accidentally blocks or impedes a runner, the runner is given the extra base.