De Pere Girls Softball Association Tournament Rules - U12

- Teams are limited to 15 players that have not reached their 13th birthday as of January 1 of the current year. Proof of age (birth certificate) must be available if requested by the tournament committee. Any games in which an ineligible player is used will be declared a forfeit.
- 2. Final rosters and Liability Waivers must be turned in to the Tournament Director at least 30 minutes prior to the team's first game.
- 3. All pool play and elimination games will be 7 innings with a time limit of 1 hour 15 minutes.
- 4. The Championship game will be 7 innings with a time limit of 1 hour 30 minutes.
- 5. A limit of 6 runs may be scored per inning in any inning and in all games.
- 6. The official starting time will be determined by the home plate umpire, acknowledged by both teams and recorded by the home team.
- 7. No new inning will start after the time limit has expired.
- 8. A new inning begins when the last out of the previous inning is made.
- 9. In the event of inclement weather, games and/or tournament format may be adjusted at the sole discretion of the tournament committee.
- 10. If the home team is ahead at the expired time, the game is over. If the home team is behind at expiration, all 3 outs must be played.
- 11. Home team is decided by a coin flip.
- 12. It is each team's responsibility to have line-up cards exchanged with the opposing team at least 15 minutes prior to the contest. In addition, each team must submit a line-up card to the home plate umpire at the pre-game conference.
- 13. The entire roster will bat with free substitutions on defense. Late arriving players will be added to the bottom of the line-up.
- 14. A 12" (twelve inch) ball will be used.
- 15. The pitching distance is 40' (forty feet).
- 16. Pitchers are limited to 4 innings per 7 inning game.
- 17. Pitchers in an extra inning situation will be allowed 4 additional innings.
- 18. New pitchers are allowed 8 warm-up pitches.
- 19. Returning pitchers are allowed 4 warm-up pitches.
- 20. ASA pitching rules are followed.
- 21. The 3rd strike must be secured by the catcher or it is considered a live ball.
- 22. There is no limit on the number of walks per inning.
- 23. Infield fly rule is in effect.
- 24. Stealing is allowed.
- 25. Runners may lead off once the ball leaves the pitcher's hand. Base runners leaving prior to the ball leaving the pitcher's hand will be called out.
- 26. The look back rule is in effect.
- 27. Base runners must slide into 2nd, 3rd, and home when a play is made upon them. It is at the umpire's discretion if a runner will be called out for creating an unsafe situation by not sliding.
- 28. Obstruction rules will be followed to minimize contact at the plate.
 - a. Obstruction is the act of a defensive team member:
 - i. Who hinders or impedes a batter from striking at or hitting a pitched ball.

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- ii. A fielder who impedes the progress of a runner or batter-runner who is legally running the bases unless the fielder is:
 - 1. In possession of the ball
 - 2. In the act of fielding a batted ball.
- b. Contact is not necessary to impede the progress of the runner.
- 29. Bunting is allowed.
- 30. Teams may play up to 10 defensive players.
- 31. Outfielders (rover/short-fielder) must start a defensive play in the outfield grass until the ball the pitched.
- 32. 9 players are required to start a game and 8 players are needed to complete a game.
- 33. A courtesy runner is allowed for the pitcher and catcher of record. The courtesy runner will be the last player to record an out or the bottom of the order if no outs have been recorded.
- 34. Teams must provide their own batting helmets (with facemasks and chin straps) and catcher's equipment.
- 35. Metal spikes are not allowed.
- 36. There is a 15 run mercy rule at the end of 3 innings.
- 37. There is a 10 run mercy rule at the end of 5 innings.
- 38. Pool play games tied at the end of the time limit will be declared a tie for seeding purposes.
- 39. In the event a pool play game is tied at the end of regulation innings with time remaining, the International Tie-breaker will be used (last out of the previous inning will start at 2nd base) until a winner is determined or time expires.
- 40. All non-pool play games tied at the end of regulation innings or after time expires will use the International Tie-breaker to determine a winner. The game will continue until a winner is declared.
- 41. Any intentional stalling as deemed by the umpire will result in forfeiture of that game.
- 42. Batters must keep one foot in the batter's box when taking signs.
- 43. The umpire's decision is final.
- 44. Profanity, harassment, or intentional distractions by a coach, team member, or fan toward an opposing team or umpire will not be tolerated. Good sportsmanship is required. Unsportsmanlike conduct can lead to ejection without warning by a tournament member or umpire. Repeated or grievous offenses will result in the team being eliminated from the tournament.
- 45. Coaches and players are responsible for maintaining and cleaning the dugouts after each game.
- 46. Carry in Alcoholic beverages, smoking, and profanity are prohibited.
- 47. Parking on the grass is prohibited unless otherwise stated.
- 48. Home team will hold the official book.
- 49. Tie-breakers for seeding purposes are as follows:
 - a. Head to head competition
 - b. Total pool play runs allowed
 - c. Total pool play runs scored
 - d. A coin flip

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- 50. In the event of inclement weather resulting in a cancellation of the remainder of the tournament, the final tournament standings will be determined as follows:
 - a. If championship games have been started, the game will be decided by the score of the last full inning.
 - b. If championship games have not started, a complete inning has not been played, or tied then bracket seeding will be used as final standings.
- 51. Any rules not covered here are governed by ASA rules. The tournament committee reserves the right to change any of the rules listed above.