

12 & Under League Rules

ASA SLOW Pitch Rules shall govern all play with the following exceptions:

1. Players and Substitutions:

Defensively: A team shall consist of a minimum of eight (8) players and maximum of ten (10) players. If a team plays with the minimum of eight (8), one of the players must be the catcher.

Offensively: All players present at the game must bat in an order determined by the manager. In case of injury or illness, the player will be removed from the game with no penalty to the team. (The position in the batting order will be skipped.)

2. Defensive Substitution:

A. Except for an injury or illness, no defensive position may be changed during any given inning except that the pitcher may be replaced one time. In case of injury or illness, the injured or ill player shall be removed from the field for at least the remainder of that inning. If a defensive player is removed from a game due to injury or illness she will be considered removed from the game for the duration of the game when she misses an at bat. Injury substitution—one for one from the bench; two for one from the bench and field.

B. Pitching Substitutions

- 1) One for one—if a pitcher is removed and replaced by a player not in the game, the removed pitcher will sit out the remainder of the inning.
- 2) Two or one switch—if a pitcher is removed during an inning and is switched to another defensive position, two and only two defensive positions may be changed as part of the pitching change. (Example: pitcher goes to shortstop, shortstop goes to third and third baseman goes to pitcher.)

3. Other Defensive Players:

No defensive players may switch positions during an inning except as defined in #2. The four designated outfielders

cannot cross defensive paths before the ball is hit. The designated infielders cannot cross defensive paths before the ball is hit. Outfielders may not play in front of corresponding infielders before the ball is hit. Alignment is: 3B-LF; SS-LC; 2B-RC; 1B-RF.

4. Batting Helmet:

All batters/base runners shall wear protective headgear at all games, tournaments, and practices. Use of the helmet will be optional for batting practice not involving base running. This rule shall apply to all players, coaches, managers, parents, siblings, helpers or anyone else involved in a team practice. Enforcement of this rule will be the responsibility of the contracted manager or coach designated by the manager, in his/her absence. Failure to comply will result in the following automatic sanctions.

- 1st Offense:** Verbal admonishment by the league president.
- 2nd Offense:** Written reprimand and a one game suspension.
- 3rd Offense:** One year suspension from TWIST.

5. Practice Swings:

No practice swings will be permitted in the on—deck area. The umpire shall give the batter up to three practice swings before initially stepping into the batter’s box or a turn at bat.

6. Courtesy Runners:

There shall be no courtesy runners. If a runner is injured during a play, she shall be replaced by the last girl who made an out. (One occurrence only.)

7. Playing Time:

Each girl arriving by start of game shall play at least three (3) defensive innings. Violation of this rule will result in forfeiture of the game. (TWIST Rule 4.C.1)

8. Miscellaneous:

- A. No infield fly rule in 12 & under.**
- B. No strike out on a foul on the third strike (Waives ASA rule)**

- C. If one team leads by sixteen (16) runs after four (4) complete innings, or twelve (12) runs after five (5) complete innings the game will be declared complete by the umpire.**
- D. No team may score more than five (5) runs in any of the first six (6) innings.**
- E. A batter who throws the bat will be warned after the first offense. She will be called out immediately on all successive offenses during the game, and all runners will be sent back to the original bases when the play started.**
- F. Players must wear the uniform provided by TWIST. The uniform consists of pants, shirt and stirrups. A player not in full and proper uniform will not be permitted to play the game.**
- G. Players are not permitted to wear any jewelry.**
- H. Dugouts are limited to one (1) manager, up to three (3) contracted coaches, one (1) scorekeeper, one (1) bat person and that team's rostered players.**
- I. A player is not permitted in the game with a hard cast or splint.**
- J. All bats must be official softball bats.**
- K. Catchers must wear a helmet, face mask and chest protector.**
- L. Every team will be assigned a field to cut, clean and trim once during the playing season. The schedule will be developed and distributed by the field director. Failure to complete the cutting will result in a one (1) game suspension of the manager.**
- M. 1 ½ Hour Time limit on all regular season games. No inning shall start after 1 hour and 20 minutes. Home team shall have umpire mark scorebook with game start time.**