

## **NVGSA 12 & Under (12U) 12U Division Rules**

### 1. General

- a. When not specifically addressed by these rules, play will resort to regular ASA play for the 12U age division.
- b. The ASA infield-fly, look-back, and dropped third strike rule is in effect. The ASA rule allowing continuation past first base to second base by the batter-base runner on a base-on-balls is also in effect.
- c. Single Game time limits - The first game starts at the time on the game schedule provided by the league scheduler. The time limit for single games will be one hour and fifty minutes (1:50) with no new inning beginning after one hour and thirty-five minutes (1:35). The home plate umpire will enforce the time limit on games. If the time limit is reached while a player is at bat, the player will be permitted to complete her turn at bat and then the game will be declared completed.

### 2. Game Modifications

- a. There will be a four run limit per inning throughout the entire game. There is no Mercy Rule in 12U.
- b. Stealing – ONE BASE PER OVERTHROW - Base runners are allowed to steal. In the event of an overthrow at the base being stolen, the runner may advance an additional base. Play may continue in such a manner if the defense continues to overthrow fielders when “chasing the runner” around the bases. If a fielder cleanly catches or fields a ball at the base where a steal is attempted, the runner may not continue to advance.
  - i. NOTE: 12U Catchers should be encouraged to attempt to make plays on runners stealing bases. However, emphasis must also be placed on fielders making good stops and keeping the ball in defensive control.

### 3. Player Participation Rules

- a. Defensive substitutions, either from the bench or from players on the field, may be made at any time.
- b. 10 defensive players may be used on the field at one time, including a total of 4 outfielders.
- c. All girls will play an infield position for at least one inning within the first four innings of a game. Exceptions to this rule require pre-coordination with, and approval by, the 12U commissioner. All such exceptions must be declared to the opposing team at the pre-game meeting between the coaches and the umpire. If such declaration is not made, the head coach of both teams shall attempt to reach an agreeable solution. (Coaches are encouraged to find an amicable agreement “*In the Spirit of Sportsmanship.*”) If no agreement can be reached, the offending team will automatically forfeit the game. Such forfeitures are uncontestable.

- d. Every player shall play a defensive position at least every other inning. No player shall sit out a second time until all players on the team have sat out at least once. No player shall sit a third time until all players have sat out twice.

4. Pitcher-Specific Rules

- a. Pitchers are limited to 3 innings of pitching within the first 6 innings of a game. Should a game reach a 7<sup>th</sup> inning, a pitcher may pitch a 4<sup>th</sup> inning.
- b. Pitchers are exempt from the defensive player participation rules until the end of the inning in which they are removed from the pitching circle.
- c. When a coach is aware of a potential absence for the team's starting pitcher, he or she may temporarily add 10U Firebirds pitchers to the team roster, assuming eligible Firebirds pitchers are available to play.
  - i. If more than one Firebirds pitcher is brought in to play, all Firebirds pitchers will collectively count as a single House pitcher and will abide by the pitcher-specific rules, as described in Sections II.D.1 and II.D.2 above.
  - ii. All use of Firebirds pitchers must be approved by the commissioner (or VP-House should the commissioner be unavailable) and announced to the opposing coach at the pre-game meeting.
  - iii. Should a team fail to acquire commissioner (or VP-House) approval for Firebirds pitchers, the offending team will automatic forfeit the game. All such forfeits are uncontestable.
  - iv. Player participation rules apply to all Firebirds pitchers when they are not actively pitching.

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