

SOUTHWESTERN OHIO GIRLS  
FASTPITCH SOFTBALL ASSOCIATION  
12 & UNDER RULES: 2009 Final

SOGFSA follows the U.S.S.A. rule book for this division with the following exceptions:

1. The home team shall furnish an official scorekeeper, NEW game ball and good used ball for backup.
2. PER GAME RUN RULE: If the winning team leads by 12 runs after the losing team bats in the 5th inning, the game is over.
3. TIME LIMIT: No new inning shall start after 1 hour and 50 minutes. After completion of 7 innings or time limit has expired and the score is tied the USSSA tiebreaker procedure will begin until a winner is determined. (Exception: If there is a game to follow then the tiebreaker shall be limited to 2 additional innings.)
4. This age bracket will use a RUN LIMIT per inning instead of a batter limit. When a team scores 7 runs in an inning the inning ends IMMEDIATELY after the 7th run crosses the plate. Example: Team "A" has bases loaded, no outs, and the 7th run will be scored by the girl on third base. Even if the batter hits a grand slam home run, ONLY THE RUN ON THIRD BASE COUNTS. EXCEPTION: THE PER INNING RUN RULE WILL BE LIFTED IN THE 7TH INNING ONLY! It will remain in effect for all prior innings, even if a team is down by more than 7 runs and the game is about to end due to the Per Game Run Rule #2 or the Time Limit Rule #3.
5. FREE SUBSTITUTION: Substitutes may re-enter a game as well as starters, but they must bat in the same spot in the batting order.
6. COURTESY RUNNER: The courtesy runner shall be the player that made the last out, or in the first inning, the last batter in the line-up.
7. CONTINUOUS BATTING: A continuous batting rule will be used in this age division, allowing managers to bat all of the players in attendance. The number of batters to be used will be based on whichever team has the fewest players available for the game. The manager of the opposing team has the OPTION of batting the same number of girls as the team with the fewest players, or batting all of their players. EXAMPLE: Team A has 12 players and Team B has 14. This rule requires Team A to bat all 12 girls in a continuous order. Team B has the option of batting 12 girls and substituting the remaining 2 girls in, or batting all 14 girls in a continuous order. Since this rule is mandatory, umpires are instructed to follow these guidelines: in the event any player suffers an injury or must leave the game for any reason (except ejection) the team involved will not be forced to take an out when that player's turn comes up in the batting order. If a player is EJECTED, the team involved MUST TAKE AN OUT when that spot in the order comes up.
8. MUST PLAY RULE: Every player who is present for a game MUST PLAY AT LEAST 2 INNINGS OF DEFENSE AND BAT ONCE PRIOR TO THE END OF THE FIFTH INNING. Violators will be subject to forfeiture of the game and will face discipline by the SOGFSA Board. EXCEPTION: If a player is present but is injured or is being disciplined by the coach and will NOT be playing, the home plate umpire and opposing coach MUST BE NOTIFIED PRIOR TO THE START OF THE GAME. The coach has the option of playing or benching a late arriving player. If the coach decides to play the player, the player must be inserted at the end of the line-up. This must also be noted in the scorebook.
9. Only positive cheering directed at your own team or players is permitted. (No screaming or taunting of the other team or players will be tolerated.)

In addition.....SOGFSA makes these recommendations for individual associations, parents, and umpires:

1. SAFETY: The following items are not mandatory but are strongly suggested to associations and parents.
  - A. In the future, consider purchasing helmets with chin straps. These reduce the risk of serious injury if a child's helmet falls off while running the bases and she is hit by a throw.
  - B. Mouthpieces are strongly suggested for girls playing pitcher, catcher, or the infield positions.
  - C. If your child wears eyeglasses we strongly suggest shatter-proof glasses with a safety strap.
2. UMPIRE DISCRETION: Not every ballpark is the same. Some have on-deck circles for batters, coach's boxes along first and third bases, etc. while other parks do not have them. Safety is a concern for every Umpire. Therefore we ask all coaches, parents and players to abide by the ground rules the umpire establishes regarding placement of on-deck batters, base Coaches, equipment in and around dugouts, all players except the on-deck batter being safely inside dugout, etc.

3. COACHES RESPONSIBILITIES CONCERNING PARENTS AND FANS:

There is a serious shortage of people who are willing to be umpires today, and the mistreatment of the officials is a prime factor. We remind coaches and players of the following things:

- A. Coaches are held responsible for the conduct of parents, players and fans of their team.
- B. If an umpire is having a problem with unruly fans, the coach will be asked to take care of the situation. If the problem persists, the umpire has the right to cancel the remainder of the game and declare a forfeit victory for the opposing team.
- C. The League strongly recommends that a coach consider removing a pitcher that has hit numerous batters and/or displays little or no pitch control during the game.

4. RULES TO EXPEDITE THE GAME:

Umpires are being instructed to strictly adhere to the rules between half-innings for getting teams quickly on and off the field. Pitchers will be allowed five pitches between half-innings in the first inning and only three pitches between half-innings from the second inning on. In addition, umpires are urged to follow the 60 second time limit for getting teams on the field. If a team is taking too much time, the umpire can call a ball on the first batter for each 10 seconds late.