

[Home](#)[Baseball Leagues](#) ▼[Softball Leagues](#) ▼[Baseball Tournaments](#) ▼[Softball Tournaments](#)[Contact](#)

12U Softball Rules


Logistical

1. **Game balls:** Home team supplies a minimum of 2 new game balls; they should be genuine or premium leather balls. (Rawlings, Diamond and Wilson are a few of the better name brands.)
2. **Home Team:** Home team is listed second on the schedule
3. **Official Book:** The home team is the official book but teams must communicate & cooperate on subs and the overall score. Both teams will submit the score to M-60 Diamonds after the game is complete.
4. **Athlete Age:** Age is determined by actual age on August 31 of previous calendar year. Players in 12U must be 12 or younger.
5. **Dugouts:** the host team has choice of dugout.

Game Play

(Please note - The rules provided on this site are the exceptions to rules used by the MHSAA. The MHSAA uses the National Federation of State High School Associations softball rules.)



- 
- ⇒ 1. **Communication:** coaches are responsible to connect with each other prior to the away team traveling to the game
2. **Start Time:** games will start at 5:30
3. **Length of games:** games will be a double-header of two 6 inning games
4. **Time Limit:** there will be a 1:15 hour time limit for each game with a 10 minute break between games; the current inning will be completed.
5. **Minimum Players to Start a Game:** teams may start a game with a minimum of 8 players; the ninth spot in the batting order is an out as long as there are only 8 players playing.
6. **Batting Lineup:** Every player is allowed to bat.
7. **Player Injury/Illness:** If a player stops playing due to injury or illness, it will not be an out on offense and the player cannot return to the game.
8. **Playing Time:** Playing time is the coach's discretion; it is encouraged that all players get some playing time
9. **Complete Games:** If cut short due to time limit, darkness or weather, games are considered complete with 4 full innings
10. **Make-up Games:** any make-up games are resumed where they left off.
11. **Mercy Rules:** 15 runs after three complete innings, 12 runs after four complete innings and 8 runs after five complete innings.
12. **Run Limit:** The most runs a 12U team can score in any inning is 7 runs, except the 6th inning.
13. **Last inning Scoring:** teams may score unlimited runs only in the 6th inning.
14. **Ties:** Regular season games may end in a tie at the end of regular play or due to a time limit

Field of Play



[Home](#)[Baseball Leagues](#)[Softball Leagues](#)[Baseball Tournaments](#)[Softball Tournaments](#)[Contact](#)

1. **Courtesy Runner:** a courtesy runner is always allowed for a pitcher and/or catcher of the previous inning regardless of the number of outs. The courtesy runner is the last batted out.
2. **Substitutions:** There are free substitutions among players in the batting lineup.
3. **Scoring From Third Base:** there are no restrictions on a runner scoring from 3rd base on a wild pitch, passed ball or throwback to the pitcher.
4. **Dropped Third Strike:** the runner may attempt to reach first base on a dropped third strike

Defense


1. **Defensive Play:** there will only be 9 players in the field of play with a maximum of 3 players in the outfielders
2. **Defensive Lineup:** only players in the current batting lineup can play the field of play (there is no DH)
3. **Infield Fly:** infield fly rule is in play
4. **Substitutions:** If every player is allowed to bat, there is free substitution in the field

Field Dimensions & Equipment

1. **Field Dimensions:**
 - **Pitching Mound:** 40 ft from home plate
 - **Bases:** 60 ft between bases
2. **Bats:** all bats are legal
3. **Metal Cleats:** may not be worn
4. **Softball Size:** use an 12" softball for 12U

Sportsmanship



- ⇒  **Behavior:** Game play should be a positive learning experience for all players. As such:
- Positive team cheering is encouraged
 - Negative chatter or disruptive actions are discouraged
 - Foul language is not appropriate or acceptable
2. **Ejection of a player:** If a player in the lineup is ejected:
- His spot will remain in the lineup as an out.
 - He is ineligible for play the remainder of the day
3. **Ejection of a coach:** If a coach is ejected from a game, they are unable to coach the remainder of the day

©M-60 Diamonds; all rights reserved

