

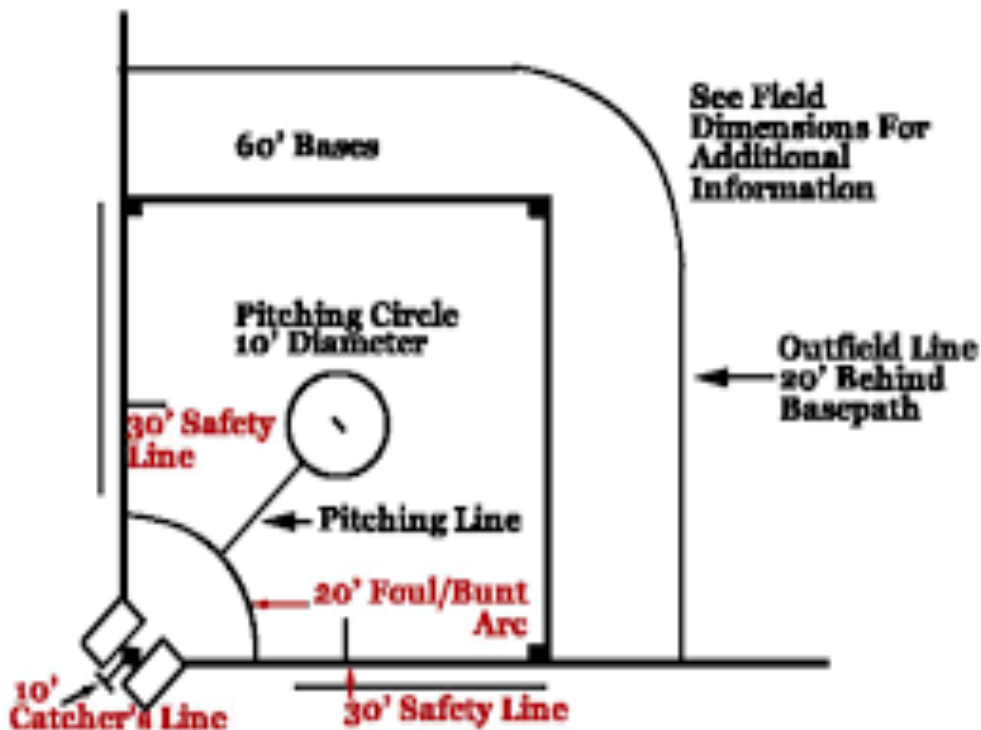


2024 Youth Baseball & Softball



6U & 8U Baseball:

- First (1st) and Third (3rd) base will be set at 60 (sixty) feet from the point of home plate.
- Second (2nd) base shall be set at 84' 10" (eighty-four feet & ten inches) from the point of home plate.
- The pitching rubber will be set at 46 (forty-six) feet from the point of home plate with a pitching circle that will be (10) ten feet in diameter.
- There will be a 20 (twenty) foot chalked arc form the first (1st) base line to the third (3rd) base line in front of the plate. This is the foul arc; the ball must travel past this mark to be a fair ball.
- There will be a 30 (thirty) foot halfway/safety hash mark drawn on the first baseline and third baseline. Players must stay behind the 30' hash mark until the ball is put in play.



Equipment:

- Tennis shoes or rubberized cleats may be worn.
 - Metal cleats are not allowed in 6U and 8U.
- All batters and runners must wear a NOCSAE approved batting helmet.
- Batting helmet face masks and chin straps are optional in league play.

Catchers Equipment:

- *6U & 8U – Catcher's equipment is not required. Catchers must either wear a helmet that has a facemask attached or a fielder's facemask.*
- *Pitchers facemask are optional, but recommended.*
- Hall County Parks & Leisure will provide a uniform, which consists of a jersey and a cap.

Bats:

- Bats must be USSSA 1.15 bpf or USA stamped bats to be legal for use. Wooden bats are also legal to use.

Game:

- Games will be 6 innings or a 1:25 (85 minutes) time limit, (finish the inning).
- Runs per inning: 4 (four) runs in innings 1-3 and 6 (six) runs in innings 4-6. (Games can end in a tie.)
- Mercy Rule: If a team is ahead by 15 runs after four (4) complete innings and 8 runs after five (5) complete innings, the game will be called and be a complete game.
- Teams must have eight (8) players to start the game (unless approved by HCPL staff).

- All teams will bat a continuous line-up. (Every player must bat; if a player arrives late, the player can enter the game and be placed at the end of the line-up.)
- Free defensive substitutions. (Every player must play at least a minimum of 2 innings in the field.)

Pitching Rules: (6U & 8U)

- An offensive coach will pitch to his own batters.
- The coach may only coach the batter until he reaches first (1st) base.
- The pitcher may pitch anywhere from in front of the 20 foot foul arc to the pitching circle.
- Pitcher must keep one foot or knee on the pitching line.
- The pitcher must pitch overhand.
- Any batted ball that hits the pitching coach will be a dead ball and ruled a no pitch. Runners cannot advance.
- The pitcher (offensive coach) must leave the field of play and pick up the bat after the ball is put in play.
- The pitcher (offensive coach) that does not attempt to get off the field and/or interferes with the defensive player to keep him from making a play will cause the batter to be ruled out. No runners will advance.

6U Offense:

Batters must receive at least 2 pitches from the coach, if the ball is not put in play, the batter will receive a maximum of 3 swings off of the tee. Balls must travel past the foul arc. A foul ball on the 5th swing will not be an out. If a batter swings and misses after the 5th attempt, it will be an out. Hitting the tee and not hitting the ball is considered a strike.

Batters/runners can only advance one base on the first initial overthrow/passed ball of a play. If the runner is tagged out while attempting the extra base, then the runner will still be out.

There is NO Infield fly rule, NO walks, and NO stealing in 6U.

8U Offense:

Coach pitch, no tee allowed.

There is NO Infield fly rule, NO walks, and NO stealing in 8U.

You are allowed one bunt per inning. Ball must travel past the foul arc.

Batter will receive up to five (5) pitches maximum.

If the batter swings and misses three pitches, before his fifth pitch, the batter is out. After five (5) pitches, if the ball is not put in play, the batter is out. A foul ball on the fifth (5th) pitch is not an out. The batter will continue to bat.

If the fifth (5th) pitch is fouled and caught, the batter is out. The ball must travel past the foul arc to be considered a fair ball.

If the fifth (5th) pitch or third (3rd) strike is bunted foul, the batter is out.

Batters/runners can only advance one base on the first initial overthrow/passed ball of a play. If the runner is tagged out while attempting the extra base, then the runner will still be out.

Defense:

- You can play ten (10) players in the field. If a team has less than ten (10) players, the coach may decide which position to leave vacant.
- Maximum of 6 players on the infield dirt at the time the ball is put into play. All other players must start in the outfield grass.
- You must throw the ball to record the out, no outs will be allowed by rolling the ball.
- Runners only go one base on an overthrow/passed ball, but if the runner is tagged out while attempting the extra base, then the runner is out.
- Time will be granted at the Umpire's discretion once the lead runner has been stopped.
- The defensive player listed as the pitcher will stay in the ten (10) foot circle until the ball is hit. (The player may have one foot outside of the circle.)

- 6U teams may have two (2) coaches on defense. They must remain behind the outfielders, until the play is over.
- 8U teams, no coaches are allowed on the field for defense. (During inning changes coaches may go out in the field and position their players, but must return to the dugout before first pitch of the inning.)
- Both 6U and 8U, if a pitcher fields the ball they are allowed to tag the runner for an out, but are not allowed to tag the bag directly. A baseball play must be made in that instance (i.e. throwing or tossing the ball to another fielder).

10U Baseball:

- First (1st) and Third (3rd) base will be set at 60 (sixty) feet from the point of home plate.
- Second (2nd) base shall be set at 84' 10" (eighty-four feet & ten inches) from the point of home plate.
- The pitching distance from the point of home plate to the front of the rubber shall be 46 (forty-six) feet.

Equipment:

- All batters and runners must wear a NOCSAE approved batting helmet.
- Metal cleats will not be allowed in 10U.
- A catcher must wear a chest protector, shin-guards, protective cup (Male catcher's only), NOCSAE approved helmet with mask and throat protector.
- Bats must be USSSA 1.15 bpf or USA stamped bats to be legal for use. Wooden bats are also legal to use.

Game:

- Games will be 6 innings or a 1:25 (85 minutes) time limit, finish the inning.
- In case of a halted game, the game will be complete if four (4) innings have been played. (Three (3½) and a half innings if the home team is

ahead. Any delayed/rescheduled games will be resumed where they left off.

- Runs per inning: 4 (four) runs in innings 1-3 and 6 (six) runs in innings 4-6. (Games can end in a tie.)
- Mercy Rule: If a team is ahead by 15 runs after four (4) complete innings and 8 runs after five (5) complete innings, the game will be called and be a complete game.
- Teams must have eight (8) players to start the game. (unless approved by HCPL staff).
- All teams will bat a continuous line-up. (Every player must bat; if a player arrives late, the player can enter the game and be placed at the end of the line-up.)
- 10U baseball plays with nine (9) fielders on defense.
- Free defensive substitutions. (Every player must play at least a minimum of 2 innings in the field.)
- **Pitchers are only allowed to pitch three (3) total innings per game.**
- Infield fly rule is in effect. (An **Infield Fly** is a fair **fly** ball (not a line drive or bunt) that, in the judgment of the umpire, can be caught by an **infielder**, pitcher, or catcher with ordinary effort and when there are runners on first and second or first, second, and third and less than two outs.)
- Three (3) strikes is an out even if the ball is dropped. There is no drop third strike.
- If a batter squares to bunt and then swings, the batter will be called out.
- There is no leading off in 10U; the runner must stay in contact with the base until the ball crosses home plate.
- Any base runner leaving the base before the ball reaches home plate is out. The ball is dead and all other runners return to the previous base occupied. The pitch will not count.
- Once the pitcher has possession of the ball and is in contact with the rubber, any base runner who does not immediately advance to the next base or return to the previously occupied base is out. (Umpires discretion)

- EXCEPTION: the runner is not out if a play is made on the runner (i.e., making a move toward the runner or faking a throw.)

12U Baseball:

- First (1st) and Third (3rd) base will be set at 70 (seventy) feet from the point of home plate.
- Second (2nd) base shall be set at 99' (ninety-nine feet) from the point of home plate.
- The pitching distance from the point of home plate to the front of the rubber shall be 50 (fifty) feet.

Equipment:

- A catcher must wear a chest protector, shin-guards, protective cup (Male catcher's only), NOCSAE approved helmet with mask and throat protector.
- All batters and runners must wear a NOCSAE approved batting helmet.
- Metal cleats will not be allowed in 12U.
- Bats must be USSSA 1.15 bpf or USA stamped bats to be legal for use. Wooden bats are also legal to use.

Game:

- Games will be 6 innings or a 1:25 (85 minutes) time limit, finish the inning.
- In case of a halted game, the game will be complete if four (4) innings have been played. (Three (3½) and a half innings if the home team is ahead. Any delayed/rescheduled games will be resumed where they left off.
- Runs per inning: 4 (four) runs in innings 1-3 and 6 (six) runs in innings 4-6. (Games can end in a tie.)

- Mercy Rule: If a team is ahead by 15 runs after four (4) complete innings and 8 runs after five (5) complete innings, the game will be called and be a complete game.
- Teams must have eight (8) players to start the game. (unless approved by HCPL staff).
- All teams will bat a continuous line-up. (Every player must bat; if a player arrives late, the player can enter the game and be placed at the end of the line-up.)
- Free defensive substitutions. (Every player must play at least
- **Pitchers are only allowed to pitch three (3) total innings per game.**
- Infield fly rule is in effect. (An **Infield Fly** is a fair **fly** ball (not a line drive or bunt) that, in the judgment of the umpire, can be caught by an **infielder**, pitcher, or catcher with ordinary effort and when there are runners on first and second or first, second, and third and less than two outs.)
- Drop third (3rd) strike rule is in effect. If the catcher drops the third strike, the runner can advance to first base. The catcher then must throw the runner out at first, for the out to be recorded.
- If a batter squares to bunt and then swings, the batter will be called out.
- Base runners are allowed to lead off and steal in 12U.

14U Baseball:

- First (1st) and Third (3rd) base will be set at 80 (eighty) feet from the point of home plate.
- Second (2nd) base shall be set at 113'-2" (one hundred thirteen feet and 2 inch's) from the point of home plate.
- The pitching distance from the point of home plate to the front of the rubber shall be 54 (fifty-four) feet.

Equipment:

- A catcher must wear a chest protector, shin-guards, protective cup (Male catcher's only), NOCSAE approved helmet with mask and throat protector.
- Metal cleats will be allowed for 14U. No metal spikes allowed on artificial mounds.
- Each bat must be
 - A) In diameter.....at the thickest part 2 5/8 inches or less.
 - B) In length.....36 inches or less
 - C) In weight.....A bat shall not weigh numerically more than maximum 5 ounces less than the length of the bat. (bbcor, USSSA 1.15 BPF or wooden bats are legal)

Game:

- Games will be 7 innings or a 1:45 (105 minutes) time limit, finish the inning.
- In case of a halted game, the game will be complete if four (4) innings have been played. (Three (3½) and a half innings if the home team is ahead. Any delayed/rescheduled games will be resumed where they left off.
- Runs per inning: Unlimited (Games can end in a tie.)
- Mercy Rule: If a team is ahead by 15 runs after five (3) complete innings, 12 runs after four (4) complete innings, or 10 runs after five (5) complete innings, the game will be called and be a complete game.
- Teams must have eight (8) players to start the game (unless approved by HCPL staff).
- All teams will bat a continuous line-up. (Every player must bat; if a player arrives late, the player can enter the game and be placed at the end of the line-up.)
- Free defensive substitutions. (Every player must play at least a minimum of 2 innings in the field.)
- **Pitchers are only allowed to pitch four (4) total innings per game.**
- Infield fly rule is in effect. (An **Infield Fly** is a fair **fly** ball (not a line drive or bunt) that, in the judgment of the umpire, can be caught by an **infielder**, pitcher, or catcher with ordinary effort and when there

are runners on first and second or first, second, and third and less than two outs.)

- Drop third (3rd) strike rule is in effect. If the catcher drops the third strike, the runner can advance to first base. The catcher then must throw the runner out at first, for the out to be recorded.
- If a batter squares to bunt and then swings, the batter will be called out.
- Base runners are allowed to lead off and steal in 14U.

16U Baseball:

- First (1st) and Third (3rd) base will be set at 80 (eighty) feet from the point of home plate.
- Second (2nd) base shall be set at 113'-2" (one hundred thirteen feet and 2 inch's) from the point of home plate.
- The pitching distance from the point of home plate to the front of the rubber shall be 60' (sixty) feet.

Equipment:

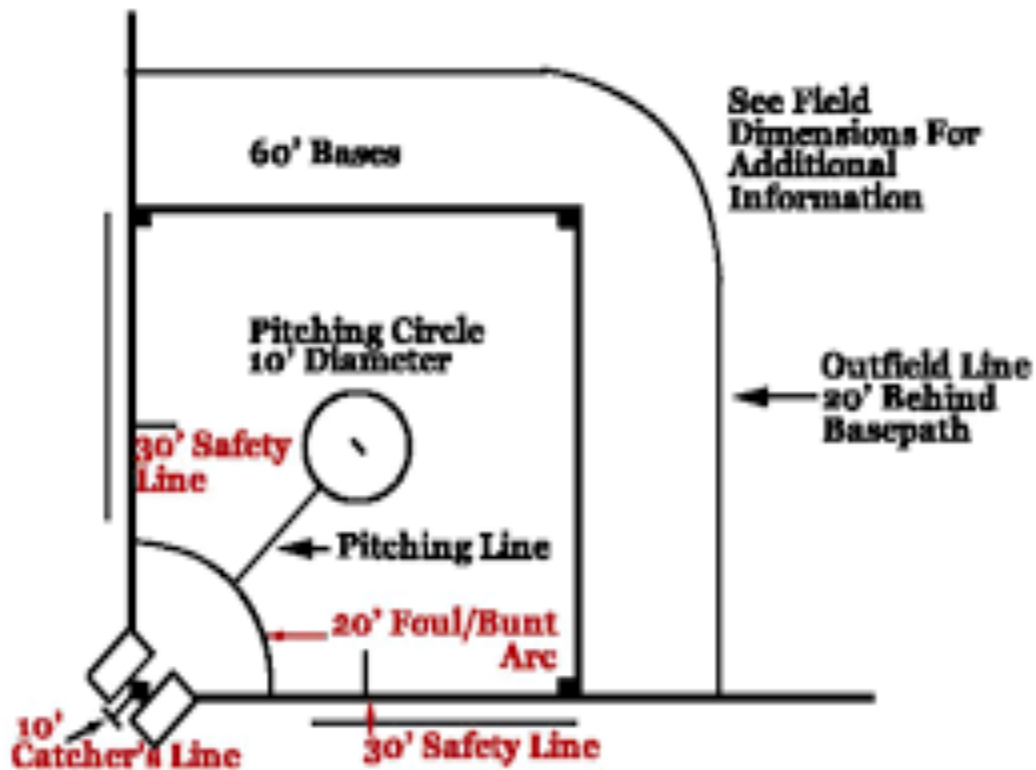
- A catcher must wear a chest protector, shin-guards, protective cup (Male catcher's only), NOCSAE approved helmet with mask and throat protector.
- Metal cleats will be allowed for 16U. No metal spikes allowed on artificial mounds.
- Each bat must be
 - D) In diameter.....at the thickest part 2 5/8 inches or less.
 - E) In length.....36 inches or less
 - F) In weight.....A bat shall not weigh numerically more than maximum 3 ounces less than the length of the bat.
 - G) Bats must be a bbcor -3.

Game:

- Games will be 7 innings or a 1:45 (105 minutes) time limit, finish the inning.
- In case of a halted game, the game will be complete if four (4) innings have been played. (Three (3½) and a half innings if the home team is ahead. Any delayed/rescheduled games will be resumed where they left off.
- Runs per inning: Unlimited (Games can end in a tie.)
- Mercy Rule: If a team is ahead by 15 runs after five (3) complete innings, 12 runs after four (4) complete innings, or 10 runs after five (5) complete innings, the game will be called and be a complete game.
- Teams must have eight (8) players to start the game (unless approved by HCPL staff).
- All teams will bat a continuous line-up. (Every player must bat; if a player arrives late, the player can enter the game and be placed at the end of the line-up.)
- Free defensive substitutions. (Every player must play at least a minimum of 2 innings in the field.)
- Infield fly rule is in effect. (An **Infield Fly** is a fair **fly** ball (not a line drive or bunt) that, in the judgment of the umpire, can be caught by an **infielder**, pitcher, or catcher with ordinary effort and when there are runners on first and second or first, second, and third and less than two outs.)
- Drop third (3rd) strike rule is in effect. If the catcher drops the third strike, the runner can advance to first base. The catcher then must throw the runner out at first, for the out to be recorded.
- Base runners are allowed to lead off and steal in 16U.

8U Softball:

- First (1st) and Third (3rd) base will be set at 60 (sixty) feet from the point of home plate.
- Second (2nd) base shall be set at 84' 10" (eighty-four feet & ten inches) from the point of home plate.
- The pitching rubber will be set at 46 (forty-six) feet from the point of home plate with a pitching circle that will be (10) ten feet in diameter.
- There will be a 20 (twenty) foot chalked arc from the first (1st) base line to the third (3rd) base line in front of the plate. This is the foul arc; the ball must travel past this mark to be a fair ball.
- There will be a 30 (thirty) foot halfway/safety hash mark drawn on the first baseline and third baseline. Players must stay behind the 30' hash mark until the ball is put in play.



Equipment:

- The official ball will be an optic yellow eleven (11) inch softball.
- Tennis shoes or rubberized cleats may be worn.
 - Metal cleats are not allowed in 6U and 8U.
- All batters and runners must wear a NOCSAE approved batting helmet.
- Batting helmet face masks and chin straps are optional in league play.
- *Catcher's equipment is not required. Catchers must either wear a helmet that has a facemask attached or a fielder's facemask.*
- *Pitchers facemask are optional, but recommended.*
- Hall County Parks & Leisure will provide a uniform, which consists of a jersey and a visor.

Bats:

- Bats must be a regulation USSSA Softball, USA Softball, or ASA approved (unaltered) softball bat. *1.20 bpf* (No baseball or T-ball bats)

Game:

- Games will be 6 innings or a 1:25 (85 minutes) time limit, finish the inning.
- Runs per inning: 4 (four) runs in innings 1-3 and 6 (six) runs in innings 4-6. (Games can end in a tie.)
- Mercy Rule: If a team is ahead by 15 runs after four (4) complete innings and 8 runs after five (5) complete innings, the game will be called and be a complete game.
- Teams must have eight (8) players to start the game (unless approved by HCPL staff).

- All teams will bat a continuous line-up. (Every player must bat; if a player arrives late, the player can enter the game and be placed at the end of the line-up.)
- Free defensive substitutions. (Every player must play at least a minimum of 2 innings in the field.)

Pitching Rules: (8U)

- An offensive coach will pitch to their own batters.
- The coach may only coach the batter until he reaches first (1st) base.
- The pitcher may pitch anywhere from in front of the 20 foot foul arc to the pitching circle.
- Pitcher must keep one foot or knee on the pitching line.
- The pitcher must pitch underhand.
- Any batted ball that hits the pitching coach will be a dead ball and ruled a no pitch. Runners cannot advance.
- The pitcher (offensive coach) must leave the field of play and pick up the bat after the ball is put in play.
- The pitcher (offensive coach) that does not attempt to get off the field and/or interferes with the defensive player to keep her from making a play will cause the batter to be ruled out. No runners will advance.

Offense:

Coach pitch, no tee allowed.

You are allowed one bunt per inning. Ball must travel past the foul arc.

If a batter squares to bunt and then swings, the batter will be called out.

Batter will receive up to five (5) pitches maximum.

If the batter swings and misses three pitches, before their fifth pitch, the batter is out. After five (5) pitches, if the ball is not put in play, the batter is out. A foul ball on the fifth (5th) pitch is not an out. The batter will continue to bat.

If the fifth (5th) pitch is fouled and caught, the batter is out. The ball must travel past the foul arc to be considered a fair ball.

If the fifth (5th) pitch or third (3rd) strike is bunted foul, the batter is out.

Batters/runners can only advance one base on the first initial overthrow/passed ball of a play. If the runner is tagged out while attempting the extra base, then the runner will still be out.

Time will be granted at the Umpire's discretion once the lead runner has stopped.

There is NO Infield fly rule, NO walks, and NO stealing in 8U softball.

Defense:

- You can play ten (10) players in the field. If a team has less than ten (10) players, the coach may decide which position to leave vacant.
- Maximum of 6 players on the infield dirt at the time the ball is put into play. All other players must start in the outfield grass.
- You must throw the ball to record the out, no outs will be allowed by rolling the ball.
- The defensive player listed as the pitcher will stay in the ten (10) foot circle until the ball is hit. (The player may have one foot outside of the circle.)
- No coaches are allowed on the field for defense. (During inning changes coaches may go out in the field and position their players, but must return to the dugout before first pitch of the inning.)
- Both 6U and 8U, if a pitcher fields the ball they are allowed to tag the runner for an out, but are not allowed to tag the bag directly. A softball play must be made in that instance (i.e. throwing or tossing the ball to another fielder).

10U Softball:

- First (1st) and Third (3rd) base will be set at 60 (sixty) feet from the point of home plate.
- Second (2nd) base shall be set at 84' 10" (eighty-four feet & ten inches) from the point of home plate.

- The pitching distance will be 35 (thirty-five) feet from the point of home plate to the front of the pitching rubber.
- Batter's boxes will be drawn three (3) feet wide and seven (7) feet long and positioned six (6) inches from the plate. (There should be four (4) feet in front and three (3) feet in back of the middle of home plate.
- A sixteen (16) feet diameter circle shall be drawn with its center at the midpoint of the front edge of the pitcher's plate.

Equipment:

- The official ball will be an optic yellow eleven (11) inch softball.
- Tennis shoes or rubberized cleats may be worn. Metal cleats are not allowed.
- All batters and runners must wear a NOCSAE approved batting helmet.
- Batting helmet face masks and chin straps are optional in league play.
- Catchers Equipment: Must wear a helmet with a facemask attached, chest protector and shin guard.
- Hall County Parks & Leisure will provide a uniform, which consists of a jersey and a visor.

Bats:

- Bats must be a regulation USSSA Softball, USA Softball, or ASA approved (unaltered) softball bat. *1.20 bpf* (No baseball or T-ball bats)

Game:

- Games will be 6 innings or a 1:25 (85 minutes) time limit, finish the inning.
- Runs per inning: 4 (four) runs in innings 1-3 and 6 (six) runs in innings 4-6. (Games can end in a tie.)

- Mercy Rule: If a team is ahead by 15 runs after four (4) complete innings and 8 runs after five (5) complete innings, the game will be called and be a complete game.
- Teams must have eight (8) players to start the game (unless approved by HCPL staff).
- All teams will bat a continuous line-up. (Every player must bat; if a player arrives late, the player can enter the game and be placed at the end of the line-up.)
- Free defensive substitutions. (Every player must play at least a minimum of 2 innings in the field.)
- **There will be no walks for 10U softball (see pitching rules).**
- If a batter squares to bunt and then swings, the batter will be called out.

Pitching Rules (10U) & Offense:

- The player pitcher will pitch four (4) pitches to the batter.
- The coach will pitch two (2) pitches.
- If the player pitcher throws three (3) strikes, whether called strikes or swinging strikes, the batter will be out and will not receive pitches from the coach.
- If the batter puts the ball in play from the player pitcher, it is a live ball and the result of the play will stand.
- If after four (4) pitches from the player pitcher, the batter has not made an out or put the ball play, then the batter will receive up to two (2) pitches from the coach. The player must swing on the second (2nd) pitch.
- If the batter does not put the ball in play or does not swing on the second (2nd) pitch, then the batter is out.
- A foul ball on the second (2nd) coach pitch is not an out.
- Any batted ball that hits the pitching coach will be a dead ball and ruled a no pitch. Runners cannot advance.
- Base runners are allowed to steal after the ball crosses the plate when the player pitcher is pitching. **There will be NO stealing when the coach is pitching.**

- Any base runner leaving the base before the ball crosses the plate will be out. (*Umpire's decision*). The pitch will be declared a no pitch, the ball is dead and no other runner shall advance.
- There are no walks for 10 softball.
- Infield fly rule is in effect. (An **Infield Fly** is a fair **fly** ball (not a line drive or bunt) that, in the judgment of the umpire, can be caught by an **infielder**, pitcher, or catcher with ordinary effort and when there are runners on first and second or first, second, and third and less than two outs.)
- Three (3) strikes is an out even if the ball is dropped on the third (3rd) strike. (*No dropped third strike*)

Defense:

- You can play ten (10) players in the field. If a team has less than ten (10) players, the coach may decide which position to leave vacant.
- No coaches are allowed on the field on defense.

12U Softball:

- First (1st) and Third (3rd) base will be set at 60 (sixty) feet from the point of home plate.
- Second (2nd) base shall be set at 84' 10" (eighty-four feet & ten inches) from the point of home plate.
- The pitching distance will be 40 (forty) feet from the point of home plate to the front of the pitching rubber.
- Batter's boxes will be drawn three (3) feet wide and seven (7) feet long and positioned six (6) inches from the plate. (There should be four (4) feet in front and three (3) feet in back of the middle of home plate.
- A sixteen (16) feet diameter circle shall be drawn with its center at the midpoint of the front edge of the pitcher's plate.

Equipment:

- The official ball will be an optic yellow twelve (12) inch softball.
- Tennis shoes or rubberized cleats may be worn. Metal cleats are not allowed.
- All batters and runners must wear a NOCSAE approved batting helmet.
- Batting helmet face masks and chin straps are optional in league play.
- Catchers Equipment: Must wear a helmet with a facemask attached, chest protector and shin guard.
- Hall County Parks & Leisure will provide a uniform, which consists of a jersey and a visor.

Bats:

- Bats must be a regulation USSSA Softball, USA Softball, or ASA approved (unaltered) softball bat. *1.20 bpf* (No baseball or T-ball bats)

Game:

- Games will be 6 innings or a 1:25 (85 minutes) time limit, finish the inning.
- Runs per inning: 4 (four) runs in innings 1-3 and 6 (six) runs in innings 4-6. (Games can end in a tie.)
- Mercy Rule: If a team is ahead by 15 runs after four (4) complete innings and 8 runs after five (5) complete innings, the game will be called and be a complete game.
- Teams must have eight (8) players to start the game (unless approved by HCPL staff).
- All teams will bat a continuous line-up. (Every player must bat; if a player arrives late, the player can enter the game and be placed at the end of the line-up.)
- Free defensive substitutions. (Every player must play at least a minimum of 2 innings in the field.)

- If a batter squares to bunt and then swings, the batter will be called out.

Pitching Rules (12U) & Offense:

- The pitcher may use a windmill or slingshot type pitch or make a complete revolution in the delivery.
- The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- The pitcher must not use a pitching motion in which, after having the ball in both hands in the pitching position, the pitcher removes one hand from the ball and returns the ball back to both hands in front of the body.
- The pitcher must make two (2) revolutions of the arm on the windmill pitch.
- The pitcher must not make another revolution after releasing the ball.
- Any pitcher playing in the same game may return to the mound one (1) time after being removed.
- If the pitcher desires to intentionally walk a batter, the pitcher DOES NOT have to deliver any pitches, they just need to announce to the official the intentional walk.
- Base runners are allowed to steal after the pitcher releases the ball.
- Any base runner leaving the base before the pitcher releases the ball will be out. (*Umpire's decision*). The pitch will be declared a no pitch, the ball is dead and no other runner shall advance.
- Walks are allowed in 12U softball.
- Infield fly rule is in effect. (An **Infield Fly** is a fair **fly** ball (not a line drive or bunt) that, in the judgment of the umpire, can be caught by an **infielder**, pitcher, or catcher with ordinary effort and when there are runners on first and second or first, second, and third and less than two outs.)
- Drop third strike is in effect, catcher must tag the runner or throw out runner at first base to record out.

Defense:

- Teams play nine (9) players in the field. If a team has less than nine (9) players, the coach may decide which position to leave vacant.
- No coaches are allowed on the field on defense

PITCHER'S FEET POSITIONING UNDER THE UNIFIED PITCHING RULE Courtesy of the National Federation of State High School Associations (NFHS)

Effective January 1, USSSA (and USA Softball) have adopted the "Step-Back" pitching rule used by NFHS for many years. Pictured above are 8 different scenarios, which illustrate what is legal/illegal under the UNIFIED pitching rule.

