

Greater Champaign County Girls Softball League
Rules and Guidelines
12U Softball

Last Updated: February 2025

Information for the 2025 Season

- ❑ A player's age on August 31, 2024 determines what age group they can play. A player can play up a level, but not down a level.
- ❑ The 12U League will have __ teams:
- ❑ Teams in the 12U League will be required to play a minimum of __ games. Must play each team in the league once.
- ❑ The 12U League Tournament will be played on **June 23 - June 26 with a rain date of June 27** at **Community Park in St. Joseph, IL.** (There is a possibility there may be a "play in" game on June 23).
- ❑ League Tournament fee of **\$175** is due at the scheduling meeting, to be held on **March 5 at 7:30 pm at the Martens Center, Champaign..** Checks should be made payable to **Greater Champaign County Girls Softball League.**
- ❑ **Team Rosters** must be turned in to the **League Commissioner** by **May 15** . Team rosters should include each player's full name, address, and date of birth.
- ❑ **Tournament Rosters** must be turned in to the **League Commissioner** by **June 15**. Tournament rosters should include each player's full name, address, and date of birth.

The Greater Champaign County Girls Softball League will use NSA Softball Rules. The NSA rule book is available online at <https://www.playnsa.com/>.

The following procedures and points are emphasized:

- The GCCGSL is a C-level instructional league with an emphasis on softball fundamentals designed to help develop players for our local school districts. Coaches should promote teamwork and sportsmanship.

- Cheers and chants are encouraged, and should be used to positively motivate and celebrate teammates. Negative cheering directed at opponents will not be tolerated. Coaches should model and monitor appropriate behavior.
- Each team should play every other team in the league a minimum of one time during the regular season. Additional games are at the discretion of the team coaches, but only the results of the first game will be used for tournament seeding.
- Players should compete for the town of their school district unless there is no team or an exception is approved by the Commissioner. A player must be listed on the Team Roster turned in to the league to play in a game before league play begins.

There will be additional adaptations, exceptions, and clarifications including:

The Playing Field

- The pitching plate for the 12U league will be set at 40 feet.

Equipment

- The official softball shall be a 12-inch hard, raised-seam, optic yellow softball. All balls should be approved for USA/ASA, NFHS, or NSA play.
- The official bat shall bear the NSA 2012 logo or USA/ASA certification and be manufactured by a bat company that is listed on the Approved Bat Company list found at <https://www.playnsa.com>.
- A batting helmet bearing the NOCSAE stamp is mandatory for each batter, on-deck batter, runner, and youth coach in the coach's box. **The helmet must have a properly attached face guard.** Players will NOT be required to have chin straps on their helmets.
- **Pitchers must wear a face mask while pitching**, and are encouraged to wear a heart shield. It is highly recommended that ALL players wear a face mask during live ball play.
- Catchers must wear a NOCSAE approved head protector/protective mask, a chest protector, and leg guards.
- Metal cleats are NOT allowed.

Players & Substitution

- Teams must have a minimum of eight (8) players to start a game. If a team does not meet this minimum at the agreed upon game time, it shall be considered a forfeit. Teams will be allowed to start with eight (8) players without any out penalties.
- Teams will be required to use a continuous batting order that includes each player on its roster. No substitute batters! If a player is removed or is injured, the vacated spot in the batting order will be skipped and will not be considered an out. If a player is ejected, the vacated spot automatically becomes an out each time the vacant spot comes to bat. Late arriving players are placed at the end of the batting order.
 - Teams may use a courtesy runner for the pitcher or catcher currently in the game. The courtesy runner shall be the player who made the most recent out who isn't also the pitcher or catcher. Courtesy runners are NOT required.
- Teams can play a maximum of ten (10) players on defense. The additional defender will be considered an additional outfield position and must start play behind the baseline.
- Teams will be allowed to make free defensive substitutions. All players must play at least two (2) innings in the field.
- Any player or coach who is bleeding or has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered and clothing with blood has been removed.

The Game

- A regulation game shall consist of six (6) innings or one hour and forty-five minutes (1:45) of play.
- In cases of inclement weather, a game will be considered official after four (4) complete innings.
- No new inning will start after the time limit has expired.
- All innings will consist of three (3) outs or five (5) runs scored, except for the 6th inning; there is no limit on the number of runs scored in the 6th inning. If the time limit is reached prior to the 6th inning, then there will be no inning in which a team

could score unlimited runs.

- All games will be governed by a run ahead rule. If one team is fifteen (15) runs ahead after four (4) innings OR ten (10) runs ahead after five (5) innings, then the team ahead will be the winner.
- A game that is tied at the end of a regulation game will be considered a tie.

Pitching/Hitting/Base running

- Pitchers may opt to use the "start back" position before the pitch.
- At the beginning of each half inning or when a pitcher relieves another, not more than one (1) minute may be used to deliver **not more than five (5) pitches.**
- Base stealing is allowed.
- Bunting is allowed.
- **The infield fly rule will be enforced.**
- **Dropped 3rd strike WILL be used this season.**

Umpires

- The home team will supply the plate and base umpires at their cost. Every attempt should be made to have an USA/ASA, NSA, or IHSA patched umpire behind the plate at each game. An umpire must be a minimum of 16 years old. Games may be played with one umpire.

Covid Safety Precautions:

- Participants are encouraged to bring own water as most ballparks might not have water fountains available
- Follow all rules and guidelines that are in place for each field/town/park district where the game is being held

Other:

- We will be using the dropped 3rd strike this season. If strike three (3) touches the dirt for ANY reason, it becomes a live ball if 1st base was unoccupied before the pitch, and there are less than two (2) outs. If there are two (2) outs, it does not matter if 1st base was occupied or empty. All runners on other bases may run at their own risk.
- If any coach is ejected from a game, they must leave the premises immediately.

They also must sit out the next game at the 12u level.

Tournament Rules

- A **Tournament Roster** must be provided to the **League Commissioner** prior to the date specified above. A player must be on both the **Team Roster** and the **Tournament Roster** in order to be eligible to play in the tournament. A player may only appear on **one** tournament roster and may not play for more than one team in the tournament.

- **Tournament Time Limit**

1. The decision has been made for the GCCGSL 10/12U Tournament, that **no new inning will start after 1 hour and 45 minutes and that the last inning started after 1 hour and 35 minutes will be an unlimited runs inning to still give a chance to the losing team to score enough runs to come back.**

A simple discussion between coaches and umpires about when to make the last inning an unlimited inning is pretty simple.

2. Games may end due to playing all 6 innings **OR** the time limit **OR** the run-rule (15 runs after 4 innings or 10 runs after 5 innings) and a tournament game cannot end in a tie. Once an inning has started, it must be finished, provided the home team is behind when it is their turn to bat.

3. If the game ends in a tie we will continue with the following **tie breaker:**

The player that last completed their at bat assumes a position on 2nd base. We will continue where we are in the batting order with 1 out on the scoreboard and every batter starts with a 1 ball, 1 strike count. There are unlimited runs during the tie breaker.

- **Tournament Seeding** will be based on the results of the first completed game between required opponents. A win will earn 2 points, and a tie will earn 1 point. The total number of points will be divided by the total number of first games played against required opponents. Each first game that a team fails to play against an opponent will count as a loss (earning 0 points and counting as a played game). Seeding will then proceed from the highest seeding score to the

lowest seeding score.

- The **higher seeded team** will be the **home team** and will occupy the third base dugout.
- **Play-in games** may be played at the **higher seeded team's home field**. The host team will be responsible for paying for the umpires and will receive the concession stand proceeds if a concession stand is offered by the home team. The umpire fees will be reimbursed by the league at the conclusion of the tournament.
- **Game play** for tournament games will follow **all established rules** with one exception: **games cannot end in a tie**. The **tie-breaker procedure** will begin after completion of 6 innings or when the time limit has expired and the score is still tied.
- For all 12U League tournament games, including play-in games, an **adult USA/ASA, IHSA, or NSA umpire** must be the plate umpire. A patched umpire of at least 16 years old must be the base umpire.
- The GCCGSL is responsible for providing individual league championship **medals and team trophies** for 1st-4th place in the League Tournament.