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The Amateur Softball Association -- ASA -- sets rules and regulations for softball. Also known as the Junior Olympic program, the ASAs youth division is one of the countrys largest kids sports organizations. Governing men's and women's softball, ASA rules are modified to accommodate players ages. There are specific rules for fast-pitch and slow-pitch softball in the 12 and under division. Fielders In the 12U division, nine players per team take the field for fast-pitch, and 10 players per team take the field for slow-pitch due to the addition of a short fielder added to the outfield. A team is allowed 20 players maximum on its roster in both versions of the sport. Game Length Games go for seven innings in 12U baseball. The run-ahead rule kicks in if one team is ahead by 15 after three innings, or eight after five innings in fast-pitch. This rule is enacted if one team is up 20 runs after four innings or 12 runs after five innings for slow-pitch. The game ends when these limits are reached. Steals are allowed in 12U fast-pitch games. They are not allowed in 12U slow-pitch games. Helmets must be worn at all times by batters as well those who are running bases. Specifications The ball for 12U fast-pitch is 12 inches and 11 inches for 12U slow-pitch. Base paths are the standard 60 feet for both versions of the game, but pitching distance is 40 feet for fast-pitch and 46 feet for slow-pitch. Safety rules prohibit players from wearing any jewelry at any time during practices or games. Sportsmanship : NO derogatory cheers will be tolerated. Remember: We teach by example. All rules contained in the current USA Softball official rule book relative to the administrative and playing rules, which apply to the 12U Division, except where modified herein, shall apply. *All players must wear a face mask while playing any infield position. No player will be allowed on the infield without a facemask. 1. Ball 12 2. Pitching Distance 40 3. Bases 60 4. Dropped 3rd strike rule is in effect. 5. Stealing of all bases is allowed, runners must slide or avoid to prevent collisions. 6. Runner Advancement: Runners can steal or advance with no limitations. Hesitation rule will apply once pitcher has control of the ball in pitching circle. 7. Time limit No new inning after 1 hour and 30 minutes. New inning starts as soon as last out of previous inning is made. Drop dead time is 1:40 8. Four (4) innings are needed for an official game. A regulation game is seven (7) innings. 9. Entire team is placed in the batting order (Round Robin). 10. A minimum of seven (7) players are needed to avoid a forfeit. Players arriving late are placed at the bottom of the batting order. Both coaches prior to the start of the game agree upon early departures. If a team is unable to participate in a scheduled game at the scheduled time, the team MUST accept a forfeit. Games may be made up but they will not count toward league standings. 11. Three (3) outs or the five-up rule shall constitute a half (1/2) inning. The Five-Up rule means only five (5) runs may be scored in any half of any one inning. Open scoring after (4) four complete innings. 12. Mercy Rule 10 runs ahead after 4 innings is in effect. 13. A pitcher is limited to (3) innings per game. Pitchers may pitch 3 innings per game but may not pitch more than 2 consecutive innings. Should the game go to a sixth inning, a pitcher who has previously pitched 3 innings, may come back and pitch one more inning after the 5th. If it goes to a 7th inning, a second pitcher who has previously pitched 2 innings, may pitch the seventh inning. Seven (7) complete innings constitutes a complete game. Games tied after complete games will be recorded as ties in the League standings. 14. Infield fly rule will be used. 15. All team members, who are present at the beginning of a regulation game, shall play a minimum of two (2) full defensive innings during the first four innings of play unless injured. Each player must play at least one (1) inning in the infield in within the first 5 innings. During Mid-Season & End of Season Tournaments there will be a minimum of two (2) full infield innings within 6 innings of championship play. 16. Pitchers and/or Catchers who did not attend pre-season evaluations may only pitch/catch after the mid-season tournament. Exceptions may apply with approval from division coaches & division representative. 17. All players must keep shirt tails tucked into their pants and jackets must be buttoned/zippped up if worn. Caps, if worn, shall be worn appropriately with the brim facing the front. 18. To avoid collisions, runners must slide or avoid contact. Skip to content

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