[](http://www.igsl-softball.org/Default.aspx?tabid=274445) **12U RULES OF THE GAME**

1. ***A ½ inning will* =** 5 runs or 3 outs.

2. ***Balls*** – 12 inch balls will be used.

3. ***Forfeits***

A. Teams must be in their designated dugout at scheduled game time.

B. Teams can start, continue and finish with 8 players.

C. The Umpire shall wait 15 minutes past posted game start time before calling a forfeit if a team has less than 8 players. The game clock will run concurrently. If the 8th player arrives prior to the expiration of the 15 minutes, the game will begin but the time awaiting her arrival is lost.

4. ***Game Time*** = 75 minutes, inning will be finished when time expires.

5. ***Run Rule -*** 15 runs ahead after 3 complete innings;

10 runs ahead after 4 complete innings;

8 runs ahead after 5 complete innings.

6. ***Defense Rules***

A. Pitching rubber shall be 40 ft from home plate.

B. Only 9 players allowed on field defensively.

C. Dropped 3rd strike IS in effect.

D. Each player must play a minimum of one (1) full inning (6 outs or fifteen (15) minutes).

7. ***Offense Rules***

A. **ALL** players will receive a turn at bat, in the order that they are listed on the lineup that is turned into the officials and scorekeeper.

B. If a Manager places a player on the bench for reasons of injury, illness or discipline, the manager must notify the scorekeeper of this action.

8. **GAMES CAN END IN A TIE**. If the game is within reach and time has expired during the Visiting teams at bat, the Home team will be allowed a final at bat. There will be NO extra innings if the game becomes tied at the end of regulation. If any players did not get to bat, the team must notify the umpire, those players will be allowed an at bat but any runs scored during that time will not be allowed.

**ALL OTHER USA/ASA RULES APPLY**