

SOUTH TOWN 12U LEAGUE RULES

1. 12U NSA Fast Pitch Rules shall apply except as noted within these Rules and Regulations of the South Town League Rules
2. Slaughter rule: 12 after 3, 10 after 4, 8 after 5.
3. Helmet Rule – All players must wear their helmets with face guard until they reach the interior of the dugout. The players will be warned twice and the 3rd infraction will result in an out.
4. Official score keeper will be home team. It is the visitor's team responsibilities to confer with each other about the score in between innings. Winning team will report the score to the concession stand. Late arrival rule applies. See 10u rule.
5. International tie breaker for all tied games at the end of regulation. Teams will send the last player to make an out in the previous inning to 2nd base to start their half of the inning with no outs. If the game continues into further international tie breaker, the President, and or Commissioner may modify the outs or runners on base to move the game along
6. No lateral movements within division. Players playing up may only play the outfield and bat last in the lineup. Player must wear their division uniform team shirt. Maximum number of players moving up from lower division is three (3). Must have less than 9 to pull up. Pull ups can not be late arrivals.
7. Unlimited Pitching/Continuous batting order. Coaches must coach from inside the dugout
8. Games to be rescheduled due to weather only or the discretion of the Board.
9. Detrimental conduct will result in one warning from umpire. If conduct continues manager/coach/parent will be asked to leave the field. If they refuse the umpire will halt the game and the offending team will forfeit the game.
10. Dropped 3rd strikes and infield fly rule apply
11. Time will stop if there is 3 minutes or less in the game when a coach calls for time.
12. Pitching distance shall be forty (40) feet for 12U
13. Sit out rule: No player can sit two (2) innings without other players sitting out one inning and no player can sit three (3) without everyone else sitting out two ect. Sit out rule will not apply to pitcher or catcher who are playing in that position in a particular inning.
14. Courtesy Runner for pitchers and catchers only. The player in the batting order where the last out was recorded.
15. All teams must be ready to play 15 minutes early if need be.
16. No player shall use abusive, offensive or disrespectful cheers toward the other team. Absolutely no banging on the dugout fence while the pitcher is pitching.
17. Absolutely no soft toss against the fence. All teams must be ready to play 15 minutes early.
18. No metal cleats

ALL OTHER RULES WILL FALL UNDER NSA RULES OR DISCRETION OF BOARD