

**KAUKAUNA RECREATION DEPARTMENT  
COED SUMMER YOUTH SOFTBALL  
12" GENERAL AND LEAGUE PLAYING RULES  
Revised: 6/1/2010**

1. This is a drug free league. No alcohol, tobacco or other drugs allowed on premises during league play. No player may participate while under the influence of alcohol or other drugs.
2. All players must be at least entering their sophomore year of high school during the upcoming school year and NOT turn 22 years of age before August 31.
3. A team may have up to three players participating in other organized softball or baseball leagues i.e. Legion, Jr. Legion, K.A.M.
4. There will be no limit as to the number of players on the roster. A player may only be on one team roster.
5. All players will bat; however, the batting order must consist of male and female batters batting in consecutive order. If there is an imbalance of male batters they will not be allowed to bat back to back.
6. Batting order substitutions will be allowed on a per inning basis.
7. Courtesy runners will be allowed, however, male runners will not be allowed to run for female players.
8. The defensive team (on the field) will consist of 10 players (5 male and 5 female). You can start a game with 8 players. If a team has 9 players, 5 must be female.
9. Defensive players for fielding positions are as follows:
  - a. Pitcher and catcher must be opposite sex.
  - b. First, second, third and shortstop must be alternate by sex.
  - c. Outfielders (4) must alternate by sex.
  - d. Outfields must remain at least 50 feet behind the baselines until the batter makes contact with the ball.
10. In order for this league to grow and be successful, we are stressing fair play and sportsmanship. A five run limit per inning rule will be used until the final inning of play, when the runs allowed is unlimited.
11. Official Diamond: Shall have sixty (60) foot base lines and a pitching distance of 46 feet.
12. Bunt Line: The three foot line is drawn parallel to and three feet from the base line starting at a point halfway between home plate and first base. The batter/base runner may run outside the three foot line to avoid a fielder attempting to field a batted ball. The ball is dead and the batter/base runner is out when in the opinion of the umpire, interferes with the fielder taking the throw at first. However, the batter/base runner may run outside the three foot line to avoid a fielder attempting to field a batted ball.
13. Homeplate Extension: It is required that a mat be installed which is seventeen (17) inches wide and extending three (3) feet behind the center of home plate and even with the back of the batters box. Any pitch that lands on any portion of the mat will be called a strike.
14. Lines of the Batters Box: The batter must start without any part of his foot outside of the lines of the batters box. The batter will be given the lines of the batters box which are 3 feet x 7 feet inside measurements. Any batter that has his entire foot outside the batters box or touching home plate when he hits the pitched ball will be called out and the ball is dead. Base runners may not advance.

15. Slide or Veer out of the Line of Play: When a baserunner going into any base (1st, 2nd, 3rd or homeplate) knows that he is out by a considerable distance or that the play could be close, must slide into the base or veer out of the line of play to prevent injury or interference. If a base runner does not and contact is made with the defensive player, the base runner is out, the ball is dead and runners may not advance.

If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play, the immediate succeeding baserunner shall also be called out.

16. No Barreling into the Catcher: If a base runner in trying to score comes barreling into the catcher intentionally, he will be called out, the ball is dead and runners may not advance. (The baserunner must come in sliding.) In the same token, the catcher may not block homeplate unless he has the ball in his possession.
17. Fair Hit Ball Hits Base Runner: If a fair hit ball strikes the person or clothing of a base runner, either in contact with the base or not and before the ball has been touched by a defensive player or passes a defensive player (other than the pitcher) the base runner is out and the ball is dead. Once the fair hit ball touches or is touched by the pitcher, the pitcher becomes a defensive player.

If the fair hit ball touches the person or clothing of an umpire before being touched or passing a defensive player, the ball is dead and the batter is given first base. (Except when the umpire is in foul territory.)

18. Any intentional act to distract the batter by any player will not be allowed and the player will be removed from the game.
19. Regulation Game: A regulation game shall consist of 7 innings, or 55 minutes, whichever comes first. However, in the case of rain, a completed game will consist of 4 ½ innings provided the home team is ahead, otherwise 5 innings will constitute a completed game. If a game is not completed because of rain the game will NOT be made up. Any games that are rained out will not be made up.
20. Suspension of Play: (Time Outs) the umpire shall not suspend play at the request of players, coaches or managers until all action in progress by either team has been completed and the ball is in possession of a player in the infield.

When a base runner is legitimately off his base as a result of a batter completing his turn at bat, while the pitcher has the ball in his possession within an eight foot radius of the pitcher's rubber, the base runner must immediately attempt to advance to the next base or immediately return to his base. Failure to do so will result in the base runner being called out.

21. Strike Zone: Any legally pitched ball delivered underhand at a minimum height of above the pitcher's head to a maximum height of 12 feet that lands on the surface of home plate or on any part of the home plate extension will be called a strike. (Only the white of the home plate is implied here, not the beveled edge.)

Three Balls - Two Strikes: 12" softball will play three (3) balls and two (2) strikes with the second strike being either:

- a. a swinging strike
- b. a called strike
- c. foul ball

When any of the above occurs on the second strike, the batter is out, the ball is dead and the base runners cannot advance.

If a male batter is intentionally walked, the following female batter has the option of receiving a walk or batting.

22. Disputes will be handled by the plate umpire.

23. No metal spikes allowed.
24. No baseball bats allowed.
25. No foul language--players violating will sit out two innings and not bat in their place in the order after a reminder warning. Spectators using foul language will be directed to leave the park.
26. Players are required to wear a helmet while batting and running the bases.
27. **Base runner must stay on the base** until contact with ball is made by batter or base runner is out.
28. **Games are 7 innings** or **one hour** time limit whichever occurs first.
29. Teams must field **10 players to play - 5 males, 5 females - who alternate in the batting order and on the field.** All players present bat in the line up -- alternating male, female. A team may start and end a game with 8 or 9 players with four being female and alternating in the field.
30. **A ten (10) run (mercy) rule** will be used after 5 innings of play.
31. A team may score a **maximum of 5 runs per inning** with an unlimited amount in the final inning.
32. Players should slide into a base on close plays.