



Baseball 12U League Rules

Player Participation

1. An official game may be played with 8 players. If a team has only 7 players present, the game may be played as an “official” game, but an automatic out will occur whenever the 8th batter position comes up. It is the responsibility of the opposing team to notify the umpire when the 8th batter is due up if they wish to enforce this rule. If a coach with only 7 players does not want to play an official game, then the game will be declared a forfeit. If a team has less than 9 players, only current SRA 10U League players may fill in for up to the 9th player. 10U players must bat last in the batting order and play outfield each inning.
2. Players showing up after the commencement of the game are still allowed to play but must be added at the end of the lineup.
3. If a player becomes sick or injured, the umpire and opposing coach are to be notified immediately, to prevent a “batting out of order” call.
4. All players in attendance must play in each game unless injured. Players in attendance must play at least 2 full defensive innings by the end of the 4th inning. All players in attendance will be placed in the batting order (Roster Batting is Required).

Game Rules

5. The start time (game clock) for each game will begin immediately following the home plate meeting between the officials and the coaches. If a home plate meeting does not occur then the start time begins when the pitcher takes the mound to warm-up.
6. Games will end at the time limit or 6 innings, whichever comes first. The umpire is responsible for keeping the official time.
7. No new inning may be started after 90 minutes of play. A started inning will be played to completion.
8. For time limit purposes, the next inning begins when the third-out is recorded from the previous inning. If time remains on the clock, the maximum number of innings have not been played, or mercy rule does not apply, then the next inning will begin until such time that the time limit has been reached, the maximum number of innings have been played, or mercy rule applies.
9. Any game stopped due to weather that has completed 4 complete innings (3 1/2 innings if the home team is in the lead) will be declared an official game.
10. Innings 1, 2, and 3 will have a 5-run max per team, per inning. The 4th through 6th inning will be unlimited innings.
11. Only innings 4, 5, and 6 are unlimited. If a game is in the 2nd or 3rd inning and the run difference is more than 5 runs, the game will end at time limit even if the visiting team is at bat.
12. Mercy rule is in effect; 10-run lead after the 4th inning, 3 ½ if home team is ahead in score.
13. The home team shall be responsible for;



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- a. providing the official scorekeeper
 - b. providing 2 game balls to the umpire before the game (1 new ball and 1 slightly used)
14. The visitor team shall be responsible for;
- a. providing someone to run the scoreboard (if applicable)
 - b. moving bases and pitching mound to proper location for 12U League (bases set at 70' and pitching mound set at 50' from back of home plate to front of rubber).
15. The infield fly rule is in effect in this league.
16. In the event of a forfeiture, the score will be recorded at 6-0. The score equates to the number of innings in a regulation game.
17. Any ties in the playoff standings will be broken by using the following methods in this order until the tie is broken, and seeding is identified: (1) Head-to-Head, (2) Overall Runs Allowed, (3) Overall Runs Scored, (4) Coin Flip
18. ITB (International Tie Breaker) Rule is in effect at the beginning of the 2nd extra inning following the conclusion of regular play. ITB only applies to playoffs and championship games. Regular season games can end in a tie.

Pitching

19. A pitcher (starter or reliever) is not permitted to return to the pitching position once removed from that position. A starting pitcher who is replaced may re-enter the game at another position; however, must maintain the same spot in the batting order.
20. The pitching restrictions are as follows; 3 innings per game. One pitch in an inning constitutes 1 full inning.
21. A balk is enforced in this league after receiving a warning from the umpire. The runner(s) is not permitted to advance a base when a warning is issued.

Batting

22. A batter may advance to 1st base on a dropped 3rd strike under the following circumstances;
- a. 1st base is unoccupied
 - b. 1st base is occupied with 2 outs
23. If a ball hit in fair territory bounces over the fence or gets stuck in the fence a ground rule double will be awarded to the batter. All other base runners will advance 2 bases.
24. The bat restriction for this league will be set at a maximum of a drop -10. The opposing Head Coach, and only the Head Coach, is responsible for challenging a bat infraction. Any delay of game by an Assistant Coach objecting will result in his/her ejection from the game.
- a. If the challenge occurs before batter receives the first pitch, then the batter will be warned and required to obtain a legal bat. The Head Coach of the batting team will be restricted to the dugout for the remainder of the game. A second violation of using an illegal bat against the same team will result in the Head Coach's ejection.



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- b. If the challenge occurs after the first pitch and before the batter legally obtains first base (Hit, Walk, or by other means) then the batter will be called out and the coach for the batting team will be restricted to the dugout for the remainder of the game. A second violation of using an illegal bat against the same team will result in the Head Coach's ejection.
- c. Once the batter reaches first base, there can be no objection to the bat used.
- d. If a challenge is placed and bat being used is found to be legal, that challenging Head Coach will be restricted to the dugout for the remainder of the game. A subsequent objection found to be wrong by the same Head Coach will result in his/her ejection.

Base Running

- 25. Players are not required to slide into any base. However, the umpire will have sole discretion if intentional contact is made. Any player may be ejected from the game for a flagrant collision with any fielder.
- 26. Headfirst sliding is permitted in this league.
- 27. Courtesy runners may be used for the catcher or pitcher at any time and must be the last batted out. This is to speed up the game and coaches are encouraged to courtesy run for their catchers and pitchers.

General Rules

- 28. Players are not allowed to practice or play games wearing metal cleats.
- 29. Coaches are encouraged to have players hustle onto and off the playing field in order to speed up play.
- 30. Players are not permitted to throw batting helmets or bats. There will be 1 team warning and the next offense will be an automatic out. The umpires reserve the right to eject any player from the game.
- 31. Any coach, player, or parent ejected from the game by the umpire must leave the park and shall serve one full game suspension for the next game. Any additional ejections will result in disciplinary actions of the Board of Directors, including dismissal from coaching duties.
- 32. Any player ejected from a game will be immediately removed from the batting order and that player will be an automatic out every time his/her spot comes up in the batting order.