

12U BOYS LIVE PITCH BASEBALL

12U

- 1.) **Time Limit/ Innings:** Games will be 6 innings in duration, with 3 ½ or 4 innings constituting a game in the event of rain, light failure, etc. There will be a 1 hour, 45-minute time limit on each game. The scorekeeper will announce the starting time of each game; this will be recorded in the scorebook. The scorekeepers watch is the official time. No new inning will begin with 10 minutes or less remaining of the time limit **unless a tie game exists**. The inning in progress will be finished if the losing team has not batted.
- 2.) **Timeouts:** It is permissible for the defensive coach to meet with his players on the infield during a timeout.
- 3.) **Run Rule:** This league will follow 10 runs ahead after 4 innings.
- 4.) **Mandatory Playing Time:** Every player in the Major league shall play at least 2 innings per game, every game. **All players must bat at least once per game. All players must enter the game defensively by the top of the 4th inning.** Top of the 4th inning shall be defined as “Prior to the first pitch being thrown to the first batter of the 4th inning. Each player must start off every other game provided he/she meet standards (see coach's rules, #13 and #15, page 7). **All players must play 4 complete games per season.**
- 5.) **Substitution:** Any of the starting players may withdraw and re-enter once, provided such player occupies the same batting position whenever he re-enters and provided the substitute has completed his mandatory playing time. A substitute may not re-enter once he is withdrawn from the game.
- 6.) **Line-Up Sheets:** The coach must turn the official list of players into the scorekeeper 10 minutes prior to the starting time. Players arriving after this time will only be added to the bottom of the lineup. This list must include the batting order, the first and last name of each player and his jersey number. It must also be noted if a player is absent. Also, disciplinary action (see coaches' rule #13, page 7) must be written on the bottom of the batting order with the player's name. Also, see coaches' rule #15, page 7.
- 7.) **Adding Late Players:** After the game has started, late player(s) can be added to the line-up only with the approval of the official scorekeeper.
- 8.) **Player's Absence Notification:** Managers are obligated to notify the Recreation Department in the case of repeated absence of a player. Failure to notify the Recreation Department if a player's repeated absence is cause for disciplinary action against the manager. Injured players must be notified to the Recreation Department immediately.
- 9.) **Steel cleats:** Are not allowed.

- 10.) **Intentional Walk:** Intentional walk rule will apply. By acknowledgment from the pitcher to the umpire of an intentional walk, a batter may be awarded first base without the required four pitches. The pitcher will be charged four pitches.
- 11.) **Equipment:** It is mandatory that all catchers wear cup and catchers helmet while catching. All batters and base runners shall wear batting helmets. Official Warner Robins League equipment and uniforms will be used
- 12.) **Dugout Procedures/Players on Deck:** There can be **only** three adults (manager and two coaches) and ball players in the dugout at any one time. When a team is batting, everyone must be in the dugout except the batter and two base coaches. The on-deck batter will be waiting in the dugout by the gate. When team is in the field the substitutes and all three coaches must be in the dugout.
- 13.) **Assisting Runners:** Coaches must stay in coach's box and may not assist runners in any way. Violation of this rule will result in runner being called out.
- 14.) **Foul Balls:** Foul balls must be chased by the team batting. Coaches are responsible for returning balls to the umpire.
- 15.) **Slung bat:** For the first (1st) offense, batter and coach will be warned (umpire will have it noted in the score book). On the second (2nd) violation and any subsequent violation on the batter will be called out.
- 16.) **Approved Bats:** approved bats must have the USA baseball logo embossed on the bat. See <https://usabat.com/>. Approved bats are 27" – 32" with barrel diameters up to 2 5/8".
- 17.) **Courtesy runners:** At any time, the team at-bat may use courtesy runners for the catcher. The catcher will be required to leave the game under such circumstances. The courtesy runner for the catcher can be anyone not in the current batting order. A player may not run as a courtesy runner for the catcher and then be used as a substitute for another player in the half inning.
- 18.) **Stealing Bases:** A base runner is required to stay in contact with the base until the pitched ball has reached the batter. At this point in the flight of the pitched ball, the runner is permitted to advance at his own risk of being thrown out. The runner is automatically called out for leaving the base before the pitched ball reaches home plate. The ball is dead and all subsequent action on the pitch is canceled. All runners must return to base held at time of pitch.
- 19.) **Drop Balls-on-Third Strikes:** On third strike if the ball is dropped by the catcher the batter may run to first if first base is not occupied or if two outs and first is occupied he can still run

to first.

20.) **Base Running:** A runner who slides headfirst going into a base will be called out. A runner who does not slide, get around or give up when a fielder has the ball and waiting to make the tag will be called out.

21.) **Completion of ½ innings:** A team may score a maximum of five (5) runs per ½ inning except in the last inning. The last inning will be considered either the 6th inning or if time runs out in the top of a previous inning.

22.) **Tie Breaker:** International tie breaker: After the regulation game or time limit has expired the International tie breaker will be used. The last scheduled batter in the previous inning will be placed on second base. This will continue until a winner is determined.

POST SEASON TOURNAMENT PLAY:

In the event two or more teams end up with identical records in the standings, we will revert back to who beat who during the regular season. If the teams split, a one game playoff will be held to determine place in standings. The one game playoff will be used only in determining whether a team makes it into the tournament. Teams that are tied but are in the tournament, we will flip a coin to determine placement in brackets. WILDCARD games do NOT count in the standings.

PITCHING RULES:

1. Any player on team roster may pitch.

2. The maximum number of pitches that can be thrown in a game is 85 pitches per day. EXCEPTION: If a pitch limit is reached during an at bat, the pitcher may continue to pitch until the batter has reached base, or has been declared out or the third out is made to complete the half inning or the game.

A pitcher who throws 20 or less pitches in a day requires NO rest period.

A pitcher who throws 21-35 pitched in a day will require one (1) calendar day of rest.

A pitcher who throws 36 – 50 pitches in a day requires two (2) calendar days of rest.

A pitcher who throws 51 – 65 pitches in a day requires three (3) calendar days of rest. A pitcher who pitches 66 pitches or more will require four (4) days of rest.

* It is the coach's responsibility to sign the pitching chart with the scorekeeper at the end of

each game and obtain the number of innings each of his players has pitched during the game. By failing to do so, a coach forfeits his right to question the eligibility of his players in future games if he disagrees with what future scorekeepers have been given with respect to pitching eligibility.

**** ON A COACH'S SECOND CONFERENCE PER INNING TO THE FIELD, THE PITCHER MUST BE REMOVED (EXCEPT FOR INJURY). A pitcher once removed from the mound cannot return as a pitcher.***

****A COACH MAY GO TO THE MOUND WHEN HAVING A CONFERENCE WITH HIS PITCHER.***