

12U Division Baseball Rules

Rule 1: Players, Field and Equipment

Number of Players: Each team will field 9 players, with 3 playing outfield. Games will not be forfeited. We will play with whoever is available.
The Field: The distance from the pitcher's rubber to the back edge of home plate is 50'. The distance between the outer edges of each base is 70'.
The Bat: The maximum bat diameter allowed is 2 3/4". The max difference will be -12
Protective Cup: All male players playing the catcher position are required to wear a protective cup.
Cleats: Molded cleats may be worn. No metal cleats.

- a. Run Rule is as follows: Run rule is as follows: 15 after 3, 12 after 4, 10 after 5

Rule 2: Playing Terms and Definitions

Intentional Base On Balls: "Stated intentional walks" are allowed.

Rule 3: Substituting – Coaching – Bench and Field Conduct – Charged Conferences

Minimum Playing Time: No player will sit the bench for 2 consecutive innings and no player may sit twice before all players have sat one inning.
Rotation: *Each player must play in the infield and outfield at least once in the first 3 innings. Pitcher and catcher exempt from this.*

Rule 4: Starting and Ending Game

Game Time: A complete game consists of 6 innings or 1:45 from start of game
 A game is considered complete after 4 innings have been completed for rain/dark purposes

Run Rule: – Each team may score a maximum of 6 runs per inning. Once the 6th run crosses the plate any remaining base running situations that result from the current play should be completed, and those runs WILL count.

Rule 5: Dead Ball – Suspension of Play

Suspension of Play: NFHS rule specifications are to be followed. Once lightning has been spotted, or thunder has been heard, it is an automatic 30 minute delay. Play cannot resume until it has been 30 minutes from the most recent lightning strike or rumble of thunder. This time will count against the time limit except for tournament games.

Rule 6: Pitching

Pitching Limitations: See the tables below for pitch count regulations.
Balks: *Each pitcher will receive one balk warning per game.*
Trips to the Mound: Maximum 2 trips per inning per pitcher. The pitcher must be removed on the 2nd trip.

Rule 7: Base running

Pick-Off: Runner may advance 1 base on an over thrown pickoff attempt. Play is live until pitcher has the ball and is on the rubber.
Stealing: Stealing is only allowed with 2 strikes and once the ball crosses the plate. If a player leaves early the ump may place them back to the starting base.
Drop Third is in effect: A batter may advance to first base on an uncaught third strike if first base is not occupied or if there are two outs.
Courtesy Runner: Courtesy runner may be used at any time for catcher or pitcher on base. **Must be last recorded out.**

Rule 8: Scoring – Record Keeping

Official Score: The Home team is responsible for keeping the official score and pitch count for each pitcher. The visiting team should reconcile their scorebook with the home team.

Age	Pitches per day	All Ages Rest Requirements	
		# of Pitches	Days of Rest
7 & 8	50		
9 & 10	75	20 or less	0
11 & 12	85	21-35	1
13 to 16	95	36-50	2
17 & 18	105	51-65	3
		66+	4