



12U Rules

Age Limit: Players must be 12 or under as of May 1.
Please have birth certificates available if requested.

Rosters can't be changed after the first game.

Score sheets will be maintained by the umpires and must be signed by both managers after the game.

Rules

1. USSSA Baseball Rules and Regulations apply except where noted below.
2. **All bats must have the USSSA stamp or new USA stamp.**
3. 3 Coaches and 1 scorekeeper allowed in dugout
4. Game Times: Teams shall be ready to play 30 minutes prior to schedule game time.
5. Dugouts are NOT predetermined. First come, first serve.
6. Coin flip determines home team during pool play games. During bracket games the home team will be the team with the better seeding in the tournament.
7. Infield on your dugout side of the infield prior to the game will be allowed.
8. All players must wear baseball caps, shirts, and long pants. No shorts or metal spikes allowed.
9. Teams have the option of using (9) player lineup, (10) player line-up using an Extra Hitter (EH), or a continuous lineup of all present uniform players. Teams must declare before the game what lineup they are using. The EH will be considered a "10th" position in the lineup and may be substituted for just as any other position.
10. If a player is injured or experiences an illness and leaves the game, he is NOT out when his turn at bat comes around. Coaches and umpires should be notified of injured or sick players. Injured or sick players who leave may not reenter the game.
11. If an injury or illness happens before the start of a game leaving a team without 9 players, the coaches can meet with the umpire before the start of the game to discuss how that missing player in the lineup will be handled throughout the game.
12. Teams may play with 7 players. What to do with the 8th and 9th batters in the order will be decided either before the game if it is known with the coaches and the umpires or as an injury/illness happens.
13. Courtesy runner for pitcher and catcher allowed (and encouraged) anytime. Runner must not be currently in the lineup. For teams using continuous batting, the runner is last official **batted out**.
14. All games will be Six (6) innings with 1:45 time limit. No inning shall begin after 1:45 hours. For this rule an inning begins "immediately" after the last out of the inning has been made. Championship game has no time limit.
15. Tie games in pool play at end of time are a tie. If all innings played and time permits, you will play one extra inning only. If game is tied after one extra inning the game ends in a tie. Bracket play games will play extra innings until a winner is determined.
16. Each Extra inning shall begin with last batted out on 2nd base, and 2-1 count on each hitter, and 1 out.
17. Mercy Rule: 15 after 3 innings, 10 after 4 innings, and 8 after 5 innings.
18. In the situation of adverse weather, a game may be stopped. If a game is stopped for any length of time due to adverse weather a complete game shall be three (3) innings or 2.5 if the home team is ahead. If the game is not complete (i.e less than 3 innings or 2.5 innings if home team ahead), the game shall be suspended and resumed where the game was left.
19. Tie breaker for seeding: 1) head to head if only 2 teams have same record 2) fewest runs allowed 3) runs scored 4) coin toss. Max runs in pool play will be 15 per game. Max runs allowed will be 15 per game— seeding purposes only.
20. There is a NO must slide rule. When the fielder has the ball in possession, the runner has two choices, slide or attempt to get around the fielder. He is **NOT** required to slide. If the fielder does not have possession but is in the act of fielding the ball and contact is made, it is a no call unless the contact was intentional and malicious and is deemed so by the umpire. If it is determined by an umpire that the play is ruled intentional or malicious the player will be ruled out. The umpire will decide if any additional measures should be taken in regards to that player.
21. There are no pitching limits. It is up to the coach to determine best interest of player. **That being said it is suggested that coaches follow IESA pitching rules/recommendation for these incoming junior high ball players:**

IESA PITCH COUNT LIMITATIONS---REGULAR SEASON AND STATE SERIES

PITCH COUNT PER DAY	REQUIRED DAYS OF REST	MAXIMUM NUMBER OF PITCHES ON NEXT APPEARANCE	NEXT APPEARANCE CAP
1-20	0 days	70 pitches	Note: Pitch count caps are soft, meaning that the pitcher will be afforded the opportunity to finish the at bat if the maximum is reached in the middle of an at-bat. A pitcher who throws 1-20 pitches may pitch on two consecutive days without rest. The maximum number of pitches that can be thrown on the second day is 70. A pitcher who throws on two consecutive days must rest for one day.
21-35	1	Up to 90	A pitcher who throws 21-35 pitches must rest for one day. After one day of rest, the pitcher is eligible to pitch to a cap of 90 pitches.
36-50	2	Up to 90	A pitcher who throws 36-50 pitches must rest for two days. After two days of rest, the pitcher is eligible to pitch to a cap of 90 pitches.
51-65	3	Up to 90	A pitcher who throws 51-65 pitches must rest for three days. After three days of rest, the pitcher is eligible to pitch to a cap of 90 pitches.
66-90	4	Up to 90	A pitcher who throws 66-90 pitches must rest for four days. After four days of rest, the pitcher is eligible to pitch to a cap of 90 pitches.

22. Home team is official book. Winning team MUST report game results to umpire. Both teams should keep book and check after each inning confirming score.
23. Decisions by tournament director are final.