

FIAA 12U Majors Rules

Game Length:

No new inning may begin after 1:50.

If a game ends in a tie after 6 complete innings and there is time on the clock to begin a new inning, that inning should be started and completed. If there is no time on the clock then the game shall be recorded as a tie game.

There is NO runs per inning cap, innings end after 3 outs or time/mercy rules have come into play.

Playing Time:

“Free substitution” with a continuous batting order. Every player must bat in the order.

Each player must play at least 6 defensive outs (2 innings) in the first 4 innings and bat when their turn comes around.

Players are not allowed to sit out consecutive innings.

Scoring:

Merc rules – 15 runs after 3 (or 2 ½) or 10 runs after 4(or 3 1/2) innings completed, if the Home team is ahead.

The Home team is the official scorekeeper of the baseball game. If agreed by the game’s managers, the visiting team can officially score the game. Only one official scorekeeper per game. Scorekeeping Apps via smartphones/tablets are allowed as official scorekeeping.

Managers will discuss and resolve scoring disputes with the head umpire. Resolution will be communicated to the official score keeper before play resumes.

After each spring game the Commissioner will receive the final score from the Home team manager.

Pitching:

All Cal Ripken Pitching Limitations outlined in rule 0.06 apply.

The Manager or an Assistant Coach should record the pitcher’s total number of pitches per outing (not to exceed 85 pitches in a game/day). If the pitcher reaches the maximum pitch count limit while facing a batter, the pitcher may continue to pitch until the batter reaches base safely or is put out.

Recreational Baseball and Advanced Baseball (AB) managers shall regularly communicate an AB player's pitch counts and/or number of innings pitched that week.

Recreational Baseball – Recommended Pitch Count/Calendar Days Rest

Daily Max (Pitches in Game/Day) Rest Period for Pitchers

< 40	0 Days
41 – 65	1 Day
66 - 85	2 Days

Example: If a pitcher throws 67 pitches on Tuesday, then that pitcher cannot pitch again until Friday (2 full days of rest).

Drop Third Strike:

A catcher must catch the third strike to complete the out. Regardless if a batter swings or not; if the catcher does not catch the third strike and first base is NOT occupied, the batter can run to first base. The catcher can either tag out the batter or throw to first to record the out. The batter can run to first and be called safe if the out is not recorded as described. If after a dropped third strike the batter heads towards the dugout, that player will automatically be called out (this will be up to the discretion of the head umpire).

Balks:

A balk is an action by a pitcher, deliberately or accidentally, that could deceive a baserunner. There are many ways a pitcher can balk. Most common at this level are:

The pitcher begins to make the motions typically associated with delivering a pitch but ceases during its delivery.

When pitching from the "set" position, the pitcher does not come to a complete stop with his/her hands together.

With his foot in contact with the pitching rubber, the pitcher fakes a throw to a base that is not occupied by a runner or fakes a throw to first base when it is occupied. Failing to complete a throw to first base after stepping toward the base or beginning to throw is ruled the same as faking a throw.

While his foot is in contact with the pitching rubber, the pitcher throws to a base before or without stepping toward that base. The pitcher is permitted throw anywhere after stepping off the rubber.

The pitcher makes a motion typically associated with his pitching motion but his foot is not touching the pitching rubber.

When he does not possess the ball, the pitcher takes a stance astride the pitching rubber or with his foot in contact with the pitching rubber as though he has the ball.

After pausing in the "set" position, the pitcher removes one hand from the ball or separates his hands without making a pitch or throw.

The pitcher drops the ball on the pitcher's mound while his foot is in contact with the pitching rubber.

One balk warning will be issued by the umpire as a way to explain to the pitcher what he/she did wrong (no base runners advancing). This will happen throughout the season and will be at the umpire's discretion as to when to actually enforce the extra base balk rule (usually during the second half of the season). The umpire will give both teams the same treatment which will be explained prior to the game. When a balk is called the ball is dead. For the Majors Division, if a balk is called that play immediately stops even if the batter hits the ball.

Baserunners:

Stealing - All bases are open and lead offs are permitted.

Interference -

Defensive players shall not block an offensive player's running lane, base, or home plate.

Defensive players must not obstruct the progress of baserunners. The Head umpire will interpret and reward bases as deemed appropriate.

Defensive players shall not obstruct a base runner from touching/sliding safely into home plate (e.g., catchers shall not block home plate with their shin guards). The Head umpire will interpret and reward home plate as deemed appropriate.

Sliding:

Base runners ARE allowed to slide head first.

NO CRASH RULE AT HOME PLATE - If a runner attempting to reach home plate intentionally and maliciously runs into a defensive player in the area of home plate, he will be called out on the play and ejected from the game. The objective of this rule is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner for the obvious purpose of crashing the defensive player, rather than trying to reach home plate. Obviously this is an umpire's judgement call.

Other:

Infield Fly Rule IS in effect

If a player who appears in the lineup is injured or becomes ill, during the course of the game and he/she can no longer continue to play, he/she will be taken out of the game and the lineup. His/her spot in the batting order will be "skipped" without penalty.

Dugouts – The Home team occupies the first base side dugout. The Away team occupies the third base side dugout.

BUNTING is allowed by all batters. However, swinging freely after showing bunt after the pitcher begins his delivery (i.e., slash-bunting) is NOT allowed.

Game balls – the Home team will supply two game balls per game and the Away team will supply one game ball per game. Game balls will be returned to their respective teams at the end of each game.

The catcher can request the umpire grant an intentional walk to a batter without the pitcher throwing 4 balls. An intentional walk can be requested at anytime during the at-bat.