

Major League Baseball Rules (12u)

NOTE: These rules are not comprehensive. These are primarily the ways in which our league differs from standard Little League rules. Please refer to the official Little League rules ([download the free Little League Rulebook App](#)) for anything not covered in this document.

1. A player may not play on two teams or in both the Minor and Major leagues. Any extenuating circumstances will be collectively reviewed by the three league commissioners before any change can be made. Any team violating this rule will be subject to forfeiture of games in which an infraction occurred.
2. Games are 6 innings long. Weekday games must start by 6:00 p.m. If one team cannot field a team of at least 8 players by 6:15 p.m., the game shall be declared a forfeit. The Umpire's clock is the official clock.
3. Starting any new innings after 8 p.m. is at the umpire's discretion, in consultation with the team coaches. Innings started before 8 p.m. may be completed.
4. A rained-out game is considered complete after 4 complete innings (3 ½ if the home team leads).
5. A pitcher may pitch 2 innings per game, and a total of 4 innings per week (Monday-Sunday). This rule is for a two-game week. In a three-game week, a pitcher may pitch 2 innings per game, and no more than 6 innings per week.
6. For the purposes of tracking a pitcher's inning count, an inning is defined as three defensive outs or if a run rule limit is reached. If a new pitcher comes in mid-inning to replace another pitcher, he can only pitch for the next six defensive outs. Teams should track their own pitchers' inning counts accurately to prevent any issues with the opposing team or umpire.
7. A pitcher who is removed from the game (regardless of how many innings he has pitched) cannot return to the mound later in the game.
8. Curveballs are allowed.
9. There is a maximum of 10 players in the field. Each team must start and end with 8 players. Every player must bat at least once and field for at least two innings. Teams can bat their full roster, if desired.
10. Teams can only score 5 runs per inning, except for the final inning when there is no limit.
11. Bats: Non-wood and laminated bats shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard. Additionally, the bat diameter shall not exceed 2 5/8 inches.
12. Stealing is allowed only after the ball has reached the batter.
13. When the pitcher is in contact with the pitcher's plate (rubber) and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, baserunners shall not leave their bases until the ball has been delivered and reached the batter.
14. The batter may not advance on a dropped third strike, but other baserunners can advance at their own risk.
15. A base runner must attempt to avoid a collision with the defensive fielder when there is a play at a base. This may be achieved by sliding. A runner that collides with a fielder without attempting to avoid a collision, or endangers the defensive player or himself, may be called out by the umpire.
16. Players must slide if there is a possibility of a play at the plate. "Running over" or "taking out" the catcher is not allowed. The umpire may use their discretion in dealing with this situation.
17. In the interest of player safety, head first sliding is discouraged (except when returning to a base), but not prohibited.
18. Out of the baseline rule: a runner cannot run more than three feet away from his/her baseline to avoid being tagged unless they are avoiding interference with a fielder fielding a batted ball. If this occurs, a runner should be called out.

19. Hands are not part of the bat: The hands are part of the batter's body. Should a ball come in contact with the batter's hands, an umpire must judge if the ball hit the bat or the batter first; determine if the pitch was in the strike zone, and make the appropriate ruling.
20. Pitching distance is 46 feet from the back point of home plate to the front edge of the rubber or pitcher's plate. Base paths are 60 feet.
21. Fielders may not block bases without the ball. Runners will be awarded the base safely at the umpire's discretion.
22. There is no infield fly rule.
23. Postponed games should be made up the same week. First option is Friday, second is Saturday morning. All postponed games must be made up before the last regular season game.
24. Coaches must agree to cancel a game ahead of time due to rain. If they have not confirmed a cancellation with the opposing coach at least one hour before the scheduled start of the game, then both teams must show up for the game or be subject to normal rules of forfeiture.
25. If a player throws a bat or other equipment so that, in the opinion of the umpire, another player, umpire, coach, or spectator could have been injured or equipment damaged, then the umpire must rule the batter out and no runners advance.
26. An umpire may eject a player, coach or spectator for poor sportsmanship. All ejections must be reported to your league officials and commissioners.
27. Tie breakers are head-to-head for determining playoff seeding. If that does not break the tie, a coin flip will be used.
28. Umpires for ALL games will be supplied by the home team.
29. Thunder and Lightning – The instant that thunder is heard, or lightning is seen, the game will stop. All players need to seek shelter. Coaches need to make sure their teams are safe. The game may resume at the umpire and coaches agreed discretion (suggested to wait until 30 minutes has passed without seeing lightning or hearing thunder).
30. If a game must be rescheduled due to a stoppage for thunder and lightning, the game will resume at the same point at the next available time (i.e. bottom of the second, 2 outs). Attempt to verify this information before leaving the area with the head coaches. Scheduler must be notified of rescheduling time.

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