

12U Rules



General Responsibilities

1. **Sportsmanship must be a top priority by all teams at all times.**
2. Coaches are responsible for maintaining player and fan discipline.
3. Dug outs are to be kept clean by players and coaches.
4. Chanting is discouraged; NO CHANTING DURING PITCHES – umpire shall issue 1 warning and may eject head coach thereafter.
5. No infield or batting practice before games on the playing fields.
6. The Seymour Ball Club is not liable for injuries.
7. Rosters are to be submitted no later than the team's first game. Once a team begins the first game there shall be no roster changes, except at the reasonable discretion of the tournament director. Medals are awarded for (12) players. A player can only be listed on one roster.
8. Age eligibility is based on April 30. A birth certificate must be made available upon a reasonable request. If one can't be provided, then that player won't be able to play until proof of age is provided. If an ineligible player is found on a team that is a forfeit. Forfeited games will be scored as 7 to 0 for the record books.

General Game Rules (Distances are 50/70)

1. **12U - Bats must meet the BBCOR / USA / USSSA bat standards.**

If an illegal bat is discovered prior to an "at bat" the bat is simply removed from play. A player who uses an illegal bat will be ruled out; no advancement on the bases will be allowed. No appeal is required. An at bat will be considered legal once a pitch is thrown to the next batter.
2. Unlimited defensive substitutions. No player may sit more than 2 innings in a row.
3. Defensive coaches are to remain in the dugout.
4. Every player present must bat.
5. Injured players can be removed from the lineup without penalty and their batting slot shall be missed without penalty.
6. Teams can play with up to 9 fielders.
7. Infield fly rule is in effect and should be called by the umpire; the ball is live.
8. Run Rule: Games will be called if a team is ahead by 15 or more runs after 3 innings OR 10 or more runs after 4 innings, including championship games.
9. A coin flip will determine the home team for pool play. The higher seeded team will be the home team for bracket play.
- 10.. Metal spikes are prohibited.

11. Games are scheduled to be 6 innings. Pool games may end in a tie. No inning will start after 1 hr 30 minutes - an inning starts with the third out of the previous inning. There will be a hard 1 hour 50 minute time limit for pool play; in the event of a hard stop the score shall revert to the previous inning's score. No hard stops during bracket play. No time limit in championship games. The umpire will mark the start time of the game and let both coaches know.

Pitching

1. Maximum innings pitched during tournament

12U - 3 innings per game / 6 innings per day / 9 per tournament.

2. One pitch thrown in an inning constitutes one inning pitched.

3. The coach is allowed one mound visit, the player will need to be removed on the second visit.

4. No re-entry at the pitching position.

5. **Dropped third strike rule does apply.**

6. Balk Rule

i. Balk rule will continue to follow NFHS rules, which results in a dead ball.

c. Mound Visits

i. Coaches are allowed a total of TWO (2) mound conferences per pitcher, on the third conference the pitcher must be removed.

ii. The second conference of an inning, a pitcher must be removed.

d. 3rd to 1st Pick-Off Move

i. 3rd to 1st pickoff move is ILLEGAL.

e. Intentional Walks

i. The Head Coach needs to inform the umpire of the intentional walk and the hitter will be awarded 1st Base. No pitches need to be thrown.

Batting

1. Players must remain in the same batting order.

2. Batters may not square to bunt then attempt at swinging away. The result is no play and an automatic out.

3. Throwing the bat will constitute a team warning from the umpire for the first offense and an automatic out for each thrown bat thereafter.

4. **Dropped third strike rule does apply.**

Base Runners

1. On close plays the player must slide or be called out at the umpire's discretion. Head first slides are open and allowed.

2. No appeal on a missed base – it is an automatic out to be called by the umpire at the end of the play.

3. If a catcher is on base with two outs, he can be replaced with a courtesy runner, which shall be the player who made the last out.

4. **Base stealing is allowed, including home. Players may lead off at any time during play.**

Umpires

1. Umpires have full authority over the game, including the right to remove players, coaches, and fans for unsportsmanlike conduct.

(a) Any player, coach, or manager ejected from a game for an unsportsmanlike act shall be prohibited from participating in all remaining games of the tournament.

(b) If a player is ejected an out will be recorded when his turn at bat comes up for the remainder of the game.

(c) Any parent or fan ejected from a game will not be allowed at any tournament fields the remainder of the tournament.

2. The home plate umpire is responsible for calling balls and strikes and making calls at home plate. The field umpire is responsible for making calls at 1st, 2nd, and 3rd bases; the home plate umpire may overrule the field umpire on a disputed call. All decisions of the home plate umpire are final.

3. Only the manager may discuss a decision with the umpire. Only one coach (the manager) will enter discussion with the umpire. All umpires will be treated with respect.

4. No protests.

Weather

1. All games must be postponed at the first sight of lightning.

2. In the case of poor weather, the tournament officials reserve the right to devise a shortened format to complete the tournament. Four completed innings (3 ½ if the home team is winning) will constitute a completed game. Pools will be seeded based on an equal number of completed games.

Tie Breakers for Pool Play

1. 2-Way tie breakers for pool play:

(1) head-to-head;

(2) total runs allowed

(3) total run differential (max 10 runs per game)

(4) if still tied, coin flip

2. 3-Way tie breakers – Once bottom team is eliminated, revert to 2-Way

(1) total runs allowed

(2) total run differential (max 10 runs per game)

(3) if still tied, teams will be drawn from a hat.