



## **BURLINGAME YOUTH BASEBALL ASSOCIATION (BYBA)**

### **2025 TOURNAMENT RULES – 12U**

#### **INSURANCE:**

- Evidence of medical/liability insurance must be presented to the tournament/field director no later than seven (7) days prior to the Tournament

#### **ELIGIBLE PLAYERS:**

- If a player is born on or after September 1, 2012, they would be eligible to play in the 12 & under age group.

#### **BAT RULES:**

- Players may use USA Approved or USSSA Approved bats or wooden bats (except bamboo).
- If batter throws a bat, first offense is a warning, second time, batter is out. One warning per team.

#### **TEAMS:**

- Minimum of 10, maximum of 15 players per team, unless approved by the tournament director before the start of the tournament.
- Players found to be ineligible will be removed from the tournament along with the manager of the team. All games played with an ineligible player will be forfeited.
- No additions to a team's roster after the start of the tournament, unless approved by the tournament director or his/her delegate.

#### **PLAYING RULES:**

- Teams must bat a minimum of ten (10) players and field nine (9) defensive players. Coaches are welcome to bat through their entire lineup but it is not required. If a team has only nine (9) players, the opposing team can choose whether it wants to bat ten (10) or nine (9) players. If you bat the entire roster and a player leaves the game for any reason (including injury), the team must take an out for that spot in the lineup, the first time that player's spot is up.
- All players can move freely in defensive positions (players not in the batting lineup are allowed to play defense without being reported until they are inserted in the batting lineup).
- Only batting/offensive and pitching changes need to be reported to the official scorekeeper.
- Starters removed from the lineup can re-enter one time in the same spot in the batting order.
- Courtesy runners are allowed for the catcher with two (2) outs. The courtesy runner will be the player who made the last out. Umpires will make sure catchers put on gear immediately upon return to the dugout. If the player who received a pinch runner does not catch the first pitch of the inning immediately following, that team shall be assess one (1) out at the start of their next offensive half inning.



- No minimum play rules.
- Dropped 3rd strike is in effect.
- Infield-Fly Rule is in effect.
- One (1) offensive time out allowed per inning for purposes of conferring (coach and player). Penalty is a strike on the batter.
- No head first slides except when going back to a base. If the runner slides head first (when not going back to a base) the runner will be declared out.
- Must Slide Rule: Runners must either slide in the attempt to reach a base or attempt to avoid contact at all bases. This is a judgment call resulting in a no call or penalties of the runner declared out, multiple runners declared out (if another play could have been made) and/or ejection of the runner if considered flagrant.
- Safety squeeze is allowed but not suicide squeeze. No outright stealing of home.
- Pitchers are prohibited from wearing white long sleeves under the uniform.
- Tiebreaker rules for establishing the playoff teams and seedings are as follows:
  1. Won-Loss Record
  2. Head-to Head Results
  3. Least number of runs allowed in ALL games
  4. Coin Toss

#### **PITCHING RULES:**

- Pitching restrictions:
  1. Pitchers are allowed to pitch a maximum of
    - (a) three (3) innings per game;
    - (b) six (6) innings per calendar day; and
    - (c) twelve (12) innings for the entirety of the tournament
  2. If a pitcher pitches more than three (3) innings in a calendar day, that pitcher may not pitch the next calendar day.
  3. The pitcher must be changed on the 2<sup>nd</sup> visit to the mound by a coach in an inning. An official visit occurs when the coach calls timeout or goes onto the field to talk to the pitcher.
  4. Pitchers are allowed a maximum of five (5) warm-up pitches between innings. A maximum of eight (8) warm-up pitches are allowed for relief pitchers entering the game.
  5. If a pitcher hits 3 batters in any one game, the pitcher must be removed on the third hit batsman.
  6. Violation of pitching restrictions will result in forfeiture of all affected games.
- Once a pitcher is removed from the pitching in a game, he cannot re-enter as a pitcher.
- One pitch from any pitcher constitutes one inning pitched.
- Balks will be called without warnings. On a called balk, the team at bat may take the result of the play if the pitch on which the balk was called is safely put in play.

#### **LENGTH OF GAMES/INNINGS:**

- Games shall be six (6) innings in duration. Ties are permissible during pool play. During semi-finals and championship games, extra innings will be played until a decision is reached.



- Time limit is 2 hours for all games. No new inning will begin after the time limit unless the game is tied in the semifinal and final games. A new inning begins when the 3rd out is recorded in the bottom half of an inning. Managers should encourage their teams to get on and off the field quickly so that time is not an issue.
- Game time starts when the first pitch is thrown. Umpire will notify the official scorekeeper to write the time down in the official scorebook.
- 10 run mercy rule will be in effect after 5 innings for all games (4.5 if the home team is winning).
- Delay of game: A team may not engage in actions intended to delay a game, especially as the game approaches the time limit for that game. Penalty may include forfeiture of the game.

### **EQUIPMENT:**

- Metal spikes are NOT allowed.
- Only players in uniform will be allowed to play. All-Star uniforms (different represented teams from same city) are okay. Duplicate numbers must be reported ahead of time.
- The batter, base runners, on-deck batters, or players coaching bases must wear protective headgear.
- Diamond DOL A Baseball or equivalent will be supplied by BYBA.
- Any player serving as a catcher to warm up a pitcher must wear a mask.

### **PLAYING FIELDS:**

- 70 ft. Bases
- Pitching distance: 50 ft
- Outfield cones will be set at approximately 225 feet. A ball hit over the cones in the air is a home run. A ground ball or line drive through the cones on a bounce or roll, regardless if it touches a player or not, is a ground rule double.
- Ground rules for each game will be discussed before each game.

### **MANAGERS & COACHES:**

- Maximum of 2 coaches plus 1 manager will be allowed for each team in the dugout.
- Only 1 designated coach is allowed to confer with an umpire(s).

### **PROTESTS:**

- No games will be played under protest. The umpires on the field will decide all questions of rule interpretations, with final judgment made by the tournament director or his/her delegate.

### **GENERAL CONDUCT:**

- Umpire or tournament directors may eject a player, manager, coach or spectator from a game. Such ejection will result in an automatic one game suspension for player, manager or coach who is ejected. Misconduct towards an umpire will result in team forfeit. If warranted, the tournament director or delegate may eject a player, manager, coach or a team from all other tournament play/activities.



- Team chatter and words of encouragement from the dugout are permitted. However, no team or individual chants will be allowed. Verbal conduct intended to distract pitchers is not permitted. Teams will be warned only once. Second offense will lead to forfeiture. This tournament is for the kids to win or lose based on their athletic abilities and not through “mental games”. Appropriate sportsmanship by the players, coaches and all parents is expected.
- No walk-up music or pre-recorded announcements allowed.
- No consumption of any alcoholic beverage allowed within the parks.

**OTHER:**

- Home team is determined by coin flip at least one (1) hour prior to game time with tournament officials, except semi-final and championship games where the higher seeded team (i.e., lower number) chooses home vs away.
- Home Team gets third base dugout.
- Teams are allowed to warmup behind the cones for their upcoming game. No going in/out through the fence gates during innings. Must wait until between half innings to access warmup area. Walk along foul territory to get to the warmup area. Do not walk through the field. No infield practice before the game is permitted.
- Have team ready to play 15 minutes after the completion of the previous game. If we can start early or make up time we will.

**NOTE: All other rules will be governed by the Official Baseball Rules 2025 Edition.**