

**LITTLE LEAGUE  
12U BASEBALL TOURNAMENT  
RULES & NOTES**

1. Players must be 12 years of age or younger on or before May 1, 2013 to participate in the 12U Tournament. A roster with the names and birthdates of players must be turned in to the tournament director before your first game. Birth certificates must be available upon request.
2. A maximum of 14 players per team and 7 players to start the game.
3. Teams must be ready to play 30 minutes before scheduled game time. If we can get games started early, we will do so.
4. A complete game will be 6 innings or 1 hour and 30 minutes--whichever is less.
5. **Game Time Limit: 1hr 45 min** – no *new* inning shall start after time limit has expired. A new inning begins as soon as the 3<sup>rd</sup> out is recorded in the bottom half of the previous inning. Timing of game begins immediately after pre-game coin flip.
6. Time limits may be decreased at the discretion of the tournament director if inclement weather occurs. This would be decided prior to the start of the game.
7. No time limit for the Championship Game(s).
8. If a game is tied at the end of six innings and/or at the end of the time limit, the International Tie Breaking System will be followed. This would involve the last batter of the previous inning, whose turn at bat had been completed, assuming a position on 2<sup>nd</sup> base. This would be done at the beginning of each half inning, until, at the conclusion of a full inning, a winner is determined.
9. **Run Limits:** 7 runs per inning. This is for **every** inning—no exceptions.
10. **Mercy Rule:** 15 runs after 4 innings; 8 runs after 5 innings. **As soon as this 15/8 run differential is reached, the game is over.**
11. For the 12U's, the fielding team consists of 9 players, with the outfield consisting of 3 players. The outfielders must play on the outfield grass.
12. Batting line-ups with less than 9 players will take an out each time the vacated spot(s) comes to bat.
13. Home/Visitor decided by coin flip prior to start of game.
14. Official Scorebook is kept by Home Team).
15. No infield practice allowed on playing field.
16. Each team will supply one new game ball per game.
17. The entire roster bats.
18. The maximum bat diameter is 2 ¼ inches.
19. Pitching Distance: 46 feet. Base Path Distance: 60 feet
20. All offensive players, including the on-deck batter, must wear helmets. Any player deliberately removing a helmet will be called out at the discretion of the umpire.
21. All players must play at least 6 defensive outs. Forfeiture will result.
22. Free substitutions allowed at all positions. Once a player is removed from the pitching position, he may not return to the pitching position in that game.
23. A pitcher may only pitch 2 innings per game. 1 pitch constitutes an inning. The 2 innings have to be consecutive.

24. 5 warm-up pitches allowed per inning.
25. If a pitching change is made, 7 warm-up pitches are allowed. If the pitcher is injured, as many warm-up pitches as the umpire deems necessary will be allowed.
26. A second trip to talk to a pitcher in an inning will result in that pitcher being removed from the pitching position. An exception would be for an injury.
27. There will be no balks called.
28. No intentional walks.
29. Bunting is allowed.
30. **Infield Fly-Rule is in effect for 12U's.**
31. Courtesy runners are allowed for the Catcher only when there are 2 outs and the person that made the last out is the designated runner.
32. **In the 12U tournament**, batters can advance to 1<sup>st</sup> base on a dropped third strike if there are already 2 outs or if 1<sup>st</sup> base is unoccupied with less than 2 outs.
33. Base runners must slide at bases and home plate when there is a play being made on them, with the exception of first base. Any player not sliding into the base/plate will be called out at the umpire's discretion.
34. Head-first sliding is prohibited. An exception would be diving back into a previously occupied base to avoid an out. A team shall receive a warning for the first violation; every violation that follows will be considered an out at the umpire's discretion.
35. Stealing of all bases and home plate is allowed. Stealing is allowed one base at a time, unless played upon. If a play is made on a base runner who is attempting to steal a base and an overthrow occurs, all base runners are allowed to advance at their risk, including all the way to home plate.
36. Base runners cannot leave a base until the ball crosses home plate. If a runner leaves early, they must return to the base. If the batter hits the pitched ball, the runner that left early will have to stop at the base they were going to. If the runner is tagged out as a result of the play, the out will stand.
37. One warning will be given per team to runners leaving early. After the warning, runners will be called out for leaving early.
38. If a batter draws a walk, he must stop at first base even if there is a passed ball on which he draws the walk. However, the walked batter may advance beyond 1<sup>st</sup> base at his risk if there is a play being made elsewhere on the field (such as at home plate).
39. *Hot-dogging* on the bases is not allowed. Once the ball has been returned to the pitcher (near the pitching rubber), a base runner must either immediately return to the base previously occupied or immediately advance to the next base at his risk. Teams will receive one warning after the first infraction. A second infraction will result in the base runner being called out at the umpire's discretion.
40. Any protest that pertains to a violation of the rules must be made at the time of the infraction and the tournament director notified.
41. All decisions made by the tournament director will be final.
42. Individual Awards will be given for first and second.
43. The managers are responsible for controlling their fans.
44. **Please clean-up the dugout after your game.**