

# Youth Baseball 12U Playing Rules

1. Game time limit is **one hour and thirty minutes (1:30) or six (6) innings**, whichever comes first.
2. **Games can end in a tie.** - There can always be 2 offensive base coaches on the infield. A defensive coach may be at the entrance of the dugout, if they are calling pitches. All other coaches **MUST** remain inside the dugouts.
3. No new inning may start with **5 minutes or less left in a game.**
4. Games will be played until the end of regulation or till a run rule is met.
5. A team may score a **maximum of 5 runs per inning.**
6. **Run Rule is 15 after 3rd, 10 after 4th or up more than 6 runs in the last inning.**
7. Runners may not lead off of base, Runners can steal when the pitch is being thrown to the plate, **THERE ARE NO BALKS OR PICKOFFS.**
8. Players **will not be allowed to fake a bunt and then swing away.** Penalty will be an out and second offense will result in an out and ejection of player and manager.
9. **Pitching distance will be set at 50' and bases set at a distance of 70'.**
10. **Pitchers will be held to pitch counts.** Pitchers will be held to 75 pitches in one day or if they throw 6 complete innings in one game before reaching the limit. Pitchers are only allowed to pitch **ONCE PER** week if they throw over 40 pitches their first outing, if they throw 40 pitches the first outing, then they can throw 40 more after 2 full days of rest. If they throw 39 pitches or less, then they can throw 40 pitches after 1 full day of rest.
11. **Courtesy runner may be allowed for the catcher.** It must be the last batted out, or the last run scored except for in the first inning. In the first inning, the courtesy runner must either be the last out, or last runner to cross the plate, or the last hitter in the batting line-up.
12. The home team is listed first on the schedule and will occupy the third base dugout.
13. **Metal cleats, open toed shoes, or jewelry may not be worn.**
14. All team members must be on the batting line up. The batting line up must be followed in continuous order throughout the entire game.

15. Sliding is allowed. It is the base runner's responsibility to avoid contact with the fielder with the ball. Slide or avoid is in effect at all times when fielder is in possession of the ball. Intentionally running into a fielder, including the catcher who has possession of the ball will result in ejection from the game. **Sliding Head first will result in an automatic OUT**
  
16. A base runner may steal only one base on a wild pitch or passed ball. A base runner CANNOT STEAL HOME AT ANY POINT. Must score on a base on balls, hit by pitch, or a hit from an offensive member.