

12U INTER-CITY LEAGUE RULES

EQUIPMENT

- No metal spikes allowed
- Bats must have either the USA Baseball or USSSA 1.15 BPF stamp on them.
- All wooden bats are legal

GAME

- All basic Little League baseball rules will apply if not covered below.
- The game will be 6-innings in length
 - No new inning can start **2 hr.** after the start of the game.
 - If tied, extra innings may be played if umpire determines darkness or the time limit allows.
 - In case of a called game because of rain, darkness, or other, 3 full innings make a complete game.
- 2 Games scheduled at the same field on the same date
 - First game will be 5 innings in length and no new inning can start after 1 hr. 45 min.
 - Second game will be 6 innings or 2 hr. in length.
 - Game 2 teams should arrive at the field by 7:00
- Maximum of 5 runs per inning, with unlimited runs for the last inning.
 - Coaches must agree prior to the start of an inning that it will be the last inning. Umpire has final decision..
- The 10-run rule will take effect after 3 ½ innings if the home team is ahead, and after 4 innings if the visiting team is ahead.
- All players present will be in the batting order and **must play at least 3 innings in the field.**
 - Allowances will be made in a shortened game.
 - Players do not have to rotate positions in the field. (e.g.: Player A can play 2nd base every inning he is in the field.)
- Each team will supply 1 new game ball.
- Field dimensions
 - Base lengths 60-65 feet (60 ft recommended)
 - Pitching distances 46-48 feet (46 ft recommended)

PITCHING

- A player may not pitch in more than **3 innings** in a normal 6 inning game.
 - A single pitch within an inning is considered an inning pitched.
 - A player who has pitched may only re-enter once as a pitcher during the game.
 - Teaching and throwing a breaking ball is strongly discouraged for this age, but are a legal pitch.

HITTING

- A batter may NOT advance to first base on a dropped third strike.
- The infield-fly rule (Batter is out on a fair pop fly to the infield with runners on 1st and 2nd or bases loaded, with less than 2 outs) will be enforced. Base coaches must warn their players about running on a caught ball.

BASE RUNNING

- Base stealing is allowed.
 - If a team is ahead by 10 or more runs, that team may not steal any bases.
- Runners cannot leave the base until the ball reaches home plate.
 - A runner will be called out if he leaves too early.
- If the ball goes **out of bounds** (over/behind the fence, behind the backstop, etc.), the runners are awarded 2 bases from the start of the play.
 - If the overthrow is from the infield, all runners will advance 2 bases from the base they occupied when the ball was hit.
 - (e.g.) Runner on 1st base, ball hit to the SS. SS throws the ball over the 1st baseman's head and it goes out of bounds. Runner on 1st is awarded 3rd base, Batter/runner is awarded 2nd base.
 - If the overthrow is from the outfield, runners may advance 2 bases from the last base they occupied when the throw by the outfielder was made. (start of play).
 - (e.g.) If a runner on 1st base has touched 2nd base before the throw by the outfielder that goes out of bounds, the runner is awarded Home. If the runner on 1st base has not touched 2nd base before the throw by the outfielder, the runner is awarded 3rd base.
- A runner will be called out for:
 - Makes contact with a fielder coming into a base or home without sliding (No contact, no penalty)
 - A head first slide except when returning to a base or in a rundown play.

GAME SPEED UP RULES

- Between inning pitching restrictions
 - For a pitcher's 1st inning, the pitcher is allowed 8 warm up throws including the throw to 2nd base.
- For succeeding innings, pitcher is allowed 5 warm up throws including the throw to 2nd base.
 - For a mid-inning replacement, the pitcher is allowed 8 warm up throws
- If your next inning catcher is on base with 1 or more outs, he will be substituted by the player who made the last out. This will allow the catcher to get ready for the next inning.
 - The next-inning pitcher may also be substituted to warm up before the next inning.

SCHEDULE

- Each team will be scheduled for 12 games, 6 Home and 6 Visitor
- Home team determined by schedule, not by playing site.
- Hosting association supplies the umpire.
- Practice weeks
 - In season practices are to be scheduled with their home associations
 - Practices are not mandatory, but highly recommended.
 - Can be used to reschedule games
- Rescheduling games are the responsibility of the home team in conjunction with their association field director and the other coach.

UMPIRES

- Umpires should call a "full" strike zone defined as
 - Top: Half-way between belt and shoulders
 - Bottom: bottom of the knee
 - Width: Full width of the plate, usually defined as 1 ball off each side of Home plate.
 - Emphasis on kids swinging the bat.
- The decision to stop a game (other than abusive behavior) will be made by the umpire in conjunction with the coaches. The umpire will have the final say in any discrepancy.
- All decisions by the umpire are final.

GENERAL

- Player eligibility
 - Each community will decide whether to use age or grade for determining participants in this league
 - Grade: Must be in grade 6 or lower at the beginning of the season.
 - Special circumstances can be considered. For example, a home-schooled player who is in the 7th grade academically but meets the age criteria can petition the home association to play.
 - Forward special circumstances to the league administrator.
 - Age: Cannot reach 13th birthday prior to **Aug 1st** of the current year.

RULES FOR COACHES

- No coach may stand behind the backstop or make any attempt to influence a strike/ball call by an umpire. Any parent behind the backstop that interferes or attempts to influence a strike/ball call must leave that area before the game resumes.
- If an umpire tosses a coach out of a game, that coach will not be able to coach the next game. If there is a second occurrence, the coach will be dismissed from the league.
 - Punishment for coaches ejected from a game will be handled by the offending coach's organization and relayed to the league administrator.