

## Fremont Summer Youth League Boys Major Rules (12u)

1. 10, 11, 12 year old boys.
2. Players may pitch a maximum of 3 innings in a game. Once a player has thrown 1 pitch in an inning, it is counted as a full inning. If a pitcher is removed from that position at any point during an inning after throwing 1 pitch and before completion of the inning, the player is not eligible to pitch at a later inning. The coach may decide the inning order for pitchers as long as the above limitations are recognized. In a "double header" a player may pitch a maximum of 2 innings in each game of the same day, or 3 innings in one game and will not be eligible to pitch in the second game of the same day.
3. Any player who pitches 2 or more innings in a game, must have a minimum of 24 hours off before pitching in another game.
4. Curve balls are not allowed. Any curve ball thrown will automatically be called a ball. First offense is a warning, second offense is removal of the player from pitching position and a warning to the coach.
5. Any player who pitches in a game, and pitches 2 innings or more, cannot be moved to the catcher position for the balance of the game.
6. An intentional violation of rule #1 is a forfeit in the game the violation occurred.
7. Maximum bat size is 2 ¼" diameter. A warning shall be given to the hitter, and the team. The bat shall be removed from the field of play and the dugout.
  - a. If a bat larger than 2 ¼" is noticed by the umpire prior to a safe base hit, the count shall remain and the bat must be exchanged before the next pitch. The bat is to be removed from the playing field.
  - b. If the batter safely reaches a base due to a base hit, and the umpire notices the bat after the hit ball, the runner will be called out.
8. A runner **may** score on a wild pitch or pass ball. Once the ball has crossed home plate.
9. **A runner(s) have to return to base when pitcher returns to the pitching rubber, not mound.**
10. Each player will play at least **2 defensive innings and 1 at bat every game**, if not, that player must start the next game and play 2 innings and 1 at bat before being replaced. In the event a child is being disciplined, the coach may choose not to play that child for that game. If that happens, the baseball commissioner, or his designate, must be informed prior to the child sitting out a game.
11. Catchers must wear a protective cup. **Umpires and coaches should ensure this rule is met.**

11. A runner on base may not leave the base until the ball is hit or passes home plate. First offense is a warning and that runner put back on that base. **Second offense, runner is out.**
12. If there is a play at any base, including home plate, the base runner **MUST** slide or will be called out. Catcher **cannot** block home plate, runner will be called safe. **Umpires call on blocking.**
  - a. A base can only be considered blocked, if the defense does not yet have the ball (or is getting the ball and runs into the runner). If the defense has the ball in his possession, then he may block the base.
13. No **NEW** inning will be started after 1.50 hours. Home team is to write in the book the start time of the first pitch. Extra innings are allowed if started **before** the 1.50 hour time period. Regular season games may end in a tie.
  - a. ***During "tournaments" there is an exception to the time limit rule: All tournament games will go to the full 6 innings. If the home team is winning, and the visitors fail to take the lead after their at bat in the top of the 6<sup>th</sup> inning the game will end. Tournament Games will not end in a tie, in a tie situation an additional inning may be played up to two (2) additional innings to break the tie. If the tie is not broken after two (2) additional innings, the umpire will inform the coaches of the tie breaking procedure. The tie breaking procedure will consist of a coin toss, performed by the umpire, with head coaches of both teams present. The umpire will direct both coaches which side of the coin is "heads" and which side of the coin is "tails." The umpire will flip the coin, the coach of the home team will call either "heads" or "tails" while the coin is in the air, the coin will be allowed to hit the ground, the side of the coin that is visible will be the winning team. The umpire will decide which side of the coin is visible. If a player or coach from either team touches the coin at any point before the umpires' decision that team will automatically lose the coin toss.***
14. **A 12 run rule is in effect after 4 complete innings. 8 runs after 5 complete innings.**
15. A team at bat ends when the 10<sup>th</sup> run is scored in an inning. **EXCEPTION: when down by more than 10 runs, then that inning continues until 3<sup>rd</sup> out.**

A starter may have a **re-entry** in the original spot in the batting order.

#### **Field Preparation**

- 17.1 The visiting team shall line the bases and plate area on the diamond.
- 17.2 The home team is responsible for keeping the scoreboard and raking the field after the game.
18. A team must have 8 players to start the game. A major team may use a minor league player(s), but only if they are short player(s). Minor league player cannot start the game unless team only has 8 players. **Minor player will have a max of 2 defensive innings and 1 at bat. EXCEPTION: If team goes down to only 8 players then minor player can play more.**
19. All coaches are to remain in the dugout unless they are coaching a base.
20. Only ONE coach may dispute a call with the **HOME PLATE UMPIRE AT TEAM DUGOUT.**
21. A single elimination tournament will be held at the end of the regular season.
22. **All other little league rules apply.**

