

12 AND UNDER

Section 2.14

2.14.1 Game Length

Games will be seven (07) innings, or, no new inning will begin after 1 hour and 30 minutes, whichever comes first. A new inning will start immediately after the third out is made or the maximum number of 5 runs has been scored. Games can end in a tie.

2.14.2 Playing Time

Nine (09) players will be on the field at a time. Each player must play two (02) innings before the 5th inning.

The goal for the Manager is to have each player know one position in both the infield and outfield. A parent may file a letter with the Player Agent if they, for safety or other reasons, do not wish their player to be on the infield.

Unlimited substitutions will be allowed.

2.14.3 Batting Eligibility

All players on the roster will be in the batting order. Late arriving players will be placed at the end of the batting order.

There will be no penalty of an out for blanks in the batting order, for early departure or absentees, a team can start with less than nine (09). (Refer to rule 2.1 in this booklet.)

2.14.4 Pitching

The pitching distance will be 40 feet.

Pitchers may appear in a maximum of three (3) innings. Each pitcher in an inning must be charged with an appearance. If a team does not follow this rule, the team will have to forfeit the game. In the event of a seventh inning, a pitcher may re-enter for one inning.

All managers must report pitching changes to the official score keeper and the opposing manager at the time of the change. Official score keeper must note these changes in the official score book and keep accurate records of pitching appearances.

Any allowed protest of the pitching rules will cause the game to be replayed from the point of the infraction, and the offending manager will be required to pay the umpire fees and be responsible for making the field playable. A violation of any pitching rule will result in the Manager being warned the first time and suspended for two games the second time.

Games being made up because of rain out, etc. will count for pitching purposes as though played in the originally scheduled game.

2.14.5 Bunting

Bunting will be allowed in the division.

2.14.6 Advancing Runners

A batter may advance on a dropped third strike

2.14.7 Deleted

2.14.8 Stealing Bases

Stealing all bases including home is allowed in this division.

2.14.9 Mercy Rules

If at the end of five (5) complete innings of play (or 4 1/2 innings if the home team is ahead), either team is leading the game by eight (8) runs or more, the game shall be terminated.

There will be a maximum of 5 runs scored per inning with the final inning being open ended with regard to runs scored.

2.14.10 Score Keeping

The official score keeper shall mark in the scorebook when a player enters or leaves the game next to their name. If a game is called early, the player who did not play the required minimum will start the next game and play the required minimum. Failure to comply with this rule will be grounds for administrative protest. If the protest is upheld, the game will be replayed from the point of infraction.

2.14.11 Eight Foot Circle Rule

A player who receives a base on balls or intentional walk may round first base (while at risk of being put out) toward second base if she runs to, and through first base, from home plate. If the runner stops before reaching second base and the pitcher has possession of the ball, and is within the eight foot circle, the runner has one second to either continue to second base or return to first base. Failure to immediately advance to a base after stopping will result in the runner being called out by the umpire.

2.14.12 Sliding

This division should strive to teach the players how to slide feet first.

2.14.13 Infield Fly Rule

The infield fly rule is in effect.