

<b>RULE</b>	12U																						
Age (as of May 1) - exceptions must be cleared with relevant Baseball Commissioner	10-12 years old																						
<b>FIELD DIMENSIONS</b>																							
Base Distance	70 feet																						
Pitching Distance	50 feet																						
<b>GAME RULES</b>																							
Game Length	6 innings; 4 innings required for complete game (home team up after 3.5 innings).																						
Game Time Limit	No new inning at 2 hours, 2 hours 15 minutes drop dead; evening games end at darkness and are official if three innings or more (home team up after 2.5 innings)																						
Inning	Earlier of 3 Outs or 6 Runs																						
Game Mercy Rule	10 runs after 4 innings (3.5 innings if home team)																						
Minimum Number of Players	Start with 8 (opposing team can offer players to play defense or other players in the league can serve as substitutes but only to bring team to 9 players for the game)																						
<b>PITCHING</b>																							
Max Per Pitcher in Game (Rec)	<table border="1"> <thead> <tr> <th rowspan="2">AGE</th> <th rowspan="2">DAILY MAX (PITCHES IN GAME)</th> <th colspan="6">REQUIRED REST (PITCHES)</th> </tr> <tr> <th>0 Days</th> <th>1 Days</th> <th>2 Days</th> <th>3 Days</th> <th>4 Days</th> <th>5 Days</th> </tr> </thead> <tbody> <tr> <td>11-12</td> <td>75</td> <td>1-20</td> <td>21-35</td> <td>36-50</td> <td>51-65</td> <td>66+</td> <td>N/A</td> </tr> </tbody> </table>	AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST (PITCHES)						0 Days	1 Days	2 Days	3 Days	4 Days	5 Days	11-12	75	1-20	21-35	36-50	51-65	66+	N/A
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Balks	1 Warning Per Pitcher																						
Mound Visits	Pitcher Must Be Removed on 2nd Mound Visit of Inning																						
Hit Batter	Pitcher Must Be Removed After 2nd Hit Batter in Inning OR 3rd in Game																						
Intentional Walks	Not allowed; Pitcher Must Pitch to Batter																						
Pitcher Re-Entry	Once Pitcher Exits Cannot Re-enter to Pitch; May play any other position (cannot switch to catcher in middle of inning)																						
<b>DEFENSIVE</b>																							
Fielders	9 Fielders																						
Infield Fly Rule	Yes																						
Player Rotation	All players rotate to all positions evenly unless a real safety concern exists at a specific position. Players shall rotate at least every two innings and no player shall sit on the bench for two consecutive innings unless due to injury/discipline. Players shall not play ANY position for more than two innings (except catcher where required for safety); this takes precedence over pitch count. All players shall play infield and outfield positions each game. All players should receive equal playing time throughout the season.																						
<b>BATTING</b>																							
Bunting	Yes, batters who slash/fake bunt (faking bunt and then taking a full swing) are out.																						
On Deck Batters	Yes, to Batters Side of Plate with Minimum 15 foot Distance from Batter (no other player should be holding a bat)																						
Lineup	Bat Entire Roster; on-deck batter for last out bats leadoff next game and batting order stays the same; may change batting order after every fourth game and for each game in playoffs																						
Late Arriving Players	Added to Bottom of Lineup (Inform Opposing Coach)																						
Early Departing Players	Removed from Lineup Without Penalty (Inform Opposing Coach)																						

Injured Players	Skipped in Lineup Without Penalty
Thrown Bat	1st offense per player per game - warning / 2nd offense per player per game - out / 3rd offense per player per game - player removed from lineup
<b>BASE RUNNERS</b>	
Leads	Yes
Stealing	Yes (including home)
Run on Dropped Third Strike	Yes
Sliding	Yes (feet first only - except diving back to base); runner called out on head first slides; must slide feet first for any contested tag plays (not force outs)
Courtesy Runner	For Catcher Only with 2 Outs
Out of Play	"Out of play" is based on the the ground rules discussed at the plate meeting before the game with both head coaches and umpire. All runners advance one base for balls out of play during a play.
<b>EQUIPMENT</b>	
Bats	Bats must be stamped USSSA 1.15 BPF or USA Baseball. No barrel diameter or length to weight differential restriction. Use of illegal bat: 1st offense per team--remove bat/2nd offense per team--batter ruled out and baserunners returned to base/3rd offense per team--head coach is ejected.
Protective Cup	Required for all infield positions.
Cleats	Rubber only
Jewelry	Not Allowed (except medic alert)
Batting Helmet	Must be Worn While at Bat, on Base, or On Deck (batting team only)
Balls (must be from approved list)	Three new game balls provided by home team to umpire prior to game
Field	Home team is responsible for preparing the field prior to game
<b>COACHES</b>	
Lineup Cards	Present to Opposing Coach Prior to Game or share via GameChanger
Official Book	Home Team
Reporting Score	Home Team Must Report Final Score to Official Record Keeper to be Posted on Google Sheet
<b>UMPIRES</b>	
Umpires Coordination	Home team/league responsible for umpires (and cancellation where required)
<b>PLAYOFFS</b>	
Seeding	Seeding to be determined based on record over the season; most wins of scheduled games. First tie breaker is head to head. Second tie breaker is runs scored. Third tie breaker is lowest average runs scored against. Fourth tie breaker is coin flip.
Playoff specific rules	Batting lineup may be reset each game; Championship game is 6 innings without time limit; no 10-run mercy rule (6 runs per inning stays in affect)
	Players rotation does not change in the playoffs with exception of pitching. During playoffs a pitcher may pitch up to 3 innings a game but not to exceed 75 pitches.

Weather (Lightning)	<p>NO OUTDOOR ACTIVITIES ALLOWED IF LIGHTNING IS DETECTED WITHIN 10 MILES OF THE FIELD WITHIN THE PAST 30 MINUTES - SEEK SHELTER. Full policy follows: At the first sound of thunder or when lightning is first detected within 10.0 miles of the venue, whichever comes first, play will be suspended immediately and all participants are to evacuate the venue and seek the best lightning-safe structure available. If lightning is seen and thunder is not heard, try to determine the distance** If there is evidence that lightning is within 10.0 miles, the same evacuation protocol is to be followed. In order to assist with determining the proximity of the lightning, it is advised that you use a "Smart Phone or Internet Connected Device". If a device is unavailable, then you are to err on the side of caution and evacuate the venue and seek safety until you can positively confirm that lightning is not within 10.0 miles. All events ((regardless of location and outdoor venue) practices, games or activities)) must take a minimum 30 minute break, without additional lightning strikes within the 10.0 miles, in order to resume. If thunder or lightning is experienced during this period the 30 minute break begins again at that point. If the conditions persist, the decision to cancel the contest may be required. At that time, games will be resumed or rescheduled as per individual sport and league rules. Guidelines: *Lightning Safe Structures -- The best way to avoid harm from lightning is to be inside a safe structure during a thunderstorm -- A safe structure is one that is fully enclosed with a roof, walls and a floor, and has plumbing or wiring. -- Take shelter inside of a vehicle if there is no enclosed facility available. -- Unsafe structures include, but are not limited to: tents, patios, carports/picnic shelters, baseball dugouts, under trees, greenhouses, and sheds. **Determining the Proximity of Lightning In order to be on a common operating platform, the recommended technology is the WeatherBug App. Download WeatherBug from your app store; available for FREE on Android and iOS devices. Use Spark feature to determine closest lightning strike distance and threat level. If you prefer a different application, choose one that will indicate your location and the proximity of lightning.</p>
Weather (Weather Service Watch/Warnings)	<p>In the event a Tornado Watch/Warning is in effect during the time and location that you are scheduled for an event or practice, the event or practice shall be postponed until such a time when the Tornado Watch has been lifted for that area. If the Tornado Watch/Warning is issued while participants are on the field, all participants are to evacuate the fields immediately and may return when the Watch/Warning is no longer in effect. In the event of a Severe Thunderstorm Warning, the event is to be postponed until that warning has been lifted from the area the venue resides in.</p>