

# Soderville/Blaine Athletic Association

## 2015 Rules for 12U Baseball

(Adopted February, 2015)

### High School rules apply except as follows:

#### Umpires/Time/Arrival/Forfeits

Games will start at exactly 6:30 PM (coaches synchronize your watches with each other and the ump before the game begins).

If no SBAA supplied umpire is present at the scheduled 6:30 start time, a parent, agreed on by both coaches, can start and call the complete game if needed. The volunteer parent umpire will keep the official time. Unless parent umpire has protective equipment (minimum equipment required is face mask and chest protector), they must stand behind the pitcher.

Each team shall keep score in the SBAA supplied score book. Please exchange line-ups prior to the 6:30 start time. Each scorer shall keep score for both teams and are encouraged to check with each other throughout the game to confirm the score and minimize any scoring disputes. The umpire does not keep any score and will not resolve any disputes involving game scores.

Each team will have an opportunity to warm up on the infield, with the first team to vacate the infield 20 minutes before the start time (example - with a 6:30 scheduled start, team 1 will vacate the infield at 6:10 and team 2 will then have 10 minutes until 6:20 to warm up, if so chosen).

Please be respectful of anyone who is preparing the infield (i.e. raking, setting bases, chalking) by vacating the infield or re-raking as needed. Infield maintenance will not be used as a delay to the start of the game or for any reason related to infield practice time. Any final infield preparation that may be needed should be concluded by 6:20 to 6:25. Lack of infield maintenance will not be used as an excuse to change or interpret a rule differently than listed or accepted. If maintenance cannot be completed before the 6:30 start, it will then have to be worked on between innings, if needed.

Both coaches and the umpire may agree to begin a game before 6:30 PM.

Umpire will keep the official running time - **No Exceptions**. Coaches cannot keep time.

Coin toss will determine Home and Visitors.

Each team must have at least 8 uniformed players before play can begin.

Any player arriving after the start of the game will be required to bat at the bottom of the order if the team is currently at bat. Any player arriving while their team is in the field (on defense) will be allowed to enter the game in the open position only. No moving or substituting of players already in a fielding position. Coaches please inform score keepers as to the name of the player who is arriving late and to how this will affect the batting order.

Forfeits, due to lack of players, will be called at 6:45 PM (based on the Umpires official time). The two teams are encouraged to scrimmage with or without an umpire. Coaches are encouraged to have your extra players play on the short-handed team. There is no minimum time or inning limit for a forfeited game. The forfeited game will be scored as 1 - 0 and be reported by both teams.

Prior to June 11 no inning will begin after 8:15pm; as of June 11 innings will not start after 8:45pm. I changed this based on when school gets out this year.

## Timeouts

Coaches are not allowed on the field except when a "timeout" is verbally called by the coach to the umpire, at which time one (1) coach may visit the field.

Players may call time out for equipment issues or to confer with teammates. If a player does call time out, one (1) coach may visit the player(s) as needed.

Coaches may visit the field at anytime to attend to an injured player.

Calling a timeout does not stop the official game time so make them as quickly as possible.

## Pitching

Five (5) pitches are allowed as warm up for new pitchers at the start of each inning, if needed. Seven (7) warm-up pitches are allowed for a pitcher entering a game during an inning. The idea here is to keep the game moving as quickly as possible.

If a pitcher hits two (2) batters in an inning or three (3) batters in a game, they must be removed as a pitcher and not allowed to reenter the game as a pitcher.

Pitchers rubbers will be set at 52 feet, measured from the front of the pitching rubber to the back of home plate. Be flexible as 50' - 54' is acceptable.

Pitchers are limited to 3 innings per game and can only reenter once. For example, a pitcher may pitch the 1<sup>st</sup> and 2<sup>nd</sup> innings and reenter for the 5<sup>th</sup> inning. However, a pitcher may not pitch the 1<sup>st</sup>, 3<sup>rd</sup> and 5<sup>th</sup> innings, as they would have reentered twice. The intent of this rule is to protect the player's arm from injury by restricting the number of pitches thrown per game. Coaches are strongly encouraged to monitor the number of pitches thrown and, if excessive, remove the pitcher to prevent injury.

Balks will be called during the entire regular season. At the first balk for each pitcher, the umpire will explain to the coach and pitcher as to the movement that was the cause of the infraction. Bases **will be awarded** after one warning to each pitcher.

No deliberately thrown curve balls will be allowed, as determined by the umpire. First offense will be warning, second offense will be walk for the batter, and the third offense will be removal of the pitcher, as a pitcher, for the remainder of the game.

## Equipment

No metal cleats are allowed.

Catchers must wear a helmet, facemask, shin guards, and chest protector to play. If needed, borrow from the other team. Safety is the goal.

Athletic protection is not required, but highly recommended.

Any purchased bat is legal to use with a rubber style handgrip.

Helmets are to be worn by all batters, base runners, and on-deck players.

All other players are to remain on/in the bench area or behind the fence with parent. Coaches and Umpire should monitor and remind players as needed. Safety is the goal here.

Both teams will supply the umpire with a SAA supplied game ball or equivalent.

## Game

Each inning is limited to 5 runs or 3 outs, including the 6<sup>th</sup> inning.

Games are 6 innings or when the time limit is up (reference 8:15 time rule).

A game is considered complete after four (4) innings if the trailing team is unable to score enough runs to tie or win. If the score eliminates one team at the end of four (4) innings, the game will be considered complete and the score reported accordingly. If both coaches agree, they may continue playing for the remaining amount of time or innings.

Only one person allowed as first base coach and one person as a third base coach for the team batting. If there is anyone under the age of 18 coaching a base they must wear a batting helmet.

Only the current batter and the player next in the line-up are allowed to practice swinging during the game. Both players must be on the playing field and the on-deck batter must be standing in the on-deck circle. No other player is allowed to swing a bat during the game, including players outside of the playing field.

Bunting is allowed.

The "orange" base at first base may only be used by the runner. Any defensive player attempting to make an out at first base must use the normal white base.

Coaches are encouraged, but not required, to use a courtesy runner for a player that will be used as a catcher in the next inning. Courtesy runner will be the player that made the last out in the previous inning. This is intended to speed up the down time between innings and keep the game moving as quickly as possible.

No courtesy runners allowed for pitchers.

No head first running slides at any base. This will be an automatic out. Safety is the goal.

A head first dive move back, when returning to a base, will be allowed.

No deliberate contact will be allowed. Any deliberate contact will result in an out along with suspension of the player for the remainder of the game and the player's spot in the batting order will be considered an out for the remainder of that game. Umpire will have the final call on this along with reporting the infraction to Director of the Umpires. Accidental contact will happen, so be flexible.

A player must slide at home anytime there is a play at home plate. Umpire will allow two (2) warnings per team, per game, after that it will be an out for the team.

Players are highly encouraged, but not required, to slide at second and third base on close plays. This is a safety issue and coaching point.

Unlimited foul balls.

Infield fly rule may be called by the umpire on an infield pop fly (during the play) when runners occupy at least first and second base with one out or less. A player may not deliberately drop an infield fly to force runners into an out situation. No runners may advance. The idea here is to encourage kids to catch the ball and not coach them to drop it.

Foul tip on 1<sup>st</sup> & 2<sup>nd</sup> strike must be above shoulders of the batter to be out, if caught.

No foul language by player, spectators, or coaches will be allowed. The umpire will warn as needed. Second offense will result in an out. Third offense will result in suspension of player for the remainder of the game. Spectators or coaches will be required to leave area with a report made to the Director of Umpires.

Batter may advance on a dropped third (3<sup>rd</sup>) strike if first base is unoccupied. This rule applies regardless of number of outs.

## **Rainouts**

Regular season and pool play games will be considered complete after four (4) complete innings (3-1/2 innings if the home team is leading).

Incomplete games called because of weather or darkness will be rescheduled by the coaches based on field availability or at the prescheduled make up dates. Contact Director of Umpires to schedule an umpire or if both coaches agree, a parent umpire is acceptable.

Games that are suspended will continue where they left off exactly in the same point (i.e. runners on base, batting order, number of outs, etc). This includes tournaments.

The umpire will call games that are in progress.

Games will be suspended immediately when lightning, hail, or emergency sirens are heard or spotted with everyone to leave the field area and head to a safe area.

Games will not be cancelled before the 6:30 start time due to weather. Coaches and teams should meet at the field to determine if game will be cancelled.

## **Miscellaneous**

In each game all players are **required to sit once** before any player can sit twice. No players may play the same position more than 3 innings in a single game. Coaches are encouraged to also split field time of players between infield and outfield as much as practical.

Bases are 75 feet apart.

Any person under the age of 18 that is coaching a base is required to wear a helmet.

The winning team is required to report the final score of the game on the Soderville website. Any scores not reported at the end of the season will be recorded as a 1-1 tie.

## **Ties**

If during a regular season or pool play game, if the game is tied at the end of the regulation time limit (no new inning to start after 8:15) or six (6) complete innings, the game will be considered a tie and reported as such. If time is available and both the umpire and head coaches agree, one (1) more additional inning can be played in an attempt to determine a winner. After that one (1) inning and the score remains tied, the game will be considered a tie. Coaches and Umpire should consider the speed that the game has been played and the light conditions at the time a decision is made (i.e. dusk, the last couple innings taking 20 minutes, etc.).

All rules regarding innings pitched, substitution, etc. apply throughout the completion of the game

If during Pool Play, the game is called because of weather/darkness and the game is unable to be completed before the start of the tournament, the game will be considered a tie.

No new rules apply because the game is in extra innings.

## **Tournaments**

SBAA In-house Tournament - teams will be ranked based on the following criteria (listed in order):

1. Win/Loss record
2. Face to face results
3. Runs Against

Day games will be played until a winner is determined.

If game is played at night and no lights are available, an extra inning can begin if before 8:45 in an attempt to determine a winner. Coaches and Umpire should consider the speed that the game has been played and the light conditions at the time a decision is made (i.e. dusk, last couple innings taking 20 minutes, etc.). If it is determined that there is not enough good light remaining, the game will be continued as soon as can be scheduled and agreed upon by the coaches and umpire (example - early next morning if Saturday or late afternoon if Monday). Please be flexible here.

If during a tournament, a game is called by the umpire because of weather/darkness, the game will be considered complete after four (4) complete innings if the score has eliminated the trailing team. This also includes the 5<sup>th</sup> (fifth) inning.

If a game is called because of weather/darkness and either team has a chance to win, the game will be suspended and continue at the earliest possible time (see above).

All rules regarding innings pitched, substitution, etc. apply throughout the completion of the game. Pitchers may pitch no more than 9 innings total in a consecutive three (3) day tournament.

No new rules apply because the game is extra innings.

A minimum of two teams will be invited to the MYAS State Tournament. The teams will be invited based on the following order:

1. The playoff champion in the top half bracket
2. The regular season first place team
3. The playoff runner-up in the top half bracket
4. The playoff champion in the bottom half bracket
5. The playoff third place team in the top half bracket
6. SAA Board selects

Coaches must take kids on their original roster. Coaches may invite additional kids to play on their team. The team roster cannot exceed 15 players.

All other rules are governed by MYAS.