

## **12U/13U – Rules**

### **Season & Game Times**

1. The DCG Baseball Club 12/13U Recreation League season will run from early April to the end of June. Teams will compete in 12 games with no new inning beginning after 95 minutes. Games will be played on DCG fields as well as Holiday Park.

### **Coaching**

1. All managers and coaches are expected to review and understand the rules.
2. All managers and coaches are expected to respect and follow the final decision of the umpire at all times.
3. Most importantly, all managers and coaches are to display good sportsmanship and set an example of teamwork and fair play to the players and parents involved with the DCG Baseball Club.

### **Batting**

1. All players must get at least 1 at bat each game, as well as play defense for 6 defensive outs with no player sitting no more than one inning at a time.
2. If a player does not meet the game requirements, then that player must start the following game and record 1 at bat and 6 defensive outs before being removed from the game.
3. There will be 9 players on defense at a time, but all players will be part of the batting lineup.
4. There is a 5 run limit per inning.
5. Rules in play are bunting, dropped 3rd strikes & infield fly rule.

### **Scorekeeping**

1. Each team must have a scorekeeper for each game.
2. The scorekeeper for the Home team will be considered the Official Scorekeeper.
3. The starting lineup/batting order must be turned into the official scorekeeper prior to the start of each game.
4. Teams need to have at least 8 players to play otherwise it is a forfeit. An out will be taken when reaching the 9th position in the batting order.
5. Call Up Procedures - In order to avoid forfeits and ensure that all scheduled games can be played, the DCGBC has a Call Up process in place.
  - i. If a 12/13U team will have at least 7 players for a game, but not 9 then the team may call up a maximum of 2 players for that game from a 9/10U team.
  - iii. Called up players may not play the positions of Pitcher or Catcher under any circumstances. It is also strongly recommended that the called up players play outfield positions (in fairness to the older players already in the 11/12U division).

### **Pitching**

1. Each team is provided a pitch count clicker, use it.
2. Any player may pitch and there is no limit to the number of pitchers that may be used in a game.
  - a. A pitcher once removed from the mound cannot return as pitcher.
  - b. The coach must remove the pitcher when the limit is reached. However, the pitcher may finish the current batter being faced when reaching the limit.
    - i. Max of 85 pitches per day
    - i. 1-20 pitches in a day, requires 0 calendar days of rest
    - ii. 21-35 pitches in a day, requires 1 calendar day of rest
    - iii. 36-50 pitches in a day, requires 2 calendar days of rest
    - iv. 51-65 pitches in a day, requires 3 calendar days of rest
    - v. 66+ pitches in a day, requires 4 calendar days of rest
4. **Remember that this is a recreational league.** Develop all of your players to the best of your ability. Also, please be very aware of players who may be pitching in competitive leagues. There are no rules that limit pitch counts across both leagues, so it is your responsibility to always act in the best interests of the player.
5. Pitching will be from 50'.
6. Pitchers will be given 1 warning for balks.

**Catching**

1. Catchers must wear catcher's helmet (with mask & throat guard), long-model chest protector, shin guards, catchers mitt (not a first baseman's glove or regular fielding glove) and cup at all times.

**Running**

1. Base runners may lead off.
2. Runners may take all bases on an overthrow.
3. Home plate is open.
4. Base distance will be 70 feet.

**Miscellaneous**

1. Rain outs are highly encouraged to be made up. Contact your Player Agent, it is their responsibility to reschedule for all teams.
2. Make sure on the first practice that all the equipment fits all the kids properly and if you are in need of a left handed catchers mitt.