

12 & Under Rules

These rules are applicable in addition to the National Federation of High School Rules.

- Player must 12 years or younger on **April 30th, 2008 to be eligible.**
- **Rosters must be turned in and on hand for questions during the tournament and during the games. Proof of age may be required.**
- Bases shall be 65 feet.
- Pitchers rubber will be placed at 50 feet.
- Games consist of 6 innings.
- Ten run rule is in effect after 4 innings for all games except Championship games in A & B division. These will be a full 6 innings unless there is a tie, and extra innings are required.
- Games not finished 5 minutes after the deadline of 85 minutes will be stopped. If a full inning has not been completed and the home team needs to bat, the game be stopped and the result determined by the last full inning of play. If a game is tied then it will end in a tie.
- All games will have an 85 minute time limit. Tied games at the end of 6 innings will be played to the time limit noted in the rule above.
- Must have 5 minutes left in a game to start a new inning.
- Games not finished 5 minutes after the deadline of 85 minutes will be stopped. If a full inning has not been completed and the home team needs to bat, the game will be stopped and the result determined by the last full inning of play. If a game is tied then it will end in a tie.
- Games called due to weather are considered regulation games if the team that is behind has batted at least 4 times. In case of darkness on a field without lights, the game may be moved to a lighted field if agreed upon by the coaches, umpires, and tournament director.
- Slide on all close plays. Any questionable calls will result in an out; and ejection is up to the umpire.
- No metal spikes.
- Jewelry is prohibited for the safety of players.
- Heckling, fighting or throwing equipment results in ejection from the game.
- Team players or kids coaching bases must wear a helmet for protection.
- A/B Only: All players may be in the batting order. A/B may use 9, 10 (extra hitter), or must bat their full line up. How you begin the game is how you must complete the game. Standard re-entry rules apply.
- C Only: All players must be in the batting order.
- A/B Only: Cannot steal until the ball leaves the pitcher's hand.
- C Only: Cannot steal until the ball crosses the plate.
- Dropped third strike: no advancement in C division. Normal dropped third strike rules apply to A/B divisions – under 2 outs and first base open, and with 2 outs with first base open or a runner on first.
- Base runners may score on a passed ball, wild pitch or throw back to the pitcher.
- Pitchers are allowed 5 warm-up pitches each inning or until the batter is ready.
- Standard re-entry rules apply except for level C where free substitution is allowed.
- Pitchers may not exceed 4 innings per game, and also not exceed 8 innings per day, and a maximum of 12 innings for the tournament.
- One pitch in any inning constitutes an inning of pitching.
- Catchers must wear a protective cup and face mask w/throat protector.
- A courtesy runner for the pitcher is recommended; and for the catcher is required; w/two outs.
- Each team is allowed 3 defensive conferences per game and one offensive conference per inning.
- Maximum bat diameter is 2 1/4 inches (no weight differential).

- Wooden bats are legal as long as they are little league or equivalent compliant.
- **The home team's scorebook is the official book and they must report the score to the concessions area or tournament director.**
- No tobacco is allowed on the playing fields, in dug outs, or in the stands and viewing areas.
- Blood/Bleeding: Umpires will determine when to stop play or if a player needs to leave the game. The injured player will be replaced by another player not currently playing. If the bleeding condition is resolved, the player may return assuming that if a uniform was soiled with blood is changed or disinfected (follow appropriate first aid procedures per the High School Baseball Rules Book.)
- Injured players must be reported immediately if they are to be pulled from the line up. If batting your full line up and the injured player is pulled he will NOT be considered an out when it is his turn to bat. He CANNOT re-enter the game.
- Tie Breakers are 1) head to head; 2) least runs given up; 3) most runs scored; 4) coin flip