



12U RULES

Team & League Organization

1. All players and coaches must maintain ASA insurance or equivalent.
2. If a community has multiple teams, they must be divided up as evenly as possible. This should be done based on skill level and not divided by 1st/2nd year or by grade, etc.
3. On scheduling day teams should disclose if they have travel players on their team therefore teams can find "like competition" levels to schedule against. IF a team is suspected of being unfairly "stacked" the league may vote to disqualify that team from the playoffs.
4. If you are short players, you may bring up no more than 2 players from 10U per game.
 - A. They will bat at the bottom of the lineup.
 - B. They will only play in the outfield
 - C. They can only play up for your team 2 times.

Equipment & Uniforms

1. Metal cleats are prohibited.
2. All players must wear matching shirts with a number on the back.
3. Pants are required.
4. Face masks MUST be worn by all players in the infield positions
5. Catchers are required to wear a mask, helmet, chest protection, and shin guards.
6. Batters & Base runners must wear a helmet with face shield and chin strap.
7. No jewelry shall be worn. Earrings, necklaces, bracelets (soft or rigid) are prohibited.

Note: For those who have newly pierced ears, studs must be taped.

Conduct

1. Drinking alcohol, smoking, chewing tobacco, or swearing on the field or in the dugout areas by the

players or coaches is prohibited.

2. The manager or acting managers are the only people who can talk to an umpire during the game. Any parent or assistant coach who comes out on the field during play to argue will be ejected from the facility. Any player, coach, or fan that abuses an umpire can be banned by the league officers.
3. Cheering for your own team only. Disruptive actions or cheering against the other team is not allowed.

Umpires

1. Two umpires are suggested. The plate umpire must be at least 16 years old. Base umpire is recommended to be at least 14 years old.

All Star Game

1. All-star games will be at the end of the season. Information will come out in early June regarding how many kids to send.

Playoffs

1. Playoffs will be at the end of the season. Seeding for playoffs will be taken on using the standings on the seymourballclub.com website.
2. Teams will be divided into divisions based on standings.
3. The higher seeded team will host the first round game. They will also be the home team throughout the playoffs regardless of site.
4. Playoffs will be either 6 innings or 1 $\frac{3}{4}$ hour time limit whichever comes first. If the game is tied after at this point, additional full innings must be played until a winner is determined.

The Game

General

1. All play will follow ASA rules if not otherwise stated.
2. The home team will supply at least one playable ball for each game and will use an ASA approved regulation 12-inch ball.

Players

1. A team must have 7 players present to start a game or a forfeit will be awarded to the opposing

team.

2. 10 girls maximum (4 outfielders) and 7 minimum on the field on defense.
3. If you are short players, you may bring up no more than 2 players from your younger teams. They must play outfield and bat at the bottom of the lineup. No girl can be brought up more than 2 times per season.
4. All players present at the beginning of the game must play. Coaches may bench a player for disciplinary reasons.

Batting

1. All players present at a game must bat. Players arriving late will be added to the end of the lineup. Players leaving early will be skipped over in the batting order without penalty.
2. On deck batters must warm up behind the batter.
3. Bunting is allowed.
4. If a batter is walked, they may not advance to 2nd on the walk.
5. Batter cannot show bunt, pull the bat back and then swing at the ball. Batter is out if they do this.
6. Slap hitting is allowed.
7. Hitter must make an effort to avoid pitch to be awarded a walk on hit by pitch.

Pitching

1. Pitchers may pitch a maximum of 3 innings per game. If the game goes into extra innings, a pitcher may be brought back to pitch 2 extra innings.
2. Pitchers will use ASA pitching rules.
3. The pitcher shall take a position with their pivot foot in contact with the pitcher's plate and their non-pivot foot in contact with or behind the pitcher's plate..
4. Drag foot cannot replant prior to forward step and must remain in contact with the ground during delivery. If a hole is formed in front of the pitching rubber, the drag foot must be no higher than the level plain of the ground.
5. Pitching distance is 40 feet from the back point of home plate to the front of the pitching plate. 6. No more than 4 walks per inning. Each batter after 4 walks that receives 4 balls will result in the coach pitching. Each batter after 4 walks that is hit by pitch will result in the coach pitching unless the player is injured. The coach will then have the option of the batter or a courtesy runner taking 1st base.
- A. Coach must have contact with the pitching rubber when pitching.

- B. Strike count will remain when coach comes in to pitch
- C. Hit by pitch is considered a walk.
- D. If a player is hit by a pitch and cannot continue, the last out will take 1st base.

Base Running

1. The Runner Is Out – When a defensive player has the ball and the runner remains upright and crashes into the defensive player. EFFECT: The ball is dead. The runner is out. All runners must return to the last base touched. If the act is determined to be flagrant, the
offender shall be ejected. An errant throw drawing the defense into the path of the runner is not a crash. If a base runner interferes with a fielder that is trying to make a play on a batted ball they are out.
2. If a fielder interferes with the runner and the fielder does not have the ball or is not making a play on the ball, the runner will be awarded an additional base.
3. When there are two outs and the player that will be the catcher in the next inning is on base the runner will be replaced with the player that made the last out so that the catcher can put on her gear and be ready to catch. This is to try and avoid delays due to the catcher putting on catching gear.
4. Stealing bases is allowed. (see examples below)
 - A. A player is allowed to steal or advance ONE base per pitch
 - B. Base runner may leave the base when the ball crosses the plate.
 - C. If the umpire determines that the base runner leaves early, the runner will return to their previous base and receive a warning the first time. Runner will be out the second time.
 - i. If pitch was a ball or hit the batter, pitch won't count.
 - ii. If pitch was a strike, a strike will be called.

Infield vs. Outfield

1. Players may not play more than 4 innings in the infield.
2. Catching is considered an outfield position. Player may catch a maximum of 4 innings.
3. If a team is caught violating either of these rules, bring it to the coach's attention immediately and it must be corrected.
4. Infield rules are not enforced during extra inning, but please play your players fairly during this time

also.

Time Length

1. All games will play 6 innings or 1 $\frac{3}{4}$ hour time limit whichever comes first. No new innings will be started after 1 $\frac{3}{4}$ hours. If field has time limit due to schedule then 1 $\frac{3}{4}$ will be time of last batter. This must be discussed by both coaches prior to a game starting.
2. If a game is suspended, it can be completed at a later date. The game will continue from the point of suspension with the same lineups. New players can be added to the bottom of the order. Players missing from the suspended game will be dropped and their position in the batting order will be skipped. Pitchers and fielders will still abide by the eligibility rules for that game. This rule does not apply to games that reach time limits. Regardless of the inning, the game is over if a time limit is reached.

A. Games played a minimum of 4 full innings or 3 $\frac{1}{2}$ innings with the home team ahead are considered complete.

Forfeited Game

1. Forfeit games are scored 6-0.
2. When a game is cancelled due to rain, the coaches are responsible for rescheduling the game.

Additional Rules

1. 6 runs maximum per inning except the last inning which is unlimited. Last inning means 6th inning or if the time limit has arrived and both managers agree that it's the last inning before the inning starts. If it is not announced prior to the inning starting the 6 run limit will apply.
2. Dropped Third Strike is not allowed.
3. Infield Fly rule is enforced.
4. Look Back rule is enforced.

STEALING EXAMPLES

A. Player A is at first base she steals second base with the pitch. The catcher throws the ball to second base and it goes into the outfield.

a. Player A can NOT advance another base! We want to encourage the catchers to try to make the play on the runner to develop their catching skills.

B. Player A is on second base and player B is on third base. The catcher throws the ball past the pitcher

and the second baseperson picks the over throw up behind the pitcher and throws to third base to try to get player B that is off the base out.

Player B can advance home at their own risk as there was a play made on them at third base.

Player A can advance to third base but must stop there as that is their one base per pitch.

RULE REVIEW

Rules will be reviewed on an annual basis by a committee of experienced coaches. All recommendations for change and/or clarification can be emailed to cvgflcoordinator@seymourballclub.org

Effective January 2025.