



Daly City Baseball Associations

Baseball Rules for 12U

RULES OF CONDUCT

1. Managers are responsible for the conduct of their team, themselves, their coaches, their players, and the players' parents.
2. The managers and their coaches are responsible for keeping non-participants away from the field of play, including directly behind the backstop and dugouts.
3. Any unsportsmanlike conduct will not be tolerated by anyone. It is forbidden for any player, manager, coach or parent to use abusive or profane language or badger or intimidate anyone. It will be considered unsportsmanlike and not be tolerated. The following action(s) can be taken:
 - a. Depending on the violation, one warning will be given when appropriate by the umpires or league officials. If the violation warrants an immediate ejection will occur.
 - b. If After the person(s) committing the violation has been ejected, and the behavior continues the manager and all other persons committing the violation will be ejected from the game and must leave the ballpark before the game will continue.
 - c. If the behavior does not stop after the manager's ejection or if the manager refuses to leave, the game will be an automatic forfeiture.
 - d. Ejection of a manager, coach, or player will result in an automatic suspension for the next game. A second offense will lead to a two game suspension. The third offense may lead to ejection from the league. All violations will be reported to the league commissioner.
 - e. If a manager or coach is ejected and the team is left with no adult-rostered manager or coach because of ejections, the game will be forfeited.
 - f. If an ejection occurs, the umpire will make a written report within 24 hours and file it with the commissioner of the League. The commissioner will determine if further action may be necessary.

4. Only the manager or acting manager after calling timeout may go onto the field to discuss or question the umpire's call that he thinks was made in error. Managers may only discuss an umpire's interpretation of the rules. If a manager wishes to protest a game, all procedures below must be followed:

a. The protest must be made to the home plate umpire and the opposing manager notified immediately. It shall be recorded in the official scorebook.

b. The protesting manager must submit a written protest with a \$35.00 fee within 48 hours after the completion of the game. The protest must contain the exact situation, the rule in question, the umpire's interpretation, and the protesting manager's interpretation.

c. A protest committee appointed by the league president will rule on all protests.

d. If the protest is upheld, the game will be played from the point of the protest.

5. The use of tobacco, alcohol or illegal drugs in any form by players or adult leaders in the dugout, on the benches or on the playing field shall not be permitted.

LEAGUE RULES

1. A coaching staff will consist of one (1) manager, one (1) assistant manager, and two (2) coaches in the dugout. If a coach is under the age of eighteen, he/she must wear a batting helmet with ear protection at all times while on the field of play. Any violation of this rule we will lead to the manager's automatic ejection from the game.

2. Only players in a baseball uniform and wearing helmets shall be used as base coaches when adult coaches are not used.

3. The managers must keep their bench area and doorway clear of any equipment or players that may, during the course of the game, cause interference with the playing of the game. No buckets are allowed in front of the dugouts, by the doorway or on the field of play. Each team will clear and clean the dugouts after each game. If a violation of this rule occurs the umpire will give 1 warning if a second violation occurs then the team committing the violation will be charged an automatic out on their next at bat.

4. A team must have eight (8) players and one (1) manager or coach at game time to start the game, otherwise a forfeit will be declared. If a player is injured during play, the game may continue with eight (8) players. If a player shows up by the fourth (4th) inning and they are listed on the lineup card, they may play in the game.

5. Each player listed on the team roster will play 18 outs per game and must play 12 consecutive outs and have one at bat during the game. Players can be excused from the game for illness, disciplinary reasons, school functions, etc. as long as the opposing manager is notified. Violation of the three-inning rule shall lead to automatic forfeiture of that game.

6. The team listed first on the schedule will be the home team. The home team shall occupy the dugout along the third base line.
7. There will be no more than a fifteen (15) minute grace period from the scheduled starting time. Each team's starting lineup will include all starting players' and substitutes' with their first and last names and uniform numbers. A lineup card must be exchanged 20 minutes before game time by opposing managers and/or scorekeepers. ***There will be no pregame infield practice at Gellert Park.***
8. All regular season games will have a two (2) hour and thirty (30) minute time limit. For the purpose of this rule, both managers will be notified by the home plate umpire as to the starting time of the game.
9. No new inning may start after the time limit has expired. The umpire will give a one-inning warning whenever possible as the time limit approaches.
10. In case of rain, the umpire must call for a 30-minute rain delay before the game is considered a rainout. After the rain has stopped, play must resume with the same lineup from the point of delay as long as the umpire considers it safe to play.
11. A continued game must have the same players in the game when it ended, except if a player is ill, on vacation, or absent for another serious excuse. The opposing manager will pick a replacement player whether or not that player has been in the game.
12. A tied game which is the last regularly scheduled game on the weekend or a weekday which does not hinder the start of any other scheduled activity at the field, will be played to its conclusion.
13. Tied games will not be rescheduled to continue; the teams will be awarded a half point each.
14. The completion of five (5) innings constitutes a complete game. The "calling" of a game by the head umpire is a judgment call and not subject to protest.
15. Mercy Rule: A mercy rule will be in effect when one team is ahead by more than 10 runs after 5 complete innings.
16. A league-approved baseball will be used for all regular season and post-season games. Two new baseballs will be provided by the league.
17. Players may not wear metal spikes. Wood or aluminum bats including big barrel bats are allowed.
18. Two umpires will be provided for each regular season game by the League. If only one umpire is available, the game will still be played. If both managers and the remaining umpire agree, a second umpire who is not provided by the League may be used.
19. The home team will be considered the official book and pitch count.

20. The official scorebook will be noted as to the starting time of the game.
21. The manager, assistant manager, coaches, and players are not permitted to call an opposing player by name in an effort to distract that player; shaking of fences and excessive screaming is also to be discouraged.
22. Players not participating in the game will not leave the dugout during the game without notifying the manager or assistant managers and must not be standing in the doorway.

SPECIFIC PLAYING RULES

1. Official major league baseball rules apply except as modified below.
2. All league games are seven (7) innings and 2 ½ hours.
3. The playing field dimensions are:
 - a. Bases 70 Feet
 - b. Pitcher's Mound 48 Feet
4. Stealing: Stealing a base, including home plate is allowed. Base runners may advance at their own risk if a play is made on any other runner.
5. Base Runners:
 - a. All base runners must wear a batting helmet with an ear protector while on the field of play. If a runner does not have on the proper helmet when the pitcher makes the next pitch to the batter or attempts to throw to any base, the umpire will call a strike on the batter. A "Dead Ball" is called and no other play is allowed.
 - b. A base coach or manager will not touch a base runner to assist the runner while the call is in play, otherwise the runner will be called out.
 - c. A courtesy runner may be substituted for the catcher who played the prior inning when there are two outs in an effort to speed up play. The courtesy runner must be the player who made the second out of the inning.
6. **Sliding:** A runner must slide or attempt to avoid contact when a play is being made on the runner at any base except first base. If there is no attempt to avoid contact, or unnecessary contact by a player is evident, the player will be called out and the umpire(s) may either give a warning or immediately eject the player. In cases of flagrant intent to injure, a one-game suspension may be given. **No head-first slides at home plate are allowed.**

7. Batting: Batters must wear a batting helmet with an ear protector while in the “on deck circle” and when in the “batter’s box” and until they return into the dugout. If a batter is in the “batter’s box” without the proper helmet, a strike will be called by the home plate umpire.

- a. If a batter throws a bat in anger, or carelessly as a part of their swing, they shall receive a warning. If a second warning is given, the batter shall be called out, and at the discretion of the umpire, may be ejected from the game.
- b. A batter must keep one foot in the batter’s box when receiving a sign from the third base coach. First violation will be a warning; second violation will result in a strike being called. This rule shall not apply to a called third strike.

SUBSTITUTE PLAYERS

1. A replacement player for an injured, ill, or ejected player during the game will be allowed. If all players on the roster have been in the game, the last substituted player will be reinstated. If a player or players have not been in the game, the manager will select the replacement player. Ejected or ill players may not reenter the game.
2. A courtesy runner may be substituted for the catcher who played the prior inning when there are two outs in an effort to speed up play. The courtesy runner must be the player who made the second out of the inning. (Repeat of Rule #5C under Base Runner rules.)
3. Players shall return to the lineup in their original place in the batting order. While more than one substitute may be used in the position before the starting player is returned, no substitutions shall be made that will alter the original batting rotation of any of the starting or substitute players.
4. Any player in the starting lineup who has been removed for a substitute may reenter the game one time.

EXTRA HITTER

1. The rule is as follows:
 - a. Each team will decide whether to use the Extra Hitter (“EH”) rule and must inform the opposing manager before the start of the game.
 - b. The EH may bat at any number in the batting order. The batting order must remain the same.
 - c. The EH may enter the game at any time as a defensive player at any position except for the pitcher position.
 - d. The EH does not need to meet the minimum playing requirements as set forth in the rules (eighteen outs in the field, one at bat)

e. If in the event of an injury to or ejection of the EH, the player must be substituted. If the team no longer has a player to substitute for this position (all substitutes have been made and starters have been reentered), then the team will proceed without an EH without penalty.

f. Every player on the roster must be used once during the season before assigning that position as EH a second time.

PITCHING RULES

1. Balks: During the first two (2) weeks of the season, one warning will be given to the pitcher if the pitcher commits the violation again the balk rule will be enforced. After the first two weeks, balks will be enforced with no warning given.

2. Eleven-year-old pitchers may not throw more than 65 pitches and 12-year-old pitchers may not throw more than 85 pitches in any one game.

3. All pitchers must have 40 hours rest after pitching four (4) innings from the start of the previous game. The clock starts at the beginning of the game for ALL pitchers during the game.

4. A pitcher may not pitch more than ten (10) innings during the pitcher's week. The week runs from Monday to Sunday. For the purpose of this rule, one pitch by any pitcher during the game constitutes an inning pitched.

5. A pitcher may not reenter the game as a pitcher after throwing one pitch. Violation of these rules constitutes a forfeit.

6. The pitching count shall be compared after each inning by the scorekeeper from each team.

7. Pitchers shall take their signs while on the rubber and shall keep their shoulders square while in the set position.

8. If a manager makes more than one trip to the mound to the same pitcher, or the pitcher leaves the mound to talk to the manager or coach in the same inning, the pitcher must be replaced. If a manager or coach calls the catcher or any other player over and then instructs them to talk to the pitcher this will be considered a visit to the mound. .

9. When the manager or coach needs to make a trip to the mound to check on an injury to the pitcher, he must notify the umpire(s) that he is checking on an injury. The umpire will accompany the manager or coach at a reasonable distance, if strategy is discussed it will then become a visit.

10. When a new pitcher is warming up while the game is in play, there must be a spotter watching the field of play for any foul balls. If the spotter is under the age of eighteen, he/she must wear a batting helmet with ear protection.