



Hoyt Youth Baseball League

12U Division Rules

Revised 12-13-18



Eligibility:

1. A player's age by July 1 of the current year is his age for the summer recreation programs.
2. An adult must be present with each team for the entire game or the game will be forfeited.
3. Deadline for adding new players is the first game of the season or having consent of the League Director.

General Rules

1. Game length shall be 6 innings or 1 hour 30 minutes finish inning.
2. Base distance will be 65 feet and pitching mound 50 ft. (*Decide consensus of teams. Pitcher 10 & under can use 46 ft.*)
3. Bats will be limited to 2 ¾" barrels.
4. A parent, guardian or adult representative **MUST** be present at all games and practices.
5. The team manager is responsible for the conduct of the coaches, players, spectators and parents of his team during games and practices.
6. A team must start and finish with seven players. Forfeit time is 10 minutes after game time.
7. Home team will keep the score book and sit on the third base side.

Game Rules:

1. This is a RECREATIONAL League.....Let's show the kids how to have FUN!
2. Open stealing permitted.
3. A batter may advance on dropped 3rd strike.
4. Players may not advance on a walk.
5. Balks will be called, however, NO pick-offs from the wind-up are allowed. It is NOT mandatory but STRONGLY encouraged that pitchers pitch from the stretch with runners on base. Pitcher's will receive one (1) warning and then the balk will be awarded.
6. The infield fly rule will be in effect.
7. A pitcher may pitch 3 innings per game and no more than 6 innings per week, with 24 hours rest between games. One pitch constitutes an inning. No pitcher may return to the mound once removed. Tournament Rule is 3 innings per game unlimited for the week
8. All players must be placed in the batting order and will be required to play a minimum of 2 innings in the field.
9. There will be a 6 run limit per inning with the exception of the last inning in which teams will be allowed to score as many runs as possible.
10. There will be a 10 run mercy rule after 4 innings.
11. There will be unlimited substitution; players may be taken out and re-entered into the field at any time.

12. In order to allow more innings to be played the following are in effect:
 - A. The next ½ inning will start with 3 minutes after the last one ends. A pitcher shall receive 4 warm-up pitches if the time permits.
 - B. A courtesy runner for the catcher with allowed. This runner shall be the batter who made the last out, provided they are not the pitcher.
13. Any player warming up a pitcher must wear a mask and helmet.
14. All batters, base runners, and catchers must wear protective headgear. Any player who, in the Umpire's judgment, DELIBERATELY THROWS A BAT OR HELMET (either to the ground or in the air) **will be considered out**. If there is a 2nd infraction, the player will be ejected from the game. Any player ejected will be an out in their spot in the batting order, every time they are up to bat.
15. Injury to a player does not constitute an out in the batting order.
16. Coaches are allowed 2 trips to the mound per pitcher; the 2nd trip mandates pitcher removal.
17. Adults are allowed to coach the bases provided there is an Adult on the bench to keep the players under control. Any players coaching the bases must wear protective headgear.
18. Bunting will be allowed.
19. Tennis shoes or molded plastic spikes are allowed. No metal spikes.
20. Runners must slide on any close play at any base except 1st. If a play is made at home plate, the runner must slide. It is the judgment of the umpire if the play warrants a slide. If runner interference is called the runner will be called out and each base runner must return to the last base they occupied. The catcher cannot block the plate or make a play for the runner if he does not have possession of the ball. The coach shall warn the catcher or runner for the first infraction and can be ejected from the game. A dead ball will be called and the runner will be called safe if catcher commits such an infraction and each base runner will be awarded the base they are going to plus one base.
21. Tie games will be played under the International Tie Breaker Rule (last out of previous inning starts at 2nd base and there is one (1) out) until one team wins or the umpire declares darkness.
22. Runners can advance home on passed ball. *(Teams can decide whether or not they can advance on passed ball)*.
23. Any player that gets hit in the head must be tested immediately for concussion symptoms.

NOTE: Un-sportsman behavior will not be tolerated by any spectator, coach or player. One warning will be given, than you will be asked to leave the park! Coaches and players are not allowed to yell at the Umpire over balls and strikes. It is Recreation youth baseball and is designed to help youth sportsmanship.