

# HARDBALL

## 12U DIVISION RULES

(REVISED: May 11th, 2009)

- 1.) The Midget Division for the 2009 baseball season will consist of 9 Teams:  
(2) Boston, (3) Carnegie/Scranton, (2) District-V, (2) Lackawanna
- 2.) Teams will begin play on Wednesday, May 27, 2009. Midget Division games will be played on Mondays and Wednesdays. The season will conclude by the end of July (weather permitting). The Championship game will be played at a neutral diamond. For the Championship Game, the Team with the Best Regular Season Record will be designated the Home Team.
- 3.) Home teams are responsible for paying the umpire(s).
- 4.) All games will start at 6:15 p.m. with a 15 minute grace period until 6:30 p.m. Every effort MUST be made to start the games on time.
- 5.) Each coach will supply (2) baseballs to his home game. If more are needed, your Association can supply a couple of baseballs.
- 6.) You are responsible for your own diamonds in regards to bases.
- 7.) Team rosters are to be submitted by April 25<sup>th</sup>, 2009. Roster is to include: Player's name, address, date of birth, age, and phone number.
- 8.) Maximum number of players will be eighteen (18) for each team roster. No players will be added to the roster after June 6, 2009.
- 9.) If an umpire fails to show up for the ball games, each team should designate someone to represent each side. Over the years, it is better to get the ball game in, rather than try to reschedule.
- 10.) The on-deck batter MUST wear a protective head gear/batting helmet at all times. The protective head gear/batting helmet must be worn by the batter and all the runners on base. Player/Coach must also wear protective head gear/batting helmet when Coaching on the bases.  
NOTE: We encourage all teams to use protective head gear/batting helmets with Cages (face protection) this year. Cages on batting helmets are optional for 12U teams!

Please try to cooperate among teams to share batting helmets if one team does not have enough.

- 11.) Catchers, in addition to all standard protective clothing, must wear an athletic supporter and cup, protective head gear/skull cap and throat protector. Both the Pitcher and Catcher MUST wear helmets/protective head gear during warm-ups. In addition, a player warming up the pitcher must wear protective head gear.
- 12.) All games will be of a Six (6) Inning duration and Four (4) complete Innings constitute a complete game. No new innings can start after 8:30 p.m. or (5)complete Innings.
- 13.) The Umpire will determine suspension of any ball game because of darkness, weather, etc. Any suspended game will continue at a later date only in the case of a tie game. Otherwise, you will revert back to the last complete inning for the final score. (Example: Top of the 6<sup>th</sup> inning, two (2) outs and the game is called, you will revert back to the 5<sup>th</sup> inning). A canceled game is considered before Four (4) completed Innings. A canceled game will be played over from the start.
- 14.) Concerning rain-outs and cancellations:  
MOST IMPORTANT - No coach will cancel any game at any time!  
Only your League Supervisor will be the Official Authority on canceling any game.  
MAKE-UPS - Your League Supervisor will schedule ALL make-up games and notify the teams involved. The ONLY way this date/time may be changed, is if BOTH Head Coaches agree to change the date/time. If BOTH Head Coaches Do agree to a change, they must notify their League Supervisor Immediately (within 24Hrs.) as to the change so he can verify make-up and Diamond Availability. ALL make-ups need to be completed as soon as possible!  
\*Note: The League Supervisor needs at least Three (3) Days to reschedule a game. It is NOT possible to schedule Umpires without Three (3) days notice.
- 15.) Protests concerning technical errors or roster violations must be submitted to your League Supervisor. We reserve the right to weight such protests over a period of two days and we also reserve the right to call the Director of each Organization to help determine any problems in deciding if a protest is valid or not. We also use the N.Y.S.C.A. Code of Conduct

Policies & Procedures as our guide.

- 16.) \*PLAYING TIME: Every player on the team roster will participate in each game for a minimum of six (6) defensive outs. This is MANDATORY at ALL Divisions! Every player who shows up before the Start of the Second Inning of the game MUST receive playing time according to this rule.
- 17.) \*Mercy Rule: 15 run rule after Four (4) innings. If either team does not get ALL their players in the game for six (6) defensive outs (see Rule #16) prior to the Mercy Rule taking effect, they will FORFEIT the game!
- 18.) There is a "Non-Collision" Rule in effect for players running the bases. Runners MUST avoid collision with the fielder or slide to avoid contact. This Rule is Strictly an Umpires discretion call!
- 19.) Additional Rules:
- 52' pitching distance and 75' base distance  
Ball must leave pitchers hand to allow a player to leave any base.
  - Leaving base early, ONE team Warning will be Issued. The 2<sup>nd</sup> time a player leaves the base early results in a Dead Ball and the player is called out! Both are called Immediately!
  - Dropped third strike rule applies.
  - Live ball at all times. (Exception: Umpire call of Dead Ball)
  - Can steal when ball is thrown back to pitcher.  
Stealing home is allowed
  - Stealing allowed if catcher fakes throw or runs at player or drops pitchers throw.  
No leadoffs
  - Play with 8 - players / Start with 7 - players for one Inning.
  - Bat dia. 2 1/4" Max. / Max. Drop of -9oz.
  - Barring an injury a player who starts an inning must finish the inning in the field.
  - Head Coaches are Responsible for their teams Asst. Coaches, Players, and Fans behavior!
  - ONLY the Head Coach can talk to the Umpires.
  - No head first slides going to base (only back to the

- bag), this will result in the runner being called OUT!
- No intentional walks.
- Complete uniform.
- Regulation baseballs.
- Regulation Batting Helmets.
- 16/15 yr. old Umpires behind the plate, 14 yr. old Umpires on base paths.
- Bunting is permitted.
- Steel spikes are Prohibited.
- Infield fly rule in effect.
- Batting until there are Three (3) outs.
- Bat the whole order (Full roster of players available at any game). The 2<sup>nd</sup> time a player leaves the base early results in a Dead Ball and the player is called out! Both are called Immediately!

- 20.) PITCHING: 5-Innings Max. per pitcher in a 2 game week  
7 innings in a 3 game week  
Max. 3-consecutive Innings per game. All relief pitchers 2-consecutive Innings Max.  
No re-entry.  
1 - pitch counts as an Inning.  
60 pitches per game per pitcher and may be able to finish the batter  
Each team supplies someone to count pitches  
A week is Monday thru Sunday for purpose of counting innings pitched. (tournament games are excluded from counting toward the inning pitched total).

We hope that all this information is sufficient to conduct a very satisfactory baseball program. We believe in rules, but not endless constitutions. Nothing can substitute for good old fashion "common sense" and we should keep in mind that we are Adults and the Kids are looking at us as "positive role-models".

"Athletes First; Winning Second"