

12U (Kid Pitch) Division Baseball Playing Rules

The goal is to provide a wholesome, enjoyable activity, which develops character, skill, sportsmanship and goodwill.

The National Federation of State High School Associations (NFHS) Rules will govern this league unless otherwise stated in these playing rules.

REGISTRATION FEE

To help offset expenses, a team fee will be required (amount to be determined at the beginning of each season).

AGE GROUPS AND ELIGIBILITY

1. This league is open to kids, 11-12 years of age. A player's age on September 30 of the current school year determines eligibility for both the spring and fall seasons.
2. Players must register with their coordinating association, and teams must follow their association's rules. A player must meet the age requirement of the league in which they participate. Players are encouraged to participate in their own age group. Exceptions to "play up" to the next age group must be submitted by the parent and approved by their association's coordinator.
3. Players may only participate on one team at a time.
4. If eligibility of a participant is questioned, proof of age must be verified through one of the following (no copies): Original Birth Certificate, Military ID, or Passport.
5. Non-Virginia Beach residents must first register with a Recreation Association and are subject to all the Association's terms and conditions for participation. No Virginia Beach resident shall be excluded to accommodate a non-resident. No more than 2 non-residents on a team. Residents of Knotts Island, NC are eligible to participate and are considered residents.

ROSTERS

1. Team rosters are limited to fifteen (15) players, one (1) head coach, four (4) assistant coaches. All coaches must obtain a city volunteer ID badge.
2. A completed roster to include team name, team age group, coaches' names, and all player information (name, date of birth, jersey number) must be turned in by each team to their respective area baseball coordinator prior to the first game of the season.

SCHEDULING OF GAMES

1. Games (8 games) will be played in accordance with the schedule.
2. Any coach finding it impossible to play a scheduled game must notify their Area baseball Coordinator as soon as possible.
3. If games are postponed due to weather or other conditions, makeup information will be e-mailed to coaches by their baseball Coordinator.

RESPONSIBILITIES

1. Each association will assume the following responsibilities:
 - A. Identifying and preparing game sites.
 - B. Custody of rosters and authority to rule on player eligibility.

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STANDARD GAME AND PREGAME PROCEDURES

1. The contracted Officials Association will assign umpires; no team may refuse any assigned official. Umpires may consult at any time the “12u Kid Pitch Division Baseball Playing Rules” in their possession for clarification.
2. Head coaches are responsible for maintaining proper conduct of their assistant coaches, parents, and players always. (In accordance with their area’s Code of Conduct)
3. The home team will be noted on the schedule and occupy the first base Bench/Dugout.
4. **Starting of Games and Total Innings:**
 - A. Teams should arrive 30 minutes before scheduled game time. Games may start early only if both coaches agree.
 - B. The game will be 1 hour & 30 minutes. No new inning will start after 1 hour & 20 minutes.
 - C. A regulation game is 6 innings, or when the time limit expires (whichever comes first).
5. **Coaches:**
 - A. Maximum of one (1) head coach and four (4) assistant coaches/scorekeeper.
 - B. These individuals are the only ones permitted on the field or in the dugout/bench area during the game. Coaches are responsible for keeping spectators off their benches and out of the dugout area. **Only the head coach can approach the umpire during the game. The head coach must call time and ask to approach the umpire if he/she has a question on a play or call.**
 - C. Only coaches/scorekeeper with a valid Virginia Beach Youth Sports League Volunteer Identification Card may occupy the player’s dugout/bench area in addition to the limited number of players.
6. **Scorekeeper:**
 - A. Game start time shall be recorded in each scorebook.
 - B. The home team shall provide an official scorer and furnish the official scorebook. It is strongly recommended that the visiting team’s scorer frequently check with the home team’s scorer to avoid mistakes. The scorebooks of both teams must be filled out with all player’s names and uniform numbers. If this information is not provided, protests will be denied. **Game Changer will not be accepted as the official scorebook for recording games or in the even of a protest.** In the event of any scorekeeper disputes that cannot be settled, the umpire will review both scorebooks immediately and make all necessary notations. The game will continue. As soon as possible, after the conclusion of the game, the official scorer (the home team) will present the Area Baseball Coordinator with the scorebook and all pertinent scorekeeper dispute information.
7. **Pregame Warmup:**
 - A. Players and family on teams scheduled for the next game shall stay behind the bleachers to warm up and may not detract in any way from the game in progress.
 - B. For the pleasure and safety of spectators and fairness to the teams playing, no pregame loose ball batting of any kind or hitting ground balls or pop flies is permitted, including by coaches. Players must have a helmet on any time they are swinging a bat. **No hitting off a pole (Hit Stick) during the game, either in the on- deck circle or near the playing field.** Waiting teams can use a hitting stick if they are a safe distance from the playing field. Players can only work on throwing/catching or hitting off a stick prior to the game.

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- C. Due to the time limit, pre-game infield practice will not be taken.

PLAYING EQUIPMENT

1. Game balls to be used are as follows: use 9-inch leather baseballs with raised seam.
2. Game balls will be supplied by the home team – 1 new and 1 good (almost new) condition.
3. NFHS Bat Rules Apply (Wood, BBCOR, USA, and USSSA permitted).
4. Shoes with metal spikes are not allowed.
5. Catchers must wear a full helmet (no skull cap), with facemask, throat protector, chest protector, and shin guards. Hockey style masks do not require a throat guard.
6. Catchers are required to wear a cup. Player/parents to provide.
7. Pitchers: Heart protector is required for players playing the pitcher position. Coaches to provide.
8. Batters and runners must wear helmets with earflaps and a NOCSAE warning label.
9. Teams must provide their own practice balls and uniforms.
10. Team members must all have the same color uniform and individually identifying jersey numbers. There shall not be duplicate jersey numbers.

PLAYER/TEAM CONDUCT

1. All parents of players are required to read and sign their area's Code of Conduct. Each team will turn in completed forms to their Area baseball Coordinator prior to the first game of the season.
2. Head coaches are responsible for the conduct of their assistants, players, and spectators at games. Any head coach refusing to control an assistant coach, player or spectator is subject to game forfeiture and/or suspension of the player, spectator or coach.

PLAYING RULES

1. **Base Distance:** 70 feet (rear point @ home plate to back of base)
2. **Pitching Distance:** 50 feet (rear point @ home plate to front of pitching rubber).
3. **Pitching:**
 - A. Pitchers pitch count per calendar week (start 12:01 AM Monday and end 12 midnight the following Sunday).
 - B. Pitch counts are to be collected by scorekeepers during the game in the scorebook.
 - C. If there is a discrepancy in pitch counts the higher number will be official.
 - D. Each pitcher can pitch 6 innings per or **70** pitches in a week (8 innings and 80 pitches when a weekday game is also scheduled provided the rest requirements are met).

Example- A player throws 50 pitches in a Saturday game. The same player may pitch for 2 innings or an additional 30 Pitches (whichever comes first) provided that the player has had 2 days of rest before the weekday game.

Max number of Pitches allowed by a pitcher in a game - 70

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1-20	0 Days Rests
21-35	1 Days Rest
36-50	2 Days Rest
51-65	4 Days Rest
66+	7 Days Rest

- E. All pitch counts are to be collected for both teams by both scorekeepers during the game and recorded in the home team and visitor's scorebooks.
- F. **If the pitch count/rest requirements are not followed or are violated, the game when the violation occurred will be recorded as a forfeit, and the head coach will be suspended from practices and games for 2 weeks.**
- G. Pitchers are allowed 6 warm-up pitches. Warm-up pitches do not count against pitch count.
- H. If no-pitch is called by the umpire, the pitch is not counted against the pitch count.
- I. No infielder can be in front of the pitcher until after the pitch is thrown. Outfielders must be in the grass part of the outfield when the pitch is thrown.
- J. Bunting is allowed in this division.
- K. Coaches are allowed (1) mound visits per pitcher. If there is a 2nd mound visit, the pitcher must be changed. Catchers are allowed (1) mound visit with the pitcher.

4. Chalk Lines:

- A. Required
 - Foul lines – (required) from home base to the foul pole on both first and third base.
- B. Optional
 - Base Coach Boxes approximately 4'x8'.
 - Warm Up Batter's Circle 3' diameter.
 - Batters Boxes approximately 6'x3', 4 inches from home plate and front line 3 foot from center of home plate.

5. Team Makeup:

- A. A team may play with 8 players. If a team has only 8 players, the lineup will be one through eight, and the 9th position will be recorded as an out.
- B. If additional players arrive late for a game, they can play and are added to the bottom of the batting order.
- C. If a team loses a player for any reason, there will be no penalty if the team has at least 9 players. If a team loses the 9th player for any reason, the batting spot vacated by that player counts as an out.
- D. To continue play, a team must always have at least 8 players.
- E. The batting lineup will consist of every player in uniform in attendance at the game. The batting order will remain the same for the entire game.
- F. Each player must play at least two innings in the field in a full 6 or 7-inning game. Any 9 players in the lineup may play in the field in any given inning.
- G. Both Scorekeepers should check players off in the scorebook when they play their required innings in the field.
- H. There can be 9 players in the field, field make up will consist of pitcher, catcher, 1st base, 2nd base, short stop, third base, and 3 outfielders.
- I. There can be zero (0) coaches in the playing field.

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6. Run Rules:

- A. If a team at bat scores Five (5) runs in a half inning prior to three (3) outs being recorded, that half inning will be considered complete. Play will cease after the fifth run is scored. Runners remaining on base will be considered to have had their turn at bat.
- B. Should a batter be in the box, the same batter will lead off in the next inning with a 0-0 count.
- C. Home team score keepers should inform the umpire when five (5) runs are attained.
Note: If the home team is behind by seven or more runs in the last inning, they are still entitled to their final turn at bat.

7. Mercy Rules -

Runs ahead rule will apply for all regular and post season games. The game shall be over and shall be declared by the umpire after 3 innings if the home team is 15 or more runs ahead, 12 or more runs ahead after 4 innings or 8 or more runs ahead after 5 innings.

8. Dropped Third Strike.

- A. The batter becomes a runner when the third (3rd) strike called by the umpire is not caught, provided
 - First base is unoccupied, or
 - First base is occupied with two (2) outs.

In both scenarios, all runners are free to advance at their own risk.

Note: if a runner is attempting to steal second base and a dropped third strike occurs, the batter cannot run to first, as first base was occupied when the pitch was delivered.

9. Infield Fly Rule will be in effect.

For the infield fly rule to be in effect, the following conditions must be met:

- A. **Runners on Base:** There must be runners on first and second base, or the bases must be loaded (runners on first, second, and third).
- B. **Less than Two (2) Outs:** There must be either no outs or one out in the inning.
- C. **Fly Ball:** The batter must hit a fly ball (not a line drive or a bunt) that is in fair territory and can be caught by an infielder with ordinary effort.

NOTE: If "infield fly" is called and the fly ball is caught, it is treated exactly as an ordinary caught fly ball; the batter is out, there is no force, and the runners must tag up. On the other hand, if "infield fly" is called and the ball lands fair without being caught, the batter is still out, there is still no force, but the runners *are not* required to tag up. In either case, the ball is live, and the runners may advance on the play, at their own risk.

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10. Playing Time:

- A. If a game has gone on for less than 1 hour and 20 minutes, a new inning will start and must be completed if the game's outcome has not been decided. The new inning will start the moment the third out is made completing the previous inning. The respective coaches can decide not to play the second half of the final inning if the game's outcome has been decided. If the coaches decide to play the second half of an inning where the outcome of the game has already been decided, they shall not finish the inning if doing so delays the next game. No new inning shall start after the 1 hour and 20-minute time limit has expired. If a game is tied at the end of an inning and after time has expired, the game will go into the Tie Breaker Rules.
 - Tie Breaker Rule:
 - The visiting team will place the runner or batter that recorded the last out of the previous inning on 2nd base.
 - Home team will take the field. One out will be given at the start of the inning. Normal Games Rules then applied.
 - Teams will switch when either 3 runs are scored, or 2 additional outs are made. Each team can earn a maximum of 3 runs during the tie breaker inning.
 - At the end of the tie breaker inning if neither team is not ahead, it will be scored as a tied game.
- B. Home and visiting team must leave the field and dugout immediately following the game to allow for the next game/practice.

11. End of play:

- A. Time is called by the umpire when the pitcher has control of the ball on the mound.
- B. Time can also be granted by the umpire if asked for by a runner on a base.
- C. Time can also be granted by the umpire if head coach needs to approach the mound.

12. Overthrows:

- A. If there is an overthrow, runners can attempt to advance.
- B. If there is a play attempt on the advancing runner that is also overthrown on the next base, the runner can attempt to advance again.
- C. Ball will be considered live until the umpire calls the ball "dead" or "time" is called by the umpire.
- D. Overthrows outside the field of play (fences or dugouts), will result in a dead ball.

13. Leading off/ Base Runners

- A. Runners may take a lead when on base and may advance/steal at their own risk.
- B. Courtesy runner for catcher is allowed when there are 2 outs.
- C. No straight stealing of home plate. Runners can steal home on a passed ball or suicide squeeze bunt.
- D. Infield fly rule is in effect. Runners may advance at their own risk.

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14. Courtesy Runner:

- A. When there are two outs, the player who made the second out (last out) of that half inning can become the courtesy runner for the catcher as soon as they reach base. Once a courtesy runner is designated, no other courtesy runner or the catcher may return to run for the original courtesy runner. A courtesy runner for the catcher should also be used when four (4) runs have scored regardless of the number of outs.
- B. Exception: Should an injury occur to the courtesy runner, the player that made the first out of that half inning may become the courtesy runner until the player scores or is put out.
- C. If a player is injured during the game, a pinch runner can be used for that player (typically the last out). The injured player can return to the game at any time.

15. Player substitution:

- A. Players can be substituted from the bench or moved to a different on-field position or back to the bench at any time for any position including pitcher, if time is called.

PROTESTS

1. Player Eligibility Protests: In the event a protest is lodged on a player's eligibility and the player proves to be ineligible, the player will be suspended from the league for the remainder of the season and the team will forfeit the previous game(s) in which the player has participated.
2. THE GAME MUST CONTINUE. Protest resolution will be handled off the field following conclusion of the game. The baseball coordinator will inform both head coaches the result of the outcome.
3. No protest involving umpire's judgment (ball or strike, fair or foul, safe or out, etc.) will be considered at any time.
4. **PROTEST FEE – Any coach that files an official protest will be required to post a \$25.00 Fee. If the coach wins the protest, the fee will be returned.**

AUDIO/VISUAL

1. Recording equipment may not be attached to any part of the field of play. No Recording devices can be attached to the players themselves.
2. All recording must be done outside the field of play.

FIELD CONDITIONS/WEATHER

1. In the event of rain or other inclement weather, your area's baseball coordinator will notify head coaches of delay or cancellation 2 hours prior to game time.
2. Once a game has begun, the umpire will determine if the field is playable. The umpire's decision will be final. If a game is halted, the teams will not leave the immediate area for a period of 15 minutes. After this period, the umpire will decide as to whether the game will continue or be called.
3. If a game has gone at least 40 minutes and then called due to weather, it will be considered a complete game. If a game is stopped prior to 40 minutes, it will be replayed from the start.

NOTES

1. Coaches will advise parents and players of the playing rules. Ignorance of any playing

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rules will not be tolerated.

2. Please Park in authorized parking areas only.
3. Smoking, use of tobacco products including smokeless tobacco, and use of all types of e-cigarettes (including nicotine vapor and non- nicotine vapor products) are prohibited by State Law on School Property. No smoking, vaping or use of smokeless tobacco in dugouts or on the field by players or coaches.
4. No alcohol is permitted at the fields at any time.
5. Per Virginia Beach School Board Policy, pets other than service animals are prohibited on school property.
6. At Virginia Beach City Parks, pets are permitted but must be always leashed and under control with leash in hand. Please be sure to scoop the poop.
7. NO PETS are allowed on the athletic fields at any time.

END OF SEASON RULES FOR PLAYOFFS

To determine teams for playoff purposes the following will be used in this order.

- 1) Win/Loss Record.
- 2) Head to Head Record.
- 3) Total runs scored against.
- 4) Total runs allowed.