

# **12U FALL BALL RULES**

A complete game will be 6 innings. Run rule is 15 runs after 3-1/2 innings and 10 runs after 4-1/2 innings. No new inning will start after 1 hour and 30 minutes.

Each half inning will consist of 3 outs or 6 runs. No run limit in the 6<sup>th</sup> inning and extra innings.

Bases are 70' apart. Pitching distance is 50'.

A coin toss before the game will determine home and away.

No chatter from any players in the infield dirt.

A courtesy runner must be used for the pitcher or catcher with 2 outs. The last batter to make an out will run for the base runner.

No pitcher can pitch more than 6 outs in one game. 5 warm up pitches in between innings. A pitcher can not re-enter once they have been removed from pitching.

Balks will be called but not enforced. If a balk is called, its an immediate dead ball. No runners can advance or be called out. At that time, coaches and umpires are encouraged to teach the pitcher why a balk was called.

No infield fly rule.

No drop 3<sup>rd</sup> strike.

Coaches will bat the entire roster with free substitution.

No altered bats will be allowed.

Throwing of bats and helmets will not be tolerated. The umpire will give one warning per team, after the warning, if the issue occurs again and immediate dead ball will be called and the batter will be out.