

----2014 12U Division (Granville) Baseball Rules----

1. No parent of a minor or major league player may umpire a game unless both coaches agree otherwise.
2. Rainouts must be rescheduled within 1 week of the originally scheduled game.
3. All teams must use an official little league baseball. All bats must be “Official Little League Approved”
4. Home team is official scorebook. Home team is also responsible for raking the field after their game is played.
5. No slug bunts.
  - a. Penalty for slug bunts: **The batter is automatically out and no runners may advance. After 2<sup>nd</sup> slug bunt by same player, said player will be removed from game**
6. A player must avoid a tag on a close play at 2<sup>nd</sup>, 3<sup>rd</sup>, and home plate. NO HEAD FIRST SLIDES allowed. Players may go back to a base using a head first dive, i.e. if a player is on 1<sup>st</sup> base and an attempted pick-off play happens, the player may dive back to their established base head first.
7. All teams must bat entire roster.
8. Defense consists of 9 players for Majors.
9. All players must play 6 defensive outs, with the exception if game is shortened to 4 innings. It is the responsibility of the coach to make every effort possible to play their entire roster 6 defensive outs; PLAN FOR MERCY GAMES.
  - a. The only exception to the above rule is disciplinary action concerning a player. Please communicate the suspension to the opposing coach, the player’s parent(s), and the Commissioner.
10. Teams must have 9 players in order to start a game. A team that loses a player during a game decreasing its line up to 8 players may finish the game. It is an automatic out when that player’s position comes up in the batting order.
11. Pitchers must be replaced after 3 hit batters in an inning or a total of 4 in a game.
12. A coach may make 2 trips to the pitcher’s mound per inning. The coach must remove the pitcher after third visit.
  - a. If a position player is injured and the coach visits the pitching mound on the way to the injured player, or on the way back to the dugout, this will be counted as one (1) visit.
13. There is no run limit / inning within the 12U league games.
14. A game is over if a team has a 15 run lead at the completion of 4 innings or a 10 run lead at the completion of 5 innings.
15. Players can be “called-up” from the 10U division.
  - a. Call-up player will wear their regular season team uniform.
  - b. Call-up player must bat at the end of the line-up.
  - c. Call-up player is not permitted to pitch.
  - d. When at least 9-rostered players are dressed and ready to play, the additional call-up player is not permitted to play more than 1/3 of the innings in a 6-inning game (2 innings).
  - e. When 9-rostered players are dressed and ready to play, the additional call-up player is not permitted to play more than 1 inning in a 4-inning game.
16. Little League Pitch Count rules apply. (Reference pitch count chart). Both coaches are responsible for keeping pitch counts. Coaches will meet after each ½ inning to reconcile pitch counts for home and away pitcher. Pitch count for each pitcher will be recorded in the players pitch-card and signed by the opposing coach. Pitch counts are to be reported immediately to Commissioner after each game.
17. Infield fly rule applies.
18. Dropped 3<sup>rd</sup> strike rule is in effect.
19. For games played in Granville the full roster will appear in the batting order.
20. Time Limit rule: No NEW innings may be started 2 hours after game start time
21. All other Little League rules apply. (Reference Little League 2014 rules book).