

SUMMIT-PARKLAND YOUTH ASSOCIATION

12U Baseball (11 & 12 Year Olds)

Rules and Regulations (Revised 2018)

1. TEAMS

- Players' age will be determined by their age as of April 30.
- Players cannot switch teams within the same division once league games have begun.

2. EQUIPMENT

- The ball shall be an official 9-inch baseball.
- Bats must include a BPF 1.15 label or stamp.
- No steel/metal cleats.
- Batter, players in the on-deck batting area and base runners must wear protective headgear, which gives protection to the top of the head, temples, ears and base of the skull. Batters and base-runners must keep helmet on at all times while on the field.
- Catchers are required to wear a face mask with throat guard, chest protector, athletic supporter with cup, shin guards and protective headgear which gives protection to the top of the head, and a catcher's mitt when catching behind the plate.
- Any player serving as a catcher to warm up a pitcher shall wear a mask, whether the pitcher is warming up from the mound, in the bullpen or elsewhere.
- It is recommended that managers make every effort to see that all players wear athletic supporters.
- Illegal equipment shall be removed from the game.

3. PLAYING FIELDS

- Distance between bases 70 feet
- Pitching distance 50 feet
- Home to second base 99 feet

4. PLAYING RULES

- League rules are governed by Official Baseball Rules unless otherwise noted in SPYA rules.
- There is no dug-out assignment based on home/away team (first team choice).
- Teams will bat their entire line up.
- There is no restriction on substitutions except a pitcher cannot return to pitch after having been removed.
- Any player who is injured or leaves the game will not be considered an out in the batting line up.

- If a player is ejected from the game, that player will be an out his next time at bat only and will be skipped in the batting order for the remainder of the game.
- A team failing to field at least eight legal players within 15 minutes scheduled starting time of a game (applies to early game only), or at any time during the game shall forfeit the game.
- An eight run scoring limit per inning or three outs. The last inning as declared by the umpire will be an unlimited scoring inning.
- Nine players will be used defensively.
- Base runners are permitted to lead off and steal bases.
- Infield fly rule will be in effect.
- The dropped third strike rule is in effect.
- No more than three players shall "huddle" on the playing field, at any one time during the game.
- Appeal plays can be made, following the play that is to be appealed, at any time before the pitcher makes a pitching motion. The pitcher makes an appeal.
- Each team will receive one verbal warning from the umpire for thrown bats, after which all subsequent batters who throw a bat will be called out.
- Players who intentionally (umpire judgment) discard their protective headgear while batting or running the bases, will be given a team warning upon the first violation. Thereafter the player shall be called out.
- Slide or Avoid: When a play is being made at a base, the runner must slide into that base or avoid contact with the defensive player. If the runner does not slide and contact is made with the defensive player, the runner will be called out.
- No head first sliding allowed - players will be called out (not including diving back on pick off plays).
- It is the offensive player's responsibility to avoid contact with the defensive players. Defensive players cannot purposely block the base lines (umpire judgment).
- Catcher courtesy runners must be used with two outs. Teams have the option of utilizing a courtesy runner with zero or one out. All courtesy runners will be the last player to make an out. Courtesy runners are for catchers only.

5. PITCHING RULES

- Pitchers shall not be allowed to pitch in more than four innings in one calendar day.
- A pitcher shall not be allowed to pitch in more than ten innings in any one calendar week.
- A calendar week is from 12:01 am Monday to 12 midnight the following Sunday.
- After pitching in four innings on the same calendar day, pitchers shall have 40 hours of rest before pitching again. The 40 hours rest rule is computed from the scheduled starting time of the game in which the pitching occurred, or in

games which begin more than two hours after the scheduled starting time, the actual starting time of the game will be used to interpret this rule.

- As soon as a pitcher delivers one pitch to a batter, that pitcher shall be considered as having pitched in one inning.
- A pitcher who is withdrawn from the mound, but who stays in the game another position shall not be permitted to return to the mound in the same game.
- If a relief pitcher comes in "cold", the umpire shall allow the pitcher to warm up properly with at least ten warm-up pitches.
- Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to immediate removal of the player from the lineup and ejection of the coach from the game. Both the player and the coach shall be ineligible to participate in the next scheduled game played by the team.

6. LENGTH OF GAMES

- Six innings in duration. Innings started before one hour and fifty minutes may be completed. No new inning shall begin after one hour and fifty minutes. Games will be recorded as a tie if the time limit is reached and the score is tied.
- In case of a tie after the sixth inning, games will continue into extra innings if the time limit allows.
- Games called for any reason shall be considered complete games if four innings have been completed. If games are called in less than four innings and are to be continued, they shall be continued from point of curtailment.
- Mercy Rule – 15 = If a team is leading its opponent by at least 15 runs after 3 equal innings have been played, the game shall be terminated and the team in front shall be declared the winner. 10 = If a team is leading by 10 or more runs after 4 equal innings the game will be terminated and the leading team will be declared the winner.

7. SCHEDULE

- Scheduling and rescheduling of league games shall be the responsibility of the League Director or appointed representative.
- Games may be postponed only by the action of the Director or representative. If weather makes playing conditions unsatisfactory, the Director may postpone games before 4:30 PM, but it shall be the duty of each coach to call the Info Line (253-298-3019) to make certain of the postponement. If games have not been postponed by 4:30 PM both teams must appear at the game site in full strength or the non-appearing team shall forfeit the game regardless of playing conditions due to weather or otherwise. The umpire shall be the sole judge as to the fitness of the field of play after 4:30pm.
- Games must be played as scheduled or be forfeited. Once the season schedule has been posted/distributed games are to be played as scheduled. Any reschedule requests must be made with the SPYA Office and agreed upon by both coaches. A \$20 administrative rescheduling fee will be charged to the team requesting the reschedule.

- If after a 15-minute grace period the field has either not been prepared to the umpire's satisfaction or if the umpire has not arrived and a replacement cannot be agreed upon, the game will be rescheduled by the league director.

8. UMPIRES

- There should be at least one staff umpire working each game.
- Umpires other than staff, when staff umpires fail to report on time, or are otherwise unavailable, shall be agreed upon, preferably in writing, by opposing coaches.

9. SCOREKEEPERS

- Scorekeeper shall record the actual starting time of the game and advise the umpire when game approaches the playing time limit of one hour and fifty minutes.
- Home team shall be considered the official scorekeeper and will turn in the final score to the umpire.
- *Winning team is responsible for reporting the game score via phone call or email by the 1pm the following day.*

10. COACHES

- Adult coaches must be used on both first and third base coaching boxes.

11. SPONSORS

- Specifically, no firm or company whose advertising reflects the sale of alcoholic beverages or tobacco products shall be permitted to sponsor the program or to be permitted to display any form of such advertising in connection with the program.

12. PROTESTS

- A protest based on a play, which involves an umpire's judgment, is not permitted.
- All protests must be submitted with a \$20.00 fee to the Summit Parkland Youth Association. If a decision is rendered in your favor, the fee will be returned.
- When protests are based on the interpretation of the rules, the objecting manager shall, at the time the play occurs, notify the umpire, the opposing manager and official scorekeeper that the game is being played under protest, and submit the protest in writing to the Summit Parkland Youth Association within 48 hours of the completion of the game, accompanied by the \$20.00 fee.
- Umpires should make a public announcement to the crowd when a game is being played under protest.
- Any team manager or other adult leader who withdraws a team from the playing field under any circumstances prior to the official completion of the

game shall forfeit all rights to protests as prescribed in this section and be subject to disciplinary action.

13. DISCIPLINARY ACTION

- Any coach or player ejected from a game will receive an automatic **two** game suspension.
- Coaches are responsible for the behavior of spectators and/or parents affiliated with their team(s). In most cases, you will be asked to address any unruly spectators to help eliminate any further incident. Failure to comply may result in an ejection.
- Persons, youth or adult, who refuse to comply with the above rules and ethics of the Summit Parkland Youth Association, may be considered for the following disciplinary action:
 - 1) **WARNING** –
The offending person is to be advised, in writing of the offense, and further advised that repetition of the offense will result in a more severe penalty.
 - 2) **SUSPENSION** –
The offending person is to be advised in writing that he or she has been suspended from all league activity for a specific number of games or days.
 - 3) **DISMISSAL** –
The offending person is to be advised in writing that he or she has been dismissed from the league for the remainder of the current year.
 - 4) **BARRED** –
The offending person is to be advised in writing that he or she has been barred from present and future participation in the league, permanently, or for a specific number of years.
- Persons subject to such discipline shall have the right to a hearing before the League Board before such discipline is imposed. **Exception: Coaches or players ejected from a game receive automatic suspension (ineligible to participate) for the next 2 scheduled games at a minimum.**

14. MISCELLANEOUS

- SPYA operates with a no profanity policy. Players, coaches and fans found to be using inappropriate language will be asked to leave the playing area.
- Tobacco use is prohibited on field premises.
- Each coach must obtain a copy of these rules and regulations and he/she shall acquaint his/her players with their contents. Ignorance of the rules and regulations shall not be accepted as an excuse for violations.
- The coach of a team is responsible for the conduct of spectators following his/her team.
- The umpire has the authority to forfeit a game because of the conduct of the spectators.

- It is against the law to drink alcoholic beverages on County Park and public school property. It is possible for a team to be suspended from the league if any of those supporting it are found to be drinking. A suspension of that supporter is also a possibility.