

# *Hendersonville Baseball*

## *12u Baseball League Rules*

Updated on 8/11/2025

### **1.0 General Rules**

**1.1** Recreational League will follow official rules of Cal Ripken Baseball for 12 & under, except for these local league modifications. Open leagues will follow USSSA rules, unless stated otherwise.

### **1.2 Field Set-up:**

<u>Division</u>	<u>Bases</u>	<u>Pitching Line</u>	<u>Mound</u>	<u>Pitching Circle</u>
12U	70'	n/a	50'	n/a

### **1.3 Regulation Game:**

<u>Div</u>	<u>Innings</u>	<u>Time Limit</u>	<u>Max Runs / Inning</u>	<u>Run Rule</u>
12u	6	1:40	7	6 after 5, 11 after 4, 15 after 3

### **1.4 Playing Time and Defensive Restrictions**

	<u>Batting Lineup</u>	<u>Defensive Players</u>	<u>Playing Time Rules</u>	<u>Defensive Restrictions</u>	<u>Infield Playing Time Rule</u>
12u REC	9 or 10 or all	9	Yes	N	N

When "All" is specified, all players on each team will be in the batting lineup. The batting order can not be changed during the game. When "9 or 10 or all" is specified, each team may hit a 9 player lineup, or 10 w/ EH (USSSA 8.03-J), or they may hit all players present. The teams don't have to do the same thing (for example, in a FBL-12u game, one team can hit 9 with 3 subs, and the other team can hit all players). Teams can't change (from 9 to 10, from all to 10, etc) during a game (once the lineup card is turned in).

**1.5** A team may never play with less than the required number to start a game. Players who leave a game due to injury or any other reason may return to the lineup. Players who miss a turn at bat due to injury ONLY will not be called out. If a runner must leave the game there is no penalty (and no courtesy runner). These players can return to the lineup, in their original position in the batting order.

**1.6** If a game is called due to rain or other act of God prior to reaching regulation game status, it will not be resumed from point of delay, it will be replayed. For our purposes it will be considered 2 full innings played for a 4 inning (5u or 6u) game.

### **1.7 Lightning Detection :**

If the "Lightning Detection System" horn is blown, the fields and playing areas must be cleared. Play cannot begin until the horn is blown 3 times indicating the area is clear of lightning. Lightning delays will not extend beyond the official game clock.

**1.8** The home team will be designated on the schedule. The home team is to take the 3<sup>rd</sup> base dugout. The dugouts are not picked by first team to arrive.

**1.9** The home team will provide the official scorekeeper (can not be a coach on the field of play). If the home team can not provide an official scorekeeper, the other team has the option of being the home team.

**1.10** Coaches must have lineup prepared for official scorekeeper prior to the game, including players' last name, and uniform number.

**1.11** Players arriving after the game begins can only be added to the end of the lineup.

## **2.0 Uniforms & Equipment**

**2.1** Players & at least (4) coaches will receive a jersey and hat. Each player will be responsible for their own socks, pants, and belt. Coaches are not required to wear a uniform.

**2.2** The league will provide each team with a bucket of practice balls and game balls. Players are welcomed to provide their own equipment as long as it meets the league requirements. Teams can decide on shared equipment. Teams are responsible for catchers gear and helmets.

**2.3** The league will provide each team with game balls. The home team is responsible for providing game balls. If a team does not have a sufficient supply of acceptable baseballs to start the game, the other team has the option of being the home team.

**2.4** Helmets with face guards are NOT required to be worn by batters, runners, and on-deck batter. Catchers must be equipped as defined by Cal Ripken rules.

**2.5** **Bats:** Maximum barrel diameter is 2 5/8" (All Bats must have a USA Baseball marking).  
[12u REC] BBCOR bats are approved, no MAX Oz Drop.

## **12u REC Specific Rules**

### **3.0 Defense & Playing Time**

**3.1** 9 players on the team are eligible to play defense at any time. Every player must play defense at least every other inning. For example, a player who does not play defense in the 1<sup>st</sup> inning must play defense in the 2<sup>nd</sup> inning. In this way, some players might play defense all the time, and all players will play defense at least half of the game. Players removed from the field during an inning, including the pitcher, (for any reason, including injury or to warm up in the bullpen) must return to defense in the next inning or be completely removed for the remainder of the game (defense and offense). If a player can't play his minimum defensive requirement, he is also out of the game on offense.

**3.2** Teams must field a 6-man infield, consisting of a defensive pitcher, catcher, and 4 additional infielders. The 3 other players play outfield, and they must remain in outfield until ball is hit. Outfield is defined as a minimum of 20 feet behind the baselines.

**3.3** Teams must start a game or play with at least 8 players in 12u divisions.

**3.4** Teams may borrow a maximum of 3 players, from the next younger division or from another team in their own division, including the team they are playing. Teams may not borrow players from an older league. Teams may only borrow enough players to bring their team to 9 players. Teams may not borrow players after a game begins unless to sub for another borrowed player.

**3.5** Teams may NOT borrow players that are not registered in the Hendersonville Parks Baseball League, regardless of age.

**3.6** All borrowed players must bat at the bottom of the order and play outfield, beginning in RF, then CF and LF if more than 1 player has been borrowed.

#### **4.0 Hitting & Base Running**

**4.1** In 12u each team may hit a 9 player lineup, or 10 w/ EH (USSSA 8.03-J), or they may hit all players present. The teams don't have to do the same thing (for example, in a FBL-12u game, one team can hit 9 with 3 subs, and the other team can hit all players). Teams can't change (from 9 to 10, from all to 10, etc) during a game (once the lineup card is turned in). The batting order can not be changed during the game.

**4.2 12u REC Dropped 3<sup>rd</sup> Strike Rule:** The dropped 3<sup>rd</sup> strike rule is in effect. The ball does remain live, and runners may advance as normal.

#### **4.3 7 Max Runs Per Inning (8u and older divisions)**

In all 8u and older divisions, each team hits until they make 3 outs or score 7 runs (teams can score a maximum of 7 runs in an inning). An inning that was inadvertently allowed to continue after 7 runs scored can be corrected by simply adjusting the runs scored to 7 (batters are never allowed to "hit again"). This rule is not in effect when OPEN teams play each other. However, if an OPEN team is playing a REC team, then the 7 run per inning rule is in effect.

#### **4.4 Team Can't Catch Up (all 8u and older divisions only)**

A game may not be called early due to a team's lack of ability to catch up because of the 7 run rule (except for a league run rule). However, at the point of 15 minutes after the expiration of time, if the losing team can not catch up due to the 7 run rule, the game is called immediately at that point. A losing coach can always make his own decision to not continue a game if his team has been mathematically eliminated.

#### **4.5 Tie Games (all 8u and older divisions only)**

If teams are tied at the end of an inning once time has expired, the game will end in a tie. No extra innings will be played.

**4.6** Bunting is allowed in 12u.

**4.7** The infield fly rule is enforced in 12u.

**4.8 Courtesy runners are allowed in 12u.**

In all 10u and older divisions, the current (defined as most recent completed inning) pitcher and catcher may have a courtesy runner (CR) at any time after they have reached base. The CR may be any player. If the CR turn at bat comes up while he is one base, his turn at bat will be an out and the CR remains on base. The catcher must be replaced with a CR as soon as 2 outs are recorded. The “next inning” pitcher or catcher is not eligible for a CR (unless in the top of the 1<sup>st</sup> inning). Penalty for using CR for ineligible player – replace the original runner on base. Penalty for failure to CR for catcher with 2 outs – replace catcher with CR immediately. All play stands if the opposing coach does not catch a CR violation before runners have advanced or scored

**4.9** Leadoffs are allowed in 12u.

**4.10** Base stealing is allowed in advance of the pitch

**4.11** Head first sliding is allowed in 12u REC.

**4.12** Intentional walks are allowed in 12u.

**4.13** In all 8u and older divisions, teams can finish a game with as few as 8 players. Players who miss a turn at bat for any reason (including ejection) will be called out. Players who leave a game for any reason (except ejection) may return to the batting lineup as long as they are meeting their defensive playing requirements. If a team is down to 8 players, and a player leaves the game for any reason, the game is forfeited at that point.

**Exception** - if a batter can not finish a current at-bat or a runner must be removed from a base for any reason, and since no legal sub exists (since all players hit), the opposing coach may select a temporary sub (temp) from the bench (not including the current or on-deck batter, or any player(s) currently in the bullpen) to finish the inning, but the original player may not return to the game and the “temp” resumes his prior place in the lineup. If a “temp” is on base and is due to come to the on-deck circle, the opposing coach must select another “temp” at that time.

**5.0 Pitching**

**5.1 Pitching Restrictions-** These leagues will follow the pitching regulations listed below.

	<u>Single Game</u> Maximum		<u>Single Day</u> Maximum		<u>Weekly (Mon-Sun)</u> Maximum	
	IP	BF	IP	BF	IP	BF
All 12u	3	21	6	36	9	54

Pitchers will be limited by a combination of Innings Pitched (IP) and Batters Faced (BF). A pitcher can not exceed the maximum IP or BF, whichever he reaches first. For example, if a pitcher reaches 21 BF during the 3<sup>rd</sup> inning, he can not finish the inning. He must be removed immediately after the 21<sup>st</sup> BF (he can not finish the inning). If a pitcher reaches an IP limit, he can not continue, regardless of the BF count.

We don’t go by “one pitch equals an inning pitched” concept. However, if a pitcher is out of innings he can’t make an appearance in another inning (even if he doesn’t record an out).

A BF is only counted when it is complete. A partial BF (such as with a pick-off or a caught stealing ending an inning) does not count as a BF.

Both teams can easily track BF in their respective scorebooks. If a coach protests the BF count for an opposing pitcher, he must have it documented with his official scorebook.

No additional IP or BF are allowed any pitcher in an extra inning game.

Any pitcher who is removed from the pitching position (for any reason except a 2<sup>nd</sup> visit) may return to pitch until his 3-inning limit has been reached for that game.

## **5.2 Additional Pitching Restrictions – Special Situations**

Whenever an inning is ended due to the 7 run rule, with one pitcher of record, the pitcher is credited with 1 full IP (regardless of how many outs were recorded), and the actual BF count. If 2 or more pitchers pitch in an inning ended due to the 7 run rule, they are both charged with their actual IP (or none if they did not record an out), and their actual BF.

## **5.3 Pitching Rule Violations**

Pitching violations are the responsibility of the opposing team to bring to the attention of the umpire. If a pitcher is found to be in violation, he is removed from the game and all play that occurred after a pitcher has exceeded a limit will stand, however the game is automatically continued under protest. This is a league protest, and not an option of the opposing coach. Both teams are required to file a written league report within 24 hours.

If an opposing team suspects a violation from column B or column C, they may report to the umpire and play under protest. Or they may also file a protest with the league within 24 hours. This is not something that can normally be ruled on the field, so the game must continue.

If a column A violation is confirmed, the pitcher is removed from the mound, and the game is continued under protest (automatic). Confirmed pitching violations, by the league, will always result in forfeit of the game. Also, the pitcher may be ruled inactive (for the pitching position) for a period of time up to one week on first offense, and the coach is subject to suspension or removal from the league. These rulings will be made by the league.

## **5.4 Hit by Pitch**

Once a pitcher has recorded 3 HBP (in which the batter is awarded first base) in the same game, he is removed from the mound for the remainder of that game.

## **6.0 Umpires, Coaches, & Suspensions**

### **6.1 After a batted ball, the umpire will stop play and call time as follows:**

When any defensive player has control of the ball in the infield (fair or foul, within 10' of any normal infield position or closer) ... AND the current lead runner has already stopped a legitimate advance **towards** the next base. Time is to be called immediately and the lead runner returned to the prior base touched.

Time is called immediately and all trail runners are advanced or returned to their closest base.

Time will not be called if the defensive player throws or loses possession of the ball.

Time out is called in this manner in all circumstances, including when the "last batter" is hitting.

**6.2** Any coach entering the field of play without being granted permission by the umpire in chief is subject to immediate ejection. Any coach, parent or player approaching an umpire in an aggressive or argumentative manner before or after a game will subject their entire team to disciplinary action. The umpire is not required to explain or address any assistant coach with respect to judgment or rule interpretations.

**6.3** Any coach, player, or parent ejected from a game is to completely vacate the facility, meaning the parking lot at a minimum, and completely out of sight. Failure to sufficiently vacate the area promptly is grounds for forfeiture and extensive suspension. Presence in the facility after an ejection is grounds for extensive suspension. Approaching an umpire anywhere in the complex after a game, for any reason, is grounds for extensive suspension.

**6.4** Any coach, player, or parent Ejected will result in a minimum one (1) game suspension.

**6.5** All coaches (Head & Assistant coaches) must submit a background check through the city prior to stepping on the field to help coach. If the head coach allows an assistant to coach on the field prior to submitting a background check, then the head coach will receive disciplinary action of a minimum 3 game suspension. If the head coach allows an assistant to coach without a background check a second time, the head coach will be suspended for the remainder of the season, with the possibility of not being approved to be a head coach within any Parks leagues in future seasons.