



MUDSOCK YOUTH BASEBALL RULES

12U League

Board Approved: March 9, 2023

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1. **LEAGUE OVERVIEW** – The 12U League is a competitive league. The league consists of two (2) divisions ranging in order based on evaluation scores and player drafts. Division order is as follows: Red and White.
 - 1.1. These rules are in place to ensure fair play for all and should not be exploited by adult coaches. When in doubt on rule interpretations, confer with your league commissioner. Remember this is a youth baseball recreational league. No contracts are awarded, no player is going pro after this season. Be the example, young eyes are watching you!
 - 1.2. **Schedule:** Teams will play one game during the week, and one game on Saturday. Additional games may be scheduled due to rainouts. Pre-season practices will be set by the league scheduler. Additional practices will not be scheduled by the league once the season begins due to field space.
 - 1.3. **Uniforms:** Each player must wear the complete uniform at all times. The complete uniform will consist of team shirt, team cap, baseball socks, and baseball pants. Shirts must be tucked in. If cold weather, additional clothing can be worn except that pitchers are not allowed to wear white long sleeves or a glove on their catching or pitching hand. Players not in compliance with the uniform rule for a particular game will be able to play unless denied by the Commissioner of that league.
 - 1.4. **Equipment**
 - 1.4.1. **Ball:** A regular-style baseball will be used in this league and will be supplied by the league at equipment distribution. Game ball(s) will be supplied by the home team.
 - 1.4.2. **Bat:** Only USA Certified Bats are to be used, there is no restriction on barrel diameter size. A wood bat may also be used. Please refer to the USA Bat Guide for allowable bats: <https://usabat.com/>. If it is determined an illegal bat was used to put a ball in play, the hitter shall be deemed “out” and any baserunners shall return to their previous bases. A coach suspecting use of an illegal bat must raise a request to investigate with the umpire prior to the next batter receiving a pitch.
 - 1.4.3. **Glove:** All players must wear a glove when playing the field. Players will provide their own gloves to use during practices and games.
 - 1.4.4. **Helmet:** League will provide team helmets. A player is not required to purchase their own individual helmet.
 - 1.4.5. **Spikes:** Metal spikes are not allowed in this league.



2. CODE OF CONDUCT

- 2.1. **Coach's and Parent's Code:** Children have more need of example than criticism. Make athletic participation a positive experience. Attempt to relieve the pressure of competition. Be kind to your child's coaches and to officials. The opponents are necessary friends. Applaud good plays by your team and by the opponents. Enter the field of play at request of official or coach only. The use of alcohol, tobacco, and/or profanity is not allowed on or around the field of play.
- 2.2. **Player's Code:** Play the game for the game's sake. Be generous when you win. Be graceful when you lose. Be fair no matter what the cost. Obey the laws of the game. Work for the good of your team. Accept the decisions of the officials with good grace. Conduct yourself with honor and dignity.

3. PLAYING FIELD

- 3.1. **Field Dimensions and Locations:** The Red Division will play at seventy (70) foot base paths, and the White Division will play at sixty-five (65) foot base paths. Fields that accommodate these dimensions are: Billericay Park (Fields 1, 2, 3, and 4).
 - 3.1.1. **Movable bases/plates:** Bases and home plate are movable at each of the fields identified in §3.1.
 - **Billericay Park Field #1:** Bases adjustable to 70' and 80'; Home Plate/Mount Distance adjustable to 50' and 54'.
 - **Billericay Park Field #2:** Bases adjustable to 70' and 80'; Home Plate/Mount Distance adjustable to 50' and 54'.
 - **Billericay Park Field #3:** Bases adjustable to 60', 65', and 70'; Home Plate/Mount Distance adjustable to 46' and 50'.
 - **Billericay Park Field #4:** Bases adjustable to 60', 65', and 70'; Home Plate/Mount Distance adjustable to 46' and 50'.
 - 3.1.2. **Mound/Home Plate:** Mound will measure 50' from the back point of home plate to the front edge of the pitching mound rubber.
 - 3.1.3. **Bases:** Base paths measure at seventy (70) feet for Blue Division, and sixty-five (65) feet for White Division.
- 3.2. **Dugout Assignments:** home team will occupy 3rd Base dugout, visiting team will occupy 1st Base dugout. League schedule will identify home and visiting teams.
- 3.3. **Field Maintenance**
 - 3.3.1. **Pre-Game:** Home team is responsible for preparing the field for play. Pull tarps from field. If water is present, use pillow-bags and/or sponges to dry up water before the application of any field dry.
 - 3.3.2. **Post-Game:** Visiting team is responsible for closing the field down. Pull tarps onto both the pitching mound, and home plate areas. All field maintenance equipment surrounding field should be returned to the equipment shed.



- 3.4. **Scoreboard Operation:** Scoreboards are not present at Harrison Thompson and Holland Parks. Scoreboards at Billerica Park are controlled by the DAK Score App. This app is a Bluetooth enabled app that allows you to score the game from your smart phone and/or tablet. To operate the scoreboard, download the “DAK Score” app to your device and connect to the desired field.

4. ROSTER

- 4.1. **Official Team Roster:** Team roster will consist of no more than twelve (12) players unless otherwise approved by the commissioner. Rosters will be set by a player draft. Commissioner may add or move players to and from rosters as needed.
- 4.2. **Forfeited Game:** A game will be forfeited if a team cannot field, at the start of the game including a 10-minute grace period, a minimum of eight (8) players. The Farm System (§4.3 Farm System) can be used for a game to avoid a forfeit and/or increase your game time roster to nine (9) players. Farm System players can only be used to bring the game time roster to a maximum of nine (9) players. If a tenth player shows up after the start of the game, the Farm System player must be allowed to play the minimum number of innings. Players from the Farm System are only allowed to play in the outfield and must be placed at the bottom of the batting lineup.
- 4.3. **Farm System**
- 4.3.1. **Red Division:** Any current registered Mudsock Youth Baseball Player that plays in the 12U White Division and/or 10U League
- 4.3.2. **White Division:** Any current registered Mudsock Youth Baseball Player that plays in the 10U League
- 4.3.3. **Blue Division:** There is no Blue Division for 12U League

5. GAME OVERVIEW

- 5.1. **Pre-Game Warm-up:** Teams should be at field thirty (30) minutes prior to scheduled start time. If time allows, the visiting team will have the field for the first fifteen (15) minutes; home team will have the field for the last fifteen (15) minutes before the start of the game. If less than fifteen (15) minutes before game time, no infield warmup is allowed.
- 5.2. **Length:** The game will be six (6) innings or one and a half (1 ½) hours. No additional innings are to begin once the time limit is reached. If the home team is ahead and batting once the time limit is reached, the game shall end.
- 5.3. **Maximum Run Rule:** A team may score a maximum of six (6) runs per inning, including inning number six (6) or subsequent innings thereafter.
- 5.4. **Run Rule:** A run rule is in effect if a team is leading by ten (10) runs or more after four (4) innings and eight (8) runs or more after five (5) innings. Per Rule 5.3, if a team is down by more than six (6) runs at the end of an inning during the last fifteen (15) minutes of the game time, the game will be over.



- 5.5. **Playing Short:** A team must field at least eight (8) players or would be in violation of Rule 4.2 Forfeited Game. If a team does field the eight (8) player minimum, no out will be recorded for the ninth batter when that spot is due up in the batting order.
- 5.6. **Fair Play/Guaranteed Playing Time:** All players, except in the case of injury/illness or disciplinary action, must sit for one (1) inning before a player can sit for a second inning. No player will sit out more than two (2) innings during a single game. The safety of a player should be considered at all times. Do not put a player in a position that would put them at risk of injury. If a player is not getting an opportunity to play a position due to safety concerns, it is imperative that the coach discuss this decision with the player's parents. Every player must be allowed to play an equal number of innings during the season as all of the other players.
- 5.7. **Drop Third Strike:**
- 5.7.1. **Red Division:** The batter becomes a runner when the third strike called by the umpire is not caught in the air or is dropped by the catcher and either (1) first base is not occupied, or (2) first base is occupied and there are 2 outs. If the runner initially fails to run to first based, he shall be called out if:
- They leave the home plate dirt circle as deemed by the umpire
 - They are tagged out
 - Ball is thrown to first based and the base/runner is tagged prior to the runner reaching first based.
- 5.7.2. **White Division:** This rule is not applicable to this division.
- 5.8. **Infield Fly Rule**
- 5.8.1. **Red Division:** The Infield Fly Rule will be in effect and the batter will be out if the following criteria are met:
- (1) fly ball is deemed catchable per an umpire's judgment,
 - (2) fly ball is in fair territory
 - (3) at the time of the pitch, runners are on first and second base; or bases are loaded
 - (4) there are less than two outs
- If all four conditions are met, batter is called out and runners may advance at their own risk. If the ball is caught, runners must tag up to advance. If Infield Fly Rule is called, and ball drifts into foul territory, the foul ball is called and battery continues their at bat.
- 5.8.2. **White Division:** The Infield Fly Rule will be in effect and the batter will be out if the following criteria are met:
- (1) fly ball is deemed catchable per an umpire's judgment,
 - (2) fly ball is in fair territory
 - (3) at the time of the pitch, runners are on first and second base; or bases are loaded
 - (4) there are less than two outs



If all four conditions are met, batter is called out and runners may advance at their own risk. If the ball is caught, runners must tag up to advance. If Infield Fly Rule is called, and ball drifts into foul territory, the foul ball is called and battery continues their at bat.

- 5.9. **Time Outs:** The coach is allowed to stop play to only one (1) batter per inning while their team is at bat.
- 5.10. **Umpire:** Umpires will be provided by the league. If an umpire does not show, it is the responsibility of the visitor team to secure a volunteer umpire for the game. Umpire should call balls and strikes from behind the pitching mound.
- 5.11. **Official Scorekeeper:** The home team is the official scorekeeper. The scorekeeper of both teams shall consult each other at the conclusion of each half inning. Any discrepancies at the end of the half inning must be resolved at that time. Any disputes will be handled by the league commissioner.
- 5.12. **Game Reporting:** Coaches must report to commissioner if game is cancelled due to weather/darkness. Final score of game including team names and numbers, farm players used, pitchers used and number of pitches thrown; as well as any other game notes must be reported to the commissioner within twenty-four (24) hours of the conclusion of the game.
- 5.13. **Protests:** Protests are not allowed in this league.
- 5.14. **Weather**
 - 5.14.1. **Lightning and Thunder:** If lightning is seen, or thunder is heard, fields must be vacated. Players and fans need to leave the field completely and return to their cars. Players are not allowed to stay in the dugout. Game will be suspended for thirty (30) minutes from time of last seen lightning or last heard thunder. If the thirty (30) minute suspended play time extends beyond the time limit of the game, game will be postponed.
 - 5.14.2. **Rain:** As long as the field is deemed to be "playable", game play is allowed to continue. It is up to the discretion of the umpire(s) to determine how "playable" is defined. If an umpire is not present, both coaches can make determination.
 - 5.14.3. **Suspended Game:** If a game is suspended due to weather and/or darkness, the game will resume at the point it was suspended and will be allowed its full remaining time limit.
- 5.15. **Ties:** If a game is tied at the end of the time limit, the game shall end in a tie. No extra time can be taken to break the tie. No rescheduling to determine a winner.
- 5.16. **Complete Game:** A complete game is defined as the completion of 4 innings, 3 ½ innings if home team is leading at that point. If the 4-inning mark is not reached, coaches shall notify league commissioner so game can be rescheduled. Game will pick-up at the point in which the game was suspended, with the remaining game time.

6. BATTING



- 6.1. **Batting Order:** The batting order will remain consistent from inning to inning. Once a team's offensive inning has concluded, the next batter due up will lead off in their team's next offensive inning.
- 6.2. **Balls and Strikes:** Umpire will call all balls and strikes. Balls and strikes are judgment calls and are not to be questioned.
- 6.3. **On Deck:** All players are to be in the dugout except for the batter and the on-deck hitter. The on-deck hitter must be wearing a helmet.
- 6.4. **Throwing-the-Bat:** Umpires will warn the batter and the team on the first offense. The second offense by any batter on warned team will be called out.
- 6.5. **Bunting:** Bunting is allowed in this league.
- 6.6. **Coaches on Field:** While batting, the hitting team will be allowed no more than two (2) coaches on the field of play: 1B Coach and 3B Coach.
- 6.7. **Final Batter:** This rule does not apply to this league.
- 6.8. **Injuries and Early Departures:** If a player becomes injured (as ruled by the umpire) and is unable to continue playing, his spot in the batting order shall be skipped with no automatic out recorded. Once the injured player leaves the batting order, he is done for the remainder of that game.

7. FIELDING

- 7.1. **Fielding Positions:** Each team will use nine (9) defensive players consisting of one (1) pitcher, one (1) catcher, four (4) infielders (1B, 2B, SS, and 3B), and three (3) outfielders (LF, CF, and RF)
- 7.2. **Shifts:** No fielding shifts are allowed in this league.
- 7.3. **Stopping the Runner:**
 - 7.3.1. **Red Division:** The base runner is free to steal any base at any time except during a time out. A runner forced back towards the base by the defensive team is allowed to steal at any time.
 - 7.3.2. **White Division:** IF the base runner is forced back towards the base by the defensive team, the base runner is NOT allowed to advance until the next pitch. However, if an attempt is made to throw the base runner out, the base runner may advance at will.
- 7.4. **Coaches on Field:** No coach is allowed on the field of play to provide instruction.

8. BASE RUNNING

- 8.1. **Stealing:** Base runners may steal any base at any time except during a called timeout.
- 8.2. **Head First Slides:** Head first slides are not allowed at any base and will result in an out unless the base runner is diving back (retreating) to the previous base.
- 8.3. **Lead-offs/Leaving Base Early:**
 - 8.3.1. **Red Division:** Lead-offs are allowed



8.3.2. **White Division:** There are no leadoffs in this division. Players are to keep at least one foot on the base until the ball has crossed home plate. If a runner leaves a base early, the umpire will issue a team warning on the first offense. If a runner leaves early on a ball that is hit and this is the team's first offense, the play will be called dead and the pitch will not count. The batter will resume their position at the plate with the count as it was at the time in which the warning was issued. All base runners will return to the base previously occupied. On a team's second and/or subsequent offense, any runner that leaves early, based on the judgment of the umpire, will be called out and the play will be ruled dead. The batter will resume their position at the plate with the count as it was at the time in which the warning was issued. All base runners will return to the base previously occupied.

8.4. **Over Throws:** Runners can run an unlimited amount of bases in the event of an overthrown ball. Play is not stopped until Rule 7.3 Stopping the Runner has been achieved.

8.5. **Speed-up Rule:** If your catcher (if they are catching in your next defensive half of the inning) reaches base with two (2) outs, they may be replaced on base by the previous batter in your lineup that is not still on base.

8.6. **Interference:** If a fielder interferes with a baserunner, the interfered baserunner will be deemed safe and the play is ruled dead. No further advancement of baserunners will be allowed. The baserunner must avoid contact at any base while staying in the base path. If in the umpire's judgment the runner did not try to avoid contact, that runner shall be called out. There is NOT an automatic slide rule at each base. Runners are to avoid any intentional and/or malicious contact with the defensive player, and are strongly encouraged to slide in the event of a play.

9. PITCHING:

9.1. **Pitch Count:** A pitcher may not throw more than seventy (70) pitches or three (3) innings, whichever is reached first, in a single game. One pitch in an inning counts as an inning pitched. If the seventy (70) pitch count is reached in the middle of an at bat, the pitcher may continue to pitch until any of the following conditions occur:

- batter reaches base
- batter is put out
- third out is made to complete half-inning

Coaches must count the number of pitches and report to the league commissioner. Information communicated to commissioner should include

- pitcher's name
- innings pitched
- number of pitches



9.2. **Required Rest (Calendar Days Midnight to Midnight)**

Required Rest (Days)*:	0	1	2	3	4
# of Pitches:	1-20	21-35	36-50	51-65	66+

**Required rest (Days) is defined as a Calendar Day (midnight to midnight)*

9.3. **Breaking Pitches:** Breaking pitches are not allowed in this league.

9.4. **Warm-ups (between innings):** Warm-ups between innings are a maximum of five (5) pitches. There is no minimum. If a pitcher throws the maximum five (5) pitches to a coach, they do not get additional warm-up pitches to their catcher.

9.5. **Hit Batter:** A pitcher that hits three batters in an inning must be replaced with a new pitcher to finish the inning and is done pitching for the game and cannot re-enter as a pitcher. The new pitcher or another pitcher must pitch the next inning.

9.6. **Balks:**

9.6.1. **Red Division:** Balks are called in this division

9.6.2. **White Division:** There are no balks in this division.

9.7. **Intentional Walks:** There are no intentional walks in this league.

9.8. **Coach Trips to Mound and Coach Pitching:** A coach is allowed two trips to the mound to consult with their pitcher in one game. On the third trip, the pitcher must be replaced with a new pitcher. If the second trip is in the game same inning as the first trip, the pitcher must be removed for a new pitcher.

9.9. **Coach Pitching:** This rule is not applicable to this league.

9.10. **Pitcher Re-entry:** Once a player is removed from the pitcher position and replaced by another player on the team, that player cannot re-enter into the pitcher position for the remainder of the game.

10. TOURNAMENT

10.1. **Seeding:** If the number of teams in the league are either eight (8) or sixteen (16) teams, the regular season first place team will play the last place team. The second-place team will play the second to last place team. If the number of teams in the league are other than eight (8) or sixteen (16), the regular season top place team(s) will get a bye until the number of teams remaining can be bracketed for a championship game.

10.2. **Tie Breaker Scenarios:** If there is a tie for a regular season place standing, tie breakers scenarios will be applied in the following order:

- (1) head-to-head game winner.
- (2) run differential.
- (3) fewest total number of runs allowed.
- (4) highest total number of runs scored.
- (5) coin toss

10.3. **Adhere to Season Rules:** Regular season rules will apply for the tournament. This includes Rule 5.7 Fair Play/Guaranteed Playing Time.



11. ALL STAR GAME: The All-Star team will include a set number of teams/players identified by the league commissioner. The game will adhere to the same set of season rules.

12. FALL BALL RULES: Fall Ball will adhere to rules that are set forth by the Fall Ball Commissioner (or designee) at the time player draft and/or roster creation.