

12U

The local league rules found below are intended to modify the [Diamond Youth Baseball](#) rules to accommodate the differences between recreation level and tournament play. Local league rules supersede [Diamond Youth Baseball](#) rules and will govern all 12u season league games. Unless expressly listed in the local league rules, all other [Diamond Youth Baseball](#) rules apply. Area coordinators reserve the right to make changes to the local league rules during the season should unique situations warrant or clarity is needed by a consensus vote.

DUGOUT ASSIGNMENT

Home teams will occupy the third base dugout and visitors shall occupy first base dugout with spectators encouraged to follow suit by sitting on the same sideline.

WARM-UP TIME

If the field is unoccupied prior to the game, the home team will be given up to ten minutes of on field warm-up time 25 minutes prior to the scheduled start of the game and the visiting team will be given ten minutes of warm-up time 15 minutes prior to the scheduled game time. If the field is occupied 25 minutes prior to the game neither team will be given on field warm-up time but may elect to warm-up outside of the playing area or in the outfield should the field become available prior to the start of the game.

PREGAME MEETING

Five minutes prior to the scheduled start of the game, the head coach of each team will meet with the umpire crew to exchange line-ups and address/clarify any rules or questions.

REGULATION GAME

A regulation game will consist of 6 innings or the “no new inning time limit” of one hour and forty five minutes, whichever comes first. A game *can* end in a tie, provided that the game has gone 6 innings, reached the time limit (see below), or reached the completed game status due to inclement weather.

TIME LIMIT

No new innings will begin after 1 hour and 45 minutes from the scheduled start of the game. New innings begin immediately following the conclusion of the 3rd out of the bottom half of the inning. The home plate umpire is the official keeper of time.

COMPLETE GAMES

A game is considered complete after the 3rd inning (2 1/2 if the home team is winning) or the time limit has expired. A game *can* end in a tie.

FIVE RUN LIMIT RULE

An inning is considered complete when the batting team has scored five (5) runs or three (3) outs, whichever comes first. The 5 run limit is when a team scores their 5th run of the inning, the inning immediately ends regardless of other baserunners. The only exception is if a batter

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hits an over the fence homerun or a ground-rule double (results in a deadball). In this instance, all runs count. **HOWEVER**, inside the park Home Runs do NOT count.

INTERRUPTED GAMES

In the event a game is suspended for a weather-related, darkness or legitimate reason other than the time limit, the game will be resumed later unless considered complete as listed above. Interrupted games will resume from the point at which the game was suspended.

HOME TEAM RESPONSIBILITIES

Home teams will provide two new game balls for play and have the ability to provide additional game worthy balls should those become unusable. They will accurately operate the scoreboard (when applicable). The home team bookkeeper is the official scorekeeper for the game and should communicate with the visitor *after each half inning* to confirm accuracy of the official book. The home team will report game scores to the league coordinator within 24 hours of completion of the game.

PLAYING SHORT

Teams must be able to field a minimum of 8 players to begin play. Teams will be provided up to 15 minutes from the original start time of the game to field this number. Teams which are unable to do so will be required to forfeit the game. Teams must maintain at least 7 available players to continue a game under any circumstances. If a team is playing short for any reason, the team will receive an out for each missing batter's turn through the lineup. Teams may borrow players from other teams when they know ahead of time they are playing short. When borrowing a player from another team, said player(s) have to play in the outfield and bat at the bottom of the order. You must have at least 7 players and less than 9 in order to borrow from another team. You may only borrow a player from within the same rec club and same division, but not the opposing team. The coach needs to notify the other team's coach prior to the game and document it by email to his/her baseball director.

DEFENSIVE PLAY RULE

Every player in attendance must play a minimum of two innings (consecutive or nonconsecutive) in a regulation game. Defensive substitutions for all bench players may occur at the end of each inning and must be declared to the umpire and the opposing team.

BATTING

Teams have the choice of batting in a continuous batting order or reverting to 9. Whatever is decided *must be declared prior to the start of the game to the umpire and to the coach of the other team*.

A continuous batting order means a team chooses to bat their entire line up throughout the duration of the game (in other words, if a team has 12 players, they have a 12 person batting line up instead of a 9 person).

Reverting to 9 means a team chooses to bat their entire lineup one time through, then revert to a traditional 9 person batting line up for the remainder of the game. In this instance, a

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team must bat the first 9 batters. The rest of the players are considered subs and will not bat the remainder of the game. When a player is subbed, they are only subbed defensively.

EQUIPMENT

- Bats: 12u can use all bats regardless of stamps, but must be a -5 to -10 or a BBCOR -3. All barrel sizes, including 2 3/4 barrels, are approved.
- Helmets: All batters must wear a helmet. Face masks are *encouraged* but not required.
- Baseballs: Teams will use the MacGregor 72 or age-appropriate leather bound equivalent baseballs.

THROWN BATS

If a player throws his/her bat, whether on purpose or accidental, the team will receive one warning. After that, each subsequent thrown bat will result in an automatic out.

THE “ RUN RULE”

- 15 Run Rule: A game will be considered final when a team is ahead by 15 runs after 3 innings (2 1/2 if the home team is winning).
- 10 Run Rule: A game will be considered final when a team is ahead by 10 runs after 4 innings have been completed (3 1/2 if the home team is winning).
- 6 Run Rule: A game will be considered final when a team is ahead by 6 runs after 5 innings (4 1/2 if the home team is winning).

BASERUNNING

Stealing: Base runners may lead off.

Avoiding Home Plate Collisions: All players must attempt to avoid contact when a play is being made at home plate. If no attempt is made, the runner is out and all players must return to their last base touched.

EJECTED COACHES OR PLAYERS

The umpire has the authority to eject a coach at any time, including pregame, during the game, after the game, and in the parking lot. Just because the game is over or has not begun does not give any coach, player, or fan the opportunity to reprimand the umpire or give the umpire their evaluation of their performance.

Any coach or player ejected from a game will be suspended from their next played game, at minimum. Coaches or players who fail to leave the playing area after an ejection in a timely manner will receive an additional game suspension, at minimum. Appeals to suspension ejections should be directed to your sport coordinator or league administrator. All ejections will be reviewed by the local recreation club to determine further action.

PITCHING

All players on a regular season team may pitch in any game during the regular season subject to the following limitations:

- The pitcher shall not throw more than 85 pitches in a game or in a calendar day. Exception: If the pitcher reaches the daily pitch count limit while facing a batter, he may

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continue to pitch until the batter reaches base safely, is put out or, a third out is made on a base-runner to end the half-inning.

- A pitcher shall be allowed to pitch in two or more games on the same calendar day provided he/she does not throw more than 30 cumulative pitches in the previous game or games on the same calendar day.
- All pitchers in local league play must adhere to the following daily pitch count rest requirements:

League Age	No Rest	1 Day	2 Days	3 Days
09-12	1-30	31-45	46-65	66+

There are no exceptions to the rest period pitch count thresholds.

- Rest time requirement starts from the official first pitch/official start of the game. Example: Scheduled game time is 8:00 (regardless of a rain delay), then rest time starts at 8:00PM.
- Prior to the game, coaches must present proof of their team's most recent pitch counts at the plate meeting. Acceptable documentation includes a GameChanger report or a physical copy of the pitching affidavit.
- If a team uses an illegal pitcher (pitcher does not meet the required rest rules), the coach will be ejected from that game and serve a one game suspension the next game.
- SUSPENDED GAMES - In a game suspended by darkness, weather, or other causes and resumed on a following calendar day, the pitcher of record at the time the game was suspended may continue to pitch provided he/she had delivered 30 or less pitches on the calendar day the game was suspended. If the pitcher is eligible to return to the mound when the game is resumed, the pitcher's game pitch count limit will carry over, but the daily pitch count limit will be reset to zero.
- A pitcher removed from the mound for any reason shall not return to the mound to pitch during the same game.
- Teams must designate the scorekeeper or another game official as the official pitch count statistician for each game. The pitch count statistician shall record all pitches including strikes, balls, foul tips and any pitches delivered to the catcher ruled a "no pitch" by the umpire. The pitch count statistician must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager has the ultimate responsibility for knowing his pitcher's pitch count at all times and when his/her pitcher must be removed to meet the rest requirements above. The official pitch count statistician shall inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted above. The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed after the current batter reaches base safely or is put out. However, the failure by the pitch count statistician to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible. Teams are expected to confirm pitch counts each ½ inning.
- Pitchers can play the catcher position and catchers can pitch in the same game, as long as they adhere to the pitch count rules.

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- There are no inning limitations, only pitch count.
- The coach may make up to two (2) mound visits per pitcher, per inning. At the second visit, the coach must remove the pitcher from the mound and replace. Any subsequent mound visits for the remainder of the inning can only be used to pull the pitcher.
- 12u/15u only: If a pitcher hits two (2) batters in an inning OR three (3) batters in one game, that pitcher may no longer pitch for the remainder of the game. If it is a double-header, that pitcher may not return to the mound for the second game (cannot return to the mound during the calendar day).