

2018 Clarence 12U Travel League – Rules

- A. The maximum barrel diameter for any bat that can be used is 2 3/4 inches on a 70' diamond.
- B. The requirements stated in the Little League Rule Book for a certain number of players per age per team are waived.
- C. All games must be played as scheduled unless prior arrangements have been made with the consent of both coaches. Coaches may reschedule the game and the umpire, and notify all pertinent parties (including the League Director) of the new date/time/place when the game will be played.
- D. All games are generally set for precise starting times as outlined in the schedules. If one of the teams does not appear within fifteen minutes of the specified start time, the game is forfeited. Teams must play if they have a minimum of eight players.
- E. If, after a fifteen-minute leeway period, a team has fewer than eight players that team will be designated as the visiting team and the game will begin. If that team still has fewer than 8 players after completion of the top half of the first inning, the defaulting team forfeits the game.
 - a. No full inning shall be started more than 2 hours and 15 minutes after the scheduled start of the game.
 - b. The team that is behind must complete its turn at bat in the fourth inning or it is not considered a complete game. In this case, the entire game will be played from the beginning. The decision to stop the game based on time rests solely with the umpire.
- F. If a team uses an ineligible player and/or an ineligible pitcher, the game shall automatically be forfeited, and the coach will be subject to suspension under the Code of Conduct disciplinary procedures.
- G. All batters, base runners, must wear helmets at all times. Catchers must wear all equipment including a mask, when warming up a pitcher on the field of play.
- H. No metal spikes are allowed.
- I. Any unsportsmanlike conduct (swearing, throwing of equipment, etc.) by a player may result in immediate ejection of the player from the game and subject him/her to additional disciplinary action under the Code of Conduct. Players fighting are subject to possible suspension for the year.
- J. As the safety of all players is of utmost importance, the following rules apply. No player will intentionally collide with a defensive player to prevent an out from being made. The catcher must not block home plate or otherwise impede a runner from scoring if he doesn't have the ball. Headfirst slides are not allowed. Any player sliding headfirst is automatically out. Diving back to a base headfirst is allowed and is not considered a slide.

SPECIFIC RULES FOR Clarence Travel League 12U

- A. Home team is responsible for providing the umpires. The costs are to be split between the two teams. To ensure compliance with the "lead off rule" (rule K), we require two umpires. The lone exception to this rule is if one umpire is working behind the plate.
- B. All games shall be played on a regulation Little League 70' base paths diamond. Games will consist of 6 innings, extra innings may be played if a tie game and time/sunlight allows. If teams have double headers, those games will be 5 innings for the teams that play twice, if a

team is only playing one game that day, the game will be 6 innings. So it is possible for a team hosting a double header to actually play two 6 inning games if both visiting teams only have one game that day.

- C.** Home team supplies game balls (two or three per game). Certainly be prepared to use more!!!
- D.** Every player will be assigned a position in the batting order and will bat in that position the entire game even though he/she may not be in the game defensively. Players that arrive after the game begins will be placed at the bottom of the batting order. Defensive substitutions may be made freely. Simplified – everyone bats.
- E.** Teams field nine players on defense. Three outfielders, four infielders, a pitcher, and a catcher.
- F.** A decision to postpone a game due to unplayable conditions is up to the coaches prior to the start of the game. Once the game begins, it is the umpire's decision. After the conclusion of 4 innings, it qualifies as a complete game in the case of rain/weather/darkness.
- G.** Pitching Rules:
 - 1.** A player is allowed to pitch a maximum of 9 outs or 75 pitches, the lesser of the two, in any one game. The 9 outs may be spread out over 4 innings – 1,3,3,2. The 75 pitches is a hard limit, do not finish the batter, 75 is max.
 - 2.** If a pitcher hits three batters in the same inning, he/she must be removed as a pitcher.
 - 3.** Once a pitcher has been removed from the game, he/she may not re-enter as a pitcher.
- H.** The balk rule does apply. One warning per new pitcher. Please have the umpires be lenient in this category if possible.
- I.** A batter may advance as a result of a dropped third strike by the catcher.
- J.** Coaches and assistants coaches may warm up a pitcher at home plate or in other areas.
- K.** The play is dead when the play has stopped. Timeouts will be awarded only by the umpire (There is no automatic stoppage of play because a certain player holds the ball).
- L.** Base runners may lead off. Base runners may advance at their own peril to any base including home.
- M.** Bunting is permitted. Foul balls with two strikes will be an out on attempted bunts.
- N.** The strike zone will be at the discretion of the umpire but will generally be from the **'bottom of the knee to the armpit'** and a ball on either side of the plate.

- O.** The infield fly rule will be utilized.
- P.** Coaches and assistant coaches (or an adult parent) are permitted for the coaching of bases:
- Q.** If a game is tied at the end of six innings, additional inning(s) should be played to attempt to break the tie. However, an extra inning will not be played if there are fewer than twenty minutes left until the scheduled start of another game on that field. An extra inning will also not be played if either coach or the umpire feels that it is or will be too dark to safely complete that inning. The safety of the players is paramount.
- R.** There is stealing of home.
- S.** There is a 6 run per inning rule for every inning except the last inning. The last inning and if any extra innings are played, there is no run limit.
- T.** Mercy Rule: If a team is up by more than 12 runs after the completion of 4 innings or after the top of the 4th with the leading team yet to bat in the 4th, or anytime thereafter, the game shall be called and be considered a complete game.
- U.** There are no courtesy runners – all catchers and pitchers run for themselves.
- V.** If a player is injured and removed from the game and misses their spot in the batting order, he/she MAY re-enter the game after Both Coaches approval. As long as there are at least eight players batting the game will continue, the spot in the batting order will be skipped and no out will be recorded.

PLAYOFFS – Playoffs tentatively scheduled for Sunday June 24th with a rain date of Sunday July 1st. Format will be #1 seed and #2 seed will have a bye. #3 v #6 and #4 v #5. The winners will play #1 and #2 with #1 playing the lowest remaining seed.