

2020 Singapore Little League Rules

12U Baseball

Unless superseded by these 12U baseball rules, the 2020 Little League (LL) Rules are in effect.

1. **Emphasis on Sportsmanship**: Coaches, players and spectators must embody good sportsmanship. Umpires must be treated with respect, right or wrong.
2. **The length of the practice time and game time**: There will be a 40-minute practice immediately before each game where Eagle professional coaches will assist parent coaches. Games will be a Six-inning game, or a game time limit of **1 hour and 20 minutes** from the time the game started. For flexibility, and to allow more playing time, coaches have the option to set the game time limit and the warm-up/practice period within the allotted time of 2 hours. **Note: both coaches must be in agreement, otherwise continue with the established timings of 1 hour and 20 minutes game time limit and 40 minutes practice.**

Play normal innings until game time mark is reached in accordance with the following:

- If tied after completion of the final inning, but before the game time mark has been reached, play extra inning(s) until the game time mark being reached. The inning in which the game time is reached will be completed which will result in a winner/loser or tie. If tied, the game will be recorded as a tie in the standings. Tiebreak will not be played.
- If tied when the game time mark is reached, complete the inning. If still tied, the game will be recorded as a tie in the standings. Tiebreak will not be played.

The umpire is responsible for keeping time and notifying coaches of when the game time limit has been reached.

3. **A "Regulation Game"** will be based on completion of the inning in which the game time (refer Rule 2) has been reached and not innings played. For weather/lightening delays of over 30 minutes in duration where the time limit has not been reached, the game will be called, and the following guidelines apply:
 - For Non-Regulation games: The game will be considered a suspended game and will be resumed (if possible) from the exact point of suspension (the count on a batter will resume and runners will be placed back on the bases they occupied when play was suspended) and will be resumed during the 40 minute practice time when the same two teams are scheduled to play.
 - Games once resumed will only be played until completion of the inning in which the game time (i.e. Time completed in the original game + Time remaining in the suspended game to reach the time limit set for the game (Refer Rule 2), which

results in regulation innings having been played. Completion of this inning will result in a win, loss, or tie.

- For games that have reached Regulation innings. Score reverts to the last completed inning and the game will end in a win, loss or tie

4. **Special Pitching Rules:**

- The pitching limit is two complete innings or 45 pitches in a game. The pitch count limit is a hard stop and the pitcher is not allowed to finish the batter. The Manager must change the pitcher once he has pitched 2 innings (a single pitch thrown in an inning counts as an inning pitched) or has reached the pitch count limit. If the pitcher of record pitches in two (2) games in one day, or pitches in a game the following day, he can only pitch a total of four (4) innings (maximum two innings per game), or a total of 85 pitches. To clarify further, two examples are provided:
 - Example 1 - If in game 1 the pitcher pitches two complete innings and a total of 35 pitches, then for game 2 (same day/following day) the pitcher can pitch two innings or 45 pitches whichever is reached first; and
 - Example 2 - If in game 1 the pitcher pitches less than two complete innings and a total of 45 pitches, then for game 2 (same day/following day) the pitcher can pitch two innings or 40 pitches whichever is reached first; "
- The pitcher once removed from a game may remain in the game in another position but cannot play the position of pitcher for the remainder of the game.
- No balks will be called.
- Any player on the team may pitch. There is no limit to the number of pitchers a team may use in a game.
- If a pitcher hits the batter with a pitch, the batter will be awarded first base, unless the batter has physically placed himself in the path of the ball (i.e. hit while swinging at the ball).
- **A pitcher must be removed from the mound if he hits three batters in one inning.** He will be allowed to return to pitch in the next inning, provided he hasn't reached the pitching limits.
- **Pitchers are not allowed to throw curve balls**

5. **Continuous batting order:** Everyone in the team's roster present for the game bats in order. Each player is required to bat in his/her respective spot in the batting order. Note: when a player is injured, becomes ill, or must leave the game after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured, ill, or absent player returns he/she is merely inserted into their original spot in the batting order and the game continues. Also, if a player arrives late to a game, if the manager chooses to enter him/her in the lineup, he/she would be added to the end of the current lineup.

Free substitutions allowed in the field for each inning, *except* for the pitcher. Each player listed in the game lineup card must play a minimum of three defensive outs in the field. **Managers are strongly encouraged to meet the minimum play requirements by the end of 3rd inning to avoid issues.** Games shortened by the Mercy Rule or weather do not automatically exempt a manager from meeting minimum play requirements for all players. Possible exceptions include injured player.

6. No Leadoff is allowed. The base runner cannot leave the base until the ball crosses the plane of home plate
7. Stealing is allowed.
8. The “infield fly” rule is in effect for this league.
9. The runner on 3rd base is allowed to score on a Pass Ball or Wild Pitch.
10. The “Dropped 3rd strike rule is in effect
11. Bunting is allowed.
12. Slash bunting (butcher boy, showing bunt then doing full swing in same at bat) is not allowed.
13. A pinch runner will only be allowed in the case of injury. Any other replacement runner who enters the game for a current runner will be considered a substitute. The pinch runner must come from one of the players on the bench and not from the current line-up.
14. A courtesy runner for the catcher is the player who made the out previous to the catcher’s at bat. There shall be no courtesy runner in the top half of the first inning. The catcher for whom a courtesy runner is designated must have caught the previous inning. This is an option of the coach but highly encouraged to move the game along.
15. There is no prohibition of a player pitching then catching or catching then pitching in the same game.
16. Coaches may visit the mound, but if twice in the same inning they must remove the pitcher from pitching duties for the remainder of the game. The pitcher is, however, permitted to remain in the game in another fielding position. Crossing of the foul base line into the field is considered a “mound visit”.
17. Any player warming up a pitcher must wear a face mask.
18. Six run limit in every inning. The rule allows all runs to count at the conclusion of an at-bat, which may be in excess of the above applicable run limits runs. (Example: With 4 runs already in, a player hits a home run with the bases loaded; all 4 runs scored from the final at-bat count for a total of 8 runs that inning).
19. Mercy Rules: If, at the end of 4 innings (3½ if the home team is ahead) if one team leads the game by a score of 15 or more runs, the game will be declared over by the home plate umpire. If, at the end of 5 innings (4½ if the home team is ahead) if one team leads by 10 runs or more the game will be declared over by the home plate umpire.

20. Bat Specifications:

- **12&U Baseball:**

The bat must meet the USA Baseball bat (USA Bat) standard as adopted by Little League. It shall not be more than 33 inches in length; nor more than 2⁵/₈ inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end.

NOTE 1: Solid one-piece wood barrel bats do not require a USA Baseball logo.

21. Neatly stacked bats and helmets are allowed outside the dugout. No bags, catcher's gear or balls are allowed outside the dugout.

22. Catchers must wear NOCSAE-standard masks when warming up pitchers and during the game. Dangling throat protectors are not required.

23. Managers or Coaches may warm up pitchers between innings, but players warming up pitchers *must* wear a regulation facemask.

24. The strike zone is from midway between the armpits and the belt, and the top of the knees within the width of home plate.

25. There is no need to throw four balls for an intentional walk. Four pitches are still added to the pitcher's game and cumulative pitch counts and the batter takes first base.

26. Batting:

a) The on-deck position is allowed provided that the on-deck batter positions himself/herself in the on-deck area located *behind* the batter.

b) In order for a batter hit by a pitched ball to be awarded first base the player ***must*** attempt to avoid being hit by the pitch and the pitch in question must be a ball. Players determined by the home plate umpire to have leaned into pitches or made no effort to move away from an inside pitch will not be awarded first base. The umpire will instead make a 'ball' or 'strike' call and the at-bat will continue.

c) The home plate umpire will give a warning to a batter and Manager the first time a bat is thrown. The second time a batter throws a bat, he/she is ejected from the game and an out is called.

27. Base runners must seek to avoid collisions with fielders who are in the act of fielding, either by sliding or by running around the fielder. However, any base runners running outside the baseline to avoid a tag will be out. Any base runners colliding with or interfering with a fielder, who is in possession of the ball, or in the process of a fielding play of any kind, will be out. "Incidental" contact in base running away from a fielding play may result in a warning, and the base runner may be called out, at the umpire's discretion. Any base runner hit by a batted ball who is not standing on a base is out.

28. Fielders not in possession of the ball, or in the process of fielding, must seek to avoid colliding with or impeding base runners. Any base runner so impeded will be entitled to advance to such base as awarded by the umpire.

29. Shorthanded Rule:

A game may not start with less than nine (9) players. A game may continue and finish with, but not less than, eight (8) players should a team not be able to field nine (9) players due to injury/illness.