



12U MAJORS RULES

The official playing rules for AAYO Baseball shall be the Official IHSA/NFHS High School Baseball Rules with the following exceptions:

FIELD SIZE: Base Lines: 70 feet, Pitching Mound: 50 feet

A. GAMES

1. Batting lineups are to be exchanged by the head coaches 10 minutes before the scheduled game time. If a player will be arriving late to the game, the coach of the opposing team must be notified. If he arrives after his spot in the batting order has passed, he **MUST** go to the bottom of the batting order.
2. Throwing the ball around after putouts is not permitted.
3. Pitchers' warm-up throws are limited to eight in their first inning and five in each inning thereafter, in both cases within one minute. (See Fed. Rule 6-2-2-c)
4. Infield and outfield warm-ups are allowed provided they are taken only during the time the pitcher is warming up. If a team delays in returning the warm-up balls to their dugout, the umpire is authorized to prohibit warm-ups in the remaining innings of the game.
5. If the **catcher (mandatory) or pitcher (optional)** is on base with two outs, he shall be promptly replaced as a base runner by the player who committed the last out.
6. Players must be ready to bat and move in and out of the batter's box quickly. If giving signs, teach players to step out immediately after the pitch is thrown so they are ready to bat when the pitcher has the ball. The umpire will enforce the 20-second rule if there is continual time delay.
7. Have the bench coach prepare the batter rather than having discussions with the first-base or third-base coach. The offensive team is limited to one charged conference per inning. (See Fed. Rules 3-4-2 and 2-10-1)
8. Conferences by the defensive team are limited by Fed. Rules 3-4-1 and 2-10-1. A coach is allowed one visit to the mound to talk to the pitcher per inning. The second visit to the mound in the same inning to the same pitcher will result in an immediate change of pitcher. The new pitcher is allowed eight warm-up throws as stated in Section A (3) above.
9. Major Games are 7 innings. However, if the home team leads by at least 13 runs after 4 ½ innings have been completed, or if the visiting team leads by that margin after 5 complete innings, the game will officially end and the leading team declared the winner. (See Fed. Rule 4-2-2-NOTE)

11. If a game is stopped due to darkness or weather, the game will be considered complete if four innings have been played. (Or 3 1/2 innings if the home team is at bat, and winning when the game is called.) Any games that have not completed the necessary number of innings will continue at a later date from the exact point where it was called. (Runners on base and outs will remain. The batting order and pitchers used/available will stay the same as well. Players who are not at the game's continuation will be removed from the batting order, and any players at the continuation who were not at the first game will be added to the bottom of the batting order.)
12. No new inning will be started after an hour and forty-five minutes (1:45). If a new inning is started, it **MUST** be completed and is the final inning of the game. There is **NO** drop dead time at 2 hours. Tied games will end in a tie. No extra innings will be played to break a tie during regular season games.
13. In Majors, each team is allowed only five (5) runs in each inning. After the fifth run crosses the plate and play has stopped, the team batting shall immediately take the field. If more than five (5) runs crossed the plate during the continuation of the play, only five (5) runs will be counted. This rule is in effect regardless of how many outs (less than 3) are actually made in the inning.
14. Exception to rule 13. **At the Hour and a half mark if you will be unable to get to the sixth (6th) Inning, the next FULL inning will become unlimited runs as well as the final inning provided it can begin within the time line expressed in rule 12. Both head coaches and umpire must agree upon this before the start of the inning at an hour and a half.**

B. MAKE-UP GAMES

1. In AAYO, it is a regulation game if four full innings have been played, or if the home team is leading after 3 ½ innings have been played.
2. In a resumed game (continued from a prior date), the player pitching at the time the game was suspended may continue to pitch; however, he is still subject to the pitching limitations listed in Section E.

C. UNIFORMS

1. Metal spikes are prohibited.
2. No jewelry is allowed to be worn by players at any time. This includes necklaces, watches, bracelets, earrings, and all other forms of jewelry. **ONLY** players with medical emergency necklaces will be allowed to wear the necklace, but it must be kept under the uniform while on the field.
3. Uniform shirts must be tucked in at all times. During cold weather, this rule may be excused if the players require a sweatshirt or jacket under or over their uniform in the best interest of the child's health. All players in the field must wear a team hat.
4. A team roster, which identifies the jersey number of each player, shall be provided to the opposing head coach before each game.

D. GAME RULES

1. Each umpire is a representative of the AAYO Board of Directors. They shall have the authority to require the complete cooperation of all people directly or indirectly involved with the preparation and playing of the games. If a coach wishes to question a call when the play is completed, the coach may request timeout to calmly discuss the play with the umpire.
2. Head coaches are 100% responsible for the conduct of their coaches, fans, parents, and players. Please inform parents and coaches of rules. Parents and players will not be allowed to yell at umpires or the other team in a derogatory fashion. The umpire or league official may ask the coach to quiet fans. If the umpire or league official determines the behavior has not changed, they will stop the game and ask the coach, fan, parent or player to leave the field. A game can and will be forfeited if there is continued improper behavior.
3. A team must have a minimum of eight players to start a game. **Exception:** If necessary because a player becomes ill, injured, or ejected, a team shall be allowed to complete a game with seven players. Teams may not borrow players once the game has started, even if a player leaves as stated above. During regular season games only, a team may borrow only enough players to make nine players for that game with a maximum of three borrowed players. Borrowed players must bat at the end of the lineup and must play the outfield at all times. A borrowed player must be a first-year AAYO Majors player or a second-year AAYO 10U Minors player. There will be no penalty or automatic out for the missing 9th batter and the lineup resumes normally from the top of the order.
4. During playoffs, a team may only borrow enough players to field eight players, with a maximum of three borrowed players. Borrowed players must bat at the end of the lineup and must play the outfield at all times. A borrowed player must be a first-year AAYO Majors player or a second-year AAYO 10U Minors player. There will be no penalty or automatic out for the missing 9th batter and the lineup resumes normally from the top of the order. Failure to field the required eight players within five minutes of the scheduled start time of the game results in a forfeit by that team. If an official game has begun with eight players and one or more team members arrive late, such player(s) shall be placed last in the batting order and a non-team member shall be removed from the game for each team member that shows up late. In the event neither team can field eight players, the game shall be declared "No Contest," treated as a rainout, and rescheduled for a later date. Changing of these rules by the coaches is not permitted. **The use of an ineligible player(s) shall result in a forfeit by the offending team.**

E. PITCHING RULES

Pitch Count and Required Rest Limitations						
Age	Daily Max (Pitches)	Required Rest (Pitches)				
		0 Days	1 Day	2 Days	3 Days	4 Days
7-8	50*	1-20	21-35	36-50	N/A	N/A
9-10	75*	1-20	21-35	36-50	51-65	66+
11-12	85*	1-20	21-35	36-50	51-65	66+
13-14	95*	1-20	21-35	36-50	51-65	66+
15-16	95*	1-30	31-45	46-60	61-75	76+
17-18	105	1-30	31-45	46-60	61-75	76+

- The "Pitch Count and Required Rest Limitations" shall be followed during the regular season and during the playoffs without exception.
- As an example from the "Pitch Count and Required Rest Limitations," if a 12-year-old pitcher throws 36 pitches in a game, he requires two days of rest. This means, if he threw 36 pitches in a game on Tuesday, he may not pitch again until Friday.
- If a pitcher reaches the maximum pitch-count limit for his age while facing a batter, the pitcher may continue to pitch until the batter reaches base, the batter is retired, or the third out is made to complete the half inning.
- Coaches should be mindful of pitcher fatigue regardless of pitch count. Signs of pitcher fatigue include decreased ball velocity, decreased accuracy, upright trunk during pitching, dropped elbow during pitching, and/or increased time between pitches.
- A pitcher (starter or reliever) may **NOT** return to pitch in the same game once removed as a pitcher.
- Intentional walks are not permitted. If, in the opinion of the umpire, a pitcher is intentionally not throwing the ball in or near the strike zone, the umpire may issue a warning. Any subsequent pitches that are considered to be intentionally avoiding the strike zone will result in the umpire advancing each runner one base for each pitch that is not near the strike zone.
- The Balk Rule: Lead-offs are allowed in the Majors Division. This allows the pitcher to make an attempt to pick off base runners subject to the balk rule as defined by IHSA rules. Once a balk has been called, the play becomes dead. The umpire may issue a warning on the first occurrence at his/her discretion. After the first warning the umpire will then advance any base runners to the next base (or home plate). *Remember*, a balk results in an immediate dead ball. Any action that takes place after the balk does not count. Play does not resume until the umpire indicates such.
- Pitch-outs ARE allowed; however, the catcher **MUST** remain in the catcher's box behind the plate until the ball is released from the pitcher's hand. If the catcher leaves the box early, it is considered to be an intentionally thrown ball and the pitcher will be warned such as is described in Section E (8) above. Continuous pitch-outs which the

umpire feels are being used as a way of avoiding a batter or to induce an intentional walk will also be treated as such and handled as described in Section E (8) above.

11. If a pitcher hits two batters in one inning or three batters in one game, he must be removed from pitching for the remainder of the game.

F. BATTING

1. Every player shall bat in a continuous lineup. Each team will use a complete team batting order. Any player arriving late shall be placed at the end of the batting order. Each player must complete two defensive innings in the field by the end of the 4th inning.
2. A player cannot show bunt, then pull back and swing at the pitch. If any attempt to swing is made, regardless if contact is made, the player is automatically out. Second offenses by the same team can result in the ejection of the player and head coach.
3. Batters **MUST** make an attempt to avoid being hit by a pitch. If, **at the umpire's discretion**, a batter stands in the box and lets a pitch hit any part of their body or uniform, shall not be awarded first base, and the pitch will be counted as a ball

G. BASE RUNNING

1. Sliding/Collision Rule: A runner will be called "out" when he does not slide or attempt to avoid a fielder who has the ball and is attempting to make the tag on the runner, or if he maliciously runs into a fielder. (Malicious contact supersedes obstruction.) **NO** head-first slides are allowed except to return to a base. Hurdling is prohibited. The penalty for malicious contact is ejection. The ejected player is also out unless he has already scored. (See Fed. Rule 8-4-2 and 2-8-4-1) For the definition of legal and illegal slides, see Fed Rules 2-3, 2-1, and 2.
2. If/when a base runner is attempting to steal home plate, even on a passed ball or wild pitch, the batter **MUST** get out of the batter's box and out of the way. If he fails to do so, this is ruled as obstruction and the base runner will be called out unless there are two outs then the BATTER is ruled out.
3. No player may stand with his foot on any base when playing his position unless the player is attempting to hold a runner on base. If a player is attempting to hold a runner on base, he may not block the base. No player will stand in the base path when playing his position. The base and base path belong to the runner. Any player who violates this rule will be called for obstruction and the runner will be ruled SAFE. The umpire may issue a warning on the first occurrence at his/her discretion.
4. A base runner is allowed to move two feet off the base path to avoid a ball in play or a defensive player attempting to make a tag. If a runner goes further than two feet off of the base path, he will be called "out."
5. Lead-offs are allowed. A base runner may not leave his base during a "dead ball" or a "time out." Once play resumes, the runner may lead off and/or steal a base at any time while the ball is in play. Any player leaving early will be called out immediately and a dead ball will be declared.
6. Dropped Third Strike - The batter is governed by IHSA Rule 7, Section 4, and Article 1(b). First base is considered occupied if a runner is occupying the base when the pitcher begins his pitching movement regardless if the runner is attempting to steal. If no runner occupies first base the batter is not out unless the third strike is caught. He is entitled to try to reach first base before being tagged or thrown out.

H. DEFENSE

1. No player may sit on the bench for two consecutive innings.
2. Fielders must be away from the bases and base paths while the ball is in play unless a play is being made at the base. This means the ball is on the way to the player. This does not mean that eventually the ball will be thrown to the player after it is chased down or thrown. Obstruction will be called and bases awarded as per Fed. Rule 8-3-2. Except for malicious contact, the collision rule is not in effect in an obstruction play.
3. Inducing a runner to slide by faking that a play will be made at a base is not allowed. Fielders who violate this rule will be warned and the runner will be awarded the base they would have reached in the umpire's opinion (minimum one base). The second offense will require an ejection.
4. Free substitutions will be allowed throughout the game. Players may return to the field after sitting on the bench with the exception of a pitcher who may not return to the pitching position once he has been removed as a pitcher

I. BAT RULE: All bats must be a USA certified or have the new USSSA BPF 1.15 stamp. 2 1/4", 2 5/8" and 2 3/4" barrels are all allowed, with no drop restrictions.

FINAL NOTE

We are here for the benefit of the players, to teach them baseball and, for those that want to go on to the next level, help them mature. We want to be competitive, but not by looking foolish in front of others. We should have enough patience to set a good example in front of them, their parents, other officials, umpires, etc. We will not tolerate any outrage against umpires by parents, coaches, or players and it will be dealt with immediately.

