

DRIFTLESS YOUTH SPORTS

12U BASEBALL RULES

Updated: March 2026

Team & League Organization

1. If a community has multiple teams, they must be divided up as evenly as possible or by grade.
2. Players in the 12U age group are currently in 5th or 6th grade.
3. A scheduling day will be held prior to the season for the coaches to schedule their own games.
4. League games will be scheduled beginning in the second week of May and continue through the month of June.

Equipment & Uniforms

1. Metal cleats are prohibited.
2. All players must wear matching shirts with a number on the back.
3. Pants are required.
4. Catchers are required to wear a mask with ear protection, helmet, chest protection, and shin guards.
5. Batters & Base runners must wear a helmet.
6. Pitchers are allowed to wear sunglasses but must be see thru.
7. No sleeve on pitching arm unless it is of a dark color.
8. No jewelry on throwing arm.

Conduct

1. Drinking alcohol, smoking, chewing tobacco, or swearing on the field or in the dugout areas by the players or coaches is prohibited.
2. The coaches are the only people who can talk to an umpire during the game. Any parent who comes out on the field during play to argue will be ejected from the facility. Any player, coach, or fan that abuses an umpire can be banned by the league officers.
3. Cheering for your own team only. Disruptive actions or cheering against the other team is not allowed.

Umpires

1. A plate and field umpire are required.
2. The umpires are recommended to be at least 14 years old.

All Star Game

1. All-star games will be scheduled after the season and each team will be invited to send participants.
2. The number of participants from each team will be determined by the number of participating teams.

End of Year League Tournament

1. The End of Year League Tournament will be held at or near the end of the season.
2. Seeding for the End of Year League Tournament will be based on winning percentage in league games.
3. A minimum of 7 league games is needed to participate in the tournament.
4. Home team coaches are required to report game scores to the Driftless Youth Sports League.

General Game Rules

1. All play will follow WIAA rules if not otherwise stated.
2. Regular baseballs should be used. The home team is responsible for providing game balls.

3. Recommended field size is 50' pitching rubber with 60' base paths. Field size can also be 46' pitching rubber with 60' base paths.

Players

1. All players present at a game must be in the batting rotation at all times unless an injury prevents that player from taking his/her turn at bat. If a player arrives after the start of the game, he/she is to be inserted into the last batting position on the lineup. If a player fails to appear at the plate for his/her turn at bat due to an injury or situation beyond control of the manager, no out shall be recorded provided that seven players remain actively in the batting order. A game may start with a team that has less than 9 players. No out will be recorded for the 8th or 9th spots in the order if only 7 or 8 players are present. A forfeit is declared when a team cannot field 7 eligible players.
2. All players present at a game must play a minimum of two complete innings on the field of play.
3. Each team must place nine players in the defensive positions on the field unless less than 9 eligible players are in attendance, in which case all players present must play the field.
 - a. If both teams have a roster that can support playing 10 players in defensive positions, coaches should communicate and discuss this PRIOR to game start. This is not mandatory but only used as a recommendation to get more kids involved in league play. 10th player will not be used as a "rover" and should be placed as a 4th outfielder. Decisions will be made on a game-by-game basis.

Batting

1. All players present at a game must bat. Players arriving late will be added to the end of the lineup. Players unable to continue will be skipped over in the batting order without penalty.
2. On deck batters must warm up behind the batter.
3. Bunting is allowed.
4. Bat Rules: All bats are allowed. Both USA and USSSA. 2 5/8" and 2 3/4" bats are allowed with no restriction of length to weight ratio (drop). 2 1/4" bats will still be allowed if they too are stamped with the USA/USSSA Baseball stamp.

Pitching

1. Pitch count - table from WIAA - managed by each team's coach

Maximum number of pitches

Age	Maximum Number of Pitches	Required Days of Rest (Pitches)				
		0 Days	1 Day	2 Days	3 Days	4 Days
HS	100	1-30	31-49	50-75	76-100	--
MS 11-12	85	1-20	21-35	36-50	51-65	66+
MS 13-14	95	1-20	21-35	36-50	51-65	66+

2. A coach may make only one trip to the mound to talk with his/her pitcher per inning. If a coach makes a second trip to the mound in the same inning, not counting trips due to injuries, the pitcher must be removed from the mound.
3. A pitcher who is removed from the mound cannot return as a pitcher in that same game even if they have not pitched their 3 inning max.

Base Running

1. The Runner Is Out – When a defensive player has the ball and the runner remains upright and crashes into the defensive player. EFFECT: The ball is dead. The runner is out. All runners must return to the last base touched. If the act is determined to be flagrant, the offender shall be ejected. An errant throw drawing the defense into the path of the runner is not a crash. If a base runner interferes with a fielder that is trying to make a play on a batted ball they are out.
2. If a fielder interferes with the runner and the fielder does not have the ball or is not making a play on the ball, the runner will be awarded an additional base.
3. Courtesy runners for the catcher are allowed and encouraged to avoid delays when there are two outs.
4. Stealing bases is allowed.
 - a. Runners may leave the base after the pitch leaves the pitchers hand. If a runner leaves early, he will be called out. No appeals.
 - b. Runners may advance bases on pass balls including advancing to home plate.

Time Length

1. All games will play 6 innings or 1 ¾ hour time limit whichever comes first. No new innings will be started after 1 1/2 hours. If field has time limit due to schedule then 1 1/2 will be time of last batter. This must be discussed by both coaches prior to a game starting.
2. A game is declared over according to the 10 run rule when:
 - a. The visiting team is behind by 10 or more runs at the conclusion of their 4th or 5th at bat.
 - b. The home team is behind by 10 or more runs at the conclusion of their 4th or 5th at bat.
3. If a game is suspended, it can be completed at a later date. The game will continue from the point of suspension with the same lineups. New players can be added to the bottom of the order. Players missing from the suspended game will be dropped and their position in the batting order will be skipped. Pitchers and fielders will still abide by the eligibility rules for that game. This rule does not apply to games that reach time limits. Regardless of the inning, the game is over if a time limit is reached.
 - a. Games played a minimum of 4 full innings or 3 ½ innings with the home team ahead are considered complete.

Forfeited Game

1. Forfeit games are scored 5-0.
2. When a game is cancelled due to weather, the coaches are responsible for rescheduling the game.

Additional Rules

1. Dropped Third Strike is not allowed.
2. Infield Fly rule is enforced.
3. If 12U Team A needs a player to fill a roster spot for a game due to any circumstance, they may select a player from a 10U or 12U division team. Players pulled from other team will bat at the bottom of the lineup. *discuss at board meeting - communicate to coaches to not abuse*

Rule Review

1. Rules will be reviewed on an annual basis by the Driftless Youth Sports League Committee. All recommendations for changes and/or clarification should be communicated to the Driftless Youth Sports League Committee at the end of the year.