

Muskingum Valley 12U Baseball League Rules

Coshocton, East M (John Glenn), Northern Local (Sheridan), River View, Tri-Valley, West M, Y-City (Zanesville)

Cal Ripken Rules apply when not addressed below.
Rules Updated 2/13/2023. Inaugural season in 2016.

Youth leagues/teams playing in the league must do the following:

- Advertise their sign up within the school district they serve. It is a youth league's choice whether they allow players from outside of their school district.
 - Players who meet the age requirements will be accepted. Also, 13 year olds in the 6th grade.
 - Locations with multiple teams will use a process to select teams that makes them as equal as possible including a special effort to ensure each team has equable pitching, catching, and hitting. Stacking a team or allowing a stacked team in the league goes against the purpose of this league.
 - By March 15, the youth league has to declare how many teams they are entering in the league. There is no entry fee, but there will be a post season tourney fee of \$50 per team for the single elimination tourney.
1. Player's age should not be 13 before May 1 of the current year. (A 13 year old in the 6th grade is allowed to play, but no more than one per team.)
 2. The pitching distance is 50 ft (front of the pitching rubber to back corner of home plate) and bases 70 ft apart.
 3. The home team/host youth league prepares the field, provides baseballs, and hires and pays plate and base umpires.
 4. Parents who are not coaches are permitted on the field. Coaches should address any sportsmanship issues with parents or players.
 5. Intentionally sliding head first into a base will be an out, except during a run down or back into a previous base.
 6. Stealing and lead offs are allowed. There will be one balk warning **per inning** (not per player).
 7. If a play is being made within about 6 feet of the base, the runner must slide or avoid contact. A runner may not run into a defensive player on purpose. If there is CONTACT due to a player not sliding when appropriate, the player will be out and player may be ejected from game if collision is severe (umpire's judgement). **When in doubt, slide.**
 8. If a bat is thrown, the team receives a warning. If thrown again by any player on that team, the player is out.
 9. **No 2 ¾ inch barrel bats. 2 5/8 inch barrel bats or smaller with a USA, USSSA, or BBCOR label showing BPF of 1.15 or lower is legal provided it has not been banned by Cal Ripkin or Little League. A player using an illegal bat (such as a 2 ¾ inch barrel bat) will be out if discovered prior to a pitch to the next batter. If a team is caught using an illegal bat for a second time in a game, that team forfeits the game. Coaches have the responsibility to make sure their players are using legal bats.**
 10. The batter can advance to first base on a dropped 3rd strike under the following conditions: Less than two outs and 1st base was not occupied before the pitch **or** two outs (does not matter if 1st was occupied or not) **and** the batter heads directly to 1st base (if 2 steps are taken toward the dugout, the batter forfeits his opportunity to advance to 1st base).
 11. A regulation game not affected by a time limit, darkness/weather, or mercy rule will consist of 6 innings. If the losing team has batted at least 4 times, then the game is considered complete and over. Otherwise, a make-up game will be scheduled and resume where it left off.
 12. Umpire or home team coach needs to announce time of first pitch to both teams. No new inning will start after 1 hour and 40 minutes. (If last out of the inning is at 1 hour 39 minutes or less, another inning will occur as needed.) **Finish an inning unless there is a game following or darkness).** If inning is not finished, any runs that inning for either team will not count. Reasonable attempts should be made for a game not to end in a tie, but **there may be tie game due to darkness, weather, or game scheduled following your game.** Extra innings are allowed if field available/playable.
 13. Run Rule-8 run limit per inning. The inning is over once the 8th run is scored.
 14. Mercy Rule: 17 after 4 innings, 9 after 5 innings.
 15. Catch up Rule: In the **last** inning (6th inning or inning when 1 hr. 40 min. time limit occurs), the team that is behind can score 8 runs or enough runs to tie (even if it is more than 8 runs), but not win. (See rule 12 above.)
 16. Play 9 in the field and bat everyone with free substitution in the field (batting order must remain the same throughout the game) **or** play regular 9 spot baseball starting 9 players and using substitutes for some of those players. **Starters can**

Muskingum Valley 12U Baseball League Rules

Coshocton, East M (John Glenn), Northern Local (Sheridan), River View, Tri-Valley, West M, Y-City (Zanesville)

Cal Ripken Rules apply when not addressed below.
Rules Updated 2/13/2023. Inaugural season in 2016.

only re-enter in the same spot in the batting order. The goal is for each kid to play at least a couple innings in the field and at least one at bat (in a normal 6 inning game).

17. Any player on the bench can sub in the field for an injured player. If an injured player is unable to bat, he will just be skipped in the batting order without taking an out unless a substitute was available.
18. In the event of a serious player injury, play stops immediately and runners may not advance beyond the base they were approaching when the injury occurred.
19. Teams playing with 8 players WILL NOT take an out. Teams playing with 7 players will take an OUT in the 8th batting spot. 7 is the minimum number of players you can play with. 10U players from your youth league should be used when additional players are needed.
20. A ground rule double occurs if a ball is hit under, through or bounces over a fence or outside the normal perimeter.
21. Infield fly rule is in effect.
22. **Pitching rule: Honor system. Coaches please abide by the pitching rules. A player may pitch 6 innings a week (Monday to Sunday).** (If a 4th game occurs due to a make-up game, players who have already pitched 6 innings can pitch an additional two innings. Other players can pitch more than two innings up to 8 innings total for that week). **End of season league tourney pitching rule is 3 innings per game.** ("Sunday baseball league" pitching innings do not count toward innings pitched for MV12U league.)
23. 1 pitch in an inning counts as 1 inning pitched. **If the pitcher leaves the game, he cannot re-enter the game as the pitcher.** Otherwise, players entering or re-entering a game can pitch. No verbal intentional walk. Must pitch to player. (Please pitch to all players during the regular season. This is a league with recreational teams; not MLB.)
24. A pitcher must be removed from the mound if he hits 2 players in 1 inning or 3 players in 1 game.
25. A player hit by a pitch, who did not swing at the pitch and is standing in the batter's box (**even if the pitch bounces**), is awarded first base whether he makes an attempt to avoid the ball or not. A player hit by a pitch outside the batter's box will not be awarded first base and a "ball" or "strike" will be called.
26. No slug bunting (squaring to bunt and swinging away). A violation is an automatic out. Bunting is allowed.
27. If first base has the double bag, the ORANGE bag must be used by the runner if a play is being made at first base. Otherwise, the runner may touch the white bag. Fielders without the ball cannot impede a runner from advancing or returning to a base (including blocking base/plate without the ball). **White bag must be touched for an out to occur.**
28. With two outs and the catcher on base, the player who made the last out **may** serve as a courtesy runner so catcher's equipment can be put on to help keep the game moving. The coach can choose to leave the catcher as the runner.
29. Clarification: A foul tip (ball fouled directly into a catcher's mitt) is a live ball (including on the 3rd strike; an out) and runners can steal at their own peril.
30. Winning Team (home team if a tie) is responsible for reporting the game to the Times Recorder by email (not accepted by phone). Email trnews@nncogannett.com Specify it is the Muskingum Valley 12U league. Provide the team names, score, and the FIRST and LAST NAME of players with the most hits (at least two hits). Specify single, double, etc. Mention number of strikeouts or scoreless innings if applicable. Please be careful to spell sponsor's names and player's names correctly. Example: Muskingum Valley 12U Baseball League. New Concord Reds defeats West Muskingum Waste Management, etc.
31. Individual youth leagues can adopt policies that do not conflict with these rules, but apply to their teams only; such as playing time, pitch counts, equipment requirements, rules on younger players playing up (ex. playing outfield and batting last), and/or counting Sunday baseball innings in the 6 inning limit. (Example: West Muskingum requires their players to have batting helmets with a mask.)
32. No 12U players can play for another 12U team in the post season league tournament. 10U players from your youth program (home games at your home field) will be used when needed and must bat at the end of the batting order.
33. A team that does not have at least 6 players from the original beginning of the season roster will not enter into the end of the season tourney or will forfeit the tourney game if enough original roster players are not available.

Muskingum Valley 12U Baseball League Rules
Coshocton, East M (John Glenn), Northern Local (Sheridan), River View, Tri-Valley,
West M, Y-City (Zanesville)
Cal Ripken Rules apply when not addressed below.
Rules Updated 2/13/2023. Inaugural season in 2016.

34. Winning team should text the score to John Lanning at 740 297-1866.

Updated schedules, standings, etc. will be maintained at www.leaguelineup.com/tvyl