



12U AAA Baseball Division Rules

Farmington Area Baseball Coalition (FABC) | Coaches & Umpires Edition

Authority & Scope

This document constitutes the official and authoritative rulebook for all Farmington Area Baseball Coalition (FABC) 12U AAA Division league games. These rules shall govern all league play unless superseded by officially adopted tournament rules or governing-body regulations. Umpires, coaches, and league officials are expected to be fully familiar with the contents of this rulebook.

The League Vice President (VP) and the Umpire-in-Chief (UIC) retain final authority over rule interpretation, disciplinary actions, and enforcement. Judgment calls made by umpires during live play are final and not subject to protest.

1. Division Overview

Division Designation

1.1 Age Eligibility: The 12U AAA Division is open to players who are eleven (11) or twelve (12) years of age. Players may not turn thirteen (13) prior to May 1 of the league year.

1.2 Players who are ten (10) years old may play up in the 12U AAA Division only with prior approval of the League Vice President. Such approval should be based on player safety, skill level, and developmental readiness.

1.3 Team Rosters: Each team shall roster a minimum of nine (9) players and a maximum of fourteen (14) players. The League VP or their designee shall be responsible for final roster formation.

2. Loaning Players

Loaning Players

2.1 Players are rostered to a specific team and may not be loaned, shared, or substituted onto another team for league games.

2.2 The only exception to this rule shall be with prior approval of the League Vice President. In such cases, the game shall be recorded as a forfeit for the team receiving loaned players and may be played as a scrimmage.

2.3 All forfeits resulting from loaned players shall be recorded as an 8–0 loss. Coaches found switching players without approval shall be suspended for a minimum of one (1) game.

3. Game Length & Time Limits

Time Limits / Length of Play

3.1 Regulation games shall be scheduled for **one (1) hour and thirty (30) minutes**. Games may also end sooner due to completion of seven (7) innings, mercy rule, or time expiration.

3.2 **While school is in session, games shall be played under a drop-dead time limit.** No new inning shall begin with five (5) minutes or less remaining on the game clock.

3.3 Once school is out of session, games shall finish the inning in progress. If the home team is ahead and batting when time expires, the game shall be called at that point.

3.4 Any game canceled or forfeited with less than twenty-four (24) hours' notice shall result in a \$125.00 fine. Teams failing to pay the fine prior to their next scheduled game or practice shall be suspended until payment is received.

4. Pregame Infield

Infield

4.1 Pregame infield practice may be taken provided that both teams receive up to ten (10) minutes each and all infield practice is completed at least five (5) minutes prior to scheduled game time.

4.2 The home team shall take infield practice first.

5. Speed of Play

Speed of Play

5.1 Coaches are expected to make every reasonable effort to expedite play. Teams shall take the field promptly between innings and avoid unnecessary delays.

5.2 Umpires may carry ball bags and implement pace-of-play measures as necessary to ensure timely game progress.

6. Mercy Rule

Mercy Rule

6.1 A game shall be ended if a team is ahead by twenty (20) runs after two (2) innings.

6.2 A game shall be ended if a team is ahead by fifteen (15) runs after three (3) innings.

6.3 A game shall be ended if a team is ahead by ten (10) runs after four (4) innings (3½ if home team is ahead).

6.4 A game shall be ended if a team is ahead by eight (8) runs after five (5) innings (4½ if home team is ahead).

Inning Threshold	Run Differential	Game Result
After 2 Innings	20 Runs	Game complete
After 3 Innings	15 Runs	Game complete
After 4 Innings	10 Runs	3½ if home team ahead
After 5 Innings	8 Runs	4½ if home team ahead

7. Umpires & Conduct

Umpires

7.1 There shall be zero tolerance for fans or coaches directing abuse, profanity, or disrespect toward umpires.

7.2 Umpires may eject any coach, manager, or spectator for misconduct. It is the responsibility of coaches and managers to control their spectators.

7.3 Any individual ejected from a game may be subject to a minimum one (1) game suspension at the discretion of the League VP and UIC.

8. Post-Season Play

Post Season Play

8.1 A division end-of-year city tournament will be played. Seeding will be based on head-to-head competition, then record vs. like opponents, then to runs. The City Tournament will be played by League Rules.

9. Dugout Regulations

Dugout

1. A team may have one (1) manager and up to three (3) assistant coaches in the dugout, for a maximum of four (4) adults.
2. Coaches may occupy the first and third base coach's boxes while batting. One coach may be outside the dugout on a bucket while their team is on defense. All other coaches must remain in the dugout.
3. The third base dugout is reserved for the home team and the first base dugout for the visiting team, except during tournament play.

10. Participation Rule / Line Up / Game Roster / Substitutions

Participation Rule / Line Up / Game Roster / Substitutions

10.1 Teams must have 9 players to start a game. They may finish a game with 8 players due to injury or illness. An out will be recorded in the lineup for the injured/ill player.

10.2 All team members shall bat in the order submitted to the official scorekeeper. All team members present for games shall be placed on the batting list and will bat in that order. Players that arrive late will be placed at

the end of the batting list. At the coach's discretion, any player may be omitted from the batting list for disciplinary reasons or injury before game time.

10.3 If a player gets injured or cannot continue to bat in the order, the opposing team will be awarded an out for the missing player when that position comes to bat. The player may return in their order at any time.

10.4 Each team will have their line-up into the other team and scorekeeper 15 minutes prior to game time.

10.5 If any player present is not participating in the game, the opposing coach must be notified and noted on the line-up card.

10.6 Free substitution is allowed only at the half inning, unless due to injury or illness.

10.7 The third base dugout is reserved for the home team and the first base dugout for the visiting team, except during tournament play.

10.8 Each $\frac{1}{2}$ inning will be 3 outs. There is no inning run rule.

Walk-Up Songs

10.9 Walk-up songs will be allowed but must follow these rules:

1. Must be family friendly (no explicit lyrics/themes). NON TOLERABLE.
2. Must be at an appropriate volume.
3. Can start after the previous play has ended, but must be off as the batter enters the batter's box.
4. If the umpire deems songs to be not at an appropriate volume, or disrupting the pace of play, a verbal warning will be given. If not corrected, you will be asked to discontinue walk-up songs for the remainder of the game. If songs are not family friendly, you will lose the right to walk-up songs for the remainder of the season. NO EXCEPTIONS.

It is advised that all songs are thoroughly inspected and trimmed to not include explicit lyrics or themes. No verbal warnings.

11. Batting Order

Batting Order

11.1 Coaches are free to use the line-up of their choosing:

- A. Straight 9 with substitutes listed
- B. 9 hitters with a designated hitter in place of one of the nine defensive players, with substitutes listed
- C. 10 hitters with an extra hitter listed and substitutes listed
- D. 10 hitters with a designated hitter and an extra hitter and substitutes listed
- E. All available hitters — every player suited out for the game is allowed to hit, and all hitters must remain in the batting lineup the entire game.

11.2 The batting order must stay consistent throughout the game.

11.3 If a team uses a line-up that contains substitute players, all starting players may be removed and re-enter the game once but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting position must be removed from the game and is ineligible for the remainder of the game.

11.4 If a team uses a line-up that contains ten (10) players, the player in the Extra Hitter position has free defensive substitution.

11.5 If a team uses a continuous line-up, all players other than the nine (9) defensive position players are Extra Hitters and may move freely in defensive positions, with the exception of the pitching position. Any player(s) arriving after the game has begun shall be added to the bottom of the batting line-up. When using the continuous lineup and a player has to leave the game for any reason, that position in the line-up becomes an out when that at-bat comes around.

11.6 Designated Hitter Playing Rules

- A. The DH can bat for any defensive player (not just the pitcher, as in some leagues).
- B. The DH would normally bat for one player and any of that player's substitutes on defense for the original player.
- C. The DH must be listed next to or under the player he is batting for in the lineup.
- D. The DH and the player he is batting for are both locked into the same batting slot; neither can ever bat in another batting position.
- E. If the DH enters the game on defense, the player he was batting for must come out of the game.
- F. A replaced DH can re-enter the game one time since he was considered a starter. The defensive player being hit for can also re-enter the game one time if subbed for. Both must always stay in the same batting spot.
- G. The DH role for a team is terminated for the rest of the game if:
 - a. A replaced DH re-enters the game on defense (the acting DH is disqualified from further participation).
 - b. The player for whom the DH was batting pinch hits or pinch runs for the DH.
 - c. The DH assumes a defensive position.

12. Base Running

Base Running

5. Players may lead off.
6. Pitcher pick-off is allowed.
7. Balks are in effect (warning on first offense).
8. Courtesy Runners may be used for the CURRENT listed pitcher or catcher. The "current" pitcher or catcher is the player who last assumed that position in the previous inning. Any player not in the batting order or previously listed may be used as the courtesy runner. The spirit of the courtesy runner is to speed up the game, not gain an advantage in speed.
9. **Obstruction / Interference / Sliding Rule**

Offensive Interference: Players are encouraged to slide if a play is being made or is imminent at the base they are going into. If the player does not slide and contact is made, it is at the discretion of the umpire whether interference occurred. If the umpire judges interference occurred, the player will be called out. There is no mandatory slide rule. If players do slide, they must slide legally.

Defensive Obstruction: Players not in possession of the baseball cannot hinder or obstruct a runner's ability to obtain the base. This is at the judgment and discretion of the umpire.

13. Infield Fly Rule

The infield fly rule will be in effect.

14. Score Keeping

Score Keeping

10. All coaches should report wins and losses to the VP.
11. The scorekeeper will be responsible for the official score, scoreboard, and pitch count. **No parents or team scorekeepers are allowed in the press box.**

15. Pitching

Pitching

12. The official scorekeeper shall be responsible for tracking each team's pitch counts, through the scorebook or pitching count chart/counter. Each pitcher's pitch count is computed by adding the number of balls and strikes, foul balls hit with two strikes, and fair batted balls. Coaches will also keep track of pitch counts, but at no time shall supersede the official scorekeeper's count. **It is recommended that coaches track pitches and confer with the official scorekeeper after each half inning. A clicker counter is recommended.**
13. **ALL TEAMS SHALL HAVE A BOOK (ELECTRONIC OR PAPER) TO BE HEARD IN ANY DISPUTE, AND MUST BE COMPLETE TO THE POINT OF DISPUTE.**

Pitch Counts and Pitching Rules

AGE	DAILY MAX PITCHES	REQUIRED REST (PITCHES)					
		0 DAYS	1 DAY	2 DAYS	3 DAYS	4 DAYS	5 DAYS
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	1-30	31-45	46-60	61-80	81+	N/A
19-22	120	1-30	31-45	46-60	61-80	81-105	106+

Note: If a coach is found to be guilty of over-pitching during a game, the coach will be suspended for the following game. If a coach does it on a 2nd offense, he will be suspended for 3 games. On the 3rd offense, a board meeting will be held during the coach's 5-day suspension to determine if they will be allowed to coach in FABC.

It is also encouraged to not allow a pitcher to catch after max pitch count has been met.

The pitching mound will be 50 feet 6 inches (50'6") from home plate.

A player may pitch in more than one game in a day. If a pitcher throws in a second game on the same day, the total pitches for the day will be calculated and total pitch count shall be calculated per the totals listed above. A PITCHER CANNOT PITCH 3 DAYS IN A ROW, REGARDLESS OF THE 20 OR LESS RULE.

All pitch count rules shall apply regardless of game outcome via rain delay to a new day or suspended games, unless the proper days' rest has been met.

Warm-Up Pitches

Each pitcher entering the game for the first time will be granted eight (8) initial warm-up pitches and five (5) pitches when returning to the mound after the end of a half inning of play.

Visits to the Mound

MLB rule: 5 trips per game, and each pitcher must throw to 3 hitters, or the inning must end. Anything beyond 5 trips will result in removal of the pitcher from the mound, unless due to injury or a change of pitcher.

A coach who visits the same pitcher a second time in the same inning must remove that pitcher. A coach cannot visit the pitcher twice during the same batter.

16. Equipment

Equipment

14. Each team will be responsible for supplying 2 game balls to the umpire. Game balls will be a quality ball, supplied by the league to each team.
15. Bats will be of good quality and should bear a USA bat or USSA official 1.15 stamp. The bat length-to-weight ratio can be -10, -8, -5, -3 BBCOR, or one wood/composite wood stick. Bats can be one or two piece construction. -11 bats are not allowed.
16. In age divisions 4U–12U, non-metal cleats shall be worn.
17. Protests on uniforms shall not be allowed. It shall be the League/Tournament Director's responsibility regarding uniform legality. Violation of the uniform rules shall result in the violator being allowed to immediately conform or be removed from the game.
18. Managers and coaches may wear athletic type gear.
19. The catcher shall wear all appropriate protective gear including a catcher's helmet with facemask and either a built-in extended throat guard or a separately attached throat guard, chest protector, shin and/or leg guards, and protective cup. In all age divisions 14U and below, the catcher's helmet shall fully cover both ears.
20. All offensive players shall use a double ear-flap batting helmet whenever at bat, on deck, on base, or any other time outside of the dugout while the ball is live and in play.

Note: Teams needing helmets, catchers equipment, practice baseballs, etc., will check out equipment with the FABC Vice President for their league. Any equipment not returned at the end of the league will be charged to the coach at replacement cost.