

Monroe Central Athletic League

12U Boys Baseball Rules(updated 11/10/25)

1. A player must not turn thirteen (13) years of age before April 30 of the current year. No 10 year olds will be allowed to move up to this league unless special circumstances are approved by the board (ex. young 5th grader wanting to play with his class)
2. Bases are to be seventy (70) feet, pitch at fifty (50) feet.
3. A pitcher may only pitch **two (2)** innings per game and a maximum of 4 innings per week (including during Championship Week). A week is Monday-Sunday. Only the starting pitcher may return to pitching one time. Each coach is responsible for tracking the number of innings pitched keeping the kids best interest in mind. One pitch constitutes one inning. (7/8/20) BS/RT
4. A player can go to any fielding position (including catcher) after they have pitched in a game.
5. Portable pitching mounds must be used.
6. A complete game is six innings and all innings will be limited to 6 runs. Run rule is 19 runs after 3 innings, 13 runs after 4 innings, or 7 runs after 5 innings. During the regular season, no inning shall start after 80 minutes. There will be no time limit during Championship Week.
7. Half (1/2) of an inning will consist of three outs.
8. A starting team shall consist of nine (9) players. **If a team has players missing the following rules shall apply:**
 - A team with less than 9 players can play with what they have, pick up 10U players, or pick up 12U players with similar or lower ability than the boy that is missing.**
 - a. The game will count towards standings**
 - b. The "picked up player" must bat last and play outfield**
 - No players may be picked up for tourney play, play with what you got**
- Outfielders must be positioned in the grass until contact with the ball.
9. Catchers must wear full protective gear (throat guard, catcher's cup, etc.).
10. A courtesy runner may be used for the catcher when there are two (2) outs. The courtesy runner will be the player that made the last out. No courtesy runner will be used in the last inning or any extra innings.
11. All players on the roster which are present for the game shall be placed in the batting order, therefore creating free defensive substitution between innings. Should a player miss his turn at bat due to illness, he may return to his spot in the batting order without taking an out. If a player arrives late, he will be placed at the bottom of the batting order.
12. A player being played on while advancing to a base other than first should attempt to slide. If a runner advances to a base without sliding with the intent of knocking the ball loose by colliding with the fielder, the runner shall be called out and may be expelled from the game. A runner attempting to advance to any base, other than first, without sliding should avoid contact. (A runner may not leap over the top of a defensive player.)
13. A batter or runner shall be called out for knocking off or removing their helmet intentionally.
14. Coaches may not touch runners while the ball is alive. If this occurs, the runner shall be called out.

15. Leading off is allowed. Runners may steal at any time.

-each pitcher will be given one balk warning before it is enforced.

16. Infield fly rule will be enforced.

16.5 There are no intentional walks allowed. (Updated 8/30/2020)

17. Player throwing the bat: one (1) warning per team. After warning, any player on the warned team shall be called out. Runners DO NOT advance if ball is hit in fair territory.

18. If play is stopped due to inclement weather, 3 ½ innings will be considered a complete game if the home team is ahead. If the minimum innings have not been played, play will begin where the game was stopped. EXCEPTION: Play-off games will be played to completion (six (6) innings).

19. Infield ball will be allowed at the discretion of the umpire.

20. Dropped third strike is in play.

21. IHSAA rules and regulations shall apply to all situations and rules not covered above

22. TIE BREAKERS FOR RECORD WILL BE HEAD TO HEAD, THEN RUNS ALLOWED, THEN RUNS SCORED.