



Arcadia
Youth Association
www.PlayArcadia.org

12U Boys Baseball - Tournament Rules

last update 6/6/25

- * Please be at field 30min before game time, we may then start games early if we are ahead of schedule.*
- * Do warm-ups in open space around the park. As soon as your field is ready, we will start your game.*
- * Concessions available throughout the tournament. No carry-in coolers. We appreciate your support!*

1. Players are eligible for the 12U tourney if they are 12 or younger on May 1st
2. Bat length/weight rule: 2 ¼ or 2 5/8 bat diameter, may not exceed 33" in length. Has to be a USA OR USSSA stamped bat. No weight differential. Bases will be 60', pitcher mound 50'.
3. Five inning games will be played or a time limit of 1 hour 30 minutes. If the home team is ahead going into the bottom of the last inning, the game is done. If the home team is behind, and goes ahead in the last inning by one or more runs, the game is done. No new inning will start after 90 minutes have expired. Keep games moving - 3 warm up pitches. If a game is tied at the end of regulation, either time limit or innings, the international tie breaker rules will be used. When starting the next inning in a tied ball game, the player that made the last out of the prior inning starts the inning on 2nd base. Continue this until a winner is declared.
4. 15-run rule after 3 innings, 10 run rules after 4 innings
5. Unlimited substitutions, play 9 players, bat all players.
6. A player may only pitch 3 innings per game, 9 innings per day. One or more pitches thrown in an inning is considered a full inning pitched.
7. Except where noted, WIAA rules will apply.
8. A player cannot leave the base until the ball crosses the plate. If a player leaves early, a warning at that time will be given to each team. The next player, from either team, that leaves early will be called out.
9. Plate is live, and a player can steal home on a pass ball.
10. Dropped third strike is live. A player can advance on a dropped third strike if 1st base is not occupied or if there are two outs.
11. If the pitcher is on the rubber and the base runner is on a base, he cannot steal.
12. Infield fly rule will be in effect. Zero or one out, 1st and 2nd occupied, pop up hit in the infield, batter is called out. Base runners can advance if they tag or if the player drops the ball.
13. If the pitched ball hits the ground then the batter, it is a dead-ball situation. Batter takes base.
14. Players should avoid baseline contact. Malicious contact is an out and ejection from the game plus the ejected player cannot play the next scheduled game. When there is a potential play at any base, except 1st, the players should slide to avoid any controversy. If there is no play being made at home plate, the player does not have to slide.
15. No metal cleats.
16. If a pitcher or catcher gets on base with 0, 1, or 2 outs, a courtesy may be used, a catcher must have a courtesy runner if there are 2 outs. These courtesy runners may re-enter the game. The courtesy runner should be the player who made the last out.
17. A 1st team warning will be given for throwing equipment. If a 2nd warning is given for throwing equipment, the result will be that the player is thrown out of the game. That is, the last players to break the rule will be thrown out.
18. After the flip, the official book and time for the game will be kept by the umpire. The home team will report and verify the score with the official and the visiting team after each inning.