



**2010 PIRATE BASEBALL CLASSIC  
12U RULES**

**All Pirate Travel Baseball Tournaments will adhere to the National Federation of State High School Association rules with the exception of those changes listed herein.**

**I. TEAMS**

Each team must field no more than nine (9) players & no less than seven (7) players at posted game time. Any team that cannot field at least seven (7) players any time during the game will forfeit the game. A. Maximum of fifteen (15) players is permitted per roster.

**II. PLAYERS**

A player must not attain the age of thirteen (13) years prior to May 1, 2010. Teams rosters & birth certificates are to be submitted & approved, no changes will be permitted.

**III. RULES**

- A. Pitching distance will be 50' feet. Base paths will be 70 feet.
- B. Runners may lead off. Runners may steal any base at anytime.
- C. There will be a continuous batting line-up for all games. Every player must have a regular turn at bat, & must play a minimum of two (2) innings on defense. *Penalty: Game forfeiture by guilty team.* Defensive changes may be made at any time. The Federation re-entry rule will not apply.
- D. Games will be six (6) innings, with four (4) innings constituting an official game, inclement weather, mercy rule, or time limit. No new inning will start after 2 hours from

the first pitch. The umpire will announce start time after the first pitch. Tie games will be completed until a winner has been determined. Championship games will have no time limit. The International tie breaker rule is in effect for all games including the championship game.

- E.** Speed up rule: Courtesy runners may be used for the pitcher & catcher only, at any time during the inning, & is mandatory for the catcher with two (2) outs in the inning. Whenever this rule is applied, the **last batted out** will assume the courtesy runner rule. In the event that a player is already being used as a courtesy runner, the player put out prior to that player will be the courtesy runner.
- F.** There are no appeal plays. If a runner misses a base the umpire will declare the runner out at the conclusion of the play
- G.** Pitchers may pitch a maximum of nine (9) outs in any one game. There will not be any day or tournament restrictions..
- H.** All catchers must wear a protective cup. Players warming up pitchers must wear a facemask.
- I.** The mercy rule is fifteen (15) after 3 innings (2 ½ if home team is ahead) or ten (10) after four (4) innings (3 ½ if home team is ahead).
- J.** No bat restrictions.
- K.** A warning will be given to each pitcher on a balk call with no penalty.
- L.** No metal cleats or spikes.