

ABA Cheat Sheet - Major League 12U

2023/2024 Season

Game Rules	12Us (Majors)
Innings	6 (min 4)
Time (game)	2 Hours - (No new innings after 1 hour 50 mins)
Mercy rule	15 after 4 or 10 after 5
Runs per innings (max)	5 runs max (runs above 5 in the final play do not count) for first 4 Innings.
Tied game	Extra Inns (no max) – one runner (last batter from previous innings) on 2 nd base. Batting order starts with the next batter in line-up from last 'at bat'.
Double Headers	Rules to be set by Competition Committee if DHs are scheduled
No. of Players / Line-up cards	8 min (9 th is auto out) – players not physically present at the plate meeting, should NOT be entered on the line-up card. However, late players (once arrived at the park) can be added as the 9 th player or to the substitutions list & play.
Mandatory play	If a regulation game, all players listed on the line up must have at least 6 consecutive outs and 1 at bat. A player who fails to meet minimum requirements in a game for any reason must be a starter in their next game, complete what was missed and then their mandatory play before being substituted. There are no mandatory play requirements for a game cut short for any reason.
Mandatory play – first at bat	Batter on his first at bat, must get out or reach home for a run. He may not be substituted during his first at bat, unless injured.
Pitcher max pitches (Note: may finish batter)	Ages 7-8yo = 50, 9-10yo = 75, 11-12yo = 85 Pitch count limits are determined by a player's age - DOB (not by the grade they play in). Pitchers must pitch no more than 2 innings or max pitch count (Whichever comes first) in any game.
Pitching in 2 games	NO – A player cannot pitch in more than one game in a day
Catcher to Pitcher?	Yes , only if Catcher has caught for a max of 3 innings and not 1 pitch more.
Catcher speed up rule?	No – no speed up rule for any player.
Catcher Other	ALL catchers must have a throat guard. All warm-up catchers incl. in bullpens must have a mask. No skull caps.
Headfirst sliding	NO – unless returning to a base or in a rundown play.
Infield fly rule	YES - This is a judgement call of an umpire.
Dropped 3 rd strike	YES - Batter is out if first is occupied with less than two outs. If first is unoccupied or there are two outs, batter becomes runner and defence must put batter out.
Stealing	NO – Runner cannot take a lead and cannot leave base until the ball crosses home plate.
Balks	NO
Illegal pitch	YES – dead ball – penalty is a Ball
Intentional Walks	YES - Notification must come from the defensive manager only. A player may only be intentionally walked once per game. The appropriate numbers of balls must be added to the pitch count



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Batter on-deck circle?	NO – batters must remain in the dugout
Continuous Batting line-up	Yes
Bats	USABAT (Max 33 inches long 2 5/8” barrel) - Refer logo below
Metal Cleats	NO
Batter’s Counts	All batters in this grade will start they’re at bat with a 1 strike / 1 ball count.
Balls	Diamond DLL
EH / DH allowed?	NO EH or DH
Max player SIT time	No player can sit on the bench for more than 2 innings
Re-entry	Free Defensive Substitution for all positions except the pitcher. A starting pitcher cannot return to pitch in the same game.
Defence conferences	Pitcher visits - 3 Free (45 secs max). 2 trips in same innings to same pitcher = auto pitcher swap. 2 trips to same pitcher on same batter – not allowed, warn, then eject. Pitcher swap is NOT a visit. Every trip after 3 = pitcher must be swapped. LL Rule 8.06 (d) A coach, granted time to talk to any defensive player will be charged a visit to the pitcher.
Offensive conferences	One offensive timeout per innings
Coach numbers	May have up to 3 coaches.
Dugout coach	1 Adult coach must be in the dugout at all times. Players can be base coaches but must wear a 2 eared helmet while performing this task.
Protests	Playing rule or improper substitution: Must be made before next pitch, play or attempted play. Mandatory Play: As soon as the facts become known. Ineligible pitcher or player: As soon as facts become known, but before either teams’ next game.
No Foreign Substances	Under the new guidelines, any pitcher, fielder, manager, coach, club personnel, club committee member / volunteer who possesses or applies foreign substances in violation of the rules will be ejected from the game and automatically suspended in accordance with the rules and past precedent. Umpires may perform checks at any time. <i>Rule 3.01 states that “no player shall intentionally discolour or damage the ball by rubbing it with soil, rosin, paraffin, liquorice, sandpaper, emery paper or other foreign substance.” Rule 6.02(c) expands on that rule by stating, among other things, that a pitcher may not “apply a foreign substance of any kind to the ball;” “deface the ball in any manner;” throw a shine ball, spit ball, mud ball or emery ball; “have on his person, or in his possession, any foreign substance;” or “attach anything to his hand, any finger or either wrist (e.g., Band-Aid, tape, Super Glue, bracelet, etc.).</i>

Bat allowed logo

