

WESTERVILLE YOUTH BASEBALL AND SOFTBALL LEAGUE

2026 WYBSL 12U (Red Hat) BASEBALL LEAGUE

SUMMARY – PROGRAM AND RULES

This league is composed of 12U and approved 10-year-old players. The league will play baseball with modifications. The league is organized and supervised by the 12U General Manager, under direction of the Baseball Program Director, and the WYBSL Board of Trustees. Games are played in accordance with National Federation High School rules with the following modifications and clarifications:

1. GAMES AND CONDITIONS

- A. Games are six (6) innings in length and will generally be played on Tuesdays, Wednesdays, and Thursdays. Make-up games will not necessarily be played if each team has played a minimum of 10 games. If make-up games are necessary to reach the 10-game minimum, they will be played on Saturdays, Sundays, and during the week following the end of the regular scheduled season and will be scheduled as necessary, generally starting from the canceled games at the beginning of the regular schedule with the intent of equalizing the number of games each team plays.
- B. No team may score more than seven (7) runs in an inning. There will be no “Run Rule.” If the home team is ahead in the bottom of the sixth (6th) inning, the game is over. Games may also be complete if All Rules 1E applies.
- C. Games less than six (6) innings are considered **complete** if: 1) they last at least four (4) full innings (three and one-half (3½) innings, if the home team is ahead) and are stopped for any reason. The final score is determined by reverting back to the last complete inning unless the home team is at-bat and ahead when play is stopped. 2) they have reached the two and one-half (2½) hours limit, regardless of the number of innings played. Games that are not complete are considered **suspended** games. When continued, play resumes exactly where it left off when play was stopped (batting order, position of any base runners, pitchers, etc.) and all rules apply as if it was one continuous game.

2. COACHING

- A. Normal defensive alignment consists of nine (9) players – three (3) outfielders and six (6) infielders. All three (3) outfielders must be positioned in the outfield grass before each pitch.
- B. Every player will play a minimum of three (3) defensive innings per game. No player may sit out for a second (2nd) inning until all players have sat out one (1) inning unless the only player that has not sat one inning is the current Pitcher or Catcher. No player may sit out for a third (3rd) inning until all players have sat out two (2) innings unless the only player that has not sat two innings is the current Pitcher or Catcher.
- C. At the end of each half inning, the first pitch must be pitched within two (2) minutes, unless the catcher is the final out, when the time limit will extend to three (3) minutes. If the defensive team is not ready to pitch at the listed time limit, a ball will be called at 30 second intervals, until the first (1st) pitch to a batter is delivered.

1. If the catcher or pitcher are on base with two (2) outs, the last player on the bench (the most recent batter not on base, typically the last out) may substitute as a runner for the catcher to expedite putting on the catcher's gear or the preparation of the pitcher.
- D. If the paid umpire does not appear for a game, the Head Coaches will search for an acceptable volunteer(s). The volunteer(s) will make calls at the bases, call balls/strikes, and foul/fair balls and may position themselves either behind home plate or behind the pitcher. If no acceptable volunteer(s) can be found or agreed upon, the game will not be played and will be rescheduled by the League.
- E. If two (2) charged conferences are taken in one (1) inning, the pitcher must be removed from the pitching position during the second (2nd) conference. Beginning with the third (3rd) conference in a regulation game, the pitcher must be removed from the pitching position. A conference is not charged if the pitcher is removed or when a player is hurt and must be attended to by a coach. One (1) additional conference is awarded for each extra inning played.

3. EQUIPMENT

- A. Base distance will be 70 feet and the pitching distance will be 50 feet using the pitching rubber on the league supplied pitching mat. The baseball used will be an official League baseball selected by the league.
- B. The National Federation rule for bats shall not apply. All Non-wood bats used in this league shall bear the appropriate factory-marked "USABaseball" logo and shall not be more than thirty-three (33) inches in length; nor more than 2 5/8 inches in diameter, and if wood, not less than fifteen-sixteenth (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Solid one-piece wood barrel bats do not require a "USABaseball" logo. Prior to each game, it shall be the responsibility of each Head Coach to check all bats to assure that only legal bats are in use during the game.



- C. Catchers must wear a helmet with face mask and throat protector (a face mask with integrated throat extension may be worn without an additional throat protector), chest protector, shin guards and a **protective cup** during games, practices and while warming up a pitcher.
- D. No metal spikes or metal cleats may be worn.
- E. Players must not wear jewelry, metal hair ornaments or similar items during practices, scrimmages, or games, for their safety. The 1st offense will result in a team jewelry warning. A 2nd and any additional jewelry offense(s) will result in the player(s) being called out and restricted to the bench.

4. OFFENSE

- A. There will be only one (1) batter in the batter's box and one (1) player in the warm-up circle, which must be **OUTSIDE** of the backstop or bench fence. All other players and coaches – when not directing the base runners from the coach's box – must remain on their bench or behind their bench fence, except when warming up. No spectators are permitted to be positioned closer than six (6) feet behind the backstop, unless they are using bleachers that have been provided.
- B. Bunting is permitted.
- C. “Slug Bunting” (fake bunt and swing) is not allowed. A batter may not bring his bat to a bunt position, withdraw it and make a swing on a single pitch, regardless if contact with the ball is made. The batter shall be declared out and the ball declared dead at the time of the infraction.
- D. A batter can advance to first base on a dropped third strike.
- E. The “delay by batter” rule will not be in effect.
- F. A coach or player shall not carelessly throw the bat which would include the bat hitting the catcher, umpire, or the fence surrounding the field. This event will be treated as a “delayed dead ball” and the runners may advance at their own risk. **Exception:** When the bat interferes with a fielder’s attempt at the ball an immediate dead ball shall be called by the umpire and no runners may advance. **Penalty:** At the end of the play, the umpire shall issue a warning to the coach of the team involved and the next offender on that team shall be called out. A third such offense by the same team will result in the batter being called out and a bench restriction of the Head Coach. A second offense by the same batter shall result in the batter being called out, removed from the line-up, and restricted to the bench for the remainder of the game. A fourth (4th) and any additional offense will result in the player(s) being restricted to the bench.
- G. Sliding is permitted. In the case of a play at a base or home plate, the runner must avoid contact, whether in the upright position or by sliding, or the runner will be called out. However, no player may block a base or home plate, whether or not a play can be made, or the runner will be awarded the base.
- H. Leadoffs and pickoff plays are not allowed. Base stealing is allowed, after the pitcher comes to a set position and begins any leg motion toward home plate. If a player leads off or leaves a base early, the umpire shall call a “dead ball” and the runner will be called out.

5. DEFENSE

- A. Any player on the roster is permitted to pitch.
- B. Pitchers may use any regulation fielding glove, except those containing gray or white, while pitching. The pitcher’s sleeves below the elbow may only be a solid dark color, especially not white or grey.
- C. Each player is permitted 65 pitches a game with a maximum of 120 a week. The pitcher can finish pitching to the batter he/she is pitching to once the 65 and 120 maximum limits have been reached.

- D. Once removed as a pitcher, a player may not return in the same game as a pitcher. Exception: The starting pitcher may be removed and return to the game one time. His/Her pitch count total before his/her removal and after his/her return shall be added together to determine his/her total number pitches.
- E. A pitching week runs from Monday through Sunday.
- F. The balk rule will be enforced only in cases when a pitcher:
 - 1. While touching the pitcher's plate, drops the ball (even if accidental) or feints towards the batter.
 - 2. Delivers an illegal pitch from any position.
 - 3. While touching the pitcher's plate, fails to pitch to the batter in a continuous motion (starts, then stops) immediately after any movement of any part of his body such as he habitually uses in his delivery.
 - 4. Without having the ball, stands on or astride the pitcher's plate or while off the plate feints a pitch.
 - 5. The pitcher delivers the pitch from the set position without coming to a stop. (From the set position, the pitcher must come to a complete and discernable stop before delivering the ball to the batter. A change of direction is not considered a stop.)
 - 6. Turning the shoulders to check the runners while in contact with the pitcher's plate in the stretch position is legal. Turning the shoulders after bringing the hands together into the set position is a balk.
 - 7. Before enforcing the balk rule, the umpire shall give one warning to each pitcher upon his first balk.
- G. An intentional base on balls may be given by the defensive team by having its catcher or coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any ball and strike count. The ball shall be declared dead before making the award, and no further pitches will be required.
- H. Strike zone: Over the plate between armpits and top of knees in batter's normal batting stance.
- I. Any pitcher hitting three (3) batters in a game must be removed from the game as a pitcher.
- J. Warm-up pitches between innings will be limited to three (3). When a pitching change occurs:
 - 1) the first time that a pitcher enters a game as pitcher, the warm-up limit is five (5) pitches;
 - 2) when a pitcher reenters a game as pitcher, the warm-up limit is three (3) pitches.
- K. Pitching rules apply to all games whether completed or not.