



TEXAS TWELVE BATTLE OF THE BRANCHES RULEBOOK

GAME TIME LIMITS / INNINGS

- 14u & 13u: 1:45 time limit or 7 innings.
- 12u & 11u: 1:40 time limit or 6 innings.
- 10u & 9u: 1:40 time limit or 6 innings.
- All game times are subject to change at the tournament director's discretion.
- Clock starts on the first warmup pitch.
- Home team will bat last/finish hitting if behind when time expires.

FIELD DIMENSIONS

- 14u 60/90
- 13u 54/80
- 12u 50/70
- 11u 50/70
- 10u 46/65
- 9u 46/65

LINEUPS

- Teams will need to submit a lineup card prior to the beginning of each game.
- Teams can use as many EH's as they want. The batting order cannot change.
- The pitcher can DH for himself and remain in the game as the DH when no longer pitching.
- Mandatory courtesy run for pitcher and catcher with 2 outs (using the last batter to make a batted ball out, or can use any available subs as a courtesy runner).
- Players cannot participate on more than one roster without consent from the opposing team's branch director.

PITCHING RULES

- Coaches are expected to adhere to all Twelve pitch count rules and guidelines.
- Teams that do not adhere to Twelve pitch count rules will be charged with L's for all games played/scheduled in the event.

BATS

- 14u Bats: drop 3 BBCOR
- 13u Bats: drop 3 BBCOR or drop 5 BPF 1.15
- 12u Bats: drop 3 BBCOR or drop 5, 8, 10 BPF 1.15
- Banned bats included any bat listed as banned by PG, VTOOL, USSSA, or UIL (14u drop 3 BBCOR) are illegal.
- Use of an illegal bat will result in the following:
 - First team offense = player immediately called out and baserunners return to bases prior to the at bat.

- Second team offense = player and head coach ejected from the game, player's next upcoming at bats in the batting order are recorded as automatic outs for the duration of the game.
- Third team offense = team will be charged with an L for all scheduled games for the event.

RUN RULES

- 14u & 13u Run rule = 10 after 5
- 12u & 11u run rule = 10 after 4

INCLEMENT WEATHER

In the event that a game is suspended due to weather conditions and play is NOT resumed,

- if 4 innings have been completed, the game will be considered as a complete game and the standings will reflect the outcome of the game.
- if the game is suspended in the bottom of the 4th, 5th, 6th, or 7th, and the home team is winning at the time of the suspension, the home team will get credit for the win and the score will be recorded as is at the time of the suspension.
- if the game is suspended in the bottom of the 4th and the home team is losing, the game will not count towards the standings.
- if the game is suspended in the top of the 5th, 6th, or 7th, the outcome will be determined by the score of the game at the end of the previous inning.
- In the event of weather delays some games may be canceled in order to avoid games being backed up and started late in the evening. We will not back the games up more than 30 minutes on any given day. Turf fields and world class drainage should minimize any rain outs.
- Refund policy = \$100 refund per game not started.

MISC RULES

- NFHS rules other than those listed above.
- Until it becomes illegal in high school, the RHP fake to 3rd, throw to 1st move IS LEGAL in all age divisions.
- Coin flip for visitor/home in every game.
- Teams must provide NFHS quality game balls.
- Games can end in a tie (if time expires or all innings have been played before time expires).
- All rules, formats, and schedules are subject to change at the Tournament Director's discretion.

POINT SYSTEM

- Every game counts!!!
- Win 3
- Tie 1
- Loss 0
- Total number of points (per branch) divided by total number of games played (by that branch)

- Example

	GP	P	Score	
○ Katy	100	100	1.00	
○ TW	48	100	2.08	
○ CS	48	110	2.29	
○ SA	40	100	2.50	<-- Winner
○ ST	44	100	2.27	