

11U BASEBALL- RULES AND REGULATIONS

What we are About: Please understand that this is a recreational level league. This league's intent is to provide an environment for young players to extend their opportunity to play baseball, and as such, it is primarily for all involved to understand that these rules have been developed to keep the game's spirit in mind. **All coaches must demand a good sportsmanship attitude from their players towards other players, coaches, and umpires.**

The rules of "U11" follow the Baseball Canada Official Rule Book with the following exceptions. Please note that if anything is not directly addressed within this document, the Baseball Canada Official Rulebook applies.

A mandatory pre-game introduction is required between umpire(s) and head coaches. This will ensure all rules are understood and any special circumstances are discussed prior to the game.

Field Measurements

1. The base path distance is sixty (60) feet. The pitching path distance is forty-four (44) feet.

Equipment

2. All batters must wear a batting helmet.
3. Bat Regulations

	Mosquito	Pee Wee	Bantam	
Division	All	All	Boys	Girls
Maximum Differential	None	-10	-3	-5
Maximum Diameter	2 3/4	2 3/4	2 5/8	2 3/4
Maximum Length	32"	34"	34"	34"

Players

4. Minimum of seven (7) players and a maximum of nine (9) players on the field.
5. When playing with less than the maximum number of players, there are no automatic outs.
6. If a player arrives late, they may be added to the bottom of the lineup.
7. Fair Play Rule – A player is not to sit for more than 2 consecutive innings during the game, and no player shall sit more than 2 innings in a game until all players have sat for at least 2 innings.

8. Coaches are encouraged to play all players equally throughout the season.
9. Coaches are encouraged to let players experience playing all positions during the season unless in the coach's opinion the safety of a player is jeopardized by playing a particular position

Games

10. A new inning will not start after one (1) hour and fifteen (45) minutes after the scheduled start time.
11. All games start at 6:30 pm with a fifteen (15) grace period.
12. There will be a 5 run mercy rule per inning. A complete inning will end when one team has either 3 outs, or 5 runs. This rule will remain in effect throughout the entire game. If after the 4th inning a team is ahead by 10 runs or more, a 10 run mercy rule will apply. If both teams agree, the game can continue. **Please note there are no open innings. Meaning 5 runs per inning is the maximum number of runs a team can score an inning.**
13. Three (3) out rule applies.
14. In case of weather or cancellation of a game by an official & when two (2) innings have been completed, the score of the game will revert to the last fully completed inning.
15. **Make up Games:** Should circumstances prevent a game from being played (per schedule), the canceling team is responsible for giving the other team suitable advance notification for re-scheduling the game.
16. It is the responsibility of the home team to ensure everything is in good order on their diamonds and that umpires are scheduled for the game. The home team is responsible for providing at least 2 new baseballs for each game.

Substitutions

17. There are "Unlimited Substitution" rules (except for the pitcher) and all players present must bat.
 - A. All coaches must provide an official line-up card to the umpire prior to the game.
 - B. Coaches must indicate on the line-up card which players are overage
 - C. Any players late for a game must be listed on the line-up card before the game starts.
 1. They are to be placed at the bottom of the line-up and must be designated as absent
 2. No "automatic out" will be recorded for absent players listed on the lineup card. The absent players' batting spot will be skipped.

Runner

18. A Coach may use a courtesy runner for the catcher to allow that catcher to suit up for the next half inning. The courtesy runner must be the last out.

Pitching

19. Pitchers may only pitch a maximum of 2 innings per game, 4 innings per day. The maximum a pitcher can pitch in any week (Friday to Friday) is 7 innings. The Baseball Alberta Pitch Count Guidelines are not mandatory but are extremely *recommended to be followed*.
20. If a pitcher throws 1 pitch, they will be charged with 1 inning pitched whether they remain in the game or not.
21. Overage Pitchers must be identified on the score sheet or roster form. **Teams can only use 1 overage pitcher per game and overage players can only pitch 1 inning per game.**

Walks

22. Each batter can only walk once per game.
23. Once a batter has walked the following rules will apply. After the 4th ball, the batter will have a count against them. It will either be 4-0 (balls-strikes), 4-1 or 4-2. The coach, or designated pitcher for the offensive team (coach or selected parent), will pitch to their own batter. The number of pitches the batter will receive from the coach/parent depends on the number of strikes the pitcher achieved against that batter before throwing the 4th ball. All batters continue using the same rules:
- Count 4-0, coach/parent may throw up to 3 pitches.
 - Count 4-1, coach/ parent may throw up to 2 pitches.
 - Count 4-2, coach/ parent may throw only 1 pitch.

If the batter uses up all their strikes without hitting the ball, they are out. There is no opportunity to walk. Every pitch is considered a called strike no matter where the pitch is thrown. The batter does not have to swing to strike out, nor does the pitch have to be in the strike zone. Pitches (pitch) from the coach/parent are the only opportunity that the batter will get to hit the ball and get on base. The coach/parent will side soft toss to the batter.

On the third strike only, if the batter hits a foul ball, they will be granted an additional pitch, unless the foul ball is caught. This will be the same as regular rules regarding a third strike foul ball. The defensive pitcher will remain on the field-to-field balls hit into play.

There is no advancing home on passed ball / wild pitch or any legally delivered pitch by the designated coach / parent pitcher. (i.e. no stealing of any base while the parent/coach is pitching)

Stealing & Lead Offs

24. Players may not lead or steal until the ball crosses home plate.
25. Any player can only advance one (1) base on steal attempt. (If stealing and ball is overthrown, they are not allowed to advance to another base.)
26. All bases may be stolen except for home. No runner shall advance from third base to home on a passed ball.

Runner Advancing

27. Following a fairly hit ball, the advancing of runners is considered 'over' when the ball is returned to the pitcher. Runners must continue to the base they are heading to or return to the base they came from with no further changes to direction (no jogging between bases), the fielders may attempt to throw/tag the runner out.
28. Runners advance one (1) base only on any overthrow.

Miscellaneous

29. Third Strike Rule is not in effect.
30. Infield Fly Rule is not in effect.
31. Sliding is allowed.
32. **Over-aged** players may be allowed
 - a. Follow overage pitching rules.
 - b. all over-aged players must be marked on the score sheet prior to the game as "OA"
 - c. If you have many overage players make sure that they are not playing all the infield positions at one time.
33. Pembina League will not allow harassment of officials or conduct of parent groups.