

**Rules for 11U Local League**

These rules were established in keeping with the philosophy that the principal aim for 11U Local League baseball is to have fun and teach good sportsmanship, as well as try to further the basic skills of baseball. All Baseball Ontario rules and regulations will be followed, with the following exceptions/clarifications as per TMBI:

1. All players are to receive equal defensive playing time. Players MUST be moved around in defensive innings to different positions. The goal is to have all players be able to learn and experience as much about the game of baseball as possible. This in turn leads to improvement and knowledge for all players, increasing the love of the game and keeping these kids as players in the future.

 2. No player shall play anyone (1) position more than two (2) innings in any game. All games will have unlimited substitution. Catcher may play more if no players willing to play the position.

3. All players are to be entered in the batting order. If a player arrives late, they are to be added to the bottom of the batting order, no penalty is incurred for doing so.

4. Baseball pants are MANDATORY.

5. Maximum of 10 players on the playing field. A maximum of 6 players are allowed on the infield including the catcher. The remaining players will play in the outfield at a minimum of 20 feet from the base path. There can only be four outfielders.

5A. Call-ups can only be called when the team has less than 9 players available for their game. A team can only call-up enough players to a maximum team of 10 players. No call-ups or substitutions can be made from any REP rostered player from any age group.

6. One new ball and one/two good used balls will be provided by the home team.  Any Baseball Ontario approved baseball for 11U may be used.

7. Batters and base runners must wear a regulation baseball helmet. Catchers wear full regulation catching equipment.

 **Face Mask MUST be worn to warm up a pitcher. No exceptions.**

10. Batters cannot bunt. (Bunts are automatic outs.)

 11. No infield fly rule.

12. A team’s turn at bat in an inning will end after three outs have been recorded or four runs have been scored. The last inning will have an eight-run maximum. On any play where the last allowed run in an inning is as a result of the ball leaving the playing field and the awarding of home base (ie: home run, overthrow, etc) results in more than the maximum runs allowed in an inning scoring, all awarded runs will score; this only applies to dead ball awards.

Ex. 1: Runners on 1st, 2nd and 3rd. 2 outs. 3 runs have already scored in the inning. The batter hits a groundball to the shortstop, who overthrows first base. The ball goes out of play. Because this is the first play by an infielder, all runners get awarded 2 bases from the time of pitch. 2 runs score for a total of 5 for the inning.

 Ex. 2: Runners on 2nd and 3rd. 2 outs. 3 runs have already scored in the inning. The batter hits a ball in the gap between outfielders. Despite the fact that two runs would have scored easily, because the ball stayed in play, the inning ends when the runner from 3rd touches the plate. 1 run scores on the play for a total of 4 runs for the inning.

Ex. 3: Runners on 2nd and 3rd. 3 runs have already scored in the inning. The batter hits a ball down the left field line which rolls past an out of play line. Ball is dead. This is a 2-base award, so 2 runs score on this play, with a total of 5 for the inning.

13. If there is an overthrow at first base the ball is in play. Runners may advance at their own risk up to a maximum of one base. If the overthrown ball is not returned to the pitcher but thrown to another base, trying for an out, it is once again a live ball.

14. The play will be halted with any throw or attempted throw to the pitcher from any infielder, the umpire will call time. Runners must return to the previous base unless over halfway to the next base, call made at the discretion of the umpire.

15- 10U/11U game ends when the time limit is reached, and a full inning has been completed.7 innings maximum. If the time limit passes during an inning, such inning will be the last inning however it will not be treated as the last inning for the purposes of the 8-run maximum rule. If the top of a new inning is started within 15 minutes of the time limit, the umpire will declare that inning to be the last inning and the 8-run maximum will apply. Game time is 1 Hour 20 Minutes. At 1 Hour 5 minutes last inning will be called. Game time starts at time of first pitch. To be called by umpire.

**Batting/Base runners**

16. The batter cannot attempt to run on a dropped third strike. Batter is out.

17. NO LEAD OFF>Base runners can only advance from the base once the ball has left the pitcher’s hand and may only steal bases on pitched balls that get past the catcher. Base runners can only steal one base at a time regardless of overthrows.’ Baserunners may NOT steal on an overthrown return ball from the catcher to the pitcher

18. Base Runner(s) are NOT allowed to steal home base.  Runners may not advance to home except for a hit ball or forced after bases loaded walk.

19. To keep the game moving, coaches must ensure their catcher is ready. If there are 2 outs and the team’s catcher is on base, substitution must be made. The player substituting must be the last out.

**Pitching:**

20. A pitcher is allowed to pitch only two (2) innings in a calendar day.   These **must be consecutive** innings in a single game.  For this rule an inning is considered the delivery of one (1) pitch to a batter. Once a pitcher is removed, they may not pitch again in that game.  Pitchers can't pitch on back-to-back days.

21. A pitcher will only be allowed to hit two (2) batters with wild pitches. After hitting 2 batters total, the pitcher must be removed from the pitching position and not be allowed to pitch again in that game.

22. Oversized orange home plate (2 inches wider on each side) is used to expand the strike zone.

23. A manager/coach shall be allowed an unlimited number of trips to the mound without having to remove the pitcher. The umpire may limit such trips if, in the umpire’s view, the coach or manager’s intent is to delay the game.

24. A pitcher must begin with contact on the rubber. The pitcher's pivot foot must remain in contact with the rubber or must drag on the ground away from the rubber on the delivery motion.

 **Definitions for Pitched Balls**:

-A Ball is a pitch which does not enter the strike zone in flight and is not struck at by the batter.

-A Strike is a legal pitch when so called by the umpire which

1. Is struck at by the batter and is missed.

 2. Is not struck at, if any part of the ball passes through any part of the strike zone. The ball cannot bounce and go through the strike zone and be called a strike.

3. Is fouled by the batter when less than 2 strikes.

 4. Touches the batter in flight in the strike zone.

6. Becomes a foul tip. Not caught.

The strike zone is that area over home plate. The upper limit of which is a horizontal line at the midpoint between the top of the shoulders and the top of the uniform pants, and the lower level is a line at the top of the knees. The strike zone shall be determined from the batter's stance as the batter is prepared to swing at the pitched ball

After 3 strikes batter is out.

After 4 balls batter is walked.

Hit by pitch, Batter takes first, all other runners advance if forced. DEAD BALL