

## I. 11U/12U Rules (50/70)

### Game Play

- a) Games consist of six (6) innings, or the 1hr 45min time limit, whichever occurs first.
- a) A minimum of eight (8) players must be present to begin a game – no out will be enforced for the 9<sup>th</sup> spot.
- b) Run limit is five (5) runs thru first 5 innings. Unlimited runs allowed in the final (6<sup>th</sup>) inning.
- c) Mercy Rule: 15 runs after 4 innings; 10 runs after 5 innings.

### Pitching

- a) Kid-pitch all six (6) innings. Restrictions as follows:
  - a. Pitchers are limited to **four (4) total innings (12 outs) per Sunday**
    - i. One (1) inning shall equal 3 outs.
  - b. No pitcher may throw more than **85 pitches in a game**
    - i. If a pitcher reaches the pitch count threshold while facing a batter, the pitcher may continue to pitch until either (a) the at-bat ends or (b) the third out is made to complete the half-inning.
- b) **Balks WILL be enforced after one (1) warning + explanation.**
- c) Pitching rubber will be located 50-feet from home plate
- d) One (1) coach trips to the mound allowed per inning.
- e) Pitcher must be removed if they hit three (3) batters in a single inning, or four (4) batters over the course of two innings.

### Defense

- a) At least eight (8) players may play at the same time defensively
- b) The defensive team shall not use more than four (4) infielders, excluding pitcher and catcher
- c) Outfielders must be positioned halfway between the outfield grass and the fence (on a regulation diamond) or approximately 40 feet behind the infield on larger diamonds. Under no circumstance can the OF be placed on or near the edge of the infield dirt.
- d) **Infield Fly Rule IS in effect**

### Batting

- a) All players will bat. A batting order will be established prior to the game and followed throughout, regardless of whether the player is in the game defensively.
- b) **Batters may advance on a dropped third strike.**
- c) No fake bunts or slash bunts allowed.

### Base Running

- a) **Lead-offs and open steals are allowed**
  - i. Gentleman's Agreement – no open steals if the team is up by 8 runs or more. Runner may advance on a passed ball, however.
- b) Runners must slide if close play is imminent at base other than 1<sup>st</sup>
- c) No headfirst slides (except back into a bag) and runners must avoid contact with catcher

- d) Courtesy runner in play for catcher and pitcher – the batter who made the last out must replace the runner.