

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 9th spot.
- b) Run limit is five (5) runs thru first 5 innings. Unlimited runs allowed in the final (6th) 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:
 - i. Pitchers are limited to **three (3) total inning per Sunday**
 - ii. No pitcher may throw more than two (2) innings per game
- 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) Nine (9) players may play at the same time defensively
- b) The defensive team shall use three (3) outfielders – outfielders must play in the outfield grass.
- c) **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 1st
- 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.