

SFBSA LITTLE LEAGUE BASEBALL RULES (Ages 11 & 12)

1. The Playing Field:

1.01 The home team is responsible for field clean-up after the game. This consists of returning equipment to the field box and picking up any trash around the field. Both teams are responsible for clean-up around their bench area. Both teams should make a collaborative effort to clean and drag field regardless of home team. Make sure the shed is locked and lights are turned off if you are the last team to play.

1.02 The infield bases should be placed at 70 feet. 1.03 The pitching rubber should be 50 ft. from the back of home plate.

2. The Game:

2.01 The game consists of 6 innings or 2 hours unless extended by a tie score or shortened due to rain, darkness, mercy rule or time limit.

2.02 No inning may be started (i.e. visiting team batting) after 1 hour and 45 minutes, unless there is no game scheduled afterward.

2.03 If the game is tied after 6 innings, then 1 extra inning may be played if time permits (see rule 2.02). If the game is tied after 7 innings then the game will be recorded as a tie. NOTE: the run limit in an extra inning is 6 runs.

2.04 Games that are shortened will be considered a regulation game if:

2.04a Four or more innings have been completed and a new inning has not started.

2.04b The visiting team has batted at least four complete innings and is losing the game.

2.04c After four innings a game is called during an incomplete inning. In this case, the score of the game will revert back to the score of the last complete inning UNLESS the home team is currently leading or the score is tied (in this case the current score is used).

2.05 If the score is tied in a shortened regulation game (see rule 2.04) then the game is recorded as a tie.

2.06 Shortened games that are not considered regulation (see rule 2.04) will be replayed in their entirety.

2.07 A half-inning shall consist of three outs or when a team scores 6 runs in innings 1 through 5, whichever comes first. The run limit in the 6th inning shall be 12 runs. Any runs scored beyond the maximum shall be ignored (EXAMPLE: 5 runs have already scored and a batter hits a 2 run homerun – only 6 runs will be recorded).

2.08 A game will end due to MERCY RULE if either team is behind by 10 or more runs after completing their turn at bat in the 4th inning.

2.09 All playoff games will be played entirely, they will only be shortened due to a mercy rule.

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3. The Defense:

3.01 Each team fields a maximum of 9 players ONLY. If you do not have 9 players then you may pull up to two (2) players from the Minor League Division. If you cannot field at least 8 players total then the game should be re-scheduled. If you do not re-schedule the game then it is considered a forfeit

3.02 The defense should consist of six (6) infielders (catcher, pitcher, 1B, 2B, 3B, and SS), and three (3) outfielders (LF, CF, and RF).

3.03 Outfielders may be positioned anywhere in the field.

3.04 Outfielders may enter the infield to tag a runner or tag a base to record an out.

3.05 Catchers must wear a protective cup and use a catcher's mitt.

3.06 Infielders must not obstruct the runner's path to a base unless they have the ball. OBSTRUCTION is awarded one (1) base.

3.07 No fielder, other than the catcher, may use a catcher's mitt.

3.08 No fielder, other than the first baseman, may use a first baseman's mitt. 3.09 Infield Fly rule will be in effect

4. The Batter:

4.01 Each team bats the bench (i.e. all players appear in the batting order). Once the batting order is set it may not be altered unless a player arrives late or leaves the game early. If a player arrives late he shall be placed at the end of the batting order. If a player leaves the game early, then all subsequent batters will move up 1 position in the batting order.

4.02 The standard baseball count is used: 3 strikes, 4 balls.

4.03 A batter that reaches base by a walk, hit by a pitch, or catcher's interference may NOT advance beyond first base.

4.04 A batter may advance to first base on a dropped third strike unless first base is occupied with less than two outs, then the batter is out.

4.05 Bunting is permitted. Standard bunt rules apply (i.e. a fouled bunt attempt on a two-strike count is considered a strikeout). No 'slash' bunting: A batter is out for illegal action when the player fakes a bunt and then takes a full swing. The batter is out, the ball is dead, and no runners may advance.

4.06 Batters that throw the bat will receive one warning. If the batter throws the bat again in the same game he will be considered out.

5. The Runner:

5.01 Stealing all bases including home is permitted at any time other than a dead ball.

5.02 Leading off is permitted. A 3-foot leading rule for base running and have a chalked line marked.

5.03 In general, runners may advance on overthrows that remain in play except for overthrows that occur while the ball is considered dead.

5.04 A runner is out if he is off base and hit by a batted ball before a fielder has touched the ball.

5.05 A runner must make every attempt to avoid a fielder who is attempting to field a batted or thrown ball. A runner will be declared out if he intentionally runs into a fielder or tries to interfere with a fielder.

5.06 No head first sliding (except back to the base)

6. The Pitcher:

6.01 A pitcher may NOT pitch more than 3 innings in a game or 85 pitches in a day. A player may not pitch more than 8 innings in a calendar week (Sunday-Saturday). One pitch thrown is considered an inning pitched. EXCEPTION: If a pitcher reaches the limit pitch count limit while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

- That batter reaches base;
- That batter is out;
- The third out is made to complete the half-inning.

6.01a. Pitching Rest Requirements:

- If a player pitches 61 or more pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 41 – 60 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 – 40 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1 – 20 pitches in a day, no (0) calendar day of rest must be observed.

6.02 Innings pitched during a canceled game shall count towards the totals described in 6.01.

6.03 No walks maximum per inning.

6.04 A pitcher must be relieved after they hit two batters in one inning or hit four batters in one game.

6.05 Each team must attempt to pitch an 11-year-old 2 complete innings per game. The 11-year-old pitcher must start an inning but does not have to finish the inning to be considered complete.

6.06 Once a pitcher is relieved, he may not pitch again in that game.

6.07 Relief pitchers that are brought in during an inning-in-progress should get a minimum of 6 warm-up pitches.

6.08 Any pitcher, who in the opinion of the umpire, is intentionally trying to hit a batter will be removed from the game. The matter will then be reviewed by the SFBSA board and that player may face additional disciplinary action, up to and including suspension for the remainder of the season.

6.09 Balks- Each pitcher will be given warning. Second offense, runner(s) will advance one base.

7. Miscellaneous:

7.01 Umpires will be provided by the SFBSA. If a league umpire does not show up for a game then contact the Boys Commissioner for follow up and instructions.

7.02 All judgment calls made by the umpire are considered FINAL.

7.03 Coaches, players, and parents are expected to follow the Code of Conduct as completed during registration prior to the season. Violation of this agreement will be subject to disciplinary action by the SFBSA.

7.04 Any player that is bleeding must be removed from the field and may not return until the wound has stopped bleeding and has been bandaged. Any parts of the uniform with blood must be removed.

7.06 The maximum number of adults permitted to be in the dugout and/or dugout area during a game is four. This will consist of one manager, two base coaches, and one scorekeeper.

7.07 Cancellation of games: the Home manager is responsible if a game is canceled to contact the umpire supervisors with details of the game, time, field, and division game was canceled on. For games scheduled at Morgan, the Concessions Manager must also be contacted with same information.

Approved bats:

USA baseball Stamp (2 1/4" or 2 5/8" ("big barrel")) and for 2018 Spring only USSSA BPF 1.15 (2 1/4" only) bats.

General Practice & Game Objectives:

Defense:

- The proper way to field ground and fly balls
- The proper way to catch a thrown ball and a line drive
- The proper way to pitch from the wind-up & stretch
- Basic understanding of game objectives (i.e. how to cover the bases, how to "tag" a base runner, pitchers responsibilities after the pitch, covering bases on a bunt depending on baserunners)
- Basic understanding of a Balk
- Turning double plays (when & how)
- When to get the lead runner out or just make an out
- Cut-off throws (body position) • Catchers responsibilities (covering home, base throws)

Offense:

- The proper way to hold and swing a baseball bat
- The proper way to bunt (bat placement, body position)
- The proper way to run through the 1st base
- The proper way to round all the bases (including 1st base)
- The proper way to take a lead.
- Understanding how to run the bases (ground balls, fly balls, line drives, tagging, drawing a throw, etc.)
- Generally how to advance on the bases
- The proper way to slide

REVISED March 6, 2018: Added 2.10, and Approved Bats.

Revised January 24, 2017: Added Leading, balks, base distance, drop 3rd strike and pitching distance.

Added bat restrictions.

Revised April 25, 2016: General modifications slash bunt, pitching rules, cancellation of games.

REVISED March 4, 2010; ADDED: 7.06 REVISED March 8, 2010; REMOVED: 2.07