



2021 League Rules

Rules (Ages 11 -12)

Rules shall be the official Little League rules with the following exceptions. Coaches may be suspended for not adhering to the rules below:

Game Time Limit

- ◆ The length of the games will be based on time limits or 6 innings or 1 ½ hours whichever occurs first. No inning shall start after 1 hour and 15 minutes. Time limit begins when the home team takes the field to start the game. In case of a tie game, one extra inning may be played as long as it doesn't exceed the time limit. Games can end in a tie. The purpose of ending on time is to not delay the following teams from timely play.
- ◆ The Ten Run Rule is in effect after 4 innings.
- ◆ Games will be cancelled if the temperature feels like 40 degrees or less at game time. The umpiring crew has the discretion to call the game at any time due to weather conditions, and the crew may call the game at temperatures above 40 degrees, if in its discretion it is appropriate to do so.
- ◆ If lightning is seen, play MUST be halted and players must leave the field. The game cannot start back up until 30 minutes have elapsed AFTER the last visible lightning strike. No additional time is added and time limit is still in effect.

Playing Time/Batting/Base Running

- ◆ Round Robin batting order may be used, but is not mandatory. Round Robin batting means each player on the team will be in the batting rotation whether or not playing a defensive position. Those players who have been assigned defensive positions do not have to be the first nine players in the batting line-up.
 - If teams decide to opt out of Round Robin batting, each player must play 2 innings of defense with 1 at bat. Starters can re-enter but must go back in the same spot in the batting order.
 - For teams with rosters of 13 or more players, each player must have 1 at bat but it is not required to have 2 innings of defense.
- ◆ A half-inning ends when either of the following occur: 3 outs are recorded or 8 runs have been scored.

- ◆ Dimensions:
 - 60' bases and 46' pitching distance.
- ◆ Base stealing and bunting will be allowed the entire season. NO LEADING OFF. The ball must cross the plate before a runner can leave a base or steal. If a runner leaves early, he is sent back.
- ◆ There is no overthrow rule in effect. If players keep overthrowing the bases, play can continue at the runner's discretion and peril.
- ◆ Courtesy runners may be used in accordance with Official Little League Rules.
- ◆ There is no "must slide rule". A runner is out, however, if he/she does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. NO PLOWING!
- ◆ No head first slides when advancing to a base. The runner shall be called out. Head first slides are allowed if a player is going back to a base.
- ◆ Only one warning for a player throwing the bat whether intentional or unintentional. Next violation, the player may be declared out by the plate umpire.

Pitching

- ◆ Players will pitch to opposing hitters from a distance of 46'. Managers must track and plan a player's use as a pitcher, and shall adhere to LL rules regarding prescribed days off for rest & eligible pitchers. Batters can be walked and will take first base if hit by a pitch. PITCH COUNT MUST BE TRACKED and LL PITCH COUNT RULES must be followed. This is for the safety, growth and development of the players. Please be diligent in tracking your team's pitch count. The FYB office may ask for your pitch counts at any time throughout the year.
- ◆ The "dropped 3rd strike rule" is in effect. This means that if a 3rd strike is dropped by the catcher, the batter may run to first base and must be tagged or put out at first to be declared out. The batter may only run to first base if it is unoccupied with less than 2 outs. If a dropped 3rd strike occurs with 2 outs, the batter may run to first base whether it is occupied or not and must be tagged out or put out at first to be declared out.
- ◆ A pitcher once removed from the mound cannot return as a pitcher.
- ◆ Catchers who catch for 4 innings in one day CANNOT go on the mound to pitch.
- ◆ Pitcher who pitches more than 41 pitches in a game cannot play the position of catcher for the remainder of that day.
- ◆ The manager must remove the pitcher when a pitcher reaches the pitch count limit.
- ◆ No pitcher shall pitch more than 85 pitches per day.
- ◆ No pitcher shall pitch more than 3 innings a week for league play AND must adhere to the following rest requirements:
 - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed
 - If a player pitches 21-35 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 is required.

Bat Rules

- ◆ **ALL** bats used in Fargo Youth Baseball shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard.
- ◆ All-BPF – 1.15 bats will be prohibited.

Team

- ◆ Teams are encouraged to arrive 30-45 minutes before the game and warm up before their game. This early arrival teaches kids how to start preparing for games and to ensure enough players are fielded to have game.
- ◆ Coaches are **ENCOURAGED** to develop 6-7 pitchers during the season. Required minimum Little League Playing time is in effect (one at bat/2 innings in the field). However, Coaches are encouraged to balance playing time so that players receive greater than the minimum playing time per game.
- ◆ If one or both teams are short players:
 - Must play with eight (8) players; no automatic out for the 9th spot in the order
 - If one of the two teams has sufficient players to field a full team, they may do so and are not required to match the strength of the other team. However if a team has 7 players it will result in a forfeit.
 - If both teams have less than eight players, the game will not be recorded in the standings and will **NOT** be made up.
 - If only one team does not have enough players and the other does, the game is declared a forfeit and is recorded as a 6-0 win for the team with enough players.
- ◆ Umpires should call a "large" strike zone in order to encourage players to swing the bat. They are urged to call strikes from the armpits to the knees; approximately 4" off the outside corner and 2" off the inside corner.
- ◆ **Coaches and players shall NOT yell at umpires across the field or from the dugout. Doing so may result in removal from the game and/or future games. Even if a player or coach is not thrown out, but a report or complaint is filed with the FYB office, that player or coach may be suspended from future games if the FYB office and board deem that the behavior was inappropriate or non-sporting.**
- ◆ Understand that umpires will make mistakes, just as the players and coaches will. Many are young and/or new to umpiring and this is where they get their start. We ask that if you have a question that you approach the umpire in a respectful manner. If there is an issue a team would like addressed, we ask that the COACH contact the FYB office 24 hours after the game to discuss the issue.

Encourage your parents to support their team and not yell at or demean the umpires.

*A full copy of the Little League Rule Book can be found at the following websites:

www.littleleague.org

<http://www.littleleague.org/Page58288.aspx>

If you see parents get out of line, remind them the game is for the children and the atmosphere should be one of recreation, education, and fun.

Team Responsibilities:

Coin Flip at the beginning of the game to determine who is home and away.

Each team must provide at least 1 new ball each game. Umpires will give the ball back to you at the end of the game.

Both teams clean out their dugout, outside the field, under bleachers.

