

Rules U11

Base Path Distances	45'
Pitching Distance	35'
Pitching Machine Speed	25 mph - when ball crosses the plate, set machines accordingly 25 mph for most electric
Number of Pitches Machine	5 balls, umpire can disallow a malfunctioned pitch, no fouling out
Pitching Circle/Safety Zone	8ft pitching circle when the pitcher is in possession of the ball in the circle and is not making a play (for purpose of the rule, faking a throw is considered a play), all runners off their bases must immediately attempt to advance or retreat. If the pitcher drops the ball at any time before delivery of the pitch, the ball is alive and all runners may advance at their own risk, without penalty.
Safety Zone	8ft circle around machine, with hash marks at half on either side - if ball hits machine, coach or remains in the circle 1 base is awarded (only for forced runners), ball through the circle is live
Ball	11" red dot
Batter's Box & Ondeck Circles	Yes
Helmet	All batters with cage and strap
Masks	All infielders wear a face mask
Homeplate	21" oversized
Safety Bag	Yes
Catcher	Full gear, regular glove or catcher's mitt
Players	Less than 8 forfeit Late players added to bottom, no automatic outs If a player is ejected, an "out" shall be recorded each and every time the player's spot in the batting rotation comes up
Substitutions	Unlimited defensive substitutions
Catcher Courtesy Runner	Yes, two outs and replaced with last out
Courtesy Runner	Only for injury at the time of play, must be replaced by the player furthest away in the line up
Call Ups	Yes, from lower or equal divisions ONLY to replace missing players during regular season
Equal Play	All players must play an equal number of innings where possible during regular season A player must not sit consecutive innings
Regulation Game	No new inning after 90 min or 6 innings whichever comes first In case of weather, min of 3 innings completed to count as a game or 2.5 if home team is ahead - 4 or 3.5 innings for tournament In case of weather or cancellation by umpire, a completely new game will be played if rescheduling is possible First 4 innings will use the pitching machine and the last 2 innings will be pitching by a player
Mercy Rule	No
Run Limit	3 outs or 5 runs for all 6 innings during regular season and tournament First 4 innings will be capped, all others open for tournament - mercy rule?
Scoring	Must touch homeplate
Pitcher Position	Machine - on hash marks at time of pitch, cannot enter the circle Pitching - one foot on the pitching plate
Pitching	May leap, land and release the ball provided player does NOT establish a second push point known as a "crow hop"
Fielding	4 outfield, 6 infield
Player Positioning	4 outfielders must have both feet on the grass prior to the ball being hit, infractions will be ruled as a "no pitch" When players are using a hardball diamond, the "grass" will be marked with a cone on the left field foul line and the right foul line
Charged Conferences	2 defensive conferences per inning, with the 3rd conference the pitcher must be removed for the remaining of the inning
Hit by a Batted Ball	A runner is out if struck by a batted ball in fair territory while off base, and before it passes a fielder, excluding the pitcher
Intentional Walks	No
Number of Batters	All players bat, no last batter
Bunting	No
Drop 3rd Strike	No, but ball is live
Thrown Bat	One team warning then called out, no runner advancing
Infield Fly	No
Stealing	When the ball crosses the plate, one base at a time, cannot steal home, cannot steal on a throw back to the pitcher Player cannot advance to home on a steal, throwdown to second, passed ball or wild pitch, must be batted, walked or part of a continuation of play (ie overthrow)
Lead Offs	Runners may leave the base when the ball crosses the plate, out if they leave early Runners on 3rd can lead off after the ball crosses the plate, but should not be more than 5ft from the base, can be called out for a lead off exceeding 5ft
Sliding	Not into first, feet first only into bag/plate, head first only back to the bag
Overthrows at any base/home	Runner can take up to one extra base
Ball Thrown Out of Play	Two bases from time of pitch from outfield, one base from time of pitch from infield
Tie Break	No, regular season games end in a tie Tiebreaker rule ineffect for elimination games at tournament At the start of each extra inning, a runner is placed on second base, the runner will be the last batter scheduled to bat in that inning. At least one full inning is played, allowing each team the same chance to score. If the score remains tied, the same process is used in each inning until one team score more runs than the other at the end of a complete inning.
Cheering	Positive cheering only. The conduct of the team, its spectators and coaches are the responsibility of the coach, umpires can warn and eject
Miscellaneous	
Umpires	2 if possible, 1 is allowed and will stand behind the pitcher to call balls and strikes
Shoes	No metal cleats
Catchers Equipment	Mask, throat protector and helmet (warm up too), body protector, shin guards
Uniforms	Matching shirts with number, rosters submitted prior to first game
Jewelry	No or taped, 1 warning then called out