



Valley Youth League Baseball Rules 11-12 Year Olds

The National Federation Rule Book will be used with the following amendments or additions

1. **SAFETY**- One major goal of the program is to create a safe environment for participants. Coaches need to teach all players the proper use of equipment and potential of harm when equipment is misused. Equipment should be placed and/or stored properly before a potentially harmful incident occurs.
2. **BASE DISTANCE**- The bases will be approximately set at 70 feet.
3. **PITCHING**- The pitching rubber will be placed approximately 50 feet away from home plate.
4. **THE BALL**- The home team furnishes two new balls per game.
5. **THE SCOREBOOK**- The home team will be responsible for the official scorekeeping.
6. **INNINGS**- An offensive inning consists of three outs. The 15 run rule will be in effect after 2 ½ / 3 innings, and the 10 run rule will be in effect after 3 ½ / 4 innings.
7. **GAME TIME**- Games will be six innings or one hour and thirty minutes in length. No new inning will begin after one hour and fifteen minutes of play. Umpires will keep track of official game time. If there is a tie, and time limit has expired, one more complete inning will be played. If the game is still tied, the game will end as a tie.
8. **FORFEITS**- Teams can play a game with as few as seven players. During regular season games, teams can pick up one other player from another team to make eight, but not two players to make nine. A replacement player cannot play in the pitcher position on the team he is substituting for. The replacement player must be of the same or lower age group. Coaches must inform the opposing team and the umpires prior to the game that a replacement player is playing on their team. If a team has less than nine players in the line-up, it will not be charged an out for the players missing in the batting order. Replacement players will not be allowed during tournament play.
9. **PITCHERS**- No balks will be called. All players may be used as pitchers. Pitchers are limited to nine total innings in one calendar week (Sunday – Saturday) and/or 3 pitching appearances within 72 hours. Pitchers will receive eight warm-up pitches when entering the game for the first time and four pitches in between innings. Coaches are responsible for keeping

track of their pitchers' innings.

10. **STEALING-** Base runners may leave the base to advance or attempt to steal once the pitch has crossed the plate.

11. **SHOES-** No metal or removable cleats are allowed.

12. **BATTING LINE-UPS-** The batting line-up can be either of two ways: 1) Bat a line-up of 9 players or 2) bat entire roster of whatever number of players are there. The Coach must decide at the beginning of the game which line-up will be used and may not change it in the middle of the game.

13. **OVERTHROWS-** Base runners will be allowed to advance one base on overthrows. The ball will be declared dead once it leaves the field of play.

14. **SLIDING-** Players are always encouraged to slide feet first on close plays. Although there is no mandatory slide rule, malicious play is left to the discretion of the umpire.

15. **INFIELD FLY RULE-** The infield fly rule is in effect for this age division.

16. **DESIGNATED HITTER-** No designated hitter is allowed.

17. **SUBSTITUTES-** Any defensive player may be substituted at any time, but will stay in the same batting order for the entire game. Once a pitcher has been removed from the game, he may not re-enter as a pitcher.

18. **HELP BEHIND THE PLATE-** Each team must supply a volunteer to stand behind the plate to help fetch balls and speed up the game. Any person under the age of 18 must wear a protective helmet for safety reasons.

19. **MISCELLANEOUS-** The Recreation Departments reserve the right to change any and all rules. The league supervisors, umpires, and scorekeepers will enforce all rules, regulations, and policies.