

11U & 12U Recreation League Rules - 2010

Administrative Rules

1. No more than a total of 5 games and/or practices are allowed per calendar week.
2. No more than 4 members of a coaching staff are allowed on the field.
3. A game shall be “called” at the end of 6 innings or 1 hour and 30 minutes. After 1 hr and 30 minutes, the game will be considered a complete game regardless of the number of innings played and no additional inning shall be started. Any inning started will be completed unless the run rule is in effect. If the score is tied at the end of the last completed inning, then the game will be declared a tie.
4. If the game is tied after 6 innings, extra innings may be played as long as no inning begins after 1 hour and 30 minutes. The City Championship game will be played as 6 complete innings, with no time limit. If the Championship game is tied after 6 innings, extra innings will be played as necessary to resolve the tie.
5. If a game is terminated or suspended for any reason, it shall be considered a complete game if 3 innings of play have been completed, or 2 and one-half innings if the home team is ahead.
6. If a team is ahead by 8 or more runs or if a team is mathematically eliminated after 4 innings of play, (3 and one-half if the home team is ahead), the game is over. After time has expired, the inning in progress shall be completed unless either team is mathematically eliminated.
7. The infield fly rule will be in effect with less than 2 outs.
8. With 2 outs, the team at bat will use a courtesy runner for the catcher of record. The catcher of record is the player who occupied the catcher position while the team was last on defense. The courtesy runner will be the player who made the previous out. The intent of this rule is to help avoid unnecessary delays in the game. A courtesy runner is not allowed after time expires unless the team will be required to play defense in the current inning.

Offensive rules

1. Base runners may lead off of any base and may steal bases at the risk of being put out by the defense.
2. When a fielder has control of the ball and a tag play is evident, the runner must slide or seek to avoid contact with the fielder. Malicious contact shall supercede all obstruction penalties. Ruling: if contact occurs and there is no attempt to slide or avoid contact, the runner will be declared out. The runner may be ejected if the umpire judges the contact to be malicious or intentional.
3. If a batter shows bunt, he may not swing at the pitch. He may either attempt to bunt the ball, or he may take the pitch for a called ball or strike. Ruling: The batter is out, the ball is dead, and all runners will return to the base occupied at the time of pitch.

Defensive rules

1. Pitching eligibility will be governed by USSSA Baseball Rule 8.05.C as follows...
 - a) A player may pitch no more than 3 innings in one day and still pitch the next day.
 - b) A player may pitch no more than 6 innings in one day.
 - c) A player may not pitch more than a total of 8 innings within three consecutive days.
 - d) If a player pitches on three consecutive days, the player must rest the next two consecutive days.
2. An intentional walk will be awarded based upon announcement of the pitcher or catcher. No individual player may be intentionally walked more than once in the same game.
3. Balks will be strictly enforced. A warning will not be given. This is a judgment call by the umpires.