



11-12 year old
Live Arm Rules

TIME LIMIT:

- 90 minutes
- There will be a ten-minute grace period allowed for the first game only.
- No NEW inning will start **once time limit has expired. An inning is official after the 3rd out in the bottom of the inning is recorded.**
- After 6 innings if there is no winner the game will be declared a tie. NO EXTRA INNINGS.

RUN RULES:

Innings: 5 runs per inning

Game: Mathematically eliminated

INNINGS: Game shall consist of Six (6) innings.

GOVERNING RULES

1. G.R.P.A. games in boys baseball at all levels of play are governed by the current rules and regulations of the Georgia High School Association Constitution and By - Laws with the exceptions as may be found in this set of local rules.
2. The National Federation (National Alliance) Edition of Baseball Rules Book is the official guide for G.R.P.A. and G.H.S.A. games with the exceptions as may be found in this set of local rules.
3. In the 11-12 year old Division all children will participate in every game **provided the child attends practice, conforms to team rules and presents no disciplinary problems. Disciplinary problems may sit out a complete game. The coach must list all appropriate information on his/her official batting order.** The Recreation Department must be notified of habitual disciplinary problems.

LENGTH OF GAMES

1. Game is official if four (4) innings have been played or three and a half (3 ½) if home team is ahead.

SPECIAL PROVISIONS

1. A team must have seven (7) players to start or continue a game with the 8, and 9 spots counted as an out.
2. Any player arriving late may be added to the BOTTOM of the line-up. When a player is removed from the line-up for an injury (official must verify), it WILL NOT be an out when their turn comes up in the batting order. Any player removed from line-up will not be allowed to reenter the game.
3. Speed up rule- at ANY time a team may use a courtesy runner for the catcher. The player used must be the one who made the last out.
4. Free defensive substitution is permitted. On defense no player can sit for more than 1 inning in a row. All players on the bench and in batting lineup MUST go into the game.
5. **Stealing is allowed with the following limitations:**
 1. **Base runner can steal when ball reaches home plate penalty for leaving early is an out.**
 2. **Once the pitcher has the ball and is engaged with the rubber AND the catcher is ready to receive the next pitch, no runner may begin advancement to the next base. (Runners who are already advancing to the next base MAY continue at their own risk)**
6. Players must wear assigned uniform to play.
7. No new players will be added to a team with-in two (2) weeks of the post-season play-offs. Under extreme circumstances recreation department will make final ruling.
8. **Any team that falls to 10 or less players will be required to add a player from waiting list provided there is a waiting list and it is not within two weeks of the end of the season.** The recreation department will make the final ruling in all cases.
9. All games will be played as scheduled. There will be no changes or cancellations. Games not played will be considered a forfeit. Only rainouts will not be considered as forfeits. In case of excessive rainouts the Recreation Department will try to make-up as many games as time permits. This rule should not be a problem since all teams make the post-season play-offs.
10. **No infield before any games. No soft toss against fence.**
11. **No coaches will be allowed out of the dugout when their team is on defense.**

PITCHING

1. The pitching of one (1) pitch shall be counted as pitching one (1) complete inning.
2. A pitcher shall not pitch more than seven (7) innings in a week beginning Monday
3. If a pitcher has pitched more than four (4) innings in a game, he will be required to rest two full days before returning to the mound, beginning at the time he left the mound.
4. If a pitcher pitches no more than three (3) full innings in a GAME OR DAY he may be used as many consecutive games or days as desired.
5. A pitcher may only pitch seven (7) innings in a game or day.
6. The penalty for using an ineligible picture is forfeiture of the game.
7. Any relief pitcher shall be allowed a minimum of ten (10) warm-up pitches regardless of whether or not he becomes the pitcher during or the beginning of an inning.
8. Any player may be removed as pitcher and returned as pitcher only once per inning, provided the return as pitcher does not violate either the pitching, substitution, or charged conference rules.
9. Pitching charts MUST be signed by coaches at the conclusion of each game. If charts are not signed, what is recorded will be official.
10. If after reviewing scorebooks DPRD finds a mistake, the pitching chart will be corrected, regardless of coaches signature.

CHARGED CONFERENCES

1. Each team, when on offense may be granted not more than one (1) charged conference per inning to permit the coach or any of that teams members to confer with base runners and / or the batter. The umpire shall deny any subsequent offensive teams request for charged conferences.
2. If a manager calls time and goes on to the playing field more than twice (2 times) in one inning per pitcher (not game) to talk to a player or players, will be required to remove the current pitcher. The pitcher may return to the mound after the side has been retired if he is eligible. (A pitcher removed from the mound for any reason , other than ejection, may return to the mound to pitch one (1) time during the same game). Time granted for an obviously incapacitated player shall not constitute a

charged conference nor shall a conference be charged whenever the pitcher is removed as pitcher.

EQUIPMENT

1. Shoes are mandatory for play in youth baseball games. Rubber-molded, cleated shoes are approved for use. Steel spikes are illegal.
2. All catchers must wear full protective equipment **including protective cup. Catcher will NOT be allowed to play without protective cup! You must have a catcher to start or continue a game.**
3. All players will be required to wear a protective batting helmet with a recreation department approved face shield/guard. This rule applies to the player while batting, running, coaching bases or while on deck. This is mandatory and not optional!!!
4. All bats must not exceed thirty-three (33") inches in length and two and one-quarter inches (2 ¼") in diameter.

CONDUCT

1. Any player, coach, manager, team scorekeeper or batboy disqualified for unsportsmanlike conduct including abusive language is ineligible for further participation in the game in progress and may be dismissed from further competition by the Dalton Parks & Recreation Department.
2. Per G.H.S.A. and G.R.P.A. rules, any player or coach ejected from a game for unsportsmanlike behavior will be ineligible for their team's next game. Under special circumstances the rule may be waived by the Dalton Parks & Recreation Department.
3. **Any questions or problems with umpires or league officials will be handled in a calm and sportsmanlike manner.**
4. No use of tobacco in any form is permitted in the dugouts or on the playing field before, during or immediately after the game.
5. Any coach that forfeits a game during play, does not shake hands, or pulls their team off the field in protest of ANYTHING will be expelled from the league and may be banned from coaching in any aspect in all other recreation activities.

