

STEVENS POINT YOUTH BASEBALL ASSOCIATION

LEAGUE RULES – AGE 11 & 12



- All players attending a game will play 6 consecutive outs on defense in each game
- All players attending a game will be placed in the batting order and will remain in that order for the entire game.
- Re-entry of defensive players is allowed throughout the game. (With the exception of pitchers).
- 9 players will play defensively. A team may start and play with 8 players. If a team is unable to field at least 8 players 10 minutes after the scheduled start, the game will be a forfeit. In the case of a forfeit, every effort should be made to borrow/split players so that a practice game may be played. In the case of a forfeit, umpires are paid and will remain to call the practice game.
- Run rules will apply to all games, provided all members of the losing team have had a complete at bat. The game is over when the home team is ahead by 15 runs after 3-1/2 innings or the visiting team is ahead by 15 runs after 4 innings. The game is over when the home team is ahead by 10 runs after 4-1/2 innings or the visiting team is ahead by 10 runs after 5 innings. The 5 run rule per each half inning has been removed effective beginning with the 2024 season.
- If a game is called because of bad weather, it is considered complete after four innings, or if the home team is ahead after 3-1/2 innings.
- **There are no protested games.**
- Pitching:
 - Players may pitch a maximum of 2 innings per game. One pitch to one batter will be counted as an inning pitched.
 - **An eleven-year-old player must pitch at least one inning in the first three innings of the game. Two innings total per game.**
 - Players may pitch a maximum of 6 innings per week. A week is Monday – Sunday.
 - Pitchers must have one day of rest between pitching assignments after they pitch 2 innings in a game. (Example: A player who pitches 2 innings on Monday cannot pitch until Wednesday.)
 - A pitcher once removed from a game, as a pitcher may not pitch again in the same game.
 - Pitchers shall not wear sweatbands on either wrist.
 - 8 pitches for a pitchers first warm-up, 5 pitches before each inning thereafter. (Common sense should be used in cold weather, more pitches may be allowed.)
 - **One Balk warning per pitcher per inning will be allowed.** After one warning the pitcher will be called for a Balk.
 - If a **pitched** ball goes out of play (under the backstop fence), runners will be awarded one base from the base occupied prior to the pitch.
- Base running:
 - **Runners may lead off.**
 - **Stealing is allowed on all bases until the team at bat is ahead by four runs then the runner can only steal to 2nd base. The runner can only advance on a ball put into play. Home can only be stolen on a passed ball or delayed steal (cannot steal on the pitch - for safety reasons)**
 - Mandatory slide rule. A runner must slide on any possible close play or be ruled out for interference. **No head first slides.** Only head first slide allowed back to previous base occupied.
 - The umpire will call missed bases, etc. an out immediately on observation. The defensive team does not have to make an appeal play.

- A courtesy runner will be used as a pinch runner if a catcher is on base with 2 outs. The runner will be the player that made the last out.
- An **INFIELD FLY** rule is in-effect. This includes any pop-up landing within the infield area (caught or not). This call will be made by the Umpire immediately upon being recognized. The height of a hit constituting a pop-up will be called at the Umpire's discretion. The infield fly rule applies when there are runners at 1st and 2nd with less than 2 outs
- The dropped 3rd strike rule is **NOT** in effect. Coaches are encouraged to teach awareness of the rule to their hitters and catchers, but we are not enforcing the rule in league play.
- Equipment and uniforms:
 - Every player must wear a protective helmet, which covers the ears while batting, running bases, in the on-deck area, or while coaching bases.
 - Steel spikes are not allowed. Shoes with molded cleats are permissible.
 - USA Bat Rules Apply
 - Trapper type gloves are legal for a player while playing first base only.
 - Full uniforms must be worn at all times (shirts must be tucked in). A player may remove the regular cap when wearing the protective helmet.
 - Catchers must wear a protective helmet, facemask with a throat protector, and supporter with cup.
 - Players must not wear watches, rings, pins or jewelry.
- Sportsmanship
 - Umpires have been directed to insure a game that is fun and promotes good sportsmanship. To promote these goals, SPYBA umpires and league officials **HAVE THE DISCRETION** to remove a player, coach, or parent from a game for any of (but not limited to) the following reasons:
 - Deliberately and maliciously throws a bat, helmet, or other object.
 - Exhibits behavior that is not in the spirit of fair play and good sportsmanship, especially if he has been previously warned about his behavior (including contesting called balls and strikes).
 - Uses bad, profane, or objectionable language while on the field or in the dugout.
 - Managers and coaches are responsible for the attitudes and sportsmanship displayed by their team and should lead by example.
 - No alcohol or tobacco products shall be consumed in the dugouts or on the field during play by players, managers or coaches.
 - **All games are 1 ½ hours long. No new inning may begin after an 1 ½.**
 - Time limits may be lengthened or eliminated during the playoffs. This is a decision that will be made by the league supervisors and communicated to all coaches prior to the start of the playoffs.
- Playoffs
 - A bracketed playoff will be held at the end of the season
 - Seeding will be determined by overall winning percentage. Tie breakers will be:
 - Head to head
 - Least runs allowed per game
 - Most runs scored per game
 - Coin flip