**2024 BPEI 11U “AA” RULES**

* Players must be 11U-aged, meaning they turn 11-years-old or younger during the 2024 calendar year.

(For 2024 season: Born 2013 or later; also eligible are Girls born in 2012 or later)

1. Length of game:

* The length of games shall be six (6) complete innings (5 ½ complete innings if the home team is ahead) or if the game is still taking place after Two hour, the inning the game is currently in will be finished, and no new innings will be started.
* Unless this is the 6th inning it will NOT be an open inning.
* No Extra innings in Regular Season games Ties will stand.

1. 4 Runs/inning Rule: An offensive inning ends when three (3) outs are recorded or when the offensive team scores four (4) runs. If there is a homerun outside the playing field limits (above the fence), the team will be awarded all runs even if total runs go over the inning limit.

There is no run limit during the 6th inning which would be open for both AA and AAA.

1. Ten run Mercy Rule will be in effect after 5 innings (or 4 ½ innings if the Home Team is ahead).  \*EXCEPT during Provincial Championships and Eliminations where the Mercy Rule will be in effect after 4 innings or 3 1/2 innings if the home team is ahead)
2. The Bat:

* For minus 5 and above, all aluminum bats can be used. It shall not be more than 32 inches in length, and max barrel up to 2 3/4 inches with 1.15 BPF (Bat Performance Factor).
* Bats may be taped to a distance not exceeding sixteen (16) inches from the handle.

1. Cleats: Shoes with metal cleats or “spikes” are Prohibited. Rubber molded cleats or running shoes are permitted.
2. Protective headgear:

- All players shall wear double earflap helmets while at bat, in the on-deck circle and on the base paths in both categories. Chinstraps on batting helmets are not mandatory.

1. Batting order: All players on the roster shall bat in turn. Also:
2. When a player arrives during a game, he is inserted in the last spot on the batting order.
3. If a player leaves during the game, he is removed from the batting order. No automatic out.
4. If a player cannot complete his turn at bat, the following batter will replace him with the same count. - The replaced player can be reinserted in the game.
5. If a player cannot complete his presence on bases, he is replaced with the last recorded out. - The replaced player can be reinserted in the game.
6. Unlimited defensive substitution:

- Unlimited defensive substitution is allowed meaning that any player can be replaced in his defensive role and return at any time to any position, except for the pitcher’s position, if the player has already pitched or is not eligible because of pitch rules. Also a player can not go into the position of catcher if he has already pitched in that DAY.

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1. The Batter:

- The batter cannot become a runner on a catcher’s miss of a 3rd strike. The third strike, either called or swinging, does not have to be caught by the catcher. - The batter is automatically retired…. However, the ball is alive and in play. (so other runners may advance.)

1. The baserunner:

A) When a pitcher is in contact with the pitcher's rubber with the ball in his possession -

PREPARATORY TO THE PITCHING ACT and the catcher is in the catcher's box ready to receive delivery of the pitching action, base runners SHALL NOT leave their bases UNTIL THE PITCHED BALL HAS REACHED THE BATTER.

1. When a base runner DOES leave his base BEFORE the pitch has reached the batter and the batter does not hit the ball, the runner is permitted to continue.

* If a play is made on him and he is tagged out... the OUT will stand.
* If, however, he reaches a base safely, "TIME" is called and he is returned to the base he occupied before the pitch was made... and NO OUT shall result.

1. When a base-runner leaves his base before the pitched balls has reached the batter and the batter hits the ball and the runner shall return to his original base (if the batter is retired on a fly ball or any other play) OR... he must return to an unoccupied base nearest the one he left depending on the advance of the batter... who in this case shall NOT advance beyond the first base on a single... second base on a double... or third on a triple.
2. When any base-runner leaves his base before the pitched ball has reached the batter, and the batter hits or bunts the ball to an infielder, who in the judgment of the umpire, could have with reasonable effort effected an out on the runner had the violation not occurred...

NO RUNNER shall be allowed to score or advance (unless forced) and all runners shall remain. If three (3) runners are on base and the batter reaches first base safely on a similar action to an infielder, and ANY runner violates the leadoff rule...

…SUCH RUNNER SHALL BE DECLARED OUT IN THIS INSTANCE.

B) A baserunner may steal a base(s) and score on a catcher’s miss of a pitch.

1. NO Courtesy/designated runner allowed:

If a catcher reaches base with 2 outs we do **NOT** be permitted the courtesy/Designated Runner.

1. Bunting: Bunting is permitted in both categories (AA & AAA).
2. Baseball Canada Pitch Count Rules shall apply.
3. Baseball PEI Fair Play Rules apply to all games including Provincials, Eliminations and Atlantic’s.
4. Non-Confrontational Rule Regarding umpires. - See separate Handout regarding how this works.
5. Following a game the Home Team needs to update the Website at 12:00pm the following day. Need to include: Score, Pitchers name, # and the number of pitches for both teams.
6. The Home team shall supply baseballs (65cc or better) 2 new balls and at least 1 good extra ball.