

11U RULES / GUIDELINES

These are the basics: there will always be things that are missed or unclear.

Please speak to any Board member for clarity.

HOME TEAM is to set up and clear the field, and ensure the shed is locked. Home team should also be in the third-base dugout.

- 11U is the first level of minor ball that is close to “real baseball”, so it is often quite an adjustment for first-year players. Remember to be patient while your players are learning.
- We encourage all coaches to practice all your players as pitchers – even if they aren’t interested in pitching or don’t seem to have a knack for it; it’s a good idea to continue pitching them in practice as it is the foundation of proper throwing mechanics.
- PITCH COUNT: Full pitch count rules are listed at the end of this document. We will list a few reminders here, but you are expected to understand these rules.
 - Rules are to be strictly adhered to – this is a safety issue, and we will not risk injury to any player for any reason.
 - Pitch counters from each team are encouraged to check in with each other throughout the game, to avoid miscounts. If there is a discrepancy, the home team count is official.
 - There are no restrictions on the number of pitchers that can be used in any game.
 - Many of the pitch count rules only apply in tournament settings – we will review those rules before any tournament, as it can be a little complicated and you will need to be quite strategic to ensure you don’t run out of eligible pitchers by the end of the weekend.
 - Every pitch thrown in a game is counted, including balk balls. Warm up throws are NOT included.
 - A pitcher who is removed from the mound during the game is not permitted to return to pitch in the same game.
 - Once a player has assumed the role of pitcher (thrown 1 pitch or more), they cannot catch for the remainder of the DAY. This is important during tournaments especially. Players may catch and THEN pitch in the same day or game.
 - If a pitcher reaches their daily max (75 pitches) they are allowed to finish the batter.
- 5 RUN LIMIT per team per inning.
- Everybody bats. Regardless of whether players were on the field in a particular inning, they will still bat in the rotation.

- At Provincials, the starting 9 players must be the first 9 batters. KBL doesn't follow this rule during regular season play – choose your batting order however you wish.
- Unlimited substitutions are permitted (with the exception of pitching limitations). Feel free to move players around as much as you like during the game. Batting order does not change with substitutions.
- Teams must have a minimum of 7 players to field a team in 11u. Umpires give 15-minute grace period from the posted start time; after that time, the team short will forfeit. Please feel free to share players in order to allow those kids who are there to play, and so we don't waste the time of our umpires.
- Stealing is permitted in 11U. Players cannot leave the bag until the ball has crossed home plate (or the general vicinity, in the case of wild pitches).
- No infield fly rule in 11U.
- Bunting is NOT allowed.
- NO third strike drop rule in 11U. This doesn't come into play until 13U.
- Rule 4.06.09 Baserunning for 11U only: Runners at 3rd base MUST be batted home or forced by bases loaded walk or hit by pitch. They cannot go home on a passed ball, wild pitch or overthrow on a stolen base. If a runner reaches 3rd base *by means of a batted ball*, they may continue home as a continuous part of the play. They do not have to stop at 3rd and wait for the next play. The intent of this rule is to promote hitting the runner home. This gives catchers the opportunity to throw base runners out at 2nd without worrying about the runner on 3rd. We will review these rules with umpires, but it is sometimes a tough call for umpires to make, so please don't argue if your runner is sent back to third.
- **New for 2024 Rule Change** – Each inning will start with a runner on 2nd and 3rd. The players in the two spots in the order before the first hitter will take the spots on the bases. Example: The player that is 4th in the lineup is leading off the second inning, therefore, the 3rd player in the lineup will start the inning at 3rd base. The purpose of this rule is to allow for baserunning skills to be learned and to add more activity to the game at this level, in particular by allowing players to run the bases that may not be reached on a regular basis.
- MOUNDS may be used this season.
- Field dimensions: base distance = 60ft, home to 2nd base = 85ft, pitching distance = 44ft.
- Bats: metal bats only. Max length = 32", max diameter = 2 3/4". Players may bring bats from home, but please inspect them to make sure they meet these criteria.

- Rubber cleats are allowed ONLY. No metal cleats.
- Games length is 6 innings or time (90 minutes). The last inning (whether or not it's the 6th) will begin if there are 15 minutes or more remaining. If LESS than 15 minutes are left, the game is over. No UNLIMITED RUNS unless it is the 6th and final inning. If the game only gets to 4 innings, the 5 run limit will apply.
- If time is up and there hasn't been even bats, the score reverts back to the score at the end of the last complete inning.
- When a batter is walked on four balls, they will NOT automatically take first base. Instead, players will get to hit off a tee for the remaining available strikes. The ball must travel further than three feet, which will be defined at the beginning of the game by the coaches. If the tee is hit, that is considered a strike. The pitcher cannot leave the mound until the ball is in play. The bat catcher must remain in the catcher's box until the ball is in play. The batter can only take one base, all other players on base can progress as play allows.
- Second year 9U players may be picked up to play with the 11U, with permission of their parents and coaches. Players may NOT miss their regular team game to be picked up. If picked up, 9U players follow **may NOT pitch and MUST bat at the bottom of the order.** The convenor can provide a list of eligible call ups.
- Playoffs: All teams make the playoffs. The playoff schedule and structure will be determined by the Scheduling Manager based on the number of teams in the division. If teams are tied in the standing, ties will be broken based on these comparisons, applied in this order: **(1)** Head-to-head wins with tied teams; **(2)** Most wins in the season; **(3)** Head to head run differential (runs for minus runs against); **(4)** Season run differential, all games; **(5)** Coin flip. Work through the list until the tie is broken. Playoff games are 5 innings with no time limit. If tied after 5 innings, the game will go into extra innings with the home team always getting a last chance to bat.