



## Kentville Minor Baseball 11U Recreational Rules

[Bases 60ft. Pitcher's Mound 44ft. 9 Players on the field]

**\* Respect for Umpires:** Our umpires are mostly green armbands who, like the athletes, are seeking experience. Only one coach may speak to an umpire, and there is zero tolerance for disrespectful behavior toward our young officials. If the umpire is struggling, use it as a teachable moment for your athletes so that they understand that imperfect officiating is part of baseball at all levels.

**Game Length:** All games are 1 hour and 25 minutes in length or five innings. At the 1:25 mark, teams will finish the inning.

**Player Numbers:** If at game time, there is a team of seven (7) players and the opposing team has ten (10) or more players, the opposing team shall lend player(s) to the other team. The opposing team shall never go below nine (9) players.

**Run-Rule:** There is a 3-run rule per inning. The 5<sup>th</sup> inning (if time permits) is open.

**Uniform:** All players must wear baseball pants, their designated baseball shirt, tucked into their pants, a baseball cap and cleats (steel cleats are prohibited). It is strongly recommended that cups are used.

**Helmet:** A CSA approved double earflap helmets, in good repair, is mandatory while at bat, in the on-deck circle and on the base-paths.

**Bat size:** To align with BNS handbook rule 5.2.6.1 (11U - The bat shall be round and made of approved material and shall NOT be more than thirty-two (32) inches in length, or more than 2-3/4 inches in diameter at its thickest part.

**Batting format:** Continuous batting order where all players must be included in the batting lineup. Late arrivals are to be added to the end of the lineup.

**Starting Count:** All batters will begin their at-bat with a 1 ball and 1 strike count. This will force batters to swing more often and speed up the rate of play.

**Pitch Limits:** No pitcher can pitch more than 3 innings (throwing a single pitch constitutes an inning).

**Leadoffs:** There are no leadoffs. Base Runners shall not leave their bases until the pitched ball has reached the plate.

**Stealing:** A runner may not straight steal second or third base but may advance to second or third base on a passed ball or a ball thrown out of bounds. On the passed ball, the runner may advance one base only.

**Scoring from third base:** A runner on 3rd base cannot score on a passed ball, wild pitch or dropped third strike. A runner on 3rd base cannot advance home as a result of any interaction between the pitcher and catcher. A runner on third can only score via a walk or HBP (with bases loaded) or via a ball put in play by the batter.

**Bunting:** There is no bunting.

**Infield Fly Rule:** There is NO “Infield Fly Rule”

**Third Strike:** Batters may NOT advance to first base if on the third strike the catcher misses the ball. The batter is AUTOMATICALLY retired...however, the ball is alive and in play.

**Gameplay:** A) Catchers cannot block home plate unless they are attempting to field the ball thrown directly to home plate – safety reasons - called for interference. B) Fielders must not block the path of a runner(s) - called for interference. C) Runners must not interfere with the fielders attempt at fielding the ball – called for interference. D) Players must be in contact with the pitching rubber when pitching.

**Running for the Catcher:** When the catcher is on base with two outs, he/she must come out of the game to put on his/her gear to be ready for the next half inning. The catcher is to be replaced on base by the player who made the second out in the inning. A catcher must be ready at the start of each inning.