

# SAMBA 11U Game Rules

All BC Minor Baseball Rules and SAMBA 11U Rules are in effect. If there is a conflict, SAMBA 11U rules shall supersede those of BC Minor Baseball.

1. Jerseys and hats that are supplied by the league must be worn to all games - shirts are to be tucked in. All players must wear athletic supporters. All base runners, the batter, and the on-deck batter must wear batting helmets with chin straps. Players may wear running shoes or molded rubber cleats.
2. No gum is permitted anywhere on the field, including in the dugouts. No players can have sunflower seeds on them or in their mouths while on the fields.
3. The Home Team must prepare the diamond before the game. After each game and/or practice, the Home Team must rake and or tamp the infield, home plate and the pitching mound, and make sure all equipment used during the game is returned to the locked-up.
4. The Home Team occupies the dugout adjacent to the third base line.
5. All games start at 6pm sharp. Teams should arrive 30 minutes early to warm up.
6. Games are 6 innings; however, no new inning may start after 1h30m
  - a. For innings 1 and 2 (3 outs or 2 runs will constitute an inning)
  - b. For innings 3 and 4 (3 outs or 4 runs will constitute an inning).
  - c. For the final inning (5 or 6 depending on time) The last inning will be an open inning. An open inning means teams may score an unlimited number of runs in its last turn at bat with the caveat that teams bat an equal number of batters. The number of batters per team in the open inning shall equal the highest number of players on the batter order, between the 2 teams.

***For example, if Team 1 has 13 players on the batting order and Team 2 has 9 players on the batting order, Team 2 will be permitted to bat through their order, as well as consecutively the next 4 batters (as named on the batting order submitted prior to the game). This gives equal opportunity to teams of various sizes.***
7. A 10-run mercy rule will apply after 5 innings. If, in the top of the sixth inning (or the top of the fifth if declared open), the visiting team goes ahead by ten or more runs, the coach of the home team will have the option of declaring the game over and concede the win to the visiting team.
8. Home Team is designated on the schedule and is responsible for score keeping for both teams.
  - a. Each team is responsible for supplying their own score and pitch counting sheets.
  - b. Each team is responsible for counting their own pitches and keeping the sheets for the duration of the season. (see pitch counting rules at bottom)
9. After each game, both Head coaches must sign the Home Team's score sheet. The home team will keep the official score sheet for the duration of the season.

10. A copy of your team line up is to be given to the official scorekeeper, home plate umpire, and opposing coach.
  - a. The line-up MUST contain player first name, last name, and number.
11. A first year 11u (Mosquito) player must pitch for the first 2 innings of a game, whenever possible.
  - a. A first year is a player who is in their first eligible year for this division, a second year is a player who is in their second eligible year.
12. Base stealing is allowed.
  - a. NO stealing home on passed ball.
13. Leadoffs are not permitted.
  - a. If there is a lead off, the ball is dead and a no pitch shall be called and the runner(s) will be declared out.
  - b. When the pitcher is in contact with the pitching rubber, with the ball in their possession, preparatory to the act of pitching, all base runners shall return to their bases and cannot leave until the pitched ball crossed the plate.
14. Slide or Avoid
  - a. If a play is being made, or is about to be made, it is MANDATORY for players of all age groups to slide, **or** make an effort to avoid a collision at all bases and home plate. Failure to do either will result in an automatic 'out'. The ball is dead and no runner may advance beyond the base that was last legally acquired. An umpire will have the option of ejection if the incident warrants such a measure.
15. Force Play Slide Rule
  - a. On any force play, the runner must slide directly into the base (except as described in the exception below). When a runner does not slide directly into the base, the umpire shall rule interference when: (i) Any contact occurs between the runner and
  - b. fielder outside of the straight line between bases or (ii) The fielder is forced to avoid contact (by jumping the runner or other means) outside of the straight line between bases. Contact with the fielder is permitted only on a direct slide into the base.
16. Dropped Third Strike: At the 11U (Mosquito) divisions, on a dropped third strike the batter is out and may not become a base runner.
17. Fair Play Rule: All players in attendance at league games must play at least three complete innings of a six- inning game.

**PITCH COUNT RULES:**

1-25 Pitches = No Rest • 26-40 Pitches = 2 Night Rest • 41-55 Pitches = 3 Nights Rest  
56-65 Pitches = 4 Nights Rest • 66-75 Pitches = 5 Nights Rest • 75 Pitches Max in a Day