



# Bismarck Youth Fastpitch Softball Association

## 11Up League Game Rules

The 11Up division focuses on player development and having fun. It is important that players learn the basic skills of the game (throwing, batting, pitching/catching, game rules, etc.) and leave this season with a positive experience which will promote them to return the following season. The rules listed below are intended to provide for a learning atmosphere.

### Rules

1. During the first 4 weeks, there will be one practice/game each week and will consist of a 45-minute practice followed by a game. Games are 7 innings or 90-minute time limit (whichever comes first). The remainder of the season will change to one doubleheader game night per week. Games are 5 innings or 75-minute time limit (whichever comes first).
2. Additional practice nights are determined by the team coaches.
3. Players will use a 12" softball.
4. Pitching rubber is set at 40'.
5. Players will pitch every inning.
6. Each pitcher is limited to pitch two innings per game. This encourages the development of pitchers throughout the season.
  - a. The only exception that will be made is if all other pitchers are unavailable. (i.e. out of town, sick, etc.)
7. Catchers are required to wear all gear (helmet, chest guard, shin guards, etc.).
8. Facemasks are strongly encouraged for all infield positions.
9. If batter is hit by the pitch, it is an automatic walk to first base.
10. Base runners may leave the base once the pitcher has released the ball.
11. Base Runners may advance on all passed balls and overthrows.
12. Base runners may attempt to steal at all bases.
13. Batter may attempt to reach 1st base if the third strike is dropped by the catcher.
14. Base runners may leave the base once the ball has left the pitcher's hand.
15. Five run max per inning per team.
16. It is encouraged to rotate your batting lineup and field positions. We want to encourage player development of multiple positions and skills.
17. It is the home team's responsibility to keep score for each game. After the game, coaches are responsible for updating scores via the SSU Play app. Scores will need to be reported within 24 hours.
18. If the score is tied at the end of time, report the score as a tie. If the 90-minute time limit has not been met, extra innings will be allowed to try and break the tie. Only start a new inning if time allows for a full inning to be played.
19. Umpires are provided for the games.

Go to [www.bismarckfastpitch.com](http://www.bismarckfastpitch.com) for coaching aides.

### Code of Conduct

It is the coach's responsibility to ensure all players, parents, and spectators are following the leagues code of conduct to be respectful of umpires, coaches, players, and other fans.