



Bismarck Youth Fastpitch Softball Association 11up League Game Rules

The 11Up division focuses on player development and having fun. It is important that players continue to 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 while also being a competitive league to assist those players who want to continue to play softball in the coming years.

Rules

1. There will be a double header each week and one scheduled practice night. On game night there will be sufficient time provided for a team warm up prior to the start of the first game. Warm up suggestions will be provided with coaching aids. Games are seven innings or 75 min (whichever comes first). No new inning will start with 5 minutes or less on the game clock controlled by the umpire. **There is a drop-dead game time of 80 min.** If time expires in the middle of an at bat, you may finish the at bat.
2. Additional practice nights will be assigned to the team.
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 pitching three 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 RECOMMENDED** for all positions.
9. If a batter is hit by the pitch, it is an automatic walk to first base.
10. Base Runners may advance on all passed balls and overthrows.
11. Base runners may attempt to steal at all bases. Including home on a passed ball by the catcher.
12. Batter may attempt to reach 1st base if the third strike is dropped by the catcher.
13. Base runners may leave the base once the ball has left the pitcher's hand.
14. Six runs max per inning per team.
15. It is encouraged to rotate your batting lineup and field positions. We want to encourage player development of multiple positions and skills. This can be done **per game**.
16. 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.
17. 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.
18. Umpires are provided for the games.

Go to www.bismarckfastpitch.com for coaching aides.



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Code of Conduct

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