

# **Brooklyn Park Athletic Association**



## **Baseball Rules for 11/12-Year-Old National League**

**Last Updated: March 10, 2022**

## General Rules and Information Page

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<b>Rules</b>	<b>Description</b>
1.0	High School Baseball Rules as published by the National Federation of High School Associations will govern play for all Brooklyn Park Baseball Athletic Association 11/12 NL games during the season except for the BPBA rules stated below, which will override such rules.
1.1	This BPBA list of rules and regulations is NOT intended to cover all the playing rules, but rather highlight the areas that are referenced most often by coaches. It is the responsibility of each coach to know and understand all the rules.
1.2	Only the head coach will talk to the umpire about the rules, in a professional manner, see code of conduct. If the head coach has a question about a rule, it must be done before the next pitch. Coaches should have a copy of the BPBA Rules at each game for reference.
<b>Equipment</b>	<b>Description</b>
2.0	Players will not use metal cleated shoes. Molded cleats or tennis shoes are approved. Prefer molded cleats. If player is found with metal cleats, he will have to remove them and use approved type foot wear or not play.
2.1	Players must be in BPBA uniforms while playing, Numbered jersey, long pants, socks and hat.
2.2	Players must use a batting helmet while in the batter's box and or in the on-deck circle. Helmet must cover both ears.
2.3	Players are not to wear jewelry while playing in the game or warming up. This includes but not limited to ear rings, necklaces, watches.
<b>Playing Time</b>	<b>Description</b>
3.0	Coaches are allowed to create a new batting order for each game of the season and in tournament play.
3.1	No player will sit on the bench more than two innings (we are trying to get as close to equal play as possible for players). If a player is <u>not</u> being played for disciplinary reasons, the opposing coach will be notified before the start of the game.
3.2	During the game, the opposing coach must be notified of the removal of a player for disciplinary reasons.
3.3	No player may play the same position for more than 3 innings a game.
3.4	All players must play at least one inning at an infield position per game. The mandatory player placement must occur within the first four innings (the intent of this rule is to emphasize that each coach should try to play all players at least two innings at an infield position per game).
3.5	Every player must play at least one inning at an outfield position per game. This mandatory player placement must occur within the first five innings.

3.6	Each coach is to review their team policy and expectations for missing practices and games at their initial team meeting.
<b>Game Length</b>	
4.0	Regulation length is 6 innings.
4.1	No new inning will start after 1 hours 50 minutes. The umpire will keep the official time with his/her clock. The umpire will notify both coaches after the first pitch of the official start time. Coaches will write the start time in their scorebooks.
4.2	All games that are tied after 6 innings AND have not met the 1:50 hour time limit will go to the California tie breaker, where the next inning will start with 1 out, runner on second base. Play will continue until a winner is determined. In the event play becomes unable to continue due to darkness, (sunset time for that day) game will end in a tie.
4.3	If the game is called when the teams have not had an equal number of completed terms at bat, the score shall be the same as it was at the end of the last completed inning; unless the home team, in their half of the incomplete inning, scores a run (or runs) which equals or exceeds the opponent's score, in which case, the final score shall be as recorded when the game is called. Games can end in a tie during regular season play. In the event of a weather stoppage. Games are official after 4 complete innings or 3 ½ innings if the home team is ahead. In the event of an incomplete game. The Rescheduled game shall start where the original game left off.
4.4	In case of inclement or extreme weather conditions, including thunderstorms, extreme heat, and rain, lengths of games can be modified on-site by both coaches and the umpire if it is fully agreed to by all parties and that it ensure safety of the players and the condition of the Field (time suspended for water break during high heat index)
<b>Run Rules</b>	
5.0	There will be a 5-run limit per inning except in the 6 <sup>th</sup> inning, which will have NO limit on the amount of runs a team can score.
5.1	The game will end if the home team is ahead by 10 or more runs (anytime while they are batting) after 3 ½ innings or the visiting team is ahead by 10 runs or more (before they bat) after 4 innings. The home team shall always complete their at bat at the bottom of the inning.
<b>Field Layout</b>	
6.0	Base lengths will be set at 70 feet.
6.1	The pitching mound will be 52 feet from home plate.
6.2	The distance from home plate to second base will be approximately 92 feet.
<b>Pregame Warm-Up</b>	
7.0	Batting practice can be done by the outfield back stops at Northwoods.

7.1	Infield grounder practice can be done outside the foul lines of the infield next to the team bench and field back stop.
7.2	There is no batting practice or pitching practice allowed on the infield.
7.3	The defensive team has 2 minutes for the pitcher to throw up to 8 warm-up pitches for the first inning. And 5 pitches in-between innings.
<b>Game Play</b>	<b>Description</b>
8.0	Coaches and players are not allowed directly behind the backstop during games. Parents should not be coaching from behind the backstop. Coaches and Umpires both can ask for parents to move if this is happening.
8.1	The home team will occupy the dugout on the third baseline.
8.2	On a dropped third strike the batter is out.
8.3	The fielder always has the right of way when fielding a batted or thrown ball, whether or not he/she is in the base path. When not fielding a batted or thrown ball, a fielder must not stand in the base path.
8.4	Batter-training equipment (i.e. lighting sticks, ball on a stick, etc....) will not be used during game play or between innings. Such equipment must be used under adult supervision.
8.5	If one team is short players, the other team will supply the required number of missing players as outfielders, from the bottom of their batting order. There will be no forfeits in this league or outs recorded for less than 9 players.
8.6	All defensive players, except the catcher, will need to have both feet in fair territory until the batter has contacted the ball or until the ball crosses the plate.
8.7	A batter that is awarded 1 <sup>st</sup> base on a base on balls (“walk”) may not lead off or advance to 2 <sup>nd</sup> base until a pitch leaves the pitcher’s hand and crosses home plate to the next player in the batting order. See base running section.
8.8	Bunting is allowed.
8.9	California tie breaker rules apply – last batter previous inning
<b>Batting</b>	<b>Description</b>
9.0	All players must stay in the same batting order throughout the game. If a player shows up late for a game, that player must be placed at the end of the batting order. <u>If a player shows up after a full batting rotation, the player may play only at his/her coach’s discretion and after notifying the opposing coach.</u>
9.1	If a player is injured during a game and cannot take their turn at bat, that player will be taken off the batting rotation and will have to sit the remainder of the game with no penalty.
9.2	There will be no penalty for stepping out of the batter’s box between pitches. The batter shall not leave his position in the batter’s box after the pitcher comes to the set position or starts his/her windup (the pitch counts if the batter leaves after this time).

9.3	The on-deck hitter will be able to warm up in one of the two shared batting circles. The on-deck hitter will stand on the first base side for a left-handed hitter and on the third base side for a right-handed hitter.
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Bats	Description
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10.0	The official bat for league play shall be round in cross section, straight in length and measure not more than 36 inches long, including tape or other grip additions to the bat, shall have a knob at the end of its handle, and no be more than 2-3/4" inches in diameter. Weight shall not exceed 31 ounces including tape or grip addition to the bat. The bat shall have a grip of tape or some other material to facilitate holding the bat during the batter's swing. The grip shall be not less than 10 inches long, nor extend to the touch the taper or barrel of the bat.
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10.1	The 5-ounce bat rule will not be enforced
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10.2	Big barrel bats are allowed.
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10.3	The use of an illegal bat will result in the batter being called out and any play resulting from it will be nullified. A second occurrence player will be suspended from game. Head Coach will be suspended from game.
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10.4	All required graphics, including USSSA or USA markings, must be permanent and cannot be applied as decals or by any other method. See examples.
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Pitching	Description
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11.0	<p>A player may pitch no more than 2 innings per game and 6 innings in consecutive calendar days. All players that indicate to their coach themselves or via their parents that they would like to pitch will be allowed the opportunity to pitch 1 full inning (defined as 3 outs, 5 runs, or 30 pitches) during the season.</p> <p>Coaches will be able to verify a parent's request with the player present in that discussion. Player must feel comfortable in making the pitch to the plate. (We find that parents want kids to pitch, but some kids really don't want to do this).</p>
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11.1	Any pitcher may leave the pitching position during a game and return again as the pitcher, but this move can be made only one time per game per player. An appearance as a pitcher, even if only a single pitch to one batter, counts as an inning pitched (this however does not count as an infield position played as far as Rule 3.3 requires unless the pitcher plays the full inning: 3 outs or maximum runs are scored).
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11.2	Use of an ineligible pitcher should be brought to the attention of the coach immediately and should be rectified. If a coach refuses to abide by the rule after being notified, it will result in forfeiture of that game.
11.3	Coaches will follow the recommended days rest set by the Institute for Athletic Medicine and the Minnesota High School League. The recommendations are listed below: <ul style="list-style-type: none"> <li>• 1 – 20 pitches thrown: 0 days rest needed</li> <li>• 21 – 40 pitches thrown: 1 day rest needed</li> <li>• 41 – 60 pitches thrown: 2 days rest needed</li> <li>• 61 – 66 pitches thrown: 3 days rest needed</li> <li>• 67 – 75 pitches thrown: 4 days rest needed</li> </ul>
<b>Illegal Pitches</b>	
11.4	Curve balls – 1 <sup>st</sup> offense – dead ball and pitch is called a ball.
11.5	Curve balls – 2 <sup>nd</sup> offense – dead ball and pitch is called a ball and pitcher is not allowed to pitch remainder of the game.
11.6	Fake pitches – 1 <sup>st</sup> offense, a warning will be given to the pitcher. Fake pitches after a warning will result in players moving up a base.
<b>Mound Visit</b>	<b>Description</b>
12.0	A third trip by a coach to the same pitcher in the same inning will cause that pitcher's automatic removal from the pitching position only. That player may play other positions during game.
12.1	The coach is prohibited from making a third visit to the mound while the same batter is at bat.
<b>Courtesy Runners</b>	
<b>Description</b>	
13.0	Courtesy runners may not be used except in the event of an injury to a base runner.
13.1	If an injured player cannot run their own bases the next time at bat, the player must be taken out of the lineup for the remainder of the game without penalty.
13.2	A courtesy runner for an injured player will be the last out that was made.
13.3	If scheduled catcher is a base runner and there are two outs, a courtesy runner maybe used so that catcher can put catching gear on for next inning to speed up play.
<b>Leading Off and Stealing Bases</b>	
<b>Description</b>	
14.0	A runner may lead off before the pitcher pitches the ball. A runner may only lead off up to 3 steps (3 shoulder length steps).
14.1	A runner may steal <u>one base only</u> after the ball leaves the pitchers hand (including advancing on wild pitches and passed balls) If a player leaves before the ball leaves the pitchers hand, he/she will return to the base with

	a TEAM warning. If it happens a 2 <sup>nd</sup> time to that team anytime during the remainder of the game, it will be an out.
14.2	No delayed stealing will be allowed (Runner may not hang out between bases trying to cause disruption).
14.3	The pitcher is allowed to pick off the runner (teach runners to get a lead).
14.4	The pitcher can pitch from the windup or stretch.
14.5	No balks will be called.
14.6	No stealing is allowed if you are ahead by 10 runs or more.
14.7	<u>Players may steal home.</u>
<b>Slide Rule</b>	<b>Description</b>
15.0	A base runner must slide or attempt to avoid body contact when a tag is being attempted or on a force play to avoid collisions and possible injuries. Violation of this rule will result in the runner being called out and the ball is dead.
15.1	Any runner is out when sliding headfirst while advancing a base. Does not apply when returning to a base from a rundown or pick off situation.
15.2	For safety, all runners should run through first base (the intent is to teach running through first base).
<b>Overthrows</b>	<b>Description</b>
16.0	When pitched, runner is allowed one base only.
16.1	When ball is fielded in the outfield, runner is allowed two bases (the base the player is approaching - even if one step short, plus one more) from the time the ball leaves the fielders hand.
16.2	When ball is fielded in the infield, runner is allowed two bases (the base the player is approaching - even if one step short, plus one more) from the start of the play (time of the pitch).
16.3	If the runner is required to retouch a base, as in the case of a caught fly ball, the award shall be the base that the runner was required to retouch and one additional base.
<b>Infield Fly Rule</b>	<b>Description</b>
17.0	The infield fly rule is in effect! An INFIELD FLY is a fair ball (not including a line drive) which can be caught by an infielder with ordinary effort, when first and second; or first, second, and third base are occupied with less than 2 outs.
<b>Substitutions</b>	<b>Description</b>
18.0	Players will play on only 1 team. You may use a player from the opposing team to fill your outfield if your team does not have 9 players. The last out is the player you will use. NO substitutions from other teams or play-ups are allowed.

<b>Scorebook</b>	<b>Description</b>
19.0	All players on the roster who are playing will be listed in the scorebook for each game.
19.1	There will be a continuous batting order, whether a player is playing in the field or not.
19.2	Scorebooks must be completed using last names first followed by first name or initial.
<b>Sportsmanship</b>	<b>Description</b>
20.0	A player will be automatically ejected from the game for flagrantly throwing his/her bat or helmet, or for displaying poor sportsmanship. No warning may be issued. The umpire shall use discretion in determining whether an ejection is warranted.
20.1	All Coaches, players, parents, or fans are subject to the Code of Conduct. They are not to direct any verbal abuse, profanity, or any other form of ridicule at any other player, coach, umpire, parent, or fan. A coach or player doing so will be warned, if it is repeated, the umpire may elect to declare the game a forfeit to the non-offending team or eject the offending coach or player.
<b>Umpires</b>	<b>Description</b>
21.0	All umpire's decisions are final. No protests on judgement calls will be allowed during the game.
21.1	Balls and strikes are not subject to review; the umpire's call is final.
21.2	Any possible rule violations shall be directed in a professional manner to the umpire at the game. The coach must show in writing, via the MN High School Rule Book or the BPAA Baseball Association Rules before the next play begins. The umpire will review the rules and determine if a rule has been violated.
21.3	Umpires will be provided for all games.
<b>Protests</b>	<b>Description</b>
22.0	Protests must be made in writing to the Baseball Committee Chairperson (BPBA President). The President will bring the protest to the BPBA board, who will review the protest and make a final decision.
22.1	No protests are allowed on judgement calls.
<b>Suspected Rule Violations</b>	<b>Description</b>
23.0	Suspected Rules Violations should be discussed with the coaches, umpires and commissioners.

23.1	Should, after having the violation brought to his/her attention, a coach willingly continues to violate the rule, disciplinary action, including forfeiture of games may occur.
<b>Tobacco &amp; Alcohol</b>	
	<b>Description</b>
24.0	The use of tobacco and alcoholic beverages in any form is prohibited on the playing field, benches or dugouts. Tobacco is prohibited on all school properties. This includes smokeless tobacco (chew), vapor, etc.
24.1	Alcohol is prohibited on all Brooklyn Park city park properties. Coaches and umpires are strongly urged to enforce this rule.
24.2	Code of conduct rules will apply to disciplinary steps taken.
<b>League Standings</b>	
	<b>Description</b>
25.0	League standings will be based on points accumulated: <ul style="list-style-type: none"> <li>• 2 points for a win</li> <li>• 1 point for a tie</li> <li>• 0 points for a loss</li> </ul>
25.1	Tie breakers will be decided by: <ol style="list-style-type: none"> <li>1. Head to head win / loss record</li> <li>2. Win / loss record within the division</li> <li>3. Head to head run differential</li> <li>4. Total run differential</li> <li>5. Coin toss</li> </ol>
25.2	Listed on-line standings are not considered final because not all tie breaker rules are able to be implemented in the online system. The League Commissioner will publish official standings at the mid-season tournament and post-season tournament if the standings are different than the online system.
<b>Tournament Rules</b>	
	<b>Description</b>
26.0	Mid-Season tournament will be held the first weekend in June.
26.1	End of Season tournament will consist of a double elimination tournament with a minimum of 3 games per team. Brackets will be published by the League Commissioner. Brackets will be formed based on the League Standings at the end of the Regular Season.
26.2	Rules for the games will be the same as listed above. This includes, but not limited to, substitute players.