# Shawano Youth League Boys (11-12) Rules 2018

#### Player Eligibility

1. Players cannot have reached the age 13 prior to April 30, 2018. No exceptions.

### **Game and Length**

- 1. Home Team is listed second on schedule. Home team is the official scorer.
- 2. Game will be 6 innings. 10 run rule after 5 innings or 15 run rule after 4 innings.
- 3. Time limit...No new inning may start after 1 hour 30 minutes has elapsed in the game. The official start time will be announced to each coach at the start of the game by the home plate umpire. The home plate umpire will declare "last inning" at his/her discretion.
- 4. In case of inclimate weather 4 innings will constitute a complete game.
- 5. A game ending in a tie will result in the game being officially recorded as a tie in the standings.
- 6. Bunting is allowed. Once you offer to bunt you must unless the pitch is a ball. If the batter pulls the bunt back and swings the batter is OUT. The batter is out if an attempted bunt is fouled on a 3<sup>rd</sup> strike. No infield fly rule. No balks.

## **Pitching**

- 1. Pitchers are limited to 2 consecutive innings per game. One pitch constitutes an inning.
- 2. Pitchers are allowed 5 warm-up pitches in between innings. A new pitcher entering the game is allowed 8 warm-up pitches.
- 3. Third strike dropped ball is an out. A caught foul tip with 2 strikes, the batter is out.
- 4. Two (2) trips to the mound in the same inning will result in removal of the pitcher.
- 5. Each team must have an 11 year old(s) pitch a minimum of one full inning or 3 consecutive batters per game. If an 11 year old pitcher is not used the team will forfeit the game. (Unexpected weather cancelations after 4 innings are the only exception)
- 6. No player used as a pitcher may reenter the game as a pitcher.

## **Substitutions**

- 1. All players on the roster present will bat in the line-up, with late arrivals being added to the bottom of the line-up.
- 2. Free substitution is allowed in the field.
- 3. Maximum of 9 players in the field. Games may be played with 7 players taking an out for player 8, if a player would get hurt you cannot finish with 6 players and the result would be a forfeit. Can play with 8 players without taking an out.
- 4. All players must play at least 2 innings in the field.

#### **Base-runners**

- 1. Runners may steal any base including home plate. No leading off until the ball crosses home plate. If a runner leaves early the play is dead and the runner is out. Base stealing is allowed after the ball crosses home plate.
- 2. Sliding is required if a play is being made on a runner. It is the umpire's judgment whether or not a play is being made and if sliding is necessary. A runner that does not slide when deemed necessary will be called out.
- 3. A courtesy runner must be used for the catcher immediately following the second out of an inning. After the next pitch the option of a courtesy runner is gone. The runner must be the player whom made the last out.
- 4. Runners advance at their own risk on an overthrow. If an overthrow ball leaves the playing field runners will get 1 base.
- 5. No head first sliding. You may however dive back to a base head first.

### **Additional Rules**

- 1. Profanity or harassment by a team member, coach, or fans towards anyone will not be tolerated. This does include practices also. This type of activity can lead to an ejection without warning, and/or other disciplinary action at the sole discretion of the Shawano Youth League Board of Directors.
- 2. If a player is injured during an at-bat and cannot continue it is deemed an out, unless the pitch hits that player. In the event of the batter being hit by the pitch and cannot continue the courtesy runner must be the player who made the last out. The next time that player would be up it is not an out if the player cannot continue.
- 3. When a manager claims an umpire's decision is in violation of the playing rules, he/she shall make a formal protest immediately to the home plate umpire. The plate umpire will confer with the other umpire(s) working the game and if needed the League VP, and will render a decision before play continues. Protests must be made at time of alleged violation to be addressed.
- 4. Bats must be Little League approved with a barrel diameter no larger than 2 1/4" and 2 5/8 USSSA.