

# Shaler Area Little League

## 11U Tournament Rules

### GENERAL GROUND RULES

1. Lightning and/or the approach of a dangerous storm will immediately suspend play; this is at the discretion of the umpire.
2. The umpire has complete control of the game. Anyone displaying unsportsmanlike conduct will be ejected from the game. Any player or coach ejected from a game may not participate in the next game.
3. Only the manager is permitted to call time and discuss a rules interpretation with an umpire.
4. The decision of the Umpire(s) is (are) final. Protests will not be considered.
5. All teams must carry their own insurance.
6. All team members must have played for your organization during the current Spring/Summer/Fall season. Violation will result in removal from the tournament without refund of entry fees.
7. Players are governed by the April 30<sup>th</sup> birthdate cutoff for appropriate age bracket. All players can be no older than 12 years old as of April 30, 2021.
8. Each manager is required to submit a roster with names and legal birth dates. Rosters may include up to 13 players. Birth certificates should be readily available should anyone question a players age (within 24 hours).
9. Each team is limited to a manager, 3 coaches and a scorekeeper.
10. A team may start a game with as few as 8 players. Additional players may be added with no penalty but at the end of the batting order after the game has begun. Less than 8 players constitutes a forfeit.
11. Teams must be ready and available at least 15 minutes prior to game time.
12. Infield practice is not allowed on the infield. The infield will be considered the skinned portion of the diamonds between the foul lines.
13. The Home and Visiting teams are listed on the schedule for each pool play game. This makes certain each team is home once and away once. The Home team during the Playoff Rounds will be the team with the best seed. The Home team during the Championship game will be determined by coin toss if both teams in the game were the same seed in their division.
14. Equipment: No metal cleats. Catcher must wear appropriate protective gear (cup, chest protector, helmet, mask, shin guards, catcher's mitt).
15. Pitching distance = 50 feet. Distance between bases = 70 feet.

## GAME RULES

1. The winner of each game **MUST** report the score to the Field Marshall. **Pitched innings must also be reported.**
2. Suspended Games Policy: Games not making it to regulation (4 complete innings) due to weather conditions or darkness will be suspended and will resume from the suspension point at the earliest time available. If a suspended game cannot be resumed, it will be considered complete and official at the end of the last complete inning.
3. All bats must be USA bats or one-piece wooden bats.
4. Re-entry rules for players

**Defensive:** Each team will be allowed unlimited substitutions in the field. A player does not have to be in the batting order to play the field.

**Offensive:** You may bat nine players, your entire lineup, or anywhere in between. After the start of the game, you cannot change the number of batters you have; it must remain the same for the whole game. Each player on the roster and available to play in the game must bat a minimum of one time and play a minimum of 6 defensive outs in the field. If you bat your entire lineup and a player should get ejected, and no substitute (a player not in the batting order) remains then you must take an out in that spot. If a player is removed from the game due to injury, they can be removed from the batting order without penalty, but they are then ineligible to return to the game. Once a substitute bats, or runs, for a player in the batting order, then those two players are locked into that position. From then on, one of those two must hit/run in that spot only. Only max of 2 players can occupy one spot in the batting lineup. Example: Player B can be subbed in for Player A. Player C cannot be subbed in for Player B or Player A should Player A return to the game for Player B.

Example: If a team has 12 players on their roster at the game, team has the ability to bat 9, 10, 11 or 12 players. A team in this situation could bat 9 with 3 subs; bat 10 with 2 subs; bat 11 with 1 sub; or bat all 12 players with no subs. See substitute rule mentioned above. If a player is ejected during the game, their spot in the line-up is skipped unless there are subs available. If no sub is available, the team will be charged with an out.
5. All line-up changes must be made with each team's scorekeeper before the next pitch takes place in an inning.
6. There are unlimited defensive substitutions. Once a player is removed from the pitching position, he may not re-enter as a pitcher.
7. If a base runner is injured and has to leave the game, the previous "out" will serve as a replacement runner. One of your bench players may replace the injured player in the field at the beginning of the next inning.
8. Only the manager may appeal a runner missing a base, leaving a base early or a player leaving early on a fly ball tag-up play. The appeal must be made immediately to the Umpire before play begins.
9. Base coaches may not physically assist or restrain a base runner while the ball is in play. Such interference will result in the runner being called out. **NO WARNINGS.**
10. Players are required to avoid contact (usually by sliding) into all bases (except 1<sup>st</sup>) when an obvious close play is about to occur. All slides are to be made feet first, with the exception of returning to a base, such as in a rundown.

11. Catcher and Pitcher Runner Substitution: With 2 outs, the team at bat should replace their catcher if he is on base with a new base runner in an effort to speed up play for the following defensive inning. A team may also decide to replace their pitcher as a runner with 2 outs. The substitute base runner shall be the last player that was recorded as an out AS A BATTER.
12. Stealing of home is permitted.
13. A maximum of 9 players and minimum of 8 players will play in the field.
14. All forfeit scores are 10 - 0.
15. A 10 run rule will be in effect after 4 innings or 3 ½ innings if the home team is ahead by ten or more runs. **This rule will not be in effect during the championship game.**
16. The length of the game is 6 innings, with the exception of the Mercy Rule. A time limit of 1 hour and 45 minutes will be in effect for all pool games. No new inning will be played after 1 hour and 45 minutes. There will be no time limit for the playoffs. Regular extra innings will be played if necessary in the playoff rounds.
17. A batter may advance to 1<sup>st</sup> base on an uncaught third strike. The batter becomes a runner when the third strike called by the umpire is not caught, providing (1) first base is unoccupied or (2) first base is occupied with two outs.
18. If a batter throws a bat, the batter and his manager will be warned. Upon the second *team* infraction, any batter throwing a bat will be called out and an immediate dead ball shall be declared. All runners will return to the bases which they occupied before the pitch.
19. Intentional walks are allowed. A coach may announce the intentional walk and the pitcher will not be required to throw the 4 pitches.
20. Bunting is permitted, but no pull back bunts. If a batter pulls back a bunt and swings at the pitch, the batter will be called out. Play will be declared dead immediately and any runners on base that advance will return to the base they occupied at the time of the pitch.
21. The maximum run differential per game is 10 runs.
22. Infield fly rule is in effect

## PITCHING RULES

1. A pitcher may pitch no more than 3 innings per game, (1 pitch constitutes 1 inning pitched). Teams are expected to accurately track their pitchers. Any team that violates this rule regarding maximum innings per game will forfeit the game in which the violation occurs. Teams that play multiple games in one day may pitch the same pitcher each game for a max of 3 innings per game and 6 innings per day. It is also expected that coaches will closely monitor the number of pitches thrown by each player and act in the best interests of each player's health.
2. A pitcher hitting 2 batters in 1 inning, or 3 batters in 1 game, shall be replaced immediately.

3. A manager is allowed 2 trips to the mound per inning. Upon making the 2<sup>nd</sup> trip to the mound in the same inning for the same pitcher, the pitcher must be removed. Trips for injuries are not counted toward either total.
4. Balks will be called. 1 warning per pitcher. The 2<sup>nd</sup> infraction will be called a balk. A balk is at the discretion of either umpire (when there are two on the field).
5. The strike zone shall be from the batter's knees to the letters.
6. A pitcher removed from a game may not pitch again in the same game.
7. A pitcher will be allowed a maximum of 7 warm-up pitches per inning. If due to an emergency, a relief pitcher will be allowed as many warm-up pitches as deemed necessary.

### **TIE BREAKER TO DETERMINE PLAYOFF SEEDING**

1. Pool Play Record
2. Head to Head
3. Runs Differential (maximum 10 runs per game)
4. Runs Allowed
5. Coin Flip

### **TOURNAMENT DIRECTOR**

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