

Sioux Empire Baseball Association

11 Yr. Old League

Revised: February 2017

The SEBA 11 Yr. Old Division sponsored by 1st Premier Bank/Premier Bankcard is intended for players who are currently in the Fifth Grade/Age 11 by or after May 1. Teams are formed first by the child's attending school and then by other criteria so that each team has a maximum roster of 13 whenever possible. All players bat through the line up. The players pitch. Games are six innings with no new inning starting after one hour and thirty minutes. Each offensive inning consists of three outs. There is unlimited substitution. Scores and standings are kept. A tournament will be held at the end of the regular season.

Approximately 12 Players Per Team

Teams will be formed by school first followed by zip code when applicable. Each team will have a head coach and an assistant coach. Their sons/daughters will play on that team unless otherwise indicated. No new head or assistant coaches will be allowed as long as the original coach's son/daughters is still on the team. Players must play in at least 50% of league games (except in cases of injury or illness) in order to be eligible for the year-end tournament.

Regular baseball rules will be followed, with the following exceptions:

- A. Bases will be sixty-five (65) feet apart. Pitching distance is forty-eight (48) ft.
- B. Scores and standings will be kept for the purpose of seeding for the year-end tournament.
- C. Games are six (6) innings. If a game is called before three (3) complete innings, the game will be made up. The make up game will resume exactly where it was stopped. **KEEP GOOD BOOKS!** If after four (4) complete innings (or 3 ½ if the home team is ahead) one team is ahead by fifteen (15) runs, the umpire shall declare the game complete. The four (4) defensive inning rule may be affected when this occurs. No new inning will start after 1 hour and 30 minutes. **The 1st pitch of the game begins the game clock.** If the home team is behind when time expires in the top of an inning, they will be awarded their turn at bat. If the home team is ahead and time expires in the top of the inning, the game will end after the completion of the visitors turn at bat. If the game is tied after the time limit, the game will remain tied. **Note: The top of an inning must be completed if the visiting team is behind, and the bottom of an inning must be completed if the home team is behind.** Exceptions: Suspended game due to weather or daylight.
- D. A minimum of eight (8) players is required to start a game. When batting, the ninth (9) position will be an out. Any fewer players will require a forfeit. (Play should be continued using a combination of both teams if possible.)
- E. ALL players will bat through the lineup. Players that show up late will be added to the batting order at the bottom of the line-up.
- F. ALL players must play at least four defensive innings per game. No player with the exception of the pitcher shall play more than two consecutive innings in the same position. It is recommended that players be afforded the opportunity to play infield and outfield during the course of the season.
- G. Free substitution for all players except pitchers. See rule H-1.

H. Pitching Regulations

Age Divison	Daily Max (Pitches in Game)	Required Rest (Pitches)				
		0 Days	1 Days	2 Days	3 Days	4 Days
11 YR	75	1-20	21-35	36-50	51-65	66+

Additional Pitching Rules:

1. Once a pitcher is removed from the mound, he/she may not return to that position for the rest of the game.
2. Players should not pitch in multiple games on the same day
3. Curve balls, split finger fastballs, and sliders are prohibited
4. No pitcher can appear in a game as a pitcher for three consecutive days, regardless of pitch counts

5. Coaches need to monitor for signs of fatigue. Fatigued pitchers or pitchers who have thrown a moderate to high volume of pitches that day or previous day should avoid the catching position.
 6. Pitchers should warm-up properly before each outing
 7. Coaches must write down pitch totals and keep record. Coach communication with parents and/or travel coaches regarding pitch totals may be necessary to be sure required rest is being met.
- I. Infield fly rule will be used. * See complete rule which follows.
 - J. Dropped third strike is in effect. With less than two outs, and first base occupied, the hitter is out and runners may advance at their own risk. With two outs and first base occupied, the hitter must be retired.
 - K. No leading off. Stealing is allowed after the pitcher releases the ball.
 - L. A player may not intentionally create contact with another player at any time. If the defensive player has the ball and a play is being made, the offensive player must either slide or make every effort to avoid contact with the defensive player. Should a player run over or crash into another player, he or she will be ejected from the game. If a defensive player is in the base path without the ball and makes contact with, or impedes the path of the offensive player, interference may be called on the defensive player. Any runner obstructing a throw to attempt a double play will result in a double play being called.
 - M. An intentional walk may only be issued by a team's head coach one time per game. This may occur at any point before or during an at-bat. In the instance an intentional walk is declared, the ball is ruled dead and the umpire shall award first base without pitches needing to be thrown. The correlating amount of pitches will be applied to a pitcher's pitch count total upon issue of walk. ** The use of an intentional walk in any game is not mandatory and coaches should strongly consider the necessity of the intentional walk before issuance.*
 - N. No metal spikes may be worn.
 - O. Bat size may not exceed 32" in length and 2 1/4" in diameter.

INFIELD FLY RULE: An infield fly ball (not including a line drive nor an attempted bunt), which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied before two are out. The pitcher, catcher, and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule. When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baselines, the umpire shall declare "Infield Fly, if Fair". The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as any fly ball. If the hit becomes a foul ball, it is treated the same as any foul. If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly fall untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly.

On the Infield Fly rule, the umpire is to rule whether the ball could ordinarily have been handled by an infielder – not by some arbitrary limitation such as the grass, or the baselines. The umpire must rule also that a ball is an infield fly, even if handled by an outfielder, if, in the umpire's judgment, the ball could have been as easily handled by an infielder. The infield fly is in no sense to be considered an appeal play. The umpire's judgment must govern, and the decision should be made immediately.