

11U & 12U DP Baseball Rules - 2018

Administrative Rules

1. No more than a total of 4 games and/or practices are allowed per calendar week.
2. No more than 4 members of a coaching staff are allowed on the field.
3. A game shall be “called” at the end of 6 innings or 1 hour and 30 minutes. After 1 hr. and 30 minutes, the game will be considered a complete game regardless of the number of innings played and no additional inning shall be started. Any inning started will be completed unless the run rule is in effect. If the score is tied at the end of the last completed inning, then the game will be declared a tie.
4. If the game is tied after 6 innings, extra innings may be played as long as no inning begins after 1 hour and 30 minutes.
5. If a game is terminated or suspended for any reason, it shall be considered a complete game if 3 innings of play have been completed, or 2 and one-half innings if the home team is ahead.
6. If a team is ahead by 10 or more runs or if a team is mathematically eliminated after 4 innings of play, (3 and one-half if the home team is ahead), the game is over. After time has expired, the inning in progress shall be completed unless either team is mathematically eliminated.
7. The infield fly rule will be in effect with less than 2 outs.
8. With 2 outs, the team at bat will use a courtesy runner for the catcher of record only. The catcher of record is the player who occupied the catcher position while the team was last on defense. The courtesy runner will be the player who made the previous out. The intent of this rule is to help avoid unnecessary delays in the game. A courtesy runner is not allowed after time expires unless the team will be required to play defense in the current inning. A courtesy runner is not allowed for the pitcher.

Offensive rules

1. A bat that is thrown or released in an unsafe manner is a hazard. If the umpire judges that a batter has released his bat in an unsafe manner, the player and the team manager will be given one warning. The warning should be noted by the player’s name in the official scorebook. If the umpire subsequently judges that the same batter has released the bat in an unsafe manner, the ball will be declared dead, the player’s turn at bat will be terminated, and the player will be removed from the batting lineup for the remainder of the ballgame. The player is not recorded as an out and he is expected to continue to play when his team is on defense.
2. Base runners may lead off of any base and may steal bases at the risk of being put out by the defense.
3. When a tag play is evident, the runner must slide or seek to avoid contact with the fielder. Attempting to jump, leap, or dive over the fielder is not interpreted as seeking to avoid contact. Malicious contact shall supersede all obstruction penalties. Ruling: if contact occurs and there is no attempt to slide or

avoid contact, the runner will be declared out. The runner will be ejected if the umpire judges the contact to be malicious or intentional.

4. If a batter shows bunt, he may not swing at the pitch. He may either attempt to bunt the ball, or he may take the pitch for a called ball or strike. Ruling: The batter is out, the ball is dead, and all runners will return to the base occupied at the time of pitch.

Defensive rules

1. Pitching eligibility will be governed by Pony Rule Book.
2. An intentional walk will be awarded based upon announcement of the pitcher or catcher. This may be done at any time during the player's At Bat. No individual player may be intentionally walked more than once in the same game.
3. Balks will be judged and called by the umpires. No warnings will be given.