



## Andover/ARAA/Soderville Interleague

### 2026 Baseball Rules

5<sup>th</sup> & 6<sup>th</sup> Grade – 11/12U

#### Conduct Policy

- Unsportsmanlike conduct will not be tolerated on any level in ABA or ARAA Sports. Any player, coach, manager, or spectator can be ejected from a contest for flagrant unsportsmanlike conduct. After ejection, the person/people will not be permitted to return to a game prior to meeting with their respective league Director or Commissioner.
- Some examples of “Flagrant unsportsmanlike conduct” include but are not limited to abuse of the game and/or officials, use of a declared ineligible player, fighting, repeated use of profane language, etc.
- No tobacco, vaping, alcohol or profanity is allowed on or near the field of play. It's all about the kids!

#### Rules

- All games will start as stated on schedule. Game time is forfeit time. A team must have 8 uniformed players to start.
- Games will consist of 6 innings. If extra innings are required, play will continue. **Due to safety issues, no inning shall start after 8:15 p.m.** Ties will stand in games called because of darkness.
- The host team from the city where the field is located is the home team. The home team will sit on the first base bench. The visiting team will sit on the third base bench. The visiting team will take the infield 30 minutes prior to the game time, and the home team will take the infield 15 minutes prior to game time. Both teams will provide one game ball, and the home team will keep the official score book.
- Each team will play 9 players in the field at a time. It consists of 3 outfielders, 4 infielders, 1 catcher and a pitcher.
- Innings 1-5 will consist of 3 outs or 5 runs scored. The 6<sup>th</sup> inning and all extra innings will consist of 3 outs regardless of the number of runs scored. **NOTE:** If a game does not make it to the 6th inning, the last inning started before 8:15pm time cutoff will be considered the same as the 6th inning with the inning consisting of 3 outs regardless of the number of runs scored. This will be agreed upon prior to the start of the inning by both head coaches and the umpire.
- **10 Run Rule:** If any team is ahead after 4 full innings, the game will be considered complete, and the final score is recorded. If a 10-run rule is called after 4 innings, all coaches can make the

decision if they would like to continue to play through a complete game by league definition without keeping score.

- **Rain Outs:** If a game has completed 4 innings, it is not considered a rain out but will be an official game. The score reverts to the last completed inning if the game is called. If called with the home team batting and in the lead, it will be considered a completed inning. If there is any doubt about playing, go to the field. The coaches will reschedule the game based on the field availability. Coaches may not reschedule games unless due to bad weather. Penalty is a forfeit. **Rescheduled games are considered “Suspended” and shall resume exactly where they left off. If the coaches disagree on whether to postpone due to weather, the umpire shall have the final say. If an official umpire is not present, it shall be the decision of the home team coach. If lightning appears anywhere in the sky, the players must leave the field.** A 30-minute wait is allowed to see if the game can be resumed. If severe weather sirens are activated, the game is canceled, and everyone must leave the field immediately.
- The head coach is required to report the score of the game to their League Commissioner. League standings will be posted on the respective league websites. If there is an interleague game, report your score to your commissioner, win or lose. Andover Baseball Association does not keep records, so Andover coaches need not report scores.
- **Umpire:** An umpire is provided by the league. **If an umpire does not show up, please call Eric Esboldt @ 763-443-8536 to report it. If at a Soderville field, contact Gail Hensler @ 612-702-1822.** Make sure to leave information about the game time and location. There will be “on call” umpires that will try to get to the field as soon as possible. If a volunteer is used, they must stand behind the pitcher unless they have full gear.
- **Helpful Hints:** To speed up the game, coaches should inform the player who is scheduled to catch the next inning so that player can get a head start on getting the gear on. Coaches are strongly encouraged to conduct parent meetings prior to the first game. Explain the rules, solicit help, distribute uniforms, outline expectations, and answer any questions.

## Hitting

- Continuous batting is mandatory for all age groups. Everyone Bats
- An injured batter or runner that cannot continue to participate will be replaced by the last player to be put out. This will end the injured players’ participation for the remainder of that game. It will not be recorded as an out unless it drops the batting lineup below the required minimum 8 players.
- Each team’s batting order will include all team members. Each player will bat in order even if they are not playing the field. Batting out of order will constitute an out and the base runners (If any) return to their original base.
- Bunting is allowed.
- Batters may attempt to advance to first on a dropped 3rd Strike. This can only be attempted if 1st base is empty or there are 2 outs.
- NOTE: A batter is only considered to be out by surrender when at least one foot is in the dugout. Until then the ball is live and the runner needs to be tagged out or the force out completed at 1st base in order to be considered a put out.
- Batter must make an attempt to move out of the box if the ball is about to hit them.
- 1st offense is a warning, after that up to umpire’s discretion

- Batter must freeze/remain in the box if an attempt to steal 3rd. However, on a wild pitch the batter must move to the opposite side of the ball.
- 1st offense is a warning, after that up to umpire's discretion

## **Pitching**

- 11/12U- A player may pitch a maximum of 3 innings per game.
  - Any pitcher may re-enter the game at any time, as long as they are within their game/weekly inning allowance.
- All tournaments are treated as a new week, and inning counts are covered in the tournament rules.
- If a pitcher hits two batters in an inning, the pitcher must be removed from the position for the rest of the inning.
- If a pitcher hits 3 batters in a game, they must be removed from the position for the rest of the game.
  - Batters hit by a pitch will be awarded first base.
- Curve balls are NOT allowed. The first offense will result in a warning to the pitcher. The second offense will result in an ejection from the pitcher's position.
- Balks will be called, with a warning and explanation given for the first balk by each pitcher. Bases will be awarded on each balk by that pitcher thereafter.
- Pitching distance is 52 feet.
  - IE: If a player pitches 3 innings they may only catch for 1 inning. If they catch for 2 innings, they may only pitch up to 2 innings. This is to limit the total number of hard throws for each player. Each coach should do their best to develop as many pitchers and catchers as they can. This is per game.

## **Fielding**

- Infield fly rule is in effect.
- Free substitutions are allowed in the field. However, each player must play in at least two of the first four innings. (Your batting lineup never changes for that game)
- Outfielders must play on the outfield grass, not on the dirt part of the infield. All outfielders need to be at least 15 feet from the base-paths.
- Each player is required to play at least 12 defensive outs. Minimum 1 infield (includes pitcher/catcher) and 1 outfield position per player.
- No player can play more than 2 innings at 1 position except for the pitcher or catcher. A player may play either of these two positions up to 3 innings per game, with a total combined of 4 innings per game at both positions.

## **Base Running**

- The 11u/12u age level will consist of a full steal rule after the A-Town Classic. Steal attempts can be made anytime there is a live ball that is in play.
- During the A-Town Classic and prior, steals will be limited to one base per play. (We are encouraging catchers to throw the ball in an attempt to make an out on a steal without the repercussions of a ball being overthrown.)

- There will be no stealing/advancing by the batter to an additional base on a ball prior to the A-Town Classic. After the A-Town Classic, the batter can only advance to second base on a walk when there is an attempt to make an out on the field.
- Lead offs: once the pitcher touches the rubber, a base runner can start their lead off.
- The runner will be required to tag up on the base if not on a pass ball.
- For a runner on 3rd base, if it is not a passed ball the runner must retag or reestablished back to 3rd base; until after A-town Classic Tournament.
- A player running to 2nd or 3rd, or home should slide to avoid contact if there is a play at the base/plate.
- Can not steal more than 1 base per pitch when pitcher is in Motion (unless a wild pitch they can advance to an additional base)
- All slide attempts must be feet first, unless diving back to the occupied base while leading off. A clear attempt of a player sliding headfirst will be called out. (This is at the discretion of the umpire)
- A player running to 2nd or 3rd, or home should slide to avoid contact if there is a play at the base/plate.
- If the runner does not attempt to slide, the umpire should give the team one warning. Any subsequent failure to slide when there is a play at any base or home plate will result in an out.
- A courtesy runner (The last runner to be put out) will be allowed only for the catcher and only when there are two outs.
- Overthrows that go out of play will advance the runners to the base to which they were running plus one base. Out of play area is at the sole discretion of the umpire.
- Runners can only steal home on a pass ball or a wild pitch.
- Full Steal rule will be limited to stealing home unless there is a pass ball, wild pitch, or an overthrow; until after the A-town Classic.

### **Miscellaneous**

- Base Distance will be 75 feet.
- Coaches may call one time out/mound visit per inning per pitcher during any dead ball. A second mound visit in the same inning to the same pitcher requires removal of the current pitcher from the position. – hot weather, you can get an extra visit to give pitchers and catchers a water break.
- Standard baseball should be used at this age.
- Players are required to wear batting helmets while hitting and running bases.
- Cleats must be made of molded plastic or rubber. No metal cleats.
- There should only be 8 Warm up Pitches being thrown between innings.

The Andover Baseball Association, Anoka Ramsey, Soderville Baseball Associations' mission is to provide an educational, safe, and fun environment. This will be achieved for the children through playing our national game of baseball.

Pro Tip Line ups should be done prior to the game. (This is not a rule but a suggestion)

Any questions or concerns should be directed towards your age specific directors.

**Directors:**

ABA 9-12 Year House Director: Sarah Mendoza – 612-812-2266

ABA Scheduling Director: Amy – 612-990-7789

ARAA Sr. House Director: Katlin Pieri – (763) 242-8321 Eric Eckman – 612-201-6388

ARAA Tournament Director: Nikki – 612-816-9989

ARAA Commissioner: Adam Byrd - 763-354-8435

ARAA Jr. House Baseball Director: Kelsie Buchanan – need phone#

Soderville Director: Jake Yatckoske – 612-708-7323

Soderville Asst Director: Aleshia Sydness – 763-227-4826

**Umpires:**

Rum River Umpires Contact: Eric Esboldt – 763-443-8536

GT Officials Contact (**11u/12u Soderville Interleague Games Only**): Gale Hensler – 612-720-1822