



2025 - 11U Muskoka Hornets House League Rule Outline

Mission Statement: To facilitate a league that is FUN for all participants yet still provides an atmosphere where players can learn the skills necessary to progress and improve as a ball player.

1. *PLEASE remember that the league is designed to provide a fair and safe place for all participants. This must be the primary goal.*
2. *While this program is house league and based on equal playing time and skill development*, it is important to remember that in life there are winners and losers and parents and kids both need to learn this lesson.*
3. *If after a few weeks of games, you notice an imbalance in terms of team skills, then there may be the need to move a couple players around to improve competitive balance. Please keep me posted where you think changes might be necessary.*

We propose the following rules be followed for the 2025 season:

1. **Batting**

- First inning, teams bat through the entire line up or until 3 outs are recorded (so, if one team has more players ie 8 vs 7, then the other team with 7 players bats an extra).
- Subsequent innings, teams bat until 3 outs, or 4 runs are recorded.
- Last inning is open.
- Where a batter is hit by a pitch, they will immediately take first base, unless they have swung, in which case it's a strike.
- Batters should always try to avoid being hit, this is not always possible, however if the ump feels the batter intentionally moves into the pitch, a strike will be called.
- No infield fly rule!

2. **Pitching**

- Pitchers can pitch 2 innings up to a maximum of 45 pitches.
- Pitchers can finish an at bat when crossing the 45-pitch threshold.
- Pitchers have up to a maximum of 5 warm-up pitches.
- Opposing teams will use players to pitch. A pitcher will be allowed to pitch until the count reaches 4 balls. After 4 balls, one of the coaches from the team at bat will pitch to the batter, overhand, from the same spot as the opposing coach throws. If necessary, the same coach can pitch to both teams. The coach is allowed to throw up to three additional pitches.



The goal is to:

- Put balls in play,
- Allow the defense to learn how to play the game,
- Ensure pitchers remain positive and,
- Give more new pitchers a chance to pitch without concern about walkathons.

3. Base Running & Fielding

- Bases are set at 65 feet and the pitching rubber is 44 feet
- Base-stealing is not permitted; however a two-step secondary lead is permitted once the ball has left the pitchers hand.
- If the ball is hit into the outfield and returned to the infield by standing on one of the bases or by an infielder standing in the infield, all runners must go to the nearest base; this is an automatic “time-out”.
- Runners are not allowed to advance on any overthrow.
- Dropped last strike - does not apply – meaning a batter CANNOT reach first base on a strike out.
- Teams can use a 4th outfielder (10 players on the field).
- Where teams are short, they can pick up players until they reach a maximum of 9.

4. Scoring

- For recording purposes, the maximum run differential will be 7 (if score is 20-5 – will be recorded as 12-5).

5. Game Time and Weather Delays

11U game time is 1h30min. Games will start promptly at 5:30pm or 7:00pm.

- For 5:30pm games- no new innings beginning after 1h:15min of play (6:45pm), the current inning will finish, and the game will end. At 7:00pm the ball will be dead, and the game will be over.
- For 7:00pm games- no new innings beginning after 1h:15min of play (8:15pm), the current inning will finish, and the game will end. At 8:30pm the ball will be dead, and the game will be over.

Weather delays will not extend beyond a 1/2-hour delay. For example, if a 7:00pm game is delayed 36 minutes they will be permitted to run overtime 30 minutes, losing 6 minutes of game play. (Ball dead at 9:00pm)

Note: Our league follows [OBA Baseball Rules](#) as the foundation for gameplay. However, the Hornets House League Rule Outline includes specific exceptions designed to encourage more active play, increase ball-in-play opportunities, and support player development. These modifications are intended to make the game more inclusive, engaging, and fun for all participants. Rules are subject to change by the convener.

**All players should have the opportunity to develop in positions of interest. It is recommended players use practice time to improve their skills. Players will be given an opportunity to play these positions in a game scenario as their skills improve and where they can safely do so. This is at the discretion of their coach.*