

OFFENSE:

Bunting is allowed. If at any time a player shows an attempt to bunt, he must either continue with the bunt attempt or pull back and take the pitch. If the batter attempts to swing after showing bunt on the same pitch he will be called out. Bunting foul on the 3rd strike will result in the batter being called out.

Dropped 3rd strike will be in effect. RULE: The batter becomes a runner on the 3rd strike if the catcher fails to catch the ball before the ball touches the ground if ; there are fewer than 2 outs and 1st base is unoccupied or if there are 2 outs whether 1st base is occupied or not.

Runners may advance at their own risk.

Leading Off: Runners may lead off and steal bases.

Balk Rule: Will be in effect. Refer to NFHS rules. Cannot fake to third unless stepping off rubber.

Any base runner that maliciously runs into a fielder, in an attempt to dislodge the ball will automatically be called out and ejected for the remainder of that game.

Any slide outside the confines of a bag, considered by the umpire to be flagrant with intent to harm, will cause the base runner and batter/runner to both be called out.

DEFENSE: Infield Fly Rule: Is in effect.

A. Infield fly is a fair fly ball which can be caught by an infielder with ordinary effort when 1st and 2nd, or 1st, 2nd and 3rd base are occupied with less than 2 outs.

B. The umpire shall declare "infield fly" or if close to the foul line, "infield fly if fair". The ball is live and runners may advance at risk of ball being caught, or tag up if caught.

PITCHERS:

Pitchers may not pitch more than 8 innings per tournament.

Coaches can only visit the mound to the same pitcher in the same inning (1) time. A second visit results in the pitcher being removed from the mound.

TROPHIES:

Winning tournament team will receive rings.

BEHAVIOR:

There is no smoking of any kind (cigarettes, e-cigarettes, etc.) allowed within 50 feet of any dugout or field.

Penalty will be suspension of the offender for the remainder of the game. If offender(s) refuse to leave, their team will forfeit that game.

Foul or abusive language of any kind will not be tolerated, and the offender will receive one verbal warning and then the offender will be removed from the park. Failure to leave will cause stoppage of the game and possible forfeit.

If a coach is removed from the game, he/she must leave the park and he/she cannot coach the team's next game.

If this occurs after the game, coach will be suspended for next game. If a coach incurs 2 offenses during the season they will be suspended for remainder of the tournament.

Aggressive or inappropriate behavior toward any umpire, scorekeeper or league official will result in offender being removed from the park. If a spectator is removed from the game, they must also not attend the next game.

All teams are required to pick up trash from their dugout after each game. If we, as coaches and administrators take pride in our league with even the small details, the kids will observe this, and it will become a habit for them.

COACHES:

All Coaches in the dugout or coaching bases must be league approved coaches. Penalty for having a non-approved coach in the dugout will result in forfeiture of that game.

All coaches must be either in the dugout or within arm's reach of the dugout opening – team will receive one warning and the next offense will result in a one out penalty being assessed in the team's next at bat.

Only Head Coaches (or designated head coach for teams with more than one head coach) can be the only coach to address umpires.

If this occurs after the game, coach will be suspended for next game. If a coach incurs 2 offenses during the season they will be suspended for remainder of the tournament.

A dugout coach is recommended while the team is at bat. If possible, we suggest a team have three coaches during the game (dugout, 1st base, and 3rd base). Maximum of 4 coaches allowed in the dugout.

Adults are only allowed to coach bases. No one under age 18 years of age can coach bases.

Balls and strikes are non-discussion issues.

CORRESPONDENCE:

League must have current email addresses and phone numbers of all coaches, if you change email or phone please let your League President know as soon as change occurs. This will prevent missed communications and many misunderstandings. Most of the correspondence will be via email or text message.

MTYBSA Boys 11-12 Year Old Game Rules

Player Age: Age of player on May 1st.

GAMES:

Games will consist of 6 innings or a 1 hour and 30min. time limit.

Each team will be allowed 5 minutes on the field for pre-game warmups.

Each team is expected to turn in a line up at least 10 minutes before the start of the game.

RUN RULE: 12 runs after 3, 10 runs after 4, 8 runs after 5

International Run Rule in effect.

If home team is leading by 10 or more runs after visiting team bats in the top of the 4th inning home team does not need to bat.

Cleats: No metal cleats allowed! Rubber cleats may be worn.

Any USSAA or USA bat is allowed.

If a rule is not specifically covered here, the NFHS rule book will apply.

Courtesy Runners are allowed for Pitchers and Catchers. Substitute player(s) first, then last batted out.

Teams must forfeit with less than 9 players.

Base Paths: 70 feet.

Pitching Mound: 50 feet to the rubber from the back of home plate.

Each member league president will appoint 1 protest committee member to be available during tournament games via text.

Only rules interpretations can be protested.

Protests must be immediately protested and the game stopped.

Protest fee is \$100. If protest is lost, the money is forfeited.

TEAM:

Extra Hitter: A EH may be used and may enter the game defensively at any time without notifying the umpire unless going into the pitching position.

Teams: can bat entire lineup and have free substitution. Teams can also choose to bat 9 and use an EH.

9 defensive players can take the field with 6 in the infield and 3 in the grass or outfield.