

Zumbro Valley Youth Baseball League

11U Baseball Rules

- This league is open to anyone completing the 5th grade.
- Game nights will consist of two 5 inning games with a 75 minute time limit on the first game. No inning should start after 75 minutes in the first game.
- Home town will supply the umpires. Umpires must be at least 16 and have a knowledge of the game.
- Each team will supply 1 game ball per game. The game ball should be of sufficient quality(Wilson, Rawlings, Diamond...) No practice balls, please
- To cancel or reschedule games, please notify the opposing coach and the league commissioner.
- Rained out games need not be made up, but is strongly recommended. Failure to reschedule could impact your league standings.
- Bats must be 2 ¼" with no restrictions or 2 ½" to 2 ¾" and have -10 differential or less. Big barrel bats must be stamped with the USSSA 1.15 BPF, Babe Ruth approved BPF, BBCOR stamp on it or it can have any 1.15 BPF stamp on it.
- No leading off
- Runners may steal 2nd or 3rd after the ball is released from the pitchers hand. The first violation for leaving early will be a team warning. The second warning will result in the runner being called out
- Runner may take home only if a play is made at 3rd base
- Dropped 3rd strike is an out
- A pitcher can pitch a maximum of 4 innings per night (1 pitch constitutes an inning)
- No balks will be called but the umpire will make the pitcher aware if it happens
- 10 defensive players in the field (4 outfielders), unless both coaches agree on 9 fielders.
- You must bat at least 12 uniformed players if you have over 12 players, but all players can bat if coach chooses. Free substitutions
- During the pitcher warm-ups (at any time) the catcher must wear a mask
- Bases should be 65 feet if possible(discretion of the home field coach)
- Pitching mound should be 46 feet (discretion of the home field coach)
- Mercy rule is in effect if team is ahead by 15 runs after 3 innings, 10 runs after 4 innings
- Courtesy runner is allowed for the current catcher at any time. The courtesy runner will be the last player in your lineup who made an out
- No metal spikes
- Runners must slide on all close plays
- Runner may not advance home on passed balls.
- **Catchers interference will be called and the batter will take their base.**

*RED indicates rule change.