



AURORA KING BASEBALL ASSOCIATION
HOUSE LEAGUE RULES
11U DIVISION
2020

- 1. Timing**
- 2. Equipment**
- 3. Field of Play**
- 4. Players**
- 5. Play**

1. Timing

- i) The **regular season begins the week after the Victoria Day long weekend and continues through the end of July**. The exact start date is dependent upon field availability as dictated by the municipality. **Playoffs will take place during August**. Games will be played **Tuesday and Thursday nights**. Additional weekend games and events may take place in June (Picture day) and August (Playoffs & Finals). Make-up games for rainouts may take place on other days as needed, and are dependent on diamond availability.
- ii) The official start time for all games shall be set as per the official schedule. **No new inning shall begin after 1 hour and 45 minutes. Dead ball is at 2 hours**. The umpire is, or shall designate, the official timekeeper. **Utilizing the grace period (15 minutes) shall have no effect upon the official start time, or the dead ball time** (games end 2 hours after scheduled start time rather than actual start time, unless start time is delayed by weather).
- iii) All games shall be five [5] innings in length. Two and one half [2½] completed innings, with the home team leading, shall constitute a game in the event of adverse conditions. The final score for curfew or suspended games will revert to the last complete inning. When a player is batting and curfew is reached, he/she must be allowed to complete their at bat.

2. Equipment

- i) The ball used shall be one from the Baseball Ontario list of approved baseballs.
- ii) **All batters/runners must wear a helmet with a fastened chinstrap.** Catchers must wear a helmet, face guard, chest protector, shin guards and an athletic cup/support.
- iii) **No metal cleats** are allowed.
- iv) **Bats** may be **aluminum (alloy), composite, or wood.**
- v) **Players are not permitted to wear jewelry, and it must be removed.** Paper or fabric “camp” bracelets that cannot be removed are accepted if deemed by the Umpire as not to present a hazard.

3. Field of Play

- i) **Baselines shall be 65 feet in length** and the **pitching rubber** shall be located **44 feet directly in front of home plate** (measured from the tip).

4. Players

- i) A team shall forfeit with fewer than seven [7] players, after a *grace period* of 15 minutes from the scheduled start time. If neither team can field the minimum number of players, both teams shall forfeit the game
- ii) **On the field, no player shall play the same position more than twice in a game and no players shall play the outfield a second time until each player has played there once. No player shall sit twice until all have sat once.**
- iii) **Players shall bat in their proper rotation.** The batting order cannot change after the game commences. Players who arrive late must be added to the bottom of the batting order.

- iv) Pitchers may pitch for a maximum of six [6] consecutive outs OR the pitch count of fifty [50] for the day. Pitchers may be changed at any time during the course of the game or inning. However, once a pitcher is removed from the mound, he may not pitch again in that game.
- v) New pitchers are permitted five [5] warm-up pitches; returning pitchers are permitted three [3] warm-up throws at the start of a new inning.
- vi) **The number of trips to the mound** by the Manager/Coach shall not be limited except when, in the judgement of the umpire, the purpose of the trip is to delay the game.

A mound visit occurs when any coach or manager:
 - a) crosses the foul line
 - or
 - b) has any interaction with the pitcher that causes play to be delayed.
- vii) Players may be called up from a lower house league division (9U), but not from another team in the same division. A call-up player may not play the catcher or pitcher positions.

5. Play

- i) Pre-game infield warm-ups are permitted; however, they must be completed for both teams prior to the plate conference involving managers and umpires.
- ii) **Bunting is not permitted.** Bunting is an automatic out.
- iii) **Lead offs are not permitted.** Each team is given one [1] warning for taking a lead off. On the second offence the runner will be called out.
- iv) **Players are permitted to steal once the ball crosses the plate**, and until the ball is back in the pitcher's possession (delayed steals are permitted).
- v) A baserunner occupying third can only score on a batted ball or when forced home (**no stealing home, or scoring on pass balls**).

vi) Balks will not be penalized. An umpire may call a balk, in order to protect a batter and/or educate the pitcher on proper technique.

vii) A batter cannot advance to first base if the catcher drops the ball on the third strike.

viii) The maximum number of runs scored in any half inning (including any played after the open inning) shall be five [5], otherwise, three [3] outs will end any half inning. **The open inning will be the fourth [4th] inning.**

ix) A runner that needs to leave the base (injury, bathroom break or other urgent requirement) they are occupying during an inning may be **replaced by a pinch runner**. The pinch runner shall be the **last player that was called "out"** on the team up to bat during that inning.

x) Baserunners may advance on overthrows.

x) Sliding is PERMITTED.

xi) There is **no infield fly rule**.

xii) **Defensive coaches are not permitted on the playing field.**

xiii) Mercy rule:

15 runs after 4+ innings