

IFPAA League Rules
(Major Baseball – 11 and 12-year olds)



Major Baseball - 11 and 12-year-olds - Fall 2006

SUMMARY: The only exceptions are as modified by IFPAA and noted in this section.

EQUIPMENT: Shirts and caps are provided by the league, with the kids able to keep the caps. Kids must provide their own pants, which must be the standard issue black baseball pants with no stripes. Bats, helmets and catcher's equipment are provided. Balls will be provided to the managers. *STEEL-SPIKED SHOES ARE NOT PERMITTED.*

PLAYERS: With teams of ten and eleven players, one or two must sit out every inning in the field. Sitting out must be talent-neutral, everyone should sit out equally over a game or two. When at-bat, the entire lineup bats, regardless of who is in the field. When players are missing, a minimum of eight is required to have a regulation game. *A Player must play a minimum of 3 innings in the field - A player can not sit a second time until all players have sat at least once.*

CALLUPS: No call up may play any more innings in the infield, or in total than any regular player on the team, and must bat last in the lineup, unless someone shows up later. Pitching the call up is prohibited.

GAME: Games should not run into the next time period. No inning may start later than fifteen minutes prior to the start of the next game. The inning being played at that point may be played in its entirety. *There is a 2 Hour Time Limit, No new inning can start after 8:00 PM (During Regular Season for Playoffs - Must Complete 6 innings) and No Surrender Rule. No infield fly rule.*

BATTING: Intentional Walks are **PROHIBITED**. There is nothing wrong with pitching carefully to a batter, but nothing obvious should ever occur in these kinds of situations.

BAT THROWING: Batter will be called out and the ball is dead if he throws the bat. There are no warnings. Runners will return to their positions at the time of the pitch.

AVOID CONTACT RULE: Runner must make an attempt to avoid contact at any base if a play is being made or he is out. *For the Fall interpret this as a MUST SLIDE rule.*

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PITCHING: A pitcher may pitch up to six innings in a week. A maximum of two innings per game weeks 1 -3; A maximum of three innings per game weeks 4 to end of fall - Must be a day of rest between Pitching Days.

BALK: If a balk, or illegal pitch is called by the umpire, it will be a ball. The offensive team has the option of waiving the illegal pitch call if it is to their advantage.

LIGHTNING: The official IFPAA rule on lightning has been spelled out: If an umpire sees *any lightning* (bolt or flash) at *any distance*, play must be immediately stopped and all players must leave the field. Play may only resume after fifteen consecutive minutes free from lightning. The umpire will keep the official time.

General Ground Rules

1. Rules and Umpires

- Official Little League Rulebook will be used, except as amended by IFPAA
- All judgment calls are final, no managers may discuss them
- All managers are responsible for the conduct of their team's fans

2. Field Conditions and Rainouts

- Home team manager makes decision on whether game can be played
- All efforts should be made to get the game in
- If game is called early, umpires must be notified at least 30 minutes prior to the start of the game. If the game is called after the umpires arrive at the field they will be paid full fee for the game
- Once play begins, all decisions concerning weather, field conditions, and continued play rest with the umpires
- Official Little League rules will govern a regulation game

3. Warm-up Times

- For first games of the day - weekday games beginning at 6:00pm and Saturday games beginning at 9:00am — the visiting team will have the field 30 to 15 minutes prior to game time, home team gets it from 15 minutes till until game time. The team not on the field will have priority in the batting cage.
- For all other games, 5 minutes will be allowed per team, time permitting. If time is short, managers will split available pregame time for warm ups.

Vestal Ground Rules

1. Lights and curfew

- Lights are to be turned on at the beginning of a full inning, unless the umpire rules otherwise for safety reasons
- Under normal weather conditions, no full inning in a game may be started later than 15 minutes prior to the start of the next scheduled game; no full inning in the late game may start later than 10:00

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- If the first game starts late due to field preparation because of inclement weather, both deadlines may be moved back a maximum of one hour with agreement of both managers and the umpire.
- 2. **Scoreboard and Loudspeaker**
 - Scoreboard use is permitted and encouraged during the regular season
 - Loudspeaker use is permitted during the regular season
- 3. **Out of Bounds**

Out of bounds areas include, but are not limited to:

- Areas beyond fences which run along first and third base lines
 - Areas past lines around backstop and dugouts
 - Other areas identified by the umpires
4. **Dead Ball**
 - Ball trapped behind billboards in outfield or under tarps which hang into field of play will be ruled dead ball

Blueberry Ground Rules

- **Lights and curfew**
 - Lights are to be turned on at the beginning of a full inning, unless the umpire rules otherwise for safety reasons
 - Under normal weather conditions, no full inning in a game may be started later than 15 minutes prior to the start of the next scheduled game; no full inning in the late game may start later than 10:00
 - If the first game starts late due to field preparation because of inclement weather, both deadlines may be moved back a maximum of one hour with agreement of both managers and the umpire. All conflicts should be resolved by the commissioner or the assistant commissioner
 - Blueberry has an absolute curfew of 10:30, when the lights will automatically be shut off by a timer
- **Scoreboard**
 - Scoreboard use is permitted and encouraged during the regular season
- **Out of Bounds**

Out of bounds areas include, but are not limited to:

- Areas beyond fences which run along first and third base lines
 - Areas past lines around backstop and dugouts
 - Through the gate in the fence along the third base line
 - Other areas identified by the umpires
- **Dead Ball**
 - Ball trapped behind billboards in outfield will be ruled dead ball

Revised and approved by IFPAA Board of Directors, April 4, 2002.