



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



Major Baseball – 11 and 12-year olds

GENERAL: This year the kids will make the transition to the next phase of youth baseball, a game almost identical to adult, Major League baseball. Now that the kids have had the opportunity to master the basic skills of baseball, it is time to introduce more advanced skills: taking leads, pitching from the stretch, balks and passed balls.

The goal this year is to introduce these new skills in a staggered, measured fashion, continue to refine the basic skills introduced in previous years, further increase their levels of awareness and responsibility within the game by again expanding the range of potential outcomes on the field and work on the intricate and subtle strategic maneuvers that make baseball the unique game of thinking, preparedness, and teamwork that it is.

NOTE: The Major League Rulebook is always in effect, unless superseded by a league modification in these rules

FIELD: The field dimensions for Major League consist of bases 70 feet apart. The pitcher plays on a 10-foot in diameter pitching mound. The pitching rubber is 48 feet from Home Plate. The home team is responsible for preparing the field for each game. This includes setting the bases, lining and raking the field, doing any general tidying up needed and making all decisions on field conditions due to weather.

EQUIPMENT: Uniform shirts and hats are provided by the league, with the kids able to keep both. 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 in equipment bags issued to the managers. Balls will be provided to the managers. *STEEL-SPIKED SHOES ARE NOT PERMITTED.*

NO BIG BARREL (2 ¾) BATS PERMITTED! 2 ¼ IS MAX BARREL SIZE!

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 and the rotation cycle must continue accordingly. 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.

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. Managers must adhere to the IFPAA Handbook policy regarding call-ups.

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. A game halted during play for weather or time limit reasons will be considered complete if the losing team has batted at least four innings. Games called before this point can be rescheduled with the agreement of both managers. *NOTE: During the playoffs, no weather or time limits will be in effect. All games must be played to their logical conclusion.*



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



RAIN OUTS: 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.

LIGHTNING: The official IFPAA rule on lightning is: 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.

WARM-UP TIMES: For first games of the day, the visiting team will have the field 30 to 15 minutes prior to game time, and the home team gets it from 15 minutes 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 pre-game time for warm-ups.

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. On the third strike - batter is out. The catcher must catch the ball. If the catcher drops the ball on a third strike the catcher must either tag the batter/runner, or throw to first base to achieve the out, unless there are less than two outs and first base is occupied.

Slug-bunting (also known by other names) is **PROHIBITED** for safety reasons. This is defined as squaring around to bunt and then stepping back and swinging away.

BATTING ORDER: The full lineup always bats.

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.

BASERUNNING: Lead offs and stealing is permitted. A direct steal of home is not permitted, except in the case of a passed ball. The forward momentum of the base runner at third base must come to a complete stop once the ball has left the pitcher's hand until it passes the batter. If runner from 3rd does not stop upon release of the pitch, umpire may declare dead ball and runner must return to 3rd. Umpires also have discretion to halt the aforementioned play in progress when the safety of a base runner from 3rd is in jeopardy.

Players are required to slide into all bases (except 1st) in order to avoid contact. All slides are to be made feet first, with the exception of returning to a base, such as in a rundown.

AVOID CONTACT RULE: Runner must make an attempt to avoid contact at any base if a play is being made or he is out. It is not a **MUST SLIDE** rule, but sliding is recommended.



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



PITCHING: Pitchers MUST adhere to the following rest requirements:

66 or more pitches – pitcher is required to rest 4 calendar days before pitching again

51 to 65 pitches – pitcher is required to rest 3 calendar days before pitching again

36 to 50 pitches – pitcher is required to rest 2 calendar days before pitching again

21 to 35 pitches – pitcher is required to rest 1 calendar day before pitching again

20 or less pitches – pitcher requires no days rest and may pitch again the next day

For the 11-12 year olds, a maximum pitch count of 85 pitches will be observed. If the pitcher reaches their maximum pitch count limit in the middle of a batter, he may continue until the batter reaches base or is put out.

Note: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

Two innings must be pitched by players from 11 yr old age group per game. The home team must fulfill this commitment prior to completion of the 5th inning.

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.

UMPIRING: We will have paid umpires from the association. There should never be an argument with the Umpire, his word stands. If there is a legitimate disagreement over a play with everyone concerned, including the Umpire, it should be discussed in a mature manner.

Judgment calls CANNOT be disputed or discussed. A rules question can be discussed by the MANAGER asking for "time" and speaking with the umpire who made the call. The Manager is the only adult who may discuss a play with an umpire.

Rudeness or profanities will not be tolerated. We do not want to set such examples for the kids. **BE REASONABLE.**



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



General Ground Rules

1. Rules and Umpires

- Official 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 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 pre-game 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
- 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



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



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

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
- 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.

2. Scoreboard

Scoreboard use is permitted and encouraged 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
- Through the gate in the fence along the third base line
- Other areas identified by the umpires

4. Dead Ball

Ball trapped behind billboards in outfield will be ruled a dead ball.