

# Hutchinson Recreation Commission

## 11 & 12 Year Old Baseball Rules



**HRC Goal:** The goal of Hutchinson Recreation Commission youth athletic programs is to provide a positive and fun learning experience for all participants in the community. Emphasis is placed on learning the fundamental skills, basic rules of the game, and good sportsmanship; while stressing equal participation for all.

### Objectives

1. To teach the fundamental baseball skills of pitching, fielding, throwing and hitting.
2. Give experience in baseball play situations while in a team setting.
3. Build healthy minds and bodies through physical activity.

### The Game

1. **Players:** Age is determined as of May 1<sup>st</sup> of the current year. Players may not be 13 years old before May 1<sup>st</sup>.
2. **Length of Game:** Games shall consist of 5 innings or 1 ½ hour time limit, whichever occurs first. No new inning will start after 1 hour 25 minutes, unless the game is tied. In the event of a tie, teams will play 1 extra inning. If the game is still tied after the extra inning, the game will end in a tie. In case of weather, 3 innings of play, 2 ½ if the home team is ahead, is considered an official game.
3. **Score:** Score will be kept. There is a run limit of 6 runs scored per inning. 3 outs or 6 runs will constitute an inning. There is a 10 run rule after 4 innings, 3 ½ if the home team is ahead.
4. **Team Minimum:** Teams must have 7 players present to play a game. If a team does not have 7 players, the game will be declared a forfeit. The team short players may then borrow players from the opposing team so they can play a game.
5. **Field Dimensions:** 70ft. bases and a 50ft. pitching distance will be used in this league.
6. **Cleats:** No metal cleats are allowed.

### Offense

1. **Batting Order:** Every player present shall be in the batting order. Line-ups must be turned into the scorekeeper 10 mins prior to game time. Once the line-up has been turned in, players may only be added to the end of the batting order.
2. **Base Running:** Runners may lead off and steal any base but home. Runners can advance home on a wild pitch or passed ball. Base runners may not intentionally distract the pitcher (warning on first offense, called out on second offense). Crash plays are not allowed, and the penalty is ejection of the player.
3. **Courtesy Runner:** A courtesy runner may be used for the catcher of the batting team if he reaches base. The courtesy runner will be the last batter to make an out. If there are no outs in the inning, then the batter who made the last out of the previous inning will serve as the courtesy runner. Please inform the umpire.
4. **Bats:** Only official baseball bats will be allowed in this league. A batter who throws their bat shall be issued a warning first, and then called out after that.

### Defense

1. **Fielders:** Ten players will take the field on defense, using 4 outfielders. All players must play at least TWO defensive innings each game.
2. **Pitching:** A pitcher may pitch a maximum of 5 innings per calendar week. One pitch constitutes an inning. Pitchers may not throw "junk pitches". A "junk pitch" thrown will be called a ball and the pitcher warned. On the second occurrence, the pitcher will be removed from the position.
3. **Re-Entry:** A pitcher may be removed from the pitching position, and come back in to pitch in the same game, as long as they are not in violation of the weekly maximum number of pitching innings.
4. **Substitutions:** Changes in the defensive positions do not have to be reported, except for pitching changes.