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11U DIVISION 2024 KMBA Rules

11U Division will include 2 development based levels of play.

11U BLUE and 11U RED will be determined based on detailed player evaluations at the start of the season, and creating balanced teams with appropriate level of play for safe, fun, development opportunities. Teams will consist of a maximum of 13 player roster. The levels of play are not based on age of players. The number of teams will be based on registration and evaluations decisions by the association.

BC (Minor) Baseball Rulebook

Except for the rules in this rulebook, all 11U play is governed by the BC (Minor) Baseball Rulebook. The rulebook can be found in electronic format at bcminorbaseball.org.

1. BATS:

- Max length 32inch, Max 2 ¾ inch diameter, unlimited length/weight drop, must have USSSA or USA 1.15 BPF stamp

2. UMPIRES

- If none are available parent volunteers or coaches will umpire the game from behind the pitching mound. Strike zones at this age should be liberal from armpits to knees vertically, and horizontally 1-2 baseball widths off the plate. The goal is to have swings more than walks.

3. Innings

- Max 6 inning game

4. Time Limit

- No new inning may start after 1:45 from the official start time (first pitch)
- This rule applies even if 6 innings will not be achieved

5. Mercy Rule

- The mercy rule of a 10-run lead is in effect.

- a. If a team (home or away) leads by 10 or more runs after 4 complete innings played, the game shall end.
- b. The game ends when the 10-run lead is reached, and not at the end of the inning in the 5th or 6th. For example, if the away team goes up by 10- runs in the top of the 5th or top of the 6th the game will end without completing the inning.

6. Rainouts

- Rainouts will be called at the park in most cases.
- Parents are to arrive at the park for the start time. The coaches will decide if the game will be played or postponed with safety as the key determining factor.

7. Pitch Counts

- Pitch Count rules always apply:
 - a. 1-25 Pitches = No Rest
 - b. 26-40 Pitches = 2 Night Rest
 - c. 41-55 Pitches = 3 Nights Rest
 - d. 56-65 Pitches = 4 Nights Rest
- KMBA spring play 65 pitch limit**
- Teams are responsible for recording and tracking their own Pitch counts with player safety in mind.

8. Score Keeper

- Both teams may use a scorekeeper but the home team will provide the official score keeper. The official scorekeeper intent is to call inning run limits and any mercy rule. There will be no standings or statistics tracked for Spring play.

9. Slide or Avoid rule in effect at all bases. This includes avoiding a collision at 1st base for player safety

10. Dropped 3rd Strike - batter is out and may not advance to base

11. Defensive Positions

- There will be no shifting of 3rd/SS/2nd past 2nd base
- Outfielders must start play on the outfield grass

12. Hit Batter

- A pitcher who hits 2 batters must be replaced on the mound and may not pitch again in that game. (this does not include a pitching ball that rolls our bounces into a batters foot with discretion of player safety)

13. Sitting out

- Coaches may not “sit” a player for two consecutive innings during a game. (The exception will be for reasons of injury, discipline, or late arrival, at which time coaches will inform the umpire and opposing coach of the situation)

14. Equal Opportunity

- Every effort should be made to give equal playing time over the course of the season and to give players the opportunity to try different positions.
- All players who express an interest shall be given equal opportunity to pitch. Using a full team pitching rotation is essential to player development.
- Every effort should be made to rotate the batting order throughout the season to even out the number of plate appearances over the season.

15. Batting Lineup

- All players listed on the roster take their turns at bat.
- Players batting out of order will be called out on appeal unless the mistake is caught before the batter becomes a runner. In this case, the correct batter may replace the incorrect batter but assume the count.

16. Safety

- A player who throws a bat will receive 1 warning before being called out. 16. ● The player on-deck must be in the circle “behind the batter”
- All helmets must have chinstraps

11U BLUE Specific Rules:

Will follow all rules in the BC Minor Rulebook for this division with the exception of the following:

17. Run Limit

- Run Limit per inning will be 4 runs in innings 1-5, and 5 runs in the last 6th inning - there will be no open inning in the 6th to protect arm care

18. Fair Play

- Fair play will include developing players for both infield and outfield positions at this age, including gameplay situations. Infield and Outfield positions for players do not need to be provided within a single game, but must be across games and the season.

19. Walks

- Walks will be issued to batters after 4 pitched balls.

20. Stealing

- Stealing permitted as per BC Minor rulebook with no leadoffs

11U RED Specific Rules:

21. Minimum Players

- A team may play a game with 8 players

22. Run Limits

- Run Limit per inning will be 3 runs, and the last 6th inning will have a 4 run limit. There will be no open inning in spring play

23. Outfield Play

- All players must play at least one inning in the outfield within each game (based on a 6-inning game)

24. Stealing

- Runners are permitted to steal 2nd base but cannot leave their base before a pitched ball has crossed home plate. Learning to slide and steal bases is a significant development skill at 11U for future baseball divisions.
- When a runner leaves early, the umpire will give the offending team a warning. A second offense by any player on that team will result in the player being called out.
- Runners may not advance to home on a wild pitch, passed ball, or throw back to the pitcher. In other words, they may only advance home on a batted ball in play.

25. Pitching

- If a pitcher is not able to provide 3 pitched strike opportunities for the batter before 4 balls, a coach will provide a coach pitch or a pitching machine to provide the batter an opportunity to hit.
- If a team does have any pitchers available the pitching machine can be used, or the hitting team can have their coach pitch to their own batters.