



MAJOR 11 - 12 BASEBALL

(Playing Age: 11 – 12 Years Old)

1. Play will conform to the requirements of the Cal Ripken rulebook and as modified by these supplemental park rules.
2. Games will be 6 innings. A new inning cannot begin after 1.30 hours. An inning shall be completed if it began before the time expired. A new inning begins immediately on the third out of the Home Team at bat.
3. Between innings shall not be greater than 2 minutes. When the catcher is on base, the coach is encouraged to use rule # 34 to help keep the game moving. This rule can be used at any number of outs. If an alternate catcher is used to warm up a pitcher between innings, that catcher must be properly equipped per league rules for catchers. **To use courtesy runners in the first inning, coaches must inform opposing coach at the plate meeting who their starting pitcher and catcher is for the game.**
4. Only 1 extra inning (with International Rules, last out starts at 2nd base) will be allowed to break a tie after the time limit has expired. If the game is tied after 1 extra inning, it will be recorded as a tie during the regular season.
5. The base paths in Major 11/12 shall be 70 feet. The pitching rubber will be placed at 50 feet. Pitching and catching records must be completed by both Head Coaches and emailed to their League Director at the end of their game. The field umpire will report to both coaches, the official pitch count at the end of each half inning. Coaches are required to have their pitch count book at the field during their game.
6. At the beginning of the game, each team shall contribute 1 new game ball which will be returned after the game. Any ball placed into play must be given to the umpire and he has sole discretion to determine if it is an allowable ball. The balls given out on equipment day are official game balls. If a ball is found to have a team logo, it will be returned to the coach for a new ball.
7. The Home Team will occupy the third base dugout and the visiting team will occupy the first base dugout.
8. A game cannot begin with less than 8 players on the team. Game time will be determined by the Head Umpire, to the closest time possible to the scheduled game time. There will be a fifteen-minute grace period for all games for lack of enough players. If one team has less than 8 players, the game will be treated as a forfeit. Only up to 2 players may be picked up, but it **MUST** be approved by the League Director and/or the Baseball Director. The player(s) must bat last in the line-up and can only play in the outfield. If you only have 8 players, the 9th position will be an automatic out. You cannot just grab a player on your own.
9. The defensive team may play only 9 players on the field. Catcher, pitcher, first base, second base, third base, short-stop and three outfielders.
10. All players must play every other inning. No player shall set the bench for two consecutive innings.
11. If a player refuses to take the field, except in the case of an illness or injury, that player is out of the game and must leave the dugout. An out will be called when that player's spot in the line-up is due at bat.
12. All bats used at MJ League in Baseball 11/12U must be stamped with the "USA BASEBALL" logo. Wood bats are allowed.
13. The batter is out for illegal action when he/she enters the batter's box or is discovered having used an illegal bat. The infraction must be discovered before the next pitch following the turn at bat of the player who used an illegal bat. A batter who uses an illegal or non-conforming bat and hits a fair ball will be ruled out. No advancement on the bases will be allowed, and any outs during the play shall stand. This is an appeal play. The "at bat" will be considered legal once a pitch is thrown to the next batter.
14. Drop third strike. In situations where the third strike is dropped by the catcher, the batter is considered out if he steps outside of the dirt circle around home plate before running to first base.

15. The Home team is responsible for the official scorebook and pitch count. The visiting team is responsible for finding an adult to run the scoreboard. No child under 13 is allowed to operate the scoreboard.
16. The Game Changer App can be an official scorebook. If there is an official protest, the game information MUST be exported. It must be sent and received by the Baseball Director and Umpire in Charge before the next pitch.
17. If rain interrupts a game, and the game is called, it shall be considered a complete game IF; three and a half innings were played and the home team is leading. Four innings if the visiting team is leading.
18. After a game or practice, coaches should not leave the area until all players have been picked up.
19. Smoking, vaping or any other tobacco products by coaches, players or spectators is only allowed in the parking lots.
20. Before a coach comes on the field, he must request and receive a time out from the umpire. The Head Coach is the ONLY coach who is allowed to request a conference with the umpires.
21. Only 1 coach and 1 "on deck" batter should be outside the dugout in foul territory playing area. The coach should remain in the area just outside the entrance to the dugout. Other coaches should remain in the dugout unless they are base coaches. The "on deck" batter should warm up to the back of the batter at the plate, (for protection from foul balls). If the base coach on the field is of age to participate in Cal Ripken baseball, then said base coach must wear the proper protective/batting helmet.
22. All players on the roster shall bat. The batting order shall be as turned in to the opposing coach. If a player arrives late, he may be moved to the bottom of the line-up.
23. If the batter is injured during their plate appearance and is unable to finish the at bat, the next batter in the line-up will hit and assume the count of the injured batter. No out is recorded for the injured player.
24. In Major League, there is no maximum to the number of runs in the inning. A half-inning ends when the defensive team achieves three outs against the offensive team.
25. Run rule is 15 after 2 innings, 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings.
26. Each TEAM will be warned one time for accidentally slinging the bat. A subsequent offense by a team during the game will result in the player being called out.
27. An intentional walk may be given by the defensive team by having its catcher or coach request the umpire to award first base to the batter. This may be done before pitching to the batter or on any ball and strike count. The pitch count will be adjusted accordingly to the pitcher. The ball shall be declared dead before the base is awarded.
28. Bunting is allowed. However; If a batter squares to bunt and then pulls back and takes a swing of any kind, the batter shall be called out and all runners must return to the base they occupied prior to the out call.
29. Stealing bases will be allowed for the full season. When stealing or running bases, the runner must slide feet first.
30. Stealing will be allowed on an overthrown ball back to the pitcher as the ball is still live.
31. Stealing home will be allowed.
32. Leading off is allowed.
33. There is a **NO** slide rule at home plate. However, deliberate contact with the fielder at home plate will result in an automatic out and the player being ejected from the game.
34. A courtesy runner can be used for both the pitcher and the catcher so that the catcher can get suited up to keep the game moving. The player who made the last batted out will be the courtesy runner if one is requested. IF both pitcher and catcher are base runners, both may be allowed to have a courtesy runner. In such case, the courtesy runner shall be the last and second to last players who batted out.
35. The Board of Directors of MJ League, recommends that all male players be equipped with a protective cup prior to each game or practice.
36. The catcher must wear a protective cup during practices and games to reduce the chance of injury. Cal Ripken rules, a throat guard is required on all catchers' helmets including "hockey" style helmets. Two-piece Catchers masks are not allowed.
37. Once a pitcher mounts the rubber, they can only receive pitching signs from the catcher. Parents or coaches are not allowed to stand outside the fence behind the plate and communicate pitching signs to the pitcher at any time.

38. If a catcher catches 4 innings or more, he/she cannot play the pitcher position for the remainder of the day.
39. "Friendly" chanting is allowed, but coaches should immediately stop any mean or derogatory statements.
40. If a pitcher has thrown 41 or more pitches, he/she cannot play the catcher position for the remainder of the day.
41. A starting pitcher remaining in the game but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once and if said pitcher meets the pitch count requirements.
42. Each pitcher will be allowed one balk warning per game, no matter which inning pitched. After one warning has been issued, a balk will be called where runners on base advance one base.
43. The pitcher must be removed upon the 2nd coach's visit to the mound in one inning or on the 3rd coach's visit to the same pitcher in a game. The coach is not allowed to be on, at or around the pitching mound between innings. If so, this will be considered one of the applicable coach's visits as determined by the head umpire.
44. A pitcher that takes the mound and throws one warm up pitch, must face at least one batter before said pitcher is removed from the mound unless said pitcher is deemed to be an ineligible player.
45. See "Maximum Pitch Counts" & Pitching "Threshold" at the end of the rules.
46. At the end of the season, the Major 11/12 teams will participate in a season ending league tournament that will be scheduled and approved by the BBOC.
47. The Major League will select at least one 11U and one 12U Tournament Team, (i.e. Grizzlies) to compete in sanctioned tournaments as approved by the Baseball Operating Committee. The BBOC may authorize additional tournament teams.
48. Please see Park rules for ejection rules.

MAXIMUM PITCH COUNT	
LEAGUE AGE	MAX PITCHES PER DAY
7-8	50
9-10	75
11-12	85
13-15	95
16-18	105

THRESHOLD		
DAYS OF RESET	14 & UNDER	15 & OVER
None	1-20	1-30
1	21-35	31-45
2	36-50	46-60
3	51-65	61-75
4	66+	75+

Post Season Tournament Pitcher Rest ONLY

Threshold				
Days of Rest	9-10	11-12	13-15	16-18
None	1-40	1-40	1-45	1-45
1	41-65	41-65	46-75	46-75
2	66-75	66-85	76-95	76-105

- No pitcher will be allowed to pitch 3 consecutive days, regardless of pitch count.

Revised 7/12/23