



MINNETONKA BASEBALL ASSOCIATION

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Community League 10/11

Special Notation: Lineups will be set on your first game and you will follow that lineup as usual until May 12th. May 13th you will be allowed to reset your lineup for the rest of the regular season. You will then be able to reset a playoff lineup like usual.

Minnetonka Baseball Association Community 10/11 YO Local Rules

Teams

1. Teams shall consist of 11 to 12 registered players of league age 10/11.
2. Teams are formed under the direction of the League Director.
3. Each team shall have a Head Coach and one or more assistant coaches. Coaches are recommended by the League Director and approved by the MBA Board.
4. Players, coaches, parents and fans will observe the MBA Code of Conduct at all times.
5. The home team will supply two new game balls and a sufficient number of "backup" balls to the umpire.
6. Umpires will have jurisdiction over the entire playing field and grandstands. There will be no protests of umpire judgment rulings.
7. If a coach has a question on the application of a specific rule or interpretation of a rule, they must wait for the play to end. Ask for time to be called, and then ask for permission and include the other coach in a limited conversation with the umpire. Ultimately, both coaches must agree with the interpretation of the rule or the umpires' ruling will stand.

Community 10/11 League Game Format:

1. A half-inning will consist of 3 outs or five runs, whichever occurs first.
2. The 5 run rule will be waived in the last (6th Inning) inning, as long as the last inning can be completed. If the last inning cannot be completed, then the score will revert back to the score from the last completed inning.
3. Free defensive substitution is allowed, except in the case of pitchers (see below).
4. Runners are allowed to score from 3rd base on passed balls/wild pitches. This is in place all season without limitation. The rules on leading off still apply.
5. The dropped 3rd strike rule will not be utilized.
6. Batter "On Deck" warmup circles ARE NOT permitted for multiple safety reasons
7. The continuous batting order for each game must carry into the next game played (e.g. if the 8th batter made the last out of a game, the 9th batter is the first batter in the next game that follows). See special notation at the top of this page.
8. The Home Team will be in the 1st base dugout

Fielding

1. Teams play with 9 defensive players comprised of a full infield and 3 outfielders. With less than 9 fielders, a full infield must be in place with the remainder in the outfield. Outfielders must start play at least 20 feet from the infield dirt. A team must field at least eight (8) players or forfeit the game.
 - a. An unofficial game can be played with borrowed fielders from the other team being used in the outfield.
 - b. A team may borrow players from another Community 10/11 team or younger to play an official game. The team may borrow only enough players to field all positions with a maximum of 3 players. Borrowed players may play all positions EXCEPT pitcher.
2. No player will be on the bench twice before all players have been on the bench.
 - a. Each Player will play infield at least twice in the first 5 innings.
 - b. No player may play the same position more than 3 innings in a game (including Pitcher).
3. The infield fly rule can be enforced by the umpire. It is up to the umpire to determine if an infield fly is called. Coaches are encouraged to teach players about the infield fly rule and have runners pay attention for the call and not to assume whether that the call will be made or not.

PITCHING RESTRICTIONS

1. A pitcher may pitch a maximum of 2 **innings per game and a maximum of 6 innings per week.**

Definition - A week is 7 consecutive days (if a pitcher pitches 2 innings on Friday they can only pitch 4 more innings maximum until the following Friday)

One pitch in an inning constitutes an inning pitched.

2. All Players will be encouraged to develop their pitching skills. The coach will pitch a number of his/her players, with consideration of the player's physical and emotional development.

3. In any sequence of 2 games (current game plus previous 1 game), each team must pitch at least 4 different pitchers a minimum of 1 inning.

4. A pitcher remaining in the game, but moving to a different position, cannot return as a pitcher anytime in the remainder of that game.

5. Intentional Walks are not allowed.

6. Curveballs are **NOT** allowed to be thrown. Breaking Balls are not allowed; any player determined by the umpire to be throwing a curveball will first be warned and the pitch in question will be called a ball. Upon a second offense, a ball will again be called and the pitcher is required to be removed from the mound (not the game entirely).

LEADING OFF and BASERUNNING

1. The following rules shall apply:

A player may NOT lead off OR steal until after the ball crosses the plate. "If a baserunner leaves early a dead ball is declared by the umpire and the baserunner is sent back to the base. On the 2nd violation by the team, the baserunner is called out. Baserunners must return to their base when the pitcher steps onto the mound with the ball and must remain on the base until the next pitched ball crosses the plate".

2. The batter may NOT advance to first base on a dropped third strike

3. With the exception of first base, a runner must slide into a base or avoid contact where the defensive player is holding the ball or is in the process of receiving the ball in an attempt to put the runner out. A slide must be made feet first and the runner must be in a down position in contact with the ground.

a. Note: The intent of the rules is to eliminate injuries that have resulted from runners crashing into defensive players. If a player is going back to a base he (she) does not have to slide, and may dive back head first to that base.

b. A runner may not make contact with a defensive player that has a right to be in the base path. The defensive player has the right to be in the base path if he (she) has the ball or is setting up to receive the ball. A runner may make contact with a defensive player by way of slide.

Time Limits and Game Completion:

1. Each game will consist of six innings (or less if the time limits the number of innings).

2. A half-inning consists of 3 outs or 5 runs, whichever comes first.

3. A game is considered official after 4 innings or 3 ½ if the home team is ahead.

4. No new inning shall start after 1hr 40 minutes from the official start of game; the official start time is to be noted by the umpire and should be communicated to each coach prior to the game.

5. There is no hard stop time; if an inning starts prior to the 1:40 mark it will finish regardless of the time (both teams bat unless the home team is ahead); this could mean some games will run late.

6. The first new inning that starts at or after the 1 hour and 30 minute mark and before the 1 hour and 40 minute mark of the game will be determined the last inning. This last inning will be expired when a team obtains 3 outs or the home team takes the lead (no five run rule). If this inning ends before the 1:40 mark, it is still considered the last inning and the game is over regardless of the score.

7. If an inning starts prior to the 1 hour and 30 minute mark it will be played using the normal 5 run / 3 out rules (because it did not start between the 1:30 and 1:40 mark). If, for example, an inning started at the 1 hour and 29 minute mark and lasted 11 minutes, which puts you past the 1 hour and 40 minute mark, the game is over. Neither team will benefit from the last inning rule regardless of the score.

8. All games ending in a tie will be recorded as a tie. All tied games, having completed a minimum of 4 innings (or 3.5 innings if the home team is ahead), which is called due to darkness or weather (umpires discretion), will result in a tie.

9. Any game called due to darkness or weather that has not completed 4 innings (or 3.5 innings if the home team is ahead) should be scheduled for completion at the next earliest time convenient to both teams.

Penalties for Non-Compliance of League Rules Teams failing to comply with the League Rules or Code of Conduct will be subject to disciplinary action as follows (in all cases the League Director must be notified): i. First Confirmed Violation - The coach of the offending team shall receive a 1 game suspension. ii. Second Confirmed Violation – The offending team shall forfeit the game and the offending team's coach shall be suspended for the remainder of the season and not be eligible for post season duties

Updated June 11, 2019 (bks)