



North Shore Baseball Association 11U Division Rules

PURPOSE

These are the general rules applicable to the 11U Division. All BC Minor Baseball rules also apply; however in the event of a conflict, these rules shall prevail. The 11U Division changes each season, depending on the number of registrants. Either the division is **NOT Tiered** and all teams are balanced (and can play MSET and enter tournaments), OR are Tiered and divided into two leagues – **American League** (AL – Top Tier) and **National League** (NL – Bottom Tier) (and cannot play MSET or enter tournaments).

Unless otherwise stated, the rules below apply to all formats.

***MSET**: MSET (Mosquito Select Exhibition Team) in BC is a developmental, higher-level, spring baseball program for 11U players. Offered by BC Minor associations like Burnaby Baseball Association and Ladner Baseball Association, it provides extra games and practices beyond the standard spring house league.

1. SPIRIT OF THE GAME

Children play baseball for fun, and it must be our primary goal to ensure that happens. When they develop their skills and knowledge of the game and rules within this context, they will come to love the sport of baseball, and value the teamwork, cooperation, and sportsmanship that are an essential part of the game.

Coaches are asked to model exemplary sportsmanship and judgment at all times. While it is important that friendly competition be encouraged, for the enjoyment of everyone involved please:

- a. Allow all players to rotate through the 'prime' positions but move them if they struggle.
- b. Replace a pitcher that is unable to throw a reasonable number of strikes, no team wants to earn its runs walking and the pitchers have to learn that it's ok to have an off day.
- c. Do not play too aggressively or pitch only your most dominant pitchers against a much weaker team.
- d. Do not run up the score unnecessarily.

Please make it clear to your families that any player, coach, spectator or other person displaying poor sportsmanship shall be ejected from the game. Once

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ejected, the offending person must leave the park immediately or face further disciplinary action. See BC Minor Rule 13.08 for protocols on communication with umpires.

2. SAFETY

- a. All players must wear a protective cup, regardless of gender, at all times. Mouthguards are recommended to protect teeth and guard from concussion. No player is permitted to wear any form of jewellery.
- b. Personal batting helmets are required for hygienic reasons. NSBA does not supply team helmets. All player helmets must have a chin strap or be manufactured with a C-flap (chin protector) and must not have chin strap snaps.
- c. Batting gloves are optional.
- d. Back catchers shall wear full protective catchers' gear, including face-mask, throat protector, chest protector, shin and knee-pads, at all times regardless of whether they are warming up or playing the game.
- e. Players not occupying the positions of batter, runner, or fielder shall remain in their dugout at all times, except on deck batters will be permitted to be in the on deck circle behind the back of the batter and a safe distance away from the batter.
- f. It is required that when Coaches act as a warm-up catcher for a pitcher, they should wear a protective mask. Coaches should attempt to have another player from the bench wear the catcher's gear to warm up the pitcher.

3. UMPIRES

- a. The umpires are the ultimate authority during the game and will be treated with respect and courtesy.
- b. BC Minor Baseball Rule 13.11.2 is in effect and governs all interactions with umpires. No coach shall attempt to change any Umpire's decision and there shall be no protest. Failure to abide by these rules may result in severe discipline including ejection, suspension, and/or forfeit of game(s).
- c. Solo Umpire Coverage (NSBA policy). In the event that only one umpire is available for a game (where two are scheduled), the solo umpire will be compensated at **150% of the umpire fee** to reflect the additional responsibilities of covering both plate and base duties.

Example:

For a 11U A/AA game (NL/AL), the standard fee (in 2026) is \$35 for the Plate

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Umpire and \$30 for the Base Umpire. If only one umpire is present, they will receive \$35 (plate) + \$15 (50% of the base fee) = \$50 total.

This policy ensures fair compensation for solo umpires while maintaining consistent officiating coverage for our games.

4. UNIFORMS

- a. Conventional baseball uniforms for practices and games include a shirt/jersey, pants (preferably baseball pants since the material is thicker for sliding), socks, and running shoes – preferably baseball or soccer cleats.
- b. All teams must only wear the NSBA-provided shirt/jersey and hat to all games, including exhibition games.
- c. Individual purchased team-made apparel (e.g. t-shirts, hats, sweatshirts) is permitted but must be worn only at practices. If the NSBA logo is used on this apparel, it should be cleared with the NSBA President & Director of Marketing (for logo branding consistency purposes).
- d. Coaches must wear at least a team cap in Spring season play. For games with other leagues, coaches occupying a coach's box, must be dressed in NSBA shirts/jerseys and long pants. NO shorts, NO sleeveless shirts and NO cut out sleeves jersey. This is a BC Minor rule and coaches found not to be adhering with this rule will not be allowed on the field during the game.

5. START OF GAME

- a. NSBA shall supply at least a home plate umpire and one base umpire (if playing other leagues, NSBA's home team supplies/pays). Said umpires must be familiar with BC Minor Baseball rules and the rules contained herein.
- b. The home team shall be responsible for preparing the field of play and shall reside in the dugout adjacent to third base. Preparing the field includes raking the mound, plate area, and infield; chalking lines to at least the edge of the infield; and mounting the sponsor banner to the fence.
- c. The home team shall supply a minimum of two game balls to the umpire. Such balls will be returned to the home team at the end of the game.
- d. The home team shall provide the official scorekeeper and the visiting team will provide a scorekeeper. Their records shall match and any discrepancies should be resolved during the game. Should there be an unresolved conflict the home scorekeeper's record shall be the official one.

6. GAME TIME

- a. Whereas it is acknowledged that the start of play begins upon the umpire declaring "play ball", games shall begin promptly as scheduled.

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- b. The umpire's watch shall be deemed correct and will be the official timepiece for the game. If the umpire does not have a watch, the official scorekeeper shall keep the official time.
- c. Games shall last at least four (4) innings and not more than six (6) innings. Where the home team has recorded a greater number of runs scored, the second half of the last inning shall not be played. The sixth inning, or last possible inning at the umpires' discretion because of the time limit described below, will be declared an "open" inning and will have the maximum run limit for the last inning as described below.
- d. One-half inning shall be complete when either the defensive team records three (3) outs or the offensive team records the maximum run limit for the inning. **If tiering, for National League (NL) play, or if not tiering**, the maximum run limits will be three (3) runs for the first two innings, then a maximum run of four (4) for the following innings; and ten (10) runs for the last "open" inning. For **American League (AL)** play the maximum run limits will be four (4) runs for each inning and ten (10) runs for the last "open" inning.
- e. When in the umpire's judgment, weather, darkness, or similar conditions make further play impossible, and where a game has not yet reached the minimum number of innings to constitute a legal game, the game will be resumed where it left off at a date agreed upon by both teams.
- f. All games must be a minimum of 4 innings. If the 4th inning starts after the 1:40 minute mark, it will be declared open and will be the final inning. If the 5th inning starts after the 1:50 minute mark, it will be the final inning and declared open. If the 5th inning starts before the 1:50 minute mark, the game will be six innings in length, and the 6th inning is open.
- g. To speed up the game, it is suggested that there be no infielder/outfielder warm-up before an inning. The pitcher will take 5-6 warm-up pitches only. When the last out is recorded, have your players hustle out to their positions and if the catcher is not ready, have a coach warm up the pitcher.

7. ROSTERS

- a. Both teams shall provide a written roster to the umpire and opposing team prior to the start of the game. The roster shall include the first and last name of each player, and their number.
- b. Each team shall have a minimum of eight (8) players to start a game. An automatic out **will not** be credited in the 9th spot in the batting order. Should a team have less than eight players, the game shall be forfeited by a score of 6-0.

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- c. If neither team is able to field a team, they may agree to replay the game at a later date as in a rain out situation.
- d. All players shall bat in the order provided by the written rosters.
- e. The batting order shall not be altered except to delete a player who leaves the game due to injury or to add a player that arrives after the beginning of the game to the bottom of the roster. The home plate umpire and opposing team will be apprised of any changes to said roster during the course of the game.
- f. All players shall play in the field a minimum of one-half of the game as determined by whole innings in the field.
- g. It is recommended that players be rotated into prime positions, including pitcher, each game.
- h. A 9U player may be called up to play on an 11U team a maximum of three (3) games. The 9U and 11U coordinators and the called up player's coach, must be notified of the name of the player to ensure that the player is eligible to be called up. Called up players must be treated the same as regular players and must not play more innings than a regular team player. If tiering and using AL/NL, and an American League team needs a player, they must call up a player from the National League. There is no limit on the number of games that a National League player can play for an American League team. American League players cannot play for a National League team.

8. COACHES

- a. Coaches shall not be present on the field of play, except between innings, if time is called, when they are occupying the position of first base or third base coach when their team is on offense, or when they are pitching in the circumstances contemplated by these rules.
- b. Coaches can approach the pitcher's mound for discussion with the pitcher one time per inning – per pitcher. On the second trip to the mound, the pitcher must be removed.
- c. For safety, it is suggested to have at least one adult remain in the dugout at all times.
- d. Coaches and spectators shall not stand behind home plate within or outside the backstop. The scorekeeper for each team may sit behind the home plate backstop if desired.

9. PITCHERS

- a. Scorekeepers shall record the pitchers' names, the number of pitches by each pitcher and the number of batters hit, by inning, by each pitcher, using the provided pitch count logbooks. Logbooks must be available for presentation on request.
- b. Any player may pitch. There is no limit to the number of pitchers that may be used in a game. **Exception: Any player who has played the position of catcher for four or more innings in a game, is not eligible to pitch on that calendar day.**
- c. A pitcher once removed from the mound, may not return as a pitcher (e.g., Player pitches the first inning, plays another position in the second inning, may not return to pitch for the rest of game).
- d. The pitcher must be removed when they reach the limit of pitches for their age group. Please refer to (BC Minor) Baseball pitching rules (Rule 23) which is a maximum of six outs per pitcher.
- e. **For National League play, or if NOT Tiering:** A first-year player (Grade 4) MUST pitch the first two full innings. It does not have to be the same player for both innings. Should a team fail to satisfy this requirement during a game, the result will be a forfeit. Grade 4's or 5's can pitch the rest of the innings.
- f. A pitcher who unintentionally hits two (2) batters in one inning or three (3) batters in a game, shall be replaced as pitcher. A pitcher who intentionally hits a batter shall be removed from the game as pitcher and may be subject to ejection. Should a pitcher be replaced under this rule, the replacement pitcher shall have additional warmup pitches, using the same conditions as would apply to an injury replacement.
- g. No "Balk Balls" will be called against the pitcher. There are no balks.
- h. **For National League play:** If four balls are thrown to a batter, the coach of the offensive team (the team batting) must enter to pitch to their own player to complete the at bat with the following applying:
 - The batter will retain any strikes to that point and will be called out after three strikes.
 - No base runners may advance while the coach is pitching except on a hit ball.
 - The defensive pitcher must take a position with a least one foot touching the dirt on the mound.
 - If a hit ball strikes the coach, the ball is declared dead and the batter re-hits.

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- i. Intentional walks are NOT allowed.

10. HITTING

- a. Where an outfield perimeter line or fence exists, a ball hit beyond that line continuously in the air shall be deemed to be a home run.
- b. Where an outfield perimeter line or fence exists, a ball that goes beyond but not continuously in the air shall be deemed to be a two-base hit. If a defensive player touches the ball with the intent to propel it across the line, then the ball shall be live and runners may advance at their peril.
- c. All other balls hit fair shall be live and players may advance at their peril.
- d. The batter **may not run** on a third strike dropped by the catcher.
- e. Only bats permitted under the BC Minor Baseball rules may be used.
 - 10U & 11U: 32 inch, 2 3/4 inch max diameter, unlimited length/weight drop - Must have "USSSA 1.15 BPF (Bat Performance Factor)" stamp OR "USA" Stamp
- f. Bunting is allowed. A bunt is considered a strike if missed or fouled. A batter that fouls a bunt on a strike 3 is out.

11. RUNNING

- a. Base stealing is allowed; however, **for National League play** there is no stealing from third base to home, unless the ball is put into play by the defensive team (**American League and if not tiering**, can steal home). The pitcher dropping the ball on the throw back from the catcher does not constitute the ball being put into play but attempting to throw out a base runner does.
- b. BC Minor Rule 26.09, copied below, shall apply.

When the pitcher is in contact with the pitching rubber, with the ball in their possession, preparatory to the act of pitching, all base runners shall return to their bases and cannot leave until the pitched ball crosses the plate. Note: When a runner is making a legitimate attempt to advance to the next base the pitcher cannot return to the mound and stand in a position preparatory to pitching for the purpose of having the runner return to their previous base. The intent of this rule is to eliminate the game of "chicken" played by base runners at this level. After a pitch, if the catcher has possession of the ball in fair territory, any runner between third and home who stops advancing must return to third base. If a runner does not return to third base and the catcher does not make a play or does not throw the ball back to his pitcher the umpire may call time. If the catcher chooses to make a play on a runner returning to third base the ball is alive and in play. The runner may advance.

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- ADDITIONAL NSBA – Delayed steals are not permitted, particularly on the catcher’s return throw to the pitcher, unless the pitcher misses the ball.
- c. There shall be no leading off of any base by any runner. The ball must cross home plate before any base runner can leave the base. When a base runner leaves the base before the pitch crosses home plate and the batter DOES NOT hit the ball, the umpire shall call “lead off” and the base runner must return to the base. When a base runner leaves the base before the pitch crosses home plate and the batter DOES hit the ball in play, the base runner is automatically out, the ball is dead and no pitch shall be called.
 - d. A runner who safely crosses first base shall not be tagged out unless they make an intentional move toward second base. For further clarity, turning left does not automatically make the move intentional. This is a judgment call by the umpire.
 - e. Slide or Avoid Rule is in effect. If a play is being made or is about to be made, it is MANDATORY for the runner to slide or make an effort to avoid a collision at all bases and home plate. Failure to do either will result in an automatic out and the runner may be subject to ejection if the contact is determined to have been intentional.

12. FIELDING

- a. Fielders shall allow runners access to their respective bases unless they have possession of the ball. Failure to do so is obstruction and may result in base awards at the umpire’s discretion.
- b. The infield fly rule is not in effect for **National League play or if NOT Tiering**. The infield fly rule **is** in effect for **American League play**.
- c. Base awards shall be as provided for in the Official Rules of Baseball.

13. PLAYOFFS

- a. All 11U teams compete in the playoffs. Separate playoffs will be held for the National League and the American League.
- b. Playoff format will be determined at the start of the regular season by the 11U Division Coordinator.