

Fraser Valley Interlock

11U Rules

GENERAL RULES

1. Full uniform and hats that are supplied by the league must be worn to all games - shirts are to be tucked in. It is mandatory that all players wear athletic supporters. Base runners, batter, and on-deck batter must wear batting helmets with chinstraps properly attached (or C-flap helmet). Players may wear running shoes or molded rubber cleats.
2. Each team is responsible to clean up their dugouts after the game.
3. The Home team is responsible to prepare the diamond, line the field and fill in any depressions before the game. After the game they are to rake the infield, home plate and pitching mound areas and make sure all equipment used during the game is returned to the bins and locked up. Tarps should be returned to the home plate and mound areas. Bases should be left in place when another game follows but only if the other teams have started to arrive. No children are allowed in equipment room or bins.
4. Before a game, each Head Coach must give a copy of his batting line-up to the opposing team and the home plate Umpire.
5. During a game, Coaches or parents cannot position themselves on the outside of the backstop behind the umpire to coach the team. Loss of game can occur if after a warning the problem still exists. During game play if the defensive coaches are on the playing field they can only be in foul territory near their dugout or past their dugout towards the outfield.
6. Coaches are responsible for the behavior of their team players, fans, and parents during games and to make sure that there is no abuse of the equipment.
7. A 11U player may be called up to play on a 13U team a maximum of 5 games plus one tournament. The 11U & 13U Coordinators plus the player's Coach must be notified of the name of the player being called up, to ensure that the player is eligible to be called up. The player must receive the same treatment as regular players, must not play more innings than a regular team player and must not pitch. An 11U player is not eligible to play on a 13U AA team.
8. A team may start the game with eight (8) players. A team with fewer than eight players at the official start time will forfeit the win. Teams are encouraged to play an exhibition game by sharing players.

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ENDING THE GAME

1. Games must start within 15 minutes of the scheduled start time.
2. It is solely the umpire's discretion when to call the game due to darkness (should call open inning when light begins to fade), or for field or weather conditions.
3. Games consist of six innings. In the event of weather or darkness, four innings will constitute a complete game.
4. Any inning starting after 1hr 45 min from the first pitch of the game shall be declared the open inning. No further innings will be played after the open inning is complete.
5. Games will have a final time limit of 2 hours, 15 minutes. Any game not completed in this time will be ended and the score will revert to the last completed inning.
6. Extra Inning- In the event of a tie, ONE extra inning can be played if time limit and light permits.
7. The mercy rule is in effect. Teams leading by 10 runs after 5 innings will be declared the winner.
 - i. If the home team goes up by 10 runs or more in the bottom of the 5th (or 5th and 6th in the case of a 7 inning games), the game is immediately over. If the home team is ahead by 10 or more runs after the completion of the top of the 5th inning, the game is over.
 - ii. If the VISITING team is ahead by 10 or more runs at the COMPLETION of the 5th (or 5th and 6th in the case of a 7 inning games), the game is over. The home team has an opportunity to come back and will complete their at-bat if losing.
 - iii. It is NOT an option for a home team who is WINNING to continue or take their at-bat to run up the score
8. Games postponed due to rain may be rescheduled by the Interlock coordinator if there is time available in the schedule.

GENERAL RULES

1. Players will be allowed to play a single position for a maximum of three innings per game. For the purposes of this rule all the outfield positions shall be considered a single position.
2. No player shall sit out more than one inning consecutively and a maximum of two innings per 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) In the case of an extra inning game, this rule will apply separately to each set of six innings in succession.
3. All players must play at least one inning in the outfield. (Based on a six-inning game)
4. All players must play at least two innings in the infield.

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6. Bunting is allowed in this division.
7. The batter is out on the third strike whether the ball is caught or not. The ball is live and runners may attempt to advance. Dropped third strike rule does not apply.
8. Runners are permitted to steal bases but cannot leave their base before a pitched ball has crossed home plate.
9. Runners may not steal home in the first two innings for the first month of the season. The only way a player can score in the first two innings is if forced in by a walk or the continuation of a play beginning with a hit ball. **STARTING THE FIRST MONDAY IN MAY, PLAYERS MAY STEAL HOME IN ANY INNING.**
10. Runners not stealing must return immediately to their base when the pitcher is on the round portion of the mound with possession of the ball. Runners cannot steal while the pitcher is on the rubber and in the pitching position with the ball in his possession. The runner may steal if the pitcher drops the ball or the ball is overthrown by the catcher or if the catcher or pitcher attempts or throws to another base
11. A runner who reaches first base by means of a base on balls may not advance to second base until the first pitch to the next batter.
12. Slide or Avoid. If a play is being made, or is about to be made, it is **MANDATORY** for players 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. The ball is dead and no runner may advance beyond the base that was last legally acquired. An umpire will have the option of ejection if the incident warrants such a measure. A defensive player is not allowed to block a base without possession of the ball.
13. Head first slides to a base or home plate are not allowed. All offending players will be automatically called out. Diving head first back to a base already legally acquired will be allowed
14. Leadoffs are not permitted. If there is a lead off as described the ball is dead and a no pitch shall be called and the runner(s) will be declared out.
15. The first two innings of every Mosquito game will be limited to a maximum run count of two runs per team per inning.

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16. There will be a maximum four run limit after the first two innings have been completed.
17. The infield fly rule does not apply
18. No protests allowed during regular season Interlock play
19. Fair Play – Enforcement - If a team is in violation of Fair Play the opposing coach will bring the issue to the offending coach as soon as it is discovered so that it can be corrected as best as possible. Violation of fair play will not result in a forfeit but may result in disciplinary action for the coach. The Division Coordinator should be notified of any Fair Play violations ASAP.

PITCHING RULES

The pitching rules are governed by a pitch count using the guidelines outlined in the pitching section of the BC Minor Rule Book, with certain amendments specifically for NCBA, NLBA & SCBA. All of Rule 23 (Pitching Rules) of the BC Minor Baseball Association shall apply in its entirety. Rest Rule Violation will result in a forfeit of the game to the opposing team. If a pitcher is about to exceed his/her maximum pitch count for the day the opposing manager and/or official scorekeeper and/or tournament director must inform the pitcher's manager before the violation occurs. If a violation is discovered after it occurs the pitcher is simply removed from the mound and no further penalty will be invoked. Division Pitching Amendments: The pitching rules of the BCMBA shall be amended for play in AMBA, North Langley and Surrey as follows:

1. The first two innings of each game must be pitched by a first-year player, defined as a player who did not play in the Mosquito Division in a previous year, and who is eligible to play one more year in the Mosquito Division. Any player may pitch in innings three to six. Coaches are strongly encouraged to play a first-year player at the catcher position in the first two innings of every game.
2. "Balk Balls" are not called against the pitcher.
3. A pitcher who hits two players in the same inning will no longer be allowed to pitch for the remainder of that game.
4. The pitcher may pitch from the "set position" without coming to a full stop before delivery. "Balk Balls" will not be called against the pitcher.

All BC Minor Baseball rules will be in effect, but NL/AMBA/SC Interlock rules take precedence.