



GRANDE PRAIRIE
MINOR BASEBALL ASSOCIATION

Grande Prairie Minor Baseball Association

11U DIVISION RULES

11U 'A' & 'AA' LEAGUE PLAY PITCH COUNTS 11U 'A' & 'AA' PROVINCIAL PLAY PITCH COUNT

	11U	REST REQUIRED		11U	REST REQUIRED
LOW	1-20	None	LOW	1-25	None
MEDIUM	21-30	1 Day	MEDIUM LOW	26-40	1 Day
LOW					
MEDIUM	31-44	2 Days	MEDIUM	41-55	2 Days
MEDIUM	45-54	3 Days	MEDIUM	56-65	3 Days
HIGH			HIGH		
HIGH	55-70	4 Days	HIGH	66-75	4 Days
MAXIMUM	70		MAXIMUM	75	

11U BAT REGULATIONS

Age Category	Maximum Differential	Maximum Diameter	Maximum Length
11U	None	2-3/4	32"

USSSA 1.15 and USABB bats will be both approved for play under Baseball Canada rules for the nu and under categories. This allows for all previous & current 2 1/4", 2 5/8" and 2 3/4" USSSA 1.15 certified bats to be used.

11U A All Rounds of League Play and Provincial Championships Baseball Canada rules except when identified for the following:

- Unlimited Substitution - every player present will be placed on the line-up card in the batting order and will all bat in order; players are allowed to move in/out defensively without restrictions except that if the pitcher leaves the mound to play another defensive position, that pitcher may not return to the mound or catch in the same game (see fair play rule below); any player who becomes injured or must leave the game will be skipped in the batting line-up with no penalty
- All players who are present for a game and in uniform (unless injured and unable to play or suspended for that game by the league or team) must be listed on the batting order/line-up card - any coach who sits a player to gain a competitive advantage will be subject to



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discipline by Baseball Alberta.

- PARTICIPATION RULE - A player may not sit more than 2 consecutive defensive innings (one pitch constitutes an inning sat)
- Mercy Rule is in effect (10 run differential when the losing team has completed their 4th offensive inning/at bat)
- No new inning to start after 2 1/2 hours of play unless the game is tied. The start of the game begins when the first pitch is thrown.
- All games are of six innings to be completed if time and weather permits. However, three and a half (3 1/2)

innings constitute a regulation game if the home team has more runs than the visiting team.

- Maximum 5 Run/Half Inning Rule. For nu 'A' once the 5th run of a half inning is scored the inning automatically stops no matter how many outs there are, and that half inning is over.
- All games must be completed even if the run differential exceeds the run rule limit.
- Bunts are allowed.
- Stealing is permitted once the pitched ball has crossed home plate. If there is a violation, the runner is returned to his base and the ball is dead.
- When a team has a lead of seven or more runs, the runner(s) of this team can reach the following base only.

when the ball is hit or if forced to advance. If the runner advances in error, he is returned to the original base and the ball is dead. A baserunner(s) can advance should the defense attempt to make a defensive play to retire a base runner.

- The batter cannot become a runner on a catcher's miss of a third strike. The third strike, either called or

swinging does NOT have to be caught by the catcher. The batter is automatically retired.

However, the ball is alive and in play for runners that are on base.

- No lead offs.
- No intentional walks will be permitted.
- Runners can advance on passed balls including attempting to score at home plate.