

Upper Tonka Little League

American and National League Rules

11/12 year olds

The American League consists of 4 teams. American teams will be drafted before National teams. All players are required to attend scheduled tryouts before the start of the season. Players who turn 11 by July 31st and are in the 5th grade are eligible for this league. Each team is comprised of eleven to fourteen players, with no more than eight 12 year-olds per team and the remainder made up of 11 year-olds. Coaches are asked to attend coaching clinics provided by Upper Tonka Little League. Players in this league will use Major League balls. Little League Baseball, Inc., headquartered in Williamsport, PA, publishes an exhaustive handbook each year titled "Official Regulations and Playing Rules" which Upper Tonka Little League abides by.

The head coach determines a player's playing time and position on an American League team. Players on the National League teams shall have equal playing time. American league teams attend Post-season tournaments are played at various levels, including the state and regional level, and can lead up to the Little League World Series. Baseball instruction is encouraged to continue the baseball development of each and every ballplayer.

- 1) No restrictions on the number of runs scored per inning.
- 2) Players are positioned by the coach based upon ability.
 - a. American League: no rotation of positions is required but coaches are encouraged to provide both infield and outfield opportunities for each player.
 - b. National League: rotation of positions is required. Players will have two innings each in the infield and outfield.
- 3) A continuous batting order will be observed. Therefore, pinch running is allowed only in case of injury. The injured player will be replaced by the player who made the last out.
- 4) The umpires are in complete control of the game, including starting and ending times. All coaches, players and fans must abide by their rulings.
 - a. **Coaches will not question the umpire on balls, strikes and outs.**
 - b. **If a League rule is in question, the umpire will call time out. Both head coaches will approach the umpire to discuss (in an appropriate manner) the proper call for that play, using the rule book and league rules.**
- 5) Coaches may not leave the dugout and go out onto the field without first getting the approval for a "Time Out" from the umpire unless it is to attend an injury.
- 6) Only coaches and players are permitted in the dugouts – friends or relatives are not.

- 7) All games have a 2 hour time limit from the SCHEDULED start time of the game, unless you are the last game of the day on your field. A new inning may not be started with less than 15 minutes remaining before the scheduled start time of the next game. **Without exception, regardless of the game circumstances, the game must end five minutes before the scheduled start of the next game.** If the game is stopped due to the 5-minute rule, the score will revert back to the score at the end of the last completed inning. If the home team is ahead when the 5-minute rule is enacted, the home team will be declared the winner of the game.
- 8) A game will consist of 6 innings or 2 hours. A game interrupted by weather will be considered complete if 4 innings have been played. Otherwise, it should be rescheduled.
- 9) Bat girls or boys are not permitted.
- 10) Games ending in a tie will be recorded as a tie. Exception: When there are no further games scheduled on that field for that day, the game must be played until the tie is broken or game is called, by the umpire, due to weather or darkness.
- 11) Cancellations due to darkness or weather must be rescheduled through the league director.
- 12) On a close play (umpires discretion) at all bases except for first base, the offensive player (runner) must slide. Penalty for not sliding, runner is automatically out. If the runner slides headfirst he is automatically out. Exception: If the runner is returning to a base already obtained, he may slide headfirst.
- 13) On a close play at any base, the defensive player (fielder) may not block the base path until having the possession of the ball. Also, players shall not stand directly on the base to catch a ball in effort to throw out a runner. Penalty for blocking the base or base path: runner is automatically safe.
- 14) No player shall sit out defensively for more than one consecutive inning. All players must play defensively a minimum of 4 innings in a 6-inning game, unless your team has a 14-player roster and all players are present for the game in which case each player shall play a minimum of 3 innings.
- 15) Base stealing is allowed, including home base on a past ball.
- 16) Pitching: **UTLL is observing Option # 1**, see Little League Pitch Count Rules (attached). Coaches are required to keep a scorebook to record date, player and number of pitches for each game.
 - a. Both teams will keep a Pitch Count for each pitcher. Between innings, the persons keeping count will agree on the number of pitches.
 - b. The **HOME team manager** will post pitch counts on the website no later than the day following that game.
- 16) Each team will be responsible for cleaning their entire dugout and spectator stands after their game.

17) The Little League Code of Conduct will be observed by players, coaches, umpires, parents and spectators.

18) There is no "on deck" circle for warm up swings. All players will remain in the dugout until it is their turn to bat.

19) Each team must have at least 9 players at a game; a team with fewer players will forfeit.

20) Each team will receive 1 game ball that they keep upon completion of the game. These balls are to be kept for practice.