

## Minnesota State Youth Fall Baseball League Rules

The following rules and regulations shall govern play in all Minnesota State Youth Fall League games. The official rules shall be the National Federation of State High School rules except where modified below.

***It is your responsibility to read, understand and adhere to the rules. Unsportsmanlike behavior will not be tolerated by players, coaches, or spectators. Tournament officials have the right to ask a player, coach, or spectator to leave.***

**Roster:** Players are encouraged to register as a team. If you can't find a team we will try and place you on one. Only rostered players are allowed to play in the MSU Fall League. (Encourage 12 players per team)

**Continuous Batting:** Continuous batting and free substitution is required at all ages.

**Game Length:** 10U: 6 innings or 1 hour 45 min. / 11U: 6 innings or 1 hour 45 min. / 13U: 6 innings or 1 hour and 45 min. Since scores are not being kept a team with a lead after 5 1/2 innings can still bat in the bottom of the 6th inning if both teams agree to and it is within the 1 hour and 45-minute allotted time slot. To keep the game on pace pitchers are allowed a maximum of 4 warm up pitches between innings.

**Umpires:** MSU baseball players will be the umpires for the games. They will go through an umpiring clinic before the start of the league.

### **Pitching/Base Distances:**

10U: 46 Feet / 65 Feet

11U: 46 Feet / 65 Feet

13U: 54 Feet / 80 Feet

### **Pitching Restrictions:**

10U division a pitcher may pitch a maximum of **3 innings per Day**

11U division a pitcher may pitch a maximum of **3 innings per Day.**

13U division a pitcher may pitch a maximum of **4 innings per Day.**

**Run Restrictions:** No team can score more than 6 runs in their half inning. Once a team has scored their sixth run, their half inning is over. There is no 10-run rule for any of the games.

**Base Running:** The following rules shall apply:

**10U** – A player may not lead off but can steal after the ball crosses home plate.

**11U** - A player may not lead off but can steal after the ball leaves the pitchers hand.

**10U & 11U** – A batter may **NOT** advance to first base on a dropped 3rd strike.

**13U**- A player may lead off and steal at any time. A batter may advance to first base on a dropped 3rd strike.

**Courtesy Runners:** The last out can be used as a courtesy runner for the pitcher, catcher, or injured player at any time.

**Equipment:** All bats, helmets, catcher's gear, footwear and other equipment must conform to National Federation rules and regulations.

- All bats must have the new USA stamp. Bats must be 2 1/4" with unlimited weight differential or 2 5/8" and have a -11 differential or less (i.e. 31" – 20.0 oz.)

**Metal Cleats:** Metal cleats are prohibited for the 10U and 11U division.

**Uniforms:** Team jerseys, game balls, and hats will be supplied by Minnesota State Baseball and handed out the first week of competition.

**Concessions:** Will be open and operated by the Mankato Area Youth Baseball Association.

**League Information:** In case of rain contact MSU Baseball, 507-389-2689. A message will be left on that phone if the games are cancelled. If there is not a cancellation message on the answering machine then all games are on as scheduled.