

SOPRO Specific

9/10u & 11/12u Baseball Rules

Game Play & Batting

- **Batting Lineup:** Teams will bat ALL PLAYERS on their roster.
- **Bats Allowed:** All bats are allowed in SOPRO League Play
- **Courtesy Runners:** Teams can use courtesy runners for pitchers and catchers. Since all betterers are in the lineup, the courtesy runner will be the “player who made the last out”

Defense

- **FREE SUBSTITUTION:** Teams can substitute players in and out and change positions **AT WILL** and **AT ANY TIME** and **AS MANY TIMES** as youd like..

Game Structure & Scoring

- **Inning Limits:** Each team will bat **6 batters (or three outs)** whichever comes 1st. An inning is completed after three outs or after the sixth batter has completed the at bat.

In the event that the 6th batter has a ball in play, the inning is over when that batter (*or another base runner*) is out OR the **ball is controlled AT HOME PLATE by the catcher with no runners past 3rd base.**

If a runner has advanced past third when the ball is **controlled** at the plate, the runner is live and a play must be made to end the inning.

(exception) If the runner does not attempt to score directly and returns to 3rd base or attempts to get into a rundown, the inning is over.

- **WALKS TO END AN INNING:** If the 6th Batter of an inning is walked (or hit by pitch) the result of the play will stand (ie, forces runners to advance/score, ect) In addition, the following inning will begin with the results of the walk STILL ON BASE.

Example. Runner at 1st with 2 outs, sixth batter at the plate. The batter walks (*runner at 1st moves to 2nd base, batter goes to 1st*) The inning is now over, and the following inning starts with those runners back on those bases)

- **WALKS TO END A GAME:** A game cannot end with a walk. The result of the walk will stand and the next batter will bat
- **Time Limits:** Games are limited to **1:15 minutes** or **6 innings** (no new inning will start with less than **5 minutes** remaining on the clock)
- **RUN RULE:** There are no run rules. Each game will conclude in innings or time limit. **Scoreboard may be suspended in the event of a lopsided score"*

DROPPED 3rd Strikes (live ball) Standard Rules apply

- **There are fewer than two outs** AND first base is unoccupied.
- **There are two outs**, regardless of whether or not first base is occupied

Leads, Steals, BALKS

- **Players can lead off and steal bases at any time.**
- **Standard balk rules apply (in our 9/10u leagues, only blatant and obvious balks will be called)** Balks that fall into the "technically a balk, but dont really effect play) will not necessarily be called, but will be discussed with the Pitcher.

- **PITCHING DISTANCES:**

9/10u Pitching Distance is 46' 11/12u Pitching distance is 50'

- **Base Distances:**

9/10u Base distance is 60' 11/12u Base distance is 70'