

MAJOR 11-12

1. Players must be 11 or 12 years old on or before April 30th of the current season. A player may play up one age division with league approval.
2. Teams will be formed through tryouts and draft. (See: Draft Rules)
3. A player may only be on one SoJo Baseball roster and cannot roster with any other league, including AAA, tournament, or travel teams. If substitutes are needed due to absences, they must come from the next lower age division.
4. Pitchers are subject to pitch count limits. (See: Pitching Limits & Rest)
5. Rules of play will be based on the NFHS rules. In addition, the following rules will be used in league and post season play.
6. Pregame field use: teams are not allowed to warm up on the infield prior to games, this includes pitchers and catchers. Teams may use the foul territory and the outfield to warm up.
7. No metal cleats will be allowed.
8. The catcher shall wear all appropriate protective gear including a catcher's helmet with face mask and either a built in extended throat guard or a separately attached throat guard, chest protector, shin and/or leg guards and protective cup. The protective cup is required for any player, male or female. The catcher's helmet shall fully cover both ears.
9. Maximum of six (6) innings per game.
10. No new inning after one hour and forty minutes.
11. Limit of seven (7) runs per half inning. This applies to all innings including the final inning of any game. In the event of multiple runs scoring on the final play of an inning, no runs beyond the max per inning will be counted.
12. Mercy Rule: A game will be declared final if a team leads by 15 runs after 3 complete innings or 10 runs after 4 or more complete innings. The leading team will be awarded the win.
13. Games will start as long as each team has a minimum of seven (7) players. When additional players arrive, they will be added to the end of the batting order. If a team has less than nine (9) players and the batting order is missing a player or players, then those spots in the order will be skipped with no out(s) taken. If a player is injured during the game and is not able to make a plate appearance there will be no out taken, and the batter will be skipped.
14. All players are to be placed in the batting lineup.
15. No player shall sit defensively for more than two (2) innings in any game. No player shall sit for consecutive innings at any time.
16. Games can end in ties. In the event that time has run out and the game is tied at the end of the full inning the game is over.
17. Only bats with USA or USSSA stamp will be allowed.
18. Teams may have six (6) infielders (pitcher, catcher, first base, second base, third base and shortstop) and three (3) outfielders.
19. Runners are allowed to lead off.
20. Dropped 3rd strike rule is in play.
21. Base Running Rule:
 - o Runners may attempt to steal bases one pitch per batter as part of a hit-and-run attempt. If batter fails to swing during the attempt, runners may be put out by the defense. If an out is recorded, the play will stand. If no out is recorded, all runners must return to their previously occupied bases, and may not attempt another steal until the next batter comes up to bat.
 - o Runners may advance one base on passed balls including home plate. Runners may advance two bases on passed balls if during a hit-and-run attempt (base running rules apply).
22. Balks will be called but runners will not advance on a pitcher's first offense during any game prior to May 1st. One warning will be given to each pitcher.
23. No Malicious Contact - If a runner attempting to reach home plate or any other base intentionally and maliciously runs into a defensive player in the area of home plate or any other base, he will be called out and ejected from the game.

24. It is not permitted to slash bunt. This is an act by a batter to fake a bunt and then attempt to make a full swing on the same pitch. The runner will be called out and all base runners will return to the previously awarded base.
25. Speed Up Rule - A speed up runner may be used for catchers only with two (2) outs. The runner will be the last recorded out.
26. Complete Game - any game that has played 3 full innings or 60 minutes will be considered a complete game. If the game is called without finishing the current inning, the final score will revert back to the last completed inning.
 - EXCEPTION: if during the current inning, the home team takes the lead or ties the score, then the score of the current inning will be used.
 - Note: if a game is called prior to 3 full innings or 60 minutes, the game may be rescheduled later in the year if field space is available.