

2012 Spring 11U Competitive Baseball League

All Games Tuesdays at Pioneer Park (800 W Forest)
Home team is listed first and is in the 3rd base dugout
Rain Out # 734-6607 after 4pm **ONLY**

Revised 3/28/12

Game Time	March 13 th			March 27 th			April 3 rd		
	Field 1	Field 2	Field 3	Field 1	Field 2	Field 3	Field 1	Field 2	Field 3
5:30	1-6	5-7	4-2	1-4	3-6	7-5	2-5	3-1	6-7
7:00	6-2	7-1	XXX	1-5	4-6	3-7	3-2	1-7	6-5
Bye	3			2			4		

Game Time	April 10 th			April 17 th			April 24 th		
	Field 1	Field 2	Field 3	Field 1	Field 2	Field 3	Field 1	Field 2	Field 3
5:30	6-3	1-2	5-4	6-1	7-3	4-2	2-3	4-5	6-7
7:00	2-6	4-1	5-3	3-1	7-4	5-2	2-7	3-4	5-6
Bye	7						1		

Team #	Team Name	Coach	Phone #
1	Bear River Cubs	Troy Brown	(435) 279-4910
2	Los Potros	Talmadge Smedley	(801) 510-3052
3	Race Rx	Matt Rhea	(435) 535-6707
4	Cache Knights	Phil Takis	(435) 213-5094
5	BE 12U	Brian Eddings	(801) 430-5850
6	Box Elder	Doug Wight	(435) 730-2824
7	Bee's	Jason Griffin	(435) 225-0683

League Rules and Regulations

- Home team is listed first on the schedule and will sit in the 3rd base dugout.
- No infield before games. Get teams in the dugout and have your teams ready to play on time.
- A team can play with 8 players but will be required to take one out.
- No Restrictions on Cleats or Bats. However, Pitchers are not allowed to wear metal cleats on portable mounds.
- No speed up runners for Catchers and Pitchers.
- Eliminate defensive huddles prior to your team taking the field in between innings.
- Game length will be 7 innings or no new inning at 1 hour and 10 minutes. If game is tied when time expires or after 7 innings, one extra inning will be played using the International Tiebreaker. If game is tied after the extra inning, the game will end in a tie.
- 9 run rule after 5 innings.
- 4 innings or 1 Hour constitutes a complete game when delayed or called because of inclement weather.
- **Pitchers** can pitch a maximum of 7 innings in one day.
- You can re-enter the starting pitcher one time.
- Pitchers - Maximum of **6** warm-up pitches or **2** minutes between innings.
- Please have a Catcher available to warm up your Pitcher between innings when your Catcher is not ready.
- Batting Order Re-entry Rule: Starters may only re-enter one time and in the same spot in the batting order.
- Batting Order: Open line up.
- Unlimited Defensive substitutions. Your defensive lineup is non-related to your batting order. A player may play defensively even if they are not in the batting lineup.
- We will enforce an **avoid contact** or must slide rule at all bases. *Malicious contact-runner will be ejected.* It is the discretion of the umpire if the runner is trying to avoid contact or a collision.
- *A must slide rule will be in effect when an infielder is attempting to turn a double-play at second base.* If the runner is not close enough to merit a slide, he must peel away from the baseline. This rule is for the protection of the base runner. The runner will be called out only if by his not sliding or peeling away affects the defensive play.