

11up League Game Rules

- Games are 5 innings or 75min time limit. (whichever comes first)
 - Game times:
 - 1st Game- 6:00 p.m. - 7:15 p.m.
 - 2nd Game- 7:30 p.m.- 9:00 p.m.
- Players use a 12" softball and will pitch every inning. (no coach pitch)
 - Pitching rubber is set at 40'
- Catchers are required to wear all gear (helmet, chest guard, shin guards, etc.).
- Pitchers are required to wear a face mask.
- If batter is hit by the pitch, it is an automatic walk to 1st base.
- Base runners may leave the base once the pitcher has released the ball.
- Base Runners may advance on all passed balls and overthrows.
- Base runners may attempt to steal at all bases.
- Batter may attempt to reach 1st base if the third strike is dropped by the catcher.
- Base runners may leave the base once the ball has left the pitcher's hand.
- Five run max per inning per team.
- Each pitcher is limited to pitch three innings per game. This encourages the development of pitchers throughout the season.
 - The only exception that will be made is if all other pitchers are unavailable. (i.e. out of town, sick, etc.)
- It is encouraged to rotate your batting line up and field positions. We want to encourage the development of multiple positions and skills.
 - Go to www.bismarckfastpitch.com , under Team Central => Coaches Corner for auto player/position rotation aides.
- Keeping Score- It is the home team's responsibility to keep score for each game. After the game, a home team coach will need to text the final scores to Bryan H. at 220-7728. Score will need to be reported within 24 hours.
- If the score is tied at the end of time, report the score as a tie. If the 75min time limit has not been met, extra innings will be allowed to try and break the tie. Only start a new inning if time allows for a full inning to be played.