2020 11U House League Championship Sept 8th to 17th

Organized and Hosted by



ST. JOHN'S MINOR BASEBALL ASSOCIATION

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2020 11U House Tournament– Divisions

Tier One	Tier Two	Tier Three
Red Sox	Angels	Braves
Orioles	Padres	Pirates
Mets	Yankees	Athletics
Blue Jays	Cardinals	Cubs

Round Robin – Tier One

Date	Game	Team A	Team B	Time	Field
Tuesday, Sept 8 th	1	Red Sox	Orioles	5:15 PM	Little St. Pat's
Tuesday, Sept 8 th	2	Mets	Blue Jays	5:15 PM	Terra Nova
Thursday, Sept 10 th	3	Red Sox	Blue Jays	5:15 PM	Terra Nova
Thursday, Sept 10 th	4	Mets	Orioles	5:15 PM	Kilbride
Tuesday, Sept 15 th	5	Red Sox	Mets	5:15 PM	Kitty Gaul
Tuesday, Sept 15 th	6	Orioles	Blue Jays	7:45 PM	Little St. Pat's

Round Robin – Tier Two

Date	Game	Team A	Team B	Time	Field
Tuesday, Sept 8 th	1	Angels	Padres	5:15 PM	Kilbride
Tuesday, Sept 8 th	2	Yankees	Cardinals	5:15 PM	Kitty Gaul
Thursday, Sept 10 th	3	Angels	Cardinals	5:15 PM	Little St. Pat's
Thursday, Sept 10 th	4	Yankees	Padres	5:15 PM	Wyatt Park
Tuesday, Sept 15 th	5	Yankees	Angels	5:15 PM	Terra Nova
Tuesday, Sept 15 th	6	Padres	Cardinals	5:15 PM	Wyatt Park

Round Robin – Tier Three

Date	Game	Team A	Team B	Time	Field
Tuesday, Sept 8 th	1	Braves	Pirates	5:15 PM	Wyatt Park
Tuesday, Sept 8 th	2	Athletics	Cubs	7:45 PM	Little St. Pat's
Thursday, Sept 10 th	3	Braves	Athletics	5:15 PM	Conway Glen
Thursday, Sept 10 th	4	Cubs	Pirates	5:15 PM	Kitty Gaul
Tuesday, Sept 15 th	5	Braves	Cubs	5:15 PM	Little St. Pat's
Tuesday, Sept 15 th	6	Athletics	Pirates	5:15 PM	Kilbride

Medal Games

Date	Game	Visitor	Home	Time	Field
Thursday, Sept 17 th	Tier 1 Bronze	Orioles	Red Sox	5:15 PM	Terra Nova
Thursday, Sept 17 th	Tier 2 Bronze	Cardinals	Padres	5:15 PM	Kitty Gaul
Thursday, Sept 17 th	Tier 3 Bronze	Athletics	Braves	5:15 PM	Kilbride
Thursday, Sept 17 th	Tier 1 Gold	Mets	Blue Jays	5:15 PM	Little St. Pat's
Thursday, Sept 17 th	Tier 2 Gold	Angels	Yankees	5:15 PM	Conway Glenn
Thursday, Sept 17 th	Tier 3 Gold	Pirates	Cubs	5:15 PM	Wyatt Park

Rules of Play

Field Dimensions

- The distance between the bases shall be 60 feet.
- The distance from the point of home plate to the front of the pitching rubber shall be 44 feet.

Rules of Play

- All games shall be played in accordance with regular baseball rules as contained in the Official Rules of Baseball published by Baseball Canada except where modified by the rules detailed in this document.
- House League games will start when each team has a minimum of 8 players. If a team cannot field 8 players by the scheduled start time, then the umpire will declare a default. If numbers warrant, please divide the players into 2 teams and play a 3-4 inning game.

Duration of Game

- For any field when there is only one game scheduled then the game will be 6 innings in duration 6 innings or 2 hours 30 minutes in duration and no new inning shall start after 2 15 minutes hours from the scheduled start time.
- In fields where we have lights, all games shall be 6 innings and/or 2 hours 30 minutes in duration and no new inning shall start after 1 hour 45 minutes from the scheduled start time. If there is no 2nd game, the first game will be 6 innings.
- In order to speed up the game, when his team comes to bat each coach will identify the player who will catch

in the next inning. That player will immediately start to put on the catching gear if he/she is not due to bat during that inning.

- Home team will be decided by a coin toss prior to the game, except the medal games which will be determined by the higher seed.
- If, after the fifth inning (4 1/2 if the home team is ahead), one team leads by 10 runs or more, that team will be awarded the game. The game may be continued at the discretion of the coaches, but the result will be official after the 10-run rule is registered.

Uniforms/Equipment

- Players should wear full uniform, which includes grey or white baseball pants.
- Catchers must wear a protective cup; we advise all players to wear one.
- Metal cleats are not allowed in House League play.
- All batters must wear helmets when on-deck and at bat.
- SJMBA supplies bats and helmets; however, players are allowed to use personal equipment that meets all safety and regulatory criteria. For hygiene reasons, SJMBA recommends that players wear their own batting helmets. Personal bats (composite and wood) are allowed; bats must have a Maximum 2 3/4" barrel and Maximum weight/length differential of -5. Players must have their own gloves

At Bat

• All players are in the batting lineup at all times. At the conclusion of a game, the coach will note the last out. The next game will start with the next hitter in the lineup. The Coach will only change the batting lineup if the game ends with the last batter in the order making the last out in the previous game. If a player is absent, his name is simply deleted from his/her spot in the batting order.

- Bunting is not permitted.
- There is no Infield Fly Rule in 11U.
- If the catcher misses the ball on a third strike, the batter is out.
- Batters who receive four (4) balls in an at bat do not receive a walk. Prior to the game, the umpires and coaches will meet to decide who will pitch from the mound (batter's coach or umpire) after a called ball four (a walk). When the umpire calls Ball 4, then the batter will have three strikes (called or swinging) to put the ball in play. If the batter fails to do so, he/she is called out. If the batter hits the ball, the ball will be live and runners will advance as far as they can. Please note that a batting tee will not be used.
- A maximum of 3 runs may be scored in any one inning, with the exception of the last inning which shall be open.
- The home plate umpire will inform the two coaches if the last inning comes before the 6th.

Base Stealing

- There is no base stealing permitted in 11U House.
- Runners can only advance one base per overthrow.
- Lead offs are only permitted once the ball has crossed the plate.
- Collision Avoidance Rule If a base runner is running to home plate and is halfway or closer to home plate, a force out situation is now created. The catcher, having possession of the ball, may touch home plate and the runner will be called "out" by the umpire.
- Runners may tag and advance on a fly ball that is caught at their own risk.

• All players should slide on a close play at the plate.

Pitching

• Pitchers may only pitch a maximum of 2 innings per game. After 2 innings a pitcher is not allowed to catch; however, a catcher can catch and then pitch 2 innings. Once removed from the mound, a pitcher cannot return even if he/she has not completed 2 innings.

Pitchers cannot pitch 3 days in a row

• If two batters are hit in one inning the umpires, in consultation with the two coaches, will determine if the pitcher should continue on the mound. If the decision is to remove the pitcher, he/she may remain in the game and can play another position.

<u>Defense</u>

- 10 defensive players are permitted on the field. The tenth player must be a fourth outfielder.
- Players shall run on and off the field. We urge each coach to instill this in his/her players. It benefits everyone.
- Coaches must rotate their players throughout the defensive line-up to ensure fair play. Note: If a coach feels that a player may suffer physically or psychologically by playing a certain position (specifically pitcher or 1st base) then he/she will discuss this with the player's parents/guardians before making this decision.
- Coaches will ensure that no player sits out more than 2 defensive innings per game whenever possible.
- All players must maintain normal baseball positions. Shifts will be allowed. When the tee is being used, the catcher and pitcher will maintain their normal positions.

Tournament Details

Scores should be 693-8287 or kris	e confirmed by the tyn@sjmba.ca)	e winning team	after each game	e. Please email o	r text them to h	Kristyn Col