

Northwest Georgia Baseball League

11-12 Baseball Rules

2026 Season

The Northwest Georgia Baseball League for 11-12 boys is a GRPA sanctioned league. The following regulations will be in effect in all local league games. The 2026 GRPA athletic manual will govern anything not covered in this set of rules. The Age Control Date for 11-12 Boys is age as of June 30th of the current year.

Player Eligibility

All players must meet the following eligibility requirements:

1. Players may sign up and participate with any NWGA League member organization.
2. If a player signs up and participates on a department's team then they will be locked into that department until they advance in age group. **Example:** If you sign up and play in Summerville as a 11 year old then you will be required to play in Summerville as a 12 year old.

Exception A: If a department doesn't field a team in that particular age group then players will be free to move to a different department.

Exception B: If a player physically moves or changes schools then they will also be eligible to move.

3. All players must register with their member organizations and pay all associated registration fees to be eligible to participate in the league.
4. **Player Eligibility:** At least 50% of a team's roster shall include players that live in the zip code of the participating recreation department. **LaFayette 30728, Summerville 30747, Trion 30753, Menlo 30731, Lyerly 30730**

League/Department Requirements.

1. Official team rosters must be added to the Tourney Machine team page prior to a team's first regular season game.
2. Team rosters MUST include a player's first and last name as well as their jersey number.
3. Each Department will be responsible for game administration at their home site. This includes having qualified scorekeepers and umpires.
4. Due to the number of teams in the league and the limited field space, every effort needs to be made to play all games on the schedule as they are scheduled. All scheduling requests must be communicated to the Summerville Recreation Department prior to the release of the schedule. Wednesdays and Fridays may be used as make-up days.
5. Any coach that refuses to play or quits play before a game is complete will be subject to an automatic 1-year suspension from the league.
6. Scores will be submitted by site directors via the Tourney Machine App. Each department will be responsible for entering scores for the games played at their parks.
7. Awards for league champions such as trophies, medals, rings, plaques, etc. shall be the responsibility of the winning team's recreation department.
8. **Drafts:** Any department that has enough sign-ups for two (2) or more teams, must conduct a player draft that equally distributes the number of players available and the talent amongst the teams.
9. **Freezes:** The head coach may "freeze" up to three (3) players before the draft begins. If the same player is frozen by two (2) or more coaches, the parents / guardians of the player will make the decision which team to play for.

Playing Field

Baselines - 65 Feet in length

Pitching Rubber - 50 feet

Equipment

1. All Cleats shall be made of rubber only.
2. Batting helmets with a protective face mask are allowed (Optional)
3. Catchers must wear a full protective uniform including a throat protector
4. The Bat shall be an unaltered baseball bat (non-softball), no bat restrictions in league play.

Length of Games

1. All games shall be six innings in local league play with a **one hour and fifteen minute** time limit. No inning will start after 1 hour and 15 minutes of play. New innings begin if time exists when the last out is made. New innings must be completed once started. The official scorekeeper is in charge of keeping the time.
2. Run Rule: There will be a five (5) run limit per inning. After five (5) runs are scored the teams will switch sides. In local league play the run rule will be as follows: 15 runs after three innings, 10 runs after four or five innings. Once a team has been mathematically eliminated then the game will be declared over.
3. A game which is tied at the end of regulation shall continue until a winner is determined unless the time limit has expired. If the time has expired and a new inning has not started, then the game will be recorded as a tie game. All new innings (once started) **MUST** be completed and finished before the game ends in a tie.
4. Any game stopped in the event of rain or darkness before 3 ½ innings if the home team is leading or four innings will resume from the point at which it was stopped.

Game Format

1. Prior to the game each team must turn in a lineup consisting of its batting order. This list should include a player's first initial, last name and jersey number.
2. In the 11-12 baseball division, nine (9) players will be used on defense at the following positions: pitcher, catcher, first base, second base, shortstop, third base, and three outfielders.
3. Eight players are required to start the game. Any team that does not have eight players at game time will forfeit. There is no grace period. The empty 9th spot in the batting order will be recorded as an out each time. **Teams are allowed to pick up players in order to have 9; however, those players must be age eligible for the division and must be registered through the short-handed team's rec department. Pick up players MUST bat last and play in the outfield.**
4. The second game will start 10 minutes after the first game or will start at the regularly scheduled time provided the first game ends early.

5. League Standings: The team with the best record at the end of the season wins the league championship. If two or more teams are tied at the end of the season then the tie breaker will be as follows:
 - a. Head-to-head record
 - b. Runs Allowed
 - c. Run Differential (Runs Scored minus Runs Allowed)

Substitution rule

1. In a six inning game all players must play. Playing is defined as batting, running or playing in the field. **IMPORTANT**: All substitutes **MUST** be reported to the official scorekeeper! Anytime a player is entered into the game they must be reported to the official scorekeeper. If you do not report your substitutes then there is no record that you played all of your players. Violation of this rule will result in an automatic forfeit. This must be reported within 10 minutes following the game.
2. Any team that decides not to play a player due to disciplinary reasons must report the player to the opposing coach, the scorekeeper and the umpire.

Lineup Options - Teams will be given the option to either (A) bat their entire team in the lineup or (B) bat 9 or 10 if using an EH and substituting.

- A. If a team elects to bat their entire team then every player present at the start of the game will be placed in the lineup. If a player comes in late they will be added to the bottom of the lineup. Defensive substitutions can be made freely and don't need to be reported; however, the batting order must remain the same.
- B. If a team elects to bat a regular lineup then they will substitute with the following rules:
 1. A player in the starting lineup may be re-entered in the same spot in the batting order at any time provided he is reported to the official scorekeeper.
 2. A substitute may be re-entered in the lineup in the same spot in the batting order at any time provided he is reported to the official scorekeeper.

Pitching Rules

1. A player may not pitch in any more than six innings between Monday and Sunday night.
2. A pitcher after pitching in four or more innings in the same game shall have a minimum of TWO calendar days of rest before becoming eligible to pitch in another game. The throwing of one pitch is counted as the pitching of one inning in local league play.
3. Once a pitcher has been removed from the mound, he may not return to the mound in the same game.
4. **Charged Conferences** a. Each team when on defense may be granted no more than three conferences during a game without penalty, to permit a coach or his representatives to confer with a defensive player or players, including his pitcher. A request for time for an obviously incapacitated player shall not constitute a charged conference nor shall a conference be charged whenever the pitcher is removed as pitcher. In extra-inning games, a team on defense may have one conference per inning without penalty. The penalty for using conferences in excess of times listed in (a) above shall be removal of pitcher from the pitching position for the balance of the game.
5. If a team plays two games in a week the pitching rule will apply. If a team plays three or more games in one week, then the total innings limit will be waived on the THIRD game. However, a pitcher must still have his TWO calendar days of rest if he pitches in four or more innings the game prior and will be limited to four total innings in the third game.
6. **Pitchers are governed via Georgia High School Association in accordance with balk rules.**

Base Stealing

12U Traditional Division's modified rule for stealing bases:

- a. A modified form of base stealing shall be used in the 12U Division.
- b. A base runner is required to stay in contact with the base until the pitched ball has reached home plate.
- c. At this point in the flight of the pitched ball, the runner is permitted to advance at his own risk of being thrown out. The runner is automatically called out for leaving the base before the pitched ball reaches home plate. The ball is dead and all subsequent action on

the pitch is canceled. All runners must return to base held at time of pitch.

- d. A walk is a live ball situation. Once the pitcher is in control of the ball and on the pitching mound a runner must advance or return immediately to a base. Once the pitcher has possession of the ball and is in contact with the pitching rubber, any base runner who does not immediately advance to the next base or return to the previously occupied base is ruled out. (umpire's judgment)

Special Rules

1. The infield fly rule is in effect.
2. Bunting is allowed without restriction.
3. A courtesy runner will be allowed for the catcher only.
 - a. The courtesy runner shall be any player who is not currently in the game.
 - b. Use of a courtesy runner does not burn the substitute.
 - c. If no substitutes are available, the last batted out is to be used as the courtesy runner.
 - d. If there is no substitute or last batted out, the courtesy runner option cannot be used until the above listed criteria can be met.
4. Three (3) strikes constitute an out, and a batter is not allowed to run if the catcher misses or drops the third strike in the 12U Traditional Division. Other runners may advance at their own risk of being thrown out.
5. In the 12U Traditional Division, it is illegal for a batter to square to bunt and then draw back his bat and swing away at the pitch (contact with ball not required), commonly known as Butcher Rule – Penalty: Out and all runners must return to the base occupied at time of pitch.

Policy Related to Ejections - Coaches and Players

Ejections

1st Ejection - 1-game suspension defined for:

Coach - may attend game as a spectator ONLY. All coaching privileges suspended from the time of entry into the facility until the end of the game. Upon entering the facility, the suspended coach shall report to the spectator seating. Also, the suspended coach shall not coach or instruct from the spectator seating. Violation of these provisions will result in a 2nd Ejection.

Player - may attend the next game but must remain on the team bench. The player cannot be dressed out in the team uniform. Violation of these provisions will result in a 2nd Ejection.

2nd Ejection

If a player or a coach is ejected for the second time during the same season, then he or she will be required to meet with the governing body to determine if coaching privileges or playing status will be suspended indefinitely or reinstated.

Protests and Appeals

Formal protests can only be made on a rule interpretation and not on a judgment call. For example a safe or out call is an umpire judgment call and can not be protested. If a team leaves the field before the game is complete, a protest will not be considered under any circumstance.

To protest an official game, the head coach must:

1. Communicate to the official(s) the desire to protest the game and the reason before the next pitch. The official(s) will then record in the official scorebook that a protest was requested.
2. The coach must submit in writing or email outlining the protest to the Summerville Recreation Department along with a \$50.00 protest fee within 24 hours.
3. The governing body will then decide whether or not the protest is valid or not.