

680 Diablo League Rules

11u/12u Rules (MLB Rules Apply Otherwise) 50/70 Field Dimensions

1. 2:15 minute time limit for ALL SINGLE games – Doubleheader time limits as follows:
 - a. Game 1 – 2:00
 - b. Game 2 – 2:15
2. All games will be 7 innings
3. 680 Tiebreaker Rule goes into effect after one regular extra inning of play regardless of any time left:
 - a. Managers get to choose where to start the batting order (if a 2nd extra inning is required the hitting team shall continue the batting order where the batting order left off after the 1st extra inning)
 - b. 2 lineup spots before the chosen spot to start will run at 1st and 2nd – Example; manager decides to have his #3 batter leadoff the inning, this means #1 batter runs at 2B and #2 batter runs at 1B
 - c. Inning starts with 0 outs
 - d. Game is then played by regular league rules.
4. 10 run mercy rule after 5 complete innings. 4 ½ innings if home team is ahead. This rule will ALWAYS be in affect.
5. Pinch runners for the catcher or pitcher of the previous inning are allowed ANYTIME. Substitute player/s is the first eligible runner/s. If no substitute/s is available then the last out can become the pinch runner. If no outs in the inning then the last out of the previous inning can be a pinch runner for pitcher or catcher providing there is no substitute players available.
6. You may bat 9,10,11 or your entire roster
7. You may start a game with 8 players but cannot finish with less than 8 players. An out is recorded in the 9th position EVERY TIME through the order if playing with 8 players.
8. PROTESTS – If you feel so inclined to protest a call, the manager protesting must announce their protest. If necessary, a review of the call in question will then go to the board AND the Chief Umpire of the Association used on the Wednesday following your game. . Rule interpretations can be protested, judgment calls can never be protested. Unfortunately, due to scheduling constraints, The game and decision by the umpire will not be overruled, but future games and rules might be changed based on the reviewing committee’s findings.
9. Baseballs (four) are provided by the HOME team for the game.
10. HOME team will pay and provide TWO professional umpires
11. Bats - barrel sizes or 2 ¼, 2 5/8, and 2 3/4 inch in diameter are allowed. Per 680 Diablo League rules, all bats MUST have the USSSA 1.15 stamp on them OR be BBCOR. If the stamp is not visible, it is considered an illegal bat. USA stamped bats are allowed.

12. Pitchers will not be given a warning on a Balk call. All balks should be awarded to the team at bat. Please clarify this with your umpires. . MLB balk rule is in affect, this means it is a delayed dead ball. . If a balk is called and the batter becomes a runner on a batted ball or award and acquires first base and every runner acquires his advance base, then the balk is disregarded.

13. SPORTSMANSHIP (courteous, polite, respectful, complementary, etc.)

a. Please remember that how you, your coaches, your parents, your players, your spectators, etc., conduct themselves is witnessed by all. We are trying to raise decent young men and your actions will speak louder than your words. Treat everyone with respect especially the umpires. They have difficult jobs and will not be 100% perfect on every call. We cannot have a league without them. They are vital to your individual leagues and the 680 Diablo Leagues success.

b. Get to know your opponent (coaches, players, parents, etc.). Odds are you will be playing against one another for years to come. Compete hard, but when the game is over shake hands. It is much more fun to play against someone you respect and like then not.

14. Rosters – Any player who is in your line-up must be on your Official Roster. A player who is not on your roster and who plays in your game will force you to forfeit that game. Have your roster at every game. It is your responsibility as manager to have this available in case an issue comes up. You lose the protest if you cannot provide a roster. I left it at home, at the office, my dog ate it are not legitimate excuses.

a. Amendment to rule #14. If a team is short a player or needs an extra player or two to play the game the manager can call the opposing manager in advance and explain the issue. If the opposing manager agrees then the additional players may be added for the agreed upon game/s. If the opposing manager does not agree with you adding an additional player and you have enough to play the game then no additional players may be added.

i. Remember the purpose of Amendment 14a is to allow boys to play baseball not to stack your line-up. If you use this as a tool to win games managers will catch on quickly and you will lose this option as teams will no longer allow you to add players. Be smart or lose this option.....

15. Pitching Rules – 7 innings allowed in a single day, 4 innings max in one day to pitch the next, 10 innings max in 1 week. Hence, if your pitcher throws 3 on Saturday he can come back and throw 7 on Sunday (not advised) If he throws more than 4 on Saturday he cant throw on Sunday. A calendar week is 12:01am on Monday through Midnight on Sunday. ONE PITCH = ONE INNING

16. Have a great season, but most importantly have fun! Its youth baseball.....