



Red River Valley League Rules

Ages 11-12

Updated December 17, 2025

Coaches may be suspended for not adhering to official Little League rules or the league modifications below.

Starting and Ending the Game

- ◆ Fields have 60' bases and a 46' pitching rubber.
- ◆ Games will be six inning. No new inning may start after 75 minutes. Timing starts when the home team takes the field to start the game.
- ◆ In case of a tie game after six innings, one extra inning may be played if the 75-minute time limit has not been reached. Games may end in a tie.
- ◆ The 10-run rule is in effect after four innings. If the home team is ahead by 10 or more runs after the top of the fourth inning, the game is over.
- ◆ Maximum of eight runs per inning. If a play results in multiple runners scoring beyond the limit of eight runs, only eight runs may be counted.
- ◆ If a team is short players:
 - Teams with eight players must play. There is no automatic out for the ninth spot in the order. The opposing team may play its full complement of players.
 - With seven or fewer players, the team with enough players wins by 6-0 forfeit. If both teams have seven or less, the game is not recorded in the league standings and the game will not be made up.
- ◆ Games will be canceled if the wind chill is 40 degrees or less at game time. After a game starts, umpires may use their own discretion to call off games at any time due to weather conditions.
- ◆ When thunder is heard or lightning is seen, play **MUST** be suspended for at least 30 minutes before resuming play. Any subsequent thunder or lighting starts a new 30-minute delay. No additional playing time is added due to a weather delay. Time limit rules still apply.
- ◆ If the Air Quality index is between 151-200, games will still be played. If you have an insufficient amount of players due to air quality concerns, you will not be charged with a forfeit.
- ◆ If the Air Quality index is higher than 200, games will be canceled.

Playing Time

- ◆ Recreational teams are required, and competitive teams are encouraged to use a continuous batting order, meaning all players will always be in the batting lineup. Players with a defensive position are not required to be in the first nine batting spots. The batting order may not change during the game.
- ◆ Competitive teams may elect to use a nine-player lineup with substitutions according to official Little League rules. Teams may not switch back and forth during a game. If one team elects continuous batting, the other team may remain at nine players.
 - If a competitive team does not use continuous batting order, each player must play two innings of defense with one plate appearance. Starters may re-enter but must be in the same spot in the batting order.
- ◆ Every player **MUST** play an infield position (other than pitcher) once per a game. We strongly urge coaches to rotate players to allow everyone a chance to develop and learn different positions.

- ◆ A player may not play the same position more than two innings in a game. Exception, pitchers and catchers.

Batting/Base Running

- ◆ Batters may run on a dropped third strike with two outs, or if first base is unoccupied with less than two outs. If the batter enters the dugout or other dead ball area, the batter is out.
- ◆ No leading off. Runners must have one foot or both feet on base until the pitch crosses home plate.
- ◆ Base stealing and bunting are allowed the entire season.
- ◆ Runners may advance at their own discretion on any overthrow, wild pitch or passed ball.
- ◆ There is no “must slide” rule. However, a runner is called out if they do not attempt to get around a fielder who has the ball and is waiting to make the tag. NO PLOWING!
- ◆ No head-first slides when advancing to a base. The runner shall be called out. Head-first slides are allowed if a player is going back to a base.
- ◆ With two outs, a courtesy runner may be used for the catcher and/or pitcher of record.
 - For a nine-player lineup, the courtesy runner must be an eligible substitute from the bench.
 - For a continuous batting order, the courtesy runner must be the player who made the last out.
 - The same courtesy runner shall not run for the pitcher and the catcher at any time during the game.
- ◆ Only one warning for a player throwing the bat, whether intentional or unintentional. Next violation, the player may be declared out by the umpire.

Pitching Regulations

- ◆ Batters will advance to first base on four balls or when hit by pitch.
- ◆ The defensive manager may request an intentional walk. Pitches are not thrown, but the pitch count increases by four (or less, if one or more balls have already been called).
- ◆ A pitcher once removed from the mound cannot return as a pitcher.
- ◆ Any catcher who caught in four or more innings shall not pitch the remainder of the day.
- ◆ Any pitcher who delivers 41 or more pitches shall not play catcher the remainder of the day.
 - If a pitcher reaches the 40th pitch during an at-bat, the pitcher may continue pitching and maintain their eligibility to play catcher if the pitcher is removed (or moved to another position) after that batter reaches base, that batter is put out, or the third out of the inning is made.
- ◆ The manager must remove the pitcher after 85 pitches, but the pitcher may remain in the game at another position besides catcher.
 - If a pitcher reaches the 85th pitch during an at-bat, the pitcher may continue pitching until that batter reaches base, that batter is put out, or the third out of the inning is made.
- ◆ No pitcher shall pitch more than three innings per week in league play AND must adhere to the following:
 - **66** or more pitches in a day, four **(4) calendar days** of rest (*e.g. pitch Mon, rest Tue-Fri, pitch Sat*)
 - **51-65** pitches in a day, three **(3) calendar days** of rest (*e.g. pitch Thur, rest Fri-Sun, pitch Mon*)
 - **36-50** pitches in a day, two **(2) calendar days** of rest (*e.g. pitch Wed, rest Thur-Fri, pitch Sat*)
 - **21-35** pitches in a day, one **(1) calendar day** of rest (*e.g. pitch Mon, rest Tue, pitch Wed*)
 - **1-20** pitches in a day, no day of rest required
- ◆ Warmup pitches do not count toward a player’s pitch count. A maximum of 5 warm up pitches for all pitchers. The umpire may use their discretion to reduce the amount of warm up pitches if teams do not hustle in and out of the dugout.
- ◆ A coach or a player off the bench may warm up the pitcher. Any player warming up a pitcher must wear a mask.
- ◆ Managers are responsible for planning pitching appearances, tracking pitch counts, and adhering to all Little League rules for pitch counts and rest days. Please be diligent in tracking your team’s pitch count. The league office may request pitch count reports at any time throughout the year.

Equipment

- ◆ Non-wood and laminated bats shall bear the **USA Baseball logo** signifying that the bat meets USABat – USA Baseball’s Youth Bat Performance Standard.
- ◆ The bat’s diameter shall not exceed 2 5/8 inches.
- ◆ All BPF 1.15 bats and BBCOR .50 bats are prohibited.
- ◆ Catchers must wear a protective cup.
- ◆ Shoes with metal cleats or spikes shall not be worn by players, managers, coaches or umpires.

Team Expectations

- ◆ Teams are encouraged to arrive 30-45 minutes before the game to warm up. This early arrival teaches kids how to start preparing for games and helps ensure enough players are fielded to have a game.
- ◆ Home and away designations are on the league schedule. For doubleheaders, teams shall switch home and away for the second game.
- ◆ Each team provides at least one new baseball each game. Umpires return the baseballs after the game.
- ◆ After the game, teams will shake hands with their opponent in a line extending from the dugouts across home plate. For doubleheaders, this will be after the second game.
- ◆ Both teams are responsible for cleaning their dugout, under the bleachers and around the field. Please dispose of all garbage in proper receptacles.
- ◆ It is **required** that the home team listed on the schedule enters the game scores on the website. This **MUST** be done by the following Monday of when your game was played. If the score is not entered the home team will be penalized a 6-0 forfeit.

Umpires

- ◆ Understand that umpires will make mistakes just as the players and coaches will. Many umpires are young and/or new to umpiring, and this is where they get their start.
- ◆ Umpires are instructed to call a large strike zone to encourage players to swing the bat. The strike zone will be from the armpits to the knees approximately 4” off the outside corner and 2” off the inside corner.
- ◆ Remind parents that the game is for the kids and the atmosphere should be one of recreation, education and fun. Encourage parents to support their team and not yell or demean the umpires.
- ◆ Coaches and players shall not yell at umpires across the field or from the dugout. Doing so may result in removal from the game and/or future games. Even if a coach or player is not ejected, but a report or complaint is filed with the league office, that coach or player may be suspended from future games if the league office and board of directors deem inappropriate or non-sporting behavior.
- ◆ Only the head coach of the team should raise questions with the umpire. The conversation should be held in a respectful manner. If there is an issue a team would like addressed, the coach should contact the league office 24 hours after the game to discuss the issue.