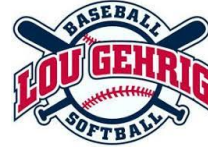




# 1A Playing Rules

REVISED February 8, 2024



## REGULAR SEASON:

### General

#### **Game Length**

Games are five (5) innings long or to a curfew. In the event of a tie, no extra innings will be played, even if there is time before the next game starts or if there is no game following.

#### **Curfew**

Games will be 1 hour 50 minutes from the **scheduled start time**, no new inning will be started. Both managers will advise each other of the time. The inning will be played to completion in accordance with the rules. The game will stop immediately. No new batter will bat. This will allow the field and bench to be cleared on time for the next game.

#### **Forfeits**

Not applicable in the regular season. The intent is to just play the game. If a manager is unable to field ten (10) players, they should utilize the farm team call up system. Even if after exhausting all said options the manager is unable to field ten (10) players, the game shall be played with less than ten (10) players without any penalties.

#### **Mercy Rule**

Not applicable in the regular season

#### **Call-ups**

- A manager may not call up more players than what is needed to field an eleven (11) man roster. The exception to this would be if a player is coming late or leaving early.
- Managers must only call-up players from their "Farm Team" rosters, unless those teams are all playing.
- All call-ups must bat last. They may not bat nor play more than the regular rostered players, though they may bat or play an equal amount.

### Playing Time

#### **Batting Order**

- Continuous batting order is used; all players must be in the batting order.
- A late arriving player is added to the bottom of the batting order.
- The batting order should be rotated every game with every player leading off at least one (1) game during the season.
- A half inning is complete after 5 runs are scored or 3 outs are made. The exception is in the 5th inning when there is no run limit, but you may only bat through the order once.

## **Number of Players on Defense**

Ten (10) players play the field, four (4) of which are in the outfield

## **Player Rotation**

### **Fielding**

- All players must play at least four (4) innings in the field, unless a team has thirteen (13) players present for a game, at which time all players must play at least three (3) innings in the field.
- In either situation, two (2) of the innings played must be an infield position. The catcher position is not considered an infield position for these purposes.
- Furthermore, a player must start every other game.
- Players must not play more than two (2) innings at any one position during a game

### **Player Time Conflicts**

- A player that is leaving early is removed from the lineup and skipped when his turn comes. His team is not charged with an out.

## **Offense**

### **Batting**

- Bunting is not allowed

### **Hitting the Ball**

- Number of Pitches - Each batter will get up to five (5) pitches. If the batter fouls off the last pitch or the last pitch is wild, the batter will receive another pitch.
- Strikeouts – NO strikeouts. Tee to be placed at home plate after the 5th pitch if the ball was not put into play off the machine.

### **Equipment**

Any USA approved bat (2 ¼, 2 5/8 or 2 ¾)

## **Base Running**

- When the ball is hit, batter (at own risk) and runners may advance a maximum as follows:
  - Infield hit: One base
  - Hit beyond the infield but in front of the outfielders: 2 bases
  - Hit beyond the outfielder: No limit

## **Stealing**

- Stealing is not allowed

## **Leadoffs**

- Runners may not leave a base until the ball crosses the plate or the ball is hit. Upon the first instance of a player leaving a base early, the runner will be returned to the base they were at. The umpire will also issue a warning to the manager, indicating that all subsequent occurrences will result in the next player violating this rule to be called out without a warning being issued.

## **Infield Fly**

- Infield fly rule is not in effect.

## **Sliding**

Base runners are not required to slide on close plays. They are required to avoid contact or they will be called out. No ramming into the fielder is allowed or the runner shall be called out and possibly thrown out of the game. Base runners can run out of the baseline to avoid fielders who are blocking the base without possession of the ball.

Base runners may not slide head first into base. If a player violates this rule, he will be called out. The only exception to this rule is that a player may slide head first into a base they are returning to.

## **Overthrows**

A batter and all base runners may advance at their own risk a maximum of one (1) additional base regardless of the number of overthrows during any at bat.

## **Run Limit**

There is a five (5) run maximum per inning allowed for innings one (1) through four (4). For inning five (5) the number of runs allowed shall be unlimited until the entire batting order is complete (or three outs recorded).

## **Defense**

**Equipment** - Players are required to wear a helmet with a face cage when playing the pitcher position.

### **Machine -**

Set Up - The speed of the pitching machine will be set at approximately 35-38 mph

Positioning - The hitting team coach will load the pitching machine. The pitching machine may only be adjusted at the top of the inning or upon mutual consent of both managers.

- After ball is hit the coach operating the pitching machine will stay on the field to protect the player in the pitcher position from contact with the machine.

- A batted ball that hits the machine is declared a single and a dead ball. The batter advances to first and all other base runners advance only one base on the play, even if no force is in effect.

- Player playing the pitcher position must position himself outside the circle, with one foot on the circle, and in line with 1<sup>st</sup> and 3<sup>rd</sup> base. No player may enter the circle or reach into it to make a play. If he touches the ball in the circle, the batter and each runner may advance one base from where they started when the ball was hit. If the player's momentum carries him into the circle while making a throw, the play continues.

- When fielding a batted ball, the pitcher should throw the ball to the base. The

pitcher should not run and tag the base for the out. It is our job as coaches to teach kids the proper baseball play

**Catching** - Player should be in full catcher's gear. A batter may not advance on a dropped 3rd strike.

**Outfielders**

-Each outfielder must position himself past fifteen (15) feet of any baseline until the ball is hit.

-An outfielder must throw a ball to a base to make an out. They cannot run the ball to a base in an attempt to make an out.

**No Playoffs at this Level**