

2017 HFG In-House Baseball Rule

11-12 Age Group

FIELD DIMENSIONS (47 ft. pitching/70 ft. bases)

- The distance between the bases shall be 70 feet apart, and the distance from home plate to second base shall be 99 feet, 1 inches. Distances to the bases are measured from the point at the rear of home plate to the back edge of the base (or in the case of second base, to the point of the base pointing toward the outfield).
- The distance to the pitcher's mound shall be 47 feet.

HOME TEAM

- The home team must supply a new ball for each game (RCAL).
- The home team is responsible for the set up and take-down the field including setting the bases, liming the 1st and 3rd base lines, liming of the batters boxes and any infield repair due to ruts or standing water.
- Both teams should place all trash including debris left by others in designated trashcans.
- The home team will have choice of bench side.

VISITING TEAM

- The visiting team must supply a game ball (RCAL).
- The visiting team must assist the home team in setting up and taking down field.
- They must assist with the cleanup of all trash including debris left by others in designated trashcans.

PITCHING

- All Rec. pitchers shall be limited to a maximum of 2 consecutive innings per rec. games. Delivery of a single pitch constitutes having pitched an inning. Once removed from the mound as a pitcher (delivery of first pitch) the pitcher may not return to pitch in the same game.
- The Manager is allowed 1 "voluntary" visit to the mound per inning. Upon a second "voluntary" visit to the pitcher in the same inning, the pitcher must be removed. The pitcher must be removed from the games if they hit 2 batters in the same inning. A coach must visit the pitcher after hitting a batter. This is not a charge visit.
- The pitcher must have contact with the rubber at the beginning of the pitch.
- Pitchers cannot wear white long sleeve shirts or batting gloves while pitching.
- Hit by a pitch – If a pitcher throws a ball that bounces first then hits the batter it will NOT be considered a hit by a pitch. It will simply be called a ball on the batter. The ball will still be considered live in this situation.

BALKS

- During league games, balks will only be called as warnings with no advancement. Prior to the playoffs, the coaches will decide and agree by majority vote if balks with consequences will be played during post season play.

PLAYING RULES

- There is a maximum of four (4) runs per inning allowed. Except for the final inning and extra innings where the runs allowed are unlimited.
- Games are six (6) innings in length. An official game is considered 4 complete innings or 3 ½ innings if the home team is ahead.
- Any game called for darkness will be considered a complete game no matter what inning the game is in. However, a game called for darkness will revert back to the previous complete inning.
- No more than nine (9) players are allowed on the field at the same time (Three (3) outfielders).
- The batter may not throw the bat. After the initial warning a second violation will be an automatic out.
- No sliding at 1st base or head first sliding or the runner will be called out.
- Only one player in the on deck circle at a time.
- Any players taken out of the line-up for an illness, injury or personal matter will not be an out when it's their next turn to bat. If the batter misses his next at bat he will not be able to return to the game in any capacity and the spot in the lineup will be skipped. However, if the player is ejected it will be counted as an out for the next at bat ONLY.
- All catchers must wear the proper equipment including throat guards and cups for the males.

INFIELD FLY

- There is no infield fly rule.

DROPPED THIRD STRIKE

- Dropped 3rd strike rule is in effect. Catcher must throw runner/batter out at first base or tag him/her. This rule is not in effect with runner on 1st base prior to the pitch being thrown unless there are two outs.

LINEUP

- Teams must bat entire lineup. Free defensive substitution. Coach's discretion on where players play in the field. If a player shows up late to a game he will be inserted at the bottom of the lineup.

BAT RESTRICTIONS

- Composite bats are allowed. Bat size up to 2 5/8 with BPF stamp of 1.15 on the bat. Unlimited drop allowed. Wood bats allowed.

PROTESTS

- No protests. Umpires decision is final.

STEALING

- Stealing is permitted.
- No Leads.
- Runners may leave the base when the pitcher releases the ball.
- No head first slides except when returning to base.
- After a walk the runner cannot steal second until the next pitch or if the catcher overthrows the pitcher.
- Runners must attempt to avoid contact when possible.
- Double steals are permitted.
- No straight steal of home is permitted.
- A runner on 3rd can only steal home when one of the following occur:
 - When batted in.
 - When walked in.
 - If Catcher overthrows the Pitcher.
 - On a drop third strike with two outs and bases loaded.
 - Play in the field is being made and overthrow occurs.
- Note: Over throws that occur from a play being made in the field when a ball is hit will follow normal MLB rules as it relates to advancement. It is not considered a dead ball unless it goes out of bounds then base runners would be awarded bases accordingly.
- If catcher attempts to throw out a base runner attempting to steal 2nd or 3rd and the ball goes in the outfield or even out of play, the base runner can advance past the base they were attempting to steal.
- In the event of a run-down between 1st and 2nd or 2nd and 3rd the base runner may advance to 2nd or 3rd only if that base is open. If a base runner is on 3rd base during a run-down they may not advance home.
- There is no run-down between third and home on a pick-off or attempted steal only a live play.

SLIDING

- Head first sliding back to a bag only. All other bases, feet first sliding only. See above sliding rule into home on a passed ball under Stealing section.

BUNTING

- Bunting is allowed. No slash bunting. This means a player may not show bunt then pull back and hit. If he does it will be an out. The player may show bunt and pull back (Fake bunt) as long as he doesn't swing.
- No bunting with player on 3rd base or batter will be called out.

ENDING A PLAY (DEAD BALL RULE)

- Play will stop when the pitcher has control of the ball in the infield. All runners in progress must continue to base or go back, and the pitcher can make a play on the runner. If the runner is not half way, they must go back to previous base. (Umpires discretion) The calling of time by a player does not have to be acknowledged by the umpire unless all of the runners are on their base and not trying to advance.

SCORES AND STANDINGS

- Scores and scorebooks must be kept.

PLAYER DEVELOPMENT

- A player should not sit more than two (2) innings in a game until all players have sat at least two (2) innings.

UMPIRES

- Host team is responsible for canceling the umpires and game with the visiting team if a field is unplayable due to weather.

PLAY SUBSTITUTION

- Players in the field can be substituted at any time during the game. Base runners may not be substituted unless they are the pitcher or catcher of record. With 2 outs a pitcher or catcher while on base can have the last out run in his place if the coach prefers.

DRAFT

- The commissioners of each age group will be responsible for setting the specific rules prior to the draft; however the following guidelines are suggested:
- Prior to the start of the draft, each player will be rated from 1 to 5 with the lower number signifying a more talented player.
- Each team will have a Coach and Assistant Coach. The first players on each team will be respective Coach and Assistant Coaches child(ren). No additional players will be allowed.
- A Draft Coordinator will control the draft accordingly. Teams will select players as directed by the Draft Coordinator.
- At the conclusion of the draft, players may be traded to accommodate needs or requests provided those players are of an equal rating only. The Age Group Commissioner must approve all trades.
- Teams must have an equal dissemination of talent for those teams that will play in the rec playoffs. Failure to do so will jeopardize participation the following year.

STANDING AND POST SEASON PLAY

- All regular season league games are scrimmage games that have no bearing on the post season seeding.
- Post-season play will be determined from a blind draw prior to post season play beginning.
- Mercy Rule for post season play – 10 run rule after 4 innings or 3 ½ if home team is ahead.