

2017 HFG In-House Baseball Rule

9-10 Age Group

FIELD DIMENSIONS

- The distances between bases shall be 60 feet apart, and the distance from home plate to second base shall be 84 feet, 10 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 46 feet

HOME TEAM

- The 2nd team listed on the schedule is the home team.
- The home team must supply a new ball for each game (RCAL)
- The home team is responsible for setting up and taking down of 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.
- Liming of halfway marks between 1st and 2nd, 2nd and 3rd, and 3rd and home should also be done.
- They must assist with the cleanup of all trash including debris left by others in designated trashcans.

VISITING TEAM

- The visiting team must supply a game ball (RCAL).
- They 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.

COACHES

- All coaches will be required to umpire a game during the early regular season.

PITCHING

- All pitchers shall be limited to a maximum of 2 consecutive innings and 4 innings per calendar week (i.e., Sunday to Saturday) with a 24-hour rest between games. Delivery of a single pitch constitutes having pitched an inning. There shall be a minimum of 1 calendar day (24 hours) rest between pitching starts when a player pitches 2 innings in a game (e.g., a player who pitches on Monday may not pitch again until Wednesday). This rule may be waived by the chairman or director post season when rainouts for rescheduling games or completing games prior to the ensuing game.
- The Manager is allowed 1 visit to the mound per inning. Upon a second visit to the pitcher in the same inning, the pitcher must be removed. The pitcher must be removed from the game if they hit 2 batters

in the same inning or upon hitting their third batter in a game. A coach must visit the pitcher after hitting a batter. This is not a charged 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.

PLAYING RULES

- During the regular season there is a maximum of 4 runs per inning allowed. For the post-season tournament, the maximum of 6 runs per inning will be allowed. Except for the final inning and extra innings where the runs allowed are unlimited.
- No more than 9 players are allowed on the field at the same time (Three outfielders).
- The batter may not throw the bat. After the initial warning a second violation by the same batter will be an automatic out.
- No sliding at 1st base or head first sliding.
- 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 turn to bat. However, if the player is ejected it will be counted as an out for the next At Bat ONLY. Any additional innings that the batter misses will be skipped over and not counted as an out.
- Fielders may not stand on the base and should be taught how to cover a base when a play is being made or to clear a base when no play is being made. Interference calls should be stressed.
- All catchers must wear the proper equipment including throat guards and cups for the males.
- The maximum bat size is 2 ¾" with BPF stamp of 1.15
- There is no infield fly rule.
- No inning shall be started after two hours has elapsed since the scheduled start of the game.

STEALING

- A modified stealing rule will be used.
- A base runner may leave the base when the pitched ball crosses home plate
- If the runner leaves early then the runner must go back to the base from which they just came. Each team will get a warning the first time and all subsequent occurrences the runner will be called out.
- Runners may steal 2nd base and 3rd base only. No double steals permitted, meaning, if runners are on 1st & 2nd then the runner on 2ND can steal 3RD but runner on 1ST can't steal at the same time. He must steal on a different pitch.
- A runner may steal with the same batter at the plate. For example, a runner on 1st base steals 2nd base on pitch 1 to batter A. On pitch 2 to batter A he could steal 3rd base.
- No stealing of home is permitted on a pitch or a pass ball to the catcher.
- When a runner attempts to steal and the ball gets away from the fielder on the throw from the catcher they cannot advance passed the base they have just stolen nor can any other base runners advance.
- No stealing when up by 10 or more runs.
- No delayed steals allowed. The runner can't stop halfway to see what the catcher's throw will do nor can a runner steal a base on a throw-back to the pitcher from the catcher. If the above occurs the runner must go back to the base he was coming from.

- After a pitch crosses the plate the base runner may elect to take a lead from his base if not stealing. In doing so, a catcher may attempt the runner out at the base he is leading from. The leading runner or any runners on base can't advance to the next base on the throw or overthrow from the catcher trying to throw the leading runner out. The leading runner must attempt to get back to the base he was leading from and can't steal the next base on the throw as this would be considered a delayed steal.
- No stealing in the last inning.

BUNTING

- A maximum of one bunt per inning will be allowed. No bunting with a runner on third base. No suicide squeeze plays are allowed.

ADVANCEMENT

- Runners will advance a maximum of one base on overthrows to out of play no matter where the ball is thrown from. The player will receive the base he is going to plus one base. All runners will advance.

ENDING A PLAY (DEAD BALL RULE)

- 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.
- Play will stop when the ball is under control by an infield player in the basepath from a throw from the outfield and no further attempt is made to make a play on a runner. The umpire will determine the location of the runner(s) when the ball is ruled dead. If a runner has not reached the half-way point of the next base when the ball is deemed under control by the umpire the runner will have to return to the previous base. Half-way chalk marks will be established during field set-up between 1st & 2nd, 2nd & 3rd and 3rd & home.
- The umpires call is final. There will be no argument by managers, coaches and/or parents.
- Runners may advance (at their own risk) on a ground ball contained in the infield regardless of control by an infielder. In the case of an overthrow by an infielder on a ground ball going out-of-play, all runners will be awarded the base they are going to plus one base.

SCORES AND STANDINGS

- Scores and scorebooks must be kept.

PLAYER DEVELOPMENT

- Managers are required to rotate their players between various defensive positions, such that all players will get a chance to play in both the infield and outfield. One player may play no more than 2 innings in one position per game. All players must play at least four full innings in the field including at least one inning in the infield. For purposes of this rule if the game does not last 6 innings, all players should spend no more than two innings on the bench.

- For the purposes of this rule, the catcher shall not count as either an infield or outfield position. These rules apply for post-season play as well.

PLAYER 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 and there are two outs (courtesy runner). Players arriving after the start of the game will be inserted to the bottom of the batting lineup. Pitchers cannot be reinserted as a pitcher if removed from the mound.

DRAFT

- The commissioners of each age group will be responsible for setting the specific rules prior to the draft; however the goal of the draft is to balance talent evenly across all teams.
- Prior 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. The Age Group Commissioner must approve all trades.