

Huntertown Lions Baseball

Boys Senior (Ages 11-12)

The league administrators will make every reasonable effort to provide an adequate field of play & facilities, unbiased & fair teams, uniforms, essential team gear, and competent umpiring.

Standards of Play

- All games will be played on **Diamond 1 (Phil Ginder Field)** at Huntertown ballpark
- Distance between bases is **70 ft.** The pitching distance is **50 ft.**
- *USSSA* bat rules; genuine leather raised seam baseballs (yarn wound, cushioned cork pill)
- Coaches may need to arrive early to ensure their field is ready to play.

Umpires

- Every coach must demonstrate respect and courtesy toward the umpires at all times, as well as ensure that their players and spectators do the same.
- Any player or coach who adversely interacts with an umpire (e.g. derides, demeans, baits, harasses, intimidates, etc.), intentional or not, may be subject to disciplinary actions by The Board (up to and including dismissal). **There is zero tolerance for aggressive or physical confrontations.**
- Disagreements with calls made by the umpire may only be addressed by the head coach, and must be done so in a friendly, respectful, and non-threatening manner.
- Protests for rules-based calls must be made within 24 hours to the Board, whose decision is final.
- An onsite league representative or the head umpire will suspend/call any game in the event of unsafe playing conditions. Three innings (or 2 ½ if the home team is ahead) constitutes a game. If suspended, the current book status of the game will be used upon resumption at a later date.

General Game Rules (Whenever not explicitly addressed, Indiana USSSA rules apply)

- A team fielding fewer than **7** players from their roster *forfeits* the game with a score of **0-1**. If both teams agree, the game may still be played for fun by sharing players between teams.
- All **present & eligible** players will be in the batting lineup and play a *minimum* of **6** defensive outs through the first **3** innings. Nine players are used on defense (P, C, 1B, 2B, SS, 3B, LF, CF, RF).
- A *max* of **5 runs** may be scored each half inning - No exceptions for a final inning. **No mercy rule**
- Games end after **6** innings or **90** mins. No new inning begins **75** mins after the game starts.
- The next half inning begins upon the third out being recorded. Each inning will be played in its entirety – unless entering the bottom of the inning and the home team has the lead and you have reached the 90 min. time limit.
- The designated home team uses the third base dugout.
- A dead ball is called: Due to injury (at the umpire's discretion), a foul ball not caught, or a hit batter, or when the ball has been returned to the pitcher and the pitcher returned to the mound.
- All practices should be attended unless excused in advance or in the event of illness. Coaches have the authority to limit the game time of any player for excessive unexcused absences.
- Coaches may make **one** mound visit per pitcher/inning. A **second** visit to that pitcher that inning will result in a pitching change. A *total* of **three** non-pitching change visits per game are allowed.
- If injured/ill, a player skipped in the batting lineup is not out. But, they cannot re-enter the game.
- Helmets must be worn by players while on deck, at bat, or on base. Only one player may be on deck.
- **No warmups on the infield prior to the game.** Use the outfield, foul territory, or batting cages

Batting

- The strike zone will be from the knees to the arm pits and over the plate.
- Dropped 3rd strike – if the catcher fails to catch the ball on a third strike, and first base is open, or there are already 2 outs, then the batter becomes a runner.
- A "foul tip" caught by the catcher is a strike and remains a live ball (batter is out if it's the third strike)
- A batter will be awarded first base if they are hit by a pitch **and** meet all the following criteria:
 1. The batter made an attempt to avoid being hit by the pitch,
 2. The batter was not positioned in the strike zone (and the pitch was a strike),
 3. The batter did not swing at the pitch in an effort to make contact, and
 4. The ball did not make contact with the bat before making contact with the batter
- If a batter swings and the pitch hits them anyway, the ball is dead and a strike is called.
- Catcher Interference may result in a dead ball with first base awarded to the batter in lieu of the result of the play (at the batting coach's discretion)
- Bunting is allowed. "Slashing" is not allowed and will result in the batter being called out.
- A team gets one warning per game if a bat is thrown. Subsequent occurrences will be an out.

Pitching

- There will be a maximum of 5 warm-up pitches thrown between innings (hustle in; hustle out)
- Pitching limits: Any player may pitch, at most a total of 6 outs game (5 inning equivalent per week - Sunday through Saturday with the exception of Tournament Week)
- If a pitcher is replaced, they will not be allowed to return to the pitching position that game
- Automatic intentional walks are allowed by signaling four fingers to the umpire. There are no balks.

Baserunning

- A runner cannot lead off until a pitch crosses the front plane of home plate, or they may be called out
- Runners at 1st or 2nd base may attempt to steal after any pitch or on a play made on another runner.
- A runner on 3rd base may attempt to steal home on a passed ball, wild pitch, any defensive play on another runner, or if the pitcher does not catch the ball thrown back from the catcher.
- Collision Avoidance Rule: Applies to any runner, at any base, where the fielder is in possession of the ball and is attempting to make a tag on the runner. In this instance, the runner must slide or attempt to avoid a collision with the fielder. If not, the runner is out.
- All slides arriving at any base must be feet first. A player may dive back to a base hands first.
- Courtesy runner (last out) for the **catcher** and **pitcher** is allowed with 2 outs or 4 runs in the inning.
- Interference and obstruction calls will be enforced, and the infield fly rule is in effect

Team Courtesy

- Players and coaches must exhibit good sportsmanship and show courtesy at all times.
- Line-ups are to be given to the opposing team before the game starts.
- All players must clean up the dugout and surrounding area after the game or practice.
- The home team is responsible for staffing the scoreboard. Each team should maintain a game book.

Equipment

- Players must bring a fielder's glove. Other items are optional (e.g. bat, batting gloves, etc.)
- Each coach is responsible for the care, proper storage, and eventual return of team equipment - team bag, practice baseballs (if available), catcher's gear & glove, batter helmets, and any team bats issued
- If a player is reckless with equipment in any manner, the player may be ejected from the game
- Full catcher's gear will be worn by the catcher, including the catcher's glove and protective cup.

End of Season Tournament

- A single elimination tourney will take place at the conclusion of the regular season
- Seeding: winning % (of total), losses/wins, head-to-head, avg runs against/for, differential, coin flip