

# Huntertown Lions Baseball

## Boys Minor (Age 8)

The league administrators (“The Board”) 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

- Games will be played at Huntertown ballpark on **Diamond 2**
- Distance between bases is **60 ft.** The pitching distance is **40 ft.** Outfield fence depth of **125 ft.**
- *USSSA* bat rules; genuine leather raised seam baseballs (yarn wound, cork/rubber 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 derides, intimidates, demeans, harasses, baits, or otherwise negatively interacts with an ump, whether intentionally or not, may face disciplinary actions (up to & including dismissal from the league). **There is zero tolerance for aggressive or physical confrontations.**
- Disagreements with calls made by the umpire **should not** be addressed with the umpire. The head coach may address The Board later with any protests or concerns. **Team standings are not kept.**
- An onsite league representative or the head umpire will be responsible to suspend or call any game in the event of unsafe playing conditions. Games will be rescheduled whenever possible.

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

- If a team fields fewer than **7** players, teams should share players so that a game may still be played
- Each of the team’s **present & eligible** players will be in the batting order for each game.
- Nine players are used on defense (P, C, 1B, 2B, SS, 3B, LF, CF, RF). All **present & eligible** players will play a *minimum* of **6** defensive outs through the first **3** innings. **Rotating players is encouraged.**
- The half inning ends after the earlier of a team batting around their lineup, or three outs.
- Games end after the earlier of **5** innings or **70** mins (hard stop).
- The designated home team uses the third base dugout.
- Dead ball is called: Due to injury (at the umpire’s discretion), a foul ball not caught, or a hit batter
- All practices should be attended unless excused in advance or in the event of illness.
- To better instruct the players, two coaches are allowed on the field while their team is on defense.
- If injured/ill, a player skipped in the batting lineup is not out. They may 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 shoulders and slightly off the plate on either side.
- Any batter receiving a third strike is automatically out (i.e. no dropped 3<sup>rd</sup> strike rule)
- 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 attempt 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 not allowed
- 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 **3** warm-up pitches thrown between innings (hustle in; hustle out)
- A player may pitch up to **2** innings per game (**5** per week – Sunday through Saturday). We encourage following the *MLB/USA Baseball Pitch Smart Guidelines*
- If a player pitcher is replaced, they will not be allowed to return to the pitching position that game
- Batters will be awarded first base upon being hit by a pitch from a player.
- Intentional walks are not allowed and balks will not be enforced.
- Considerations for a coach pitching:
  - At any time, if the coach does not have a pitcher available, the coach will pitch
  - No walks will be issued, nor will hit batters receive a base.
  - After **3** consecutive walks or **4** total walks in an inning by a player, the batting team's coach must come in and finish the inning. The next inning must be started by a different pitcher
  - If a coach replaces a player, any outs recorded are applied to the player's innings cap.
  - Coaches should try to avoid throwing a heavily arched pitch
  - No bases will be awarded for walks or hit by pitches with the bases loaded. A coach will take over for the player on the mound if **4** balls are thrown with the bases loaded.

## Baserunning

- Base runners may not lead off and no base steal attempts are allowed.
- A runner may only advance on a hit, walk, hit by pitch, or catcher's interference (when all bases behind them are occupied), a play attempted on them, or a play on another base runner. They may not advance on a passed ball, wild pitch, or upon the catcher errantly returning the ball to the pitcher.
- Only one extra base is allowed on a defensive overthrow/misplay
- 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** is allowed with **2** outs in the inning.
- Interference and obstruction calls may be enforced; infield fly rule is not in effect

## Team Courtesy

- Players and coaches must exhibit good sportsmanship and show courtesy at all times.
- 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.