



**FISHERS-HSE YOUTH BASEBALL RULES**  
**7<sup>th</sup> and 8<sup>th</sup> GRADE LEAGUE**  
**9<sup>th</sup> through 12<sup>th</sup> GRADE LEAGUE**  
**Reviewed and Approved March 25, 2019**

**GENERAL.** The 7<sup>th</sup> and 8<sup>th</sup> grade league and the 9<sup>th</sup> through 12<sup>th</sup> grade league are competitive leagues. Scores will be kept for each game with a league standing that will determine the seeding for the League Tournament to be held at the end of the year. Regular Babe Ruth League Rules and the HSE Youth Baseball "Rules for All Age Leagues" will apply with the following additions noted below:

**HITTING**

1. **Batting Order. ALL PLAYERS WILL BAT.** A batting order will be established prior to the start of the game. Only those players present and part of the official team roster or a player picked up from the Farm system at the start of the game can be in the batting order. This batting order will be kept for the entire game once the game has started. A player arriving after the game has started will be put at the end of the batting order.

2. **Balls and Strikes.** The umpire will call all balls and strikes.

3. **On Deck.** When a team is at bat, all players are to be in the dugout except for the batter at the plate and the on-deck batter. The on-deck batter must be wearing a helmet.

4. **Throwing the Bat.** Throwing of bats by a batter is dangerous. Umpires will warn the batter and the team on the first offense. The second offense by any batter, that batter will be called out.

5. **Bunting.** Bunting IS allowed.

6. **Playing 8 Players.** A team that fields only eight (8) players must count what would be the ninth batter as an out.

7. **Maximum Run Rule.** A team may score a maximum of 10 runs per inning, excluding inning number 7 or subsequent innings after that. In inning number 7 or beyond, a team can score an unlimited number of runs. If it is clear that prior to the first pitch of any inning will be the last inning and ONLY if the umpire and both coaches are aware of this prior to the first pitch, the run limit will be lifted for this inning. A game will be called if a team is ahead by 20 or more runs at the completion of 3 innings, 15 or more runs at the completion of 4 innings, 10 or more runs at the completion of 5 innings; 8 or more after six.

8. **Uncaught Third Strike.** The uncaught third strike rule WILL be in effect. The batter becomes a runner when the third strike called by the umpire is not caught in the air by the catcher or is dropped and first base is not occupied or first base is occupied with two outs. If the runner initially fails to run to first base, he shall be called out if:

a. He leaves the batter's box and steps on the grass area or equivalent.



- b. He is tagged out.
- c. The ball is thrown to first and the runner is tagged prior to the runner reaching first base.
- d. The batter's helmet is removed while on the field of play.

9. **Time Outs.** The coach is allowed to stop play to only one (1) batter per inning while his team is at bat.

## **FIELDING**

10. **Stopping the Runner.** The base runner is free to steal any base at any time except during a time out.

11. **Infield Fly Rule.** The Infield Fly rule WILL be played. The infield fly rule provides that when a catchable (umpire's judgment) FLY ball is hit in the infield, with runners at first and second or bases loaded and there are less than 2 outs, the batter is called out. The base runners are not forced to advance but may advance at their own risk. The runners must tag up if the ball is caught. They do not have to tag up, even though the batter is called out, if the ball is not caught. Line Drives and Bunts do not constitute Infield Flies. An Infield Fly must be a fair ball. If the Umpire calls Infield Fly, the ball drifts foul, and is not caught, it is a foul ball. The batter continues his at bat. If the umpire calls infield fly and the ball hits the ground fair and rolls foul untouched prior to passing 1st or 3rd base, it is a foul ball and the batter continues his a bat. The umpire must call the Infield Fly while the ball is still in the air.

12. **Defense.** Each team will use nine (9) defensive players consisting of one (1) pitcher, one (1) catcher, four (4) infielders (first base, second base, short-stop and third base), and three (3) outfielders.

## **PITCHING for 7<sup>th</sup> and 8<sup>th</sup> Grade League**

13. **Pitching.** Rules align with pitching rules for Official Little League Baseball, unless otherwise noted within this document.

(a) Any player on a regular season team may pitch. (**NOTE:** There is no limit to the number of pitchers a team may use in a game.)

(b) A pitcher once removed from the mound cannot return as a pitcher. **For Junior, Senior, and Big League Divisions only:** A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game. (our league rules allows everyone to bat, therefore a player is always considered to be in the game)

(c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

Big League 105 pitches per day (HS league)



Junior League 80 pitches per day (JH league)

**Exception #1:** If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

**Note #1:** A pitcher who delivers 51 (JH) and 61 (HS) or more pitches in a game cannot play the position of catcher for the remainder of that day.

**Note #2:** Big League (HS) and Junior (JH) can pitch in 2 games per day and count both games for total pitches that day.

**(d) Pitchers league age 14 (JH league) and under must adhere to the following rest requirements:**

Required Rest (Days)*:	0	1	2	3	4
Innings Pitched:	1-20	21-35	36-50	51-65	66+

*\*Required Rest (Days) is defined as a Calendar Day (midnight to midnight)*

**(d) Pitchers league age 15-18 (HS league) must adhere to the following rest requirements:**

Required Rest (Days)*:	0	1	2	3	4
Innings Pitched:	1-20	21-35	36-50	51-65	66+

*\*Required Rest (Days) is defined as a Calendar Day (midnight to midnight)*

(e) Each league must designate the scorekeeper or another game official as the official pitch count recorder. (Each coach will count your pitches. Foul balls count as a pitch. You will be the official pitch counter for your team)

**EXCEPTION #2:** If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is retired; 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.

*Scenario:*

In a Junior Division (JH) Baseball game, in the sixth inning with no outs, the manager replaces the pitcher, the replacement pitcher throws 34 pitches and reaches two outs. The pitcher then faces another batter, throws five (5) more pitches for the third out, which ends the half inning.



### *Clarification / Intent*

In the above scenario, the pitcher reached 39 pitches. The third out was made ending the half inning, preventing the manager from removing the pitcher before delivering a pitch to another batter, and thus no calendar days rest must be observed. In essence, if any pitching threshold is reached with the last batter in the game, any instance which would cause the half inning to end, it is to be treated the same as being removed from the game before delivering a pitch to another batter.

**Note #3: The first pitch for each batter determines the calendar days rest threshold. If a pitcher's first pitch to a batter is 60 pitches (HS league) then one (1) calendar days rest if they are removed before next batter. If a pitcher's first pitch to a batter is 61 pitches they have reached 3 calendar day rest threshold.**

**14. Hitting a Batter.** A pitcher that hits three batters in an inning must be replaced with a new pitcher to finish the inning and is done pitching for the game and can NOT re-enter as a pitcher. The new pitcher or another pitcher must pitch the next inning.

**15. Balks/Passed Balls/Wild Pitches.** There ARE Balks, passed balls and wild pitches. See regulation rule on Balk. Basically a Balk is a deceptive move by the pitcher **while on the rubber** that deceives the runner without throwing to the base is a balk. This does not apply to fake throws to second and third by the pitcher while on the rubber.

**16. Intentional Walks.** There are NO intentional walks.

**17. Coach Trips to the Mound.** A coach is allowed two trips to the mound to consult with their pitcher in one game. On the third trip, the pitcher must be replaced with a new pitcher. If the second trip is in the same inning as the first trip, the pitcher must be removed for a new pitcher.

## **PITCHING for 9<sup>th</sup> through 12<sup>th</sup> Grade League**

Pitching for this league will follow High School rules.

## **BASE RUNNING**

### **18. Close Play Safety Rule:**

- A. Defender cannot impede base runner in any base path.
- B. Defender must give the base runner access to all bases. He cannot block any base.
- C. Base runner must avoid contact with the defender
- D. A player not sliding when a slide is warranted and intentionally hitting another player will be ejected from the game.

***If the defender has the ball in his possession***, he may stand with his foot on the edge of the base for a force out or straddle the base in a position that allows the defender to place his glove



between the base runner and the next base for a tag out, whichever is fundamentally appropriate for the play that is about to occur. He cannot block the plate with anything except his glove having the ball in it. If the defender has the ball in his possession in time, he may run up the line to tag the runner or force his retreat. The defender however cannot cause a collision. If the defender has the ball in his possession, the runner must slide, give himself up, attempt to avoid the tag without making contact, or retreat to the previous base. If he cannot / does not do one of the four, he will be out. If the runner collides with a defender with the ball in his possession, he will be out even if the defender drops the ball as a result.

*If the defender does not have the ball in his possession*, he cannot in anyway impede the runner's progress. He cannot stand on or around the base in a position that slows or stops the runner. He cannot be standing in the base path. If he does, the base runner can be awarded the base regardless (refer to base runner interference rule). The base runner has the right to the base path in all cases except when the defender is making a play on the ball that is in the base path. The base runner must avoid a collision with a defender making a play on the ball in his path. The umpire(s) must determine if the base runner is out for not sliding when warranted or if the base runner is safe due to the defender being improperly positioned in the base runners path. Coaches must instruct all runners to slide anytime a play could be close. Coaches must instruct all defenders to cover their base in a way, prior to having possession of the ball, that will not impede the runner. The Player Agent, League Commissioner, and Umpire Commissioner must review any violations of this rule that might warrant further consequences such as additional game suspensions.

19. **Lead-offs.** Leading off WILL be allowed.

20. **Passed Ball/Wild Pitch.** The base runner CAN run on a passed ball or wild pitch.

21. **Base Stealing.** A base runner can steal any base or home at any time except during a called time out. 18. **Coach Interference.** NO coach may touch or assist a player between the bases during a play. This is an AUTOMATIC OUT.

22. **Tag Ups.** Runners can tag up on all fly balls (fair or foul) and run if caught.

23. **Infield Fly Rule.** There WILL be the Infield Fly rule.

24. **Speed Up Rule.** Speed Up Rule will be in effect for the catcher. If your catcher (if he is catching in your next defensive half of the inning) reaches base with 2 outs, he should be replaced on base by the previous batter in your line up that is not still on base.

25. **Throwing the Helmet.** Any runner deliberately discarding a helmet while running the bases will be declared out by the umpire.

## TOURNAMENT RULES



23. At the end of the regular season, there will be a single game elimination tournament. Regular season rules will apply except for the time limit requirement for the Championship game and Guaranteed Playing time exception.

24. **Seeding.** If the number of teams in the league are either 8 or 16 teams, the regular season first place team will play the last place team. The second place team will play the second to last place team. If the number of teams in the league are other than 8 or 16, the regular season top place team(s) will get a bye until the amount of teams remaining can be bracketed for a championship game.

25. **Home Team.** Home team designation will be the team with the highest seeding (Number 1 seed being the highest). 26. **Tie Breakers.** If there is a tie for a regular season place standing, the first tie breaker will be the Head to Head game winner. If there are three or more teams with the same record or a tie in the Head to Head games, the second tie breaker for those teams will be the team with the lowest number of runs allowed for all the games played between the tied group. If there is still a tie, the third tie breaker is the highest number of runs scored for the games between the tied group. If this is still a tie, the fourth tie breaker will be a blind draw or coin toss by the Commissioner to decide the place standing.

### **ALL STAR GAME**

At the Commissioners discretion, there may be an All Star game at the end of the season and after the Tournament. The All Star team will NOT include any Travel team players. The game format, All Star selection and Coach selection will be determined by the league Commissioner.

### **TRAVEL TEAM**

#### **See HSE YBSL Baseball Travel Team Policy for entire details**

**1. Number of Players.** The Travel team will be determined prior to the start of the season by an independent evaluation process. The number of players and Travel teams selected is predicated on the talent level of that age group, the number of kids trying out for the team(s) and Travel coach preference.

**2. League Play.** The Travel A team players will NOT play in the recreational league. If there is a Travel B team, the commissioner and Player Agent will determine if the Travel B team plays in the recreational league or not.

**3. Age cutoff.** For the 13-year-old Travel team, no player can be 13 years-old as of May 1st. Birth certificates will be required to substantiate the age.

**4. Eligibility.** Only players participating in the HSE YBSL are eligible to try out for the Travel team.



**5. Evaluation and Selection procedure.** Travel tryouts and evaluation will be conducted by the head coach at the date and time established by the HSEYBSL. Only those who are age appropriate and are registered with the HSEYBSL program can try out for the Travel team. Any player not able to try out for the Travel team at the designated tryout time and would like to be considered for the Travel team, must submit a letter to the Head coach at least one week prior to the tryouts. Additional evaluation time or if possible, a makeup time will be made to give the player a fair evaluation. There will be at least one travel team and additional teams if the interest and talent exists to form more than one team. Team size will be 13 to 15. Team size can deviate from the recommended size only per approval of the Travel Commissioner.

**6. Head Coach and Co-coach selection.** Head Coach for the Travel team will be selected by the Travel Commissioner, Player Agent and League President prior to the evaluations. Once the head coach and Travel team has been selected, the head coach will select his co-coaches and if an additional team, the head coach will assist the league in determining a head coach for the second team.