



# FISHERS-HSE YOUTH BASEBALL RULES

## Pre-K League

Reviewed and Approved March 26, 2017

### GENERAL

The Pre-K League is a non-competitive league. Scores will NOT be kept and all players will play the field and bat. Regular Little League Rules will apply with the following additions noted below. You can view Little League rules at [www.littleleague.org/learn/rules.htm](http://www.littleleague.org/learn/rules.htm).

1. **Calendar Week.** The calendar week is Monday through Sunday.
2. **Uniform.** Each player must wear the complete uniform at all times. The complete uniform will consist of team shirt, team cap, baseball socks, and baseball pants (long). Shirts must be tucked in. If cold weather, additional clothing can be worn except that pitchers are not allowed to wear white long sleeves or a glove on their catching or pitching hand. Players not in compliance with the uniform rule for a particular game will be able to play unless denied by the Commissioner of that league.
3. **Equipment.**
  - a. Only approved BASEBALL bats are to be used. The length of the bat should not exceed the HSE supplied bats and the barrel must be 2 ¼" or less. Aluminum or wood may be used.
  - b. Every batter must have a helmet on while hitting and while on deck.
  - c. Mouth guards are RECOMMENDED but not provided by the League.
  - d. The wearing of jewelry except for medical identification is not allowed.
  - e. Metal cleats are NOT allowed in this league.
4. **Conduct.**
  - a. The team Coach is responsible for the conduct of his Assistant Coaches, players and fans. No foul language will be allowed by the players, coaches or fans. Good sportsmanship must be displayed at all times. No players should throw any equipment (helmet, bat, glove etc.). Trash talking above and beyond normal baseball chatter talk or any verbal or physical abuse of the umpire by players, coaches or fans will NOT be tolerated. A warning will be given for any inappropriate behavior. In conjunction with a warning, an umpire or commissioner has the discretion to remove one or more individuals (coaches, players, fans) from the grounds for inappropriate behavior. A team and/or a player may be forfeited from a game and/or tournament for repeated violations of conduct.



- b. No smoking on the diamond, including the dugouts.
- c. No alcoholic beverages are permitted.

5. **Post-Game.** After the game, both teams are responsible for picking up all trash from the dugouts and stands and disposing of it in the proper trash cans or trash bags. Both teams should help with field prep prior to the game, but it is ultimately the home team's responsibility. Both teams should help with post game clean up (tarps on diamond etc.) but ultimately it is the visiting team's responsibility. Each team should make a schedule for cleaning duty similar to the drink/snack schedule. If you are not the last game of the night on your field you must have post-game meetings after you have cleared the dugout allowing the next team to take the field.

## ROSTER

1. An official team roster will consist of no more than twelve (12) players (unless approved by the Commissioner), One (1) Coach, Two (2) Co-coaches, and a team scorekeeper in the dugout. Only the Coach and/or Co-coach are permitted to coach the bases
2. The official team roster will consist of only those players selected by the coach during the league draft. At the discretion of the Commissioner, if a team has less than twelve (12) players on their roster and a new player becomes available (i.e. a kid on the waiting list or a kid that moves into town after the registration cutoff) that player may be added to complete their team roster.
3. The team roster chosen at the beginning of the season cannot change except by approval of the commissioner.
4. **Farm System:** Any current registered participating member of the Pre-K League is a member of your Farm System.

## GAME RULES

1. **Home Team designation.** Home team designation will be determined by the designated schedule. Home team will sit on the third base side and the Visitors will sit on the first base side.
2. **Pre-Game Warm-up.** To ensure games start on time, teams should be at the diamond 30 minutes before scheduled game time; the Visitors have the field for the first 15 minutes and the Home team has the field the last 15 minutes before the start of the game. No infield practice is to be taken by either team prior to the second game of the night.



3. **Game Ball.** The home team will be responsible for providing three game balls. The balls should be new or relatively white.
4. NO one is allowed to stand behind the backstop.
5. **First Aid Kit.** Coaches are issued first aid kits. Coaches are responsible for having the kits available.
6. **Field Maintenance.** The fields are supposed to be dragged, plate and mound filled in, and bases lined before each game by the teams preparing to play. If the fields are not being maintained in this manner, please report this to the Commissioner. Home teams are responsible for preparing the field for play. Visitors are responsible for closing the fields.

### LENGTH OF GAME

1. **Game Length/Time Limit.** The game will be six (6) innings or one and a half (1 ½) hours. Any inning starting within 15 minutes of the game-ending time limit will be considered the final inning. No additional innings are to begin after the final inning regardless of the time remaining. An inning will consist of two (2) half innings. No outs will be recorded in Pre-K League. If a play is made on a baserunner, and said baserunner is "out", the baserunner will remain on the base paths as if no out was made.
2. **Weather.** Prior to the game check the league website (<http://www.fishershseyouthbaseball.com/>) or Twitter feed (@Fishersfields) for field status.
3. **Lightning and Thunder.** If inclement weather moves in during the game, the game will immediately be terminated and all players and family must leave the field if **ANY** lightning is seen or thunder is heard. 30 minutes must pass after a lightning strike or thunder before play can resume. If it is only raining and NO lightning and/or thunder, the game can continue as long as the coaches from both teams agree that the playing conditions are safe and playable.

### 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. Batting order will be cycled through once each offensive inning.



2. **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.
3. **Throwing the Bat.** Throwing of bats by a batter is dangerous. Coaches should do their best to teach their players to not throw the bat.
4. **Bunting.** Bunting is not allowed in this league.
5. **Strike outs.** There are no strike outs in this league.
6. **Walks.** There are no walks in this league.
7. **Time Outs.** The coach is allowed to stop play to only one (1) batter per inning while their team is at bat.

## **FIELDING**

1. **Lineup.** ALL PLAYERS WILL PLAY THE FIELD. Each team will use their entire roster as defensive players consisting of one (1) pitcher's helper, four (4) infielders (1B, 2B, SS, and 3B), and the rest of the team as outfielders. The pitcher's helper must wear a batting helmet equipped with a face mask, and cannot position themselves any closer to the batter than the coach pitcher. The pitcher's helper must wear the batting helmet equipped with the face mask. All outfielders must be positioned on the outfield grass.
2. **Stopping the Runner.** On any hit ball, runner(s) can advance only one (1) base. Runners may not advance on an overthrown ball.
3. **Infield Fly Rule.** There is no infield fly rule in this league.
4. **Coach in the Outfield.** Two (2) coaches are allowed to be in the outfield to provide verbal instructions only to the defensive players. Coaches should make every effort to avoid the ball in the play.
5. **Catcher.** The team that is hitting will supply a coach to catch. This coach will be responsible for setting up the tee for the batter once seven (7) pitches have been thrown.

## **PITCHING**

1. **Coach Pitch.** A coach will pitch while their team is at bat. The coach/pitcher must pitch overhand from a distance no closer than twenty (20) feet to the front edge of home plate.



2. **Number of Pitches.** There is a maximum of seven (7) pitches. There will be no count (i.e. balls and strikes will not be counted). If the batter does not hit the ball after seven (7) pitches, a tee will be provided for the batter to complete their at bat.
3. **Strike Outs.** There are no strike outs in this league.
4. **Walks/Hit-by-Pitch.** There are no walks or hit-by-pitches in this league.
5. **Passed Ball/Wild Pitch.** There are no pass balls or wild pitches in this league.

### **BASE RUNNING**

1. **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. They cannot block any base.
  - c. Base runner must avoid contact with the defender.
  - d. If a fielder impedes the base path, play will be dead and base runner will be awarded the base.
2. **Outs.** There are no outs in this league. The play is ruled dead once the baserunner has reached their maximum base allotment. **SEE FIELDING. (2. Stopping the runner.)**
3. **Lead-offs.** There are no lead-offs in this league.
4. **Passed Ball/Wild Pitch.** The base runner CANNOT run on a passed ball or wild pitch.
5. **Base Stealing.** There is no stealing in this league.

### **TOURNAMENT RULES**

There is no end-of-season tournament I this league.

### **ALL STAR GAME**

There is no All-Star team/game for this league.

### **TRAVEL TEAM**

There is no Travel Team for this league.