

Selma Athletic League
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Selma, IN 47383
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SELMA ATHLETIC LEAGUE BOYS INTERMEDIATE BASEBALL RULES

Ages 7 & 8, Revised 2022

1. If Selma Athletic League Rules and Boys Intermediate League Rules do not cover a particular situation, official IHSAA Baseball Rules will prevail.
2. Each game will consist of six innings. A game that has completed 4 innings (3 ½ if the home team is ahead) and is called for weather related issues will be complete. All other started games with less than 4 innings will be resumed from where they were stopped, except for tournament games. (see tournament rules)
3. This league will have a run rule of six (6) runs per inning.
4. The home team shall use the third base dugout and bat last. The home team will be the official scorekeeper, if no official scorekeeper is provided.
5. The league will be played with sixty (60) foot bases and a forty six (46) foot pitching rubber. Official IHSAA Baseball Rules govern base running and pitching issues.
6. This league will utilize a coach to throw overhand to the batters at 30 feet.
7. This league will used baseballs supplied by the league
8. All little league approved bats can be used. All other bats are at the discretion of the league.
9. Each batter is allowed five pitches, providing they do not strike out. If a batted ball hits the pitcher, all players advance one base. If the fifth pitch is fouled, the batter will be allowed additional pitches until one is hit, missed or the batter does not swing.
10. A coach from the offensive team will pitch to the batters. They may make gestures to the batter, but not to the runners. Gestures to the runners will constitute the runner being called out.
11. All players will bat in the line up and 10 players will take the field. All non-infield players must be positioned in the outfield grass. Each team must field a catcher.
12. A coach should notify the other team and official scorekeeper, before the game starts, if a player is not present. After the game has started a player may enter the batting order at the original place in the line up.
13. If a player does not come to the plate to bat because of injury or becoming removed from the game & premises by a parent or guardian it will not constitute an out. If a player is removed from the game by an umpire or league official and does not come to the plate to bat, it will constitute an out.
14. All players must play a minimum of two (2) complete innings. Players may be freely substituted.
15. The defensive team must field a player within the ten foot pitching circle. They must be positioned to the left or right of the pitching machine. If the defensive team has less than nine players, they may choose to disregard this position.
16. There is no infield fly rule.
17. Time will be given by the umpire when asked for by a player in the infield with the ball in their possession and/or the umpire feels the play is dead.

18. Throwing the bat is not permitted. Each player is allowed one (1) warning. Should that warned player throw the bat again, it will constitute an out.
19. No stealing.
20. A runner should slide or avoid contact if a play is being made at any base and home plate (except 1st base) or risk being called out.
21. A runner cannot be tagged after running through first base unless an attempt to go to second is made.
22. There is no dropped third strike.
23. A pinch runner shall be used for the catcher when there are two (2) outs. The runner/catcher must have caught the previous inning. The pinch runner will be the player that made the second out of that inning.
24. No inning shall start one hour and twenty minutes from the starting time of the game, unless prior notice from a league official.
25. The SAL board reserves the right to make changes or adjustments to the rules if errors are found at any time
26. A team must have at least six (6) players to field a team or it will result in a forfeit.
27. In the event of a tie at the end of time limit/or innings, the extra inning will start with the last out on 2nd base with one out with both teams having an opportunity to bat. If a 2nd extra inning is needed, the last out will start on 2nd base with 2 outs with both teams having an opportunity to bat. If a 3rd extra inning is needed, a runner will start on 2nd base with 2 outs and the first team to score wins.
29. An overthrow is one base unless a play is made on another base after retrieving the overthrown ball at the umpire's discretion.