

NFHS Baseball rules apply with the following exceptions

- A. A player's grade is their grade during the 2024-2025 school year.
- B. FIELD DIMENSIONS
 - a. Pitching Distance --- 46ft.
 - b. Base Distance --- 60ft --- 84' 10" from home plate to second base and first base to third base.
- C. The Double Base applies in this league --- **See General Rule #17**
- D. GAME LENGTH --- 5 innings
- E. TIME LIMIT --- One Hour and Thirty minutes (1:30)
 - a. If an inning ends prior to the time limit, next inning will be played in full.
- F. Three Outs or Five (5) runs constitute an inning.
- G. RUN RULE --- **See General Rule #14**
- H. COMPLETED GAME
 - a. If the game is called due to bad weather conditions, it will be considered a completed game after 45 minutes or four complete innings.
 - b. The final score of this completed game is determined by reverting to the last completed inning.
 - c. In the event the score is a tie at this point, the game will be replayed from the start.
 - d. If the game is not complete or is tied prior to being a complete game, the game will be replayed from the start.
 - e. Game Rescheduling should follow **General Rule #8**.
- I. FREE SUBSTITUTION
 - a. Every player will be placed in the batting line up for the entire game.
 - 1. Example --- If a team has 13 players at the game, all 13 players will be in the batting line-up the entire game.
 - 2. Defensively players can be moved from position to position by the team's coaches without notifying the official scorekeeper.
 - b. SUBSTITUTION OF A PITCHER
 - 1. The Pitcher can pitch three (3) innings per game
 - 2. The innings pitched in the game do not need to be consecutive innings.
 - 3. If the pitcher leaves the game and is placed in a defensive position, the pitcher may return to finish the number of innings he has left to pitch.
 - 4. If the pitcher leaves the game and is placed on the bench, the pitcher can return to the game but cannot pitch – even if he has innings left to pitch in that game.
 - 5. Any team coach is limited to two (2) visits to the pitcher's mound area per inning.
 - i. On the second visit, the pitcher must be removed from the pitcher's mound.

J. EXTRA INNING TIE-BREAKER

- a. If the score is tied going into the new inning after regulation innings or time has expired, the league game will continue for a maximum of two (2) extra innings.
- b. Regular Season Play --- If the league game is tied after the two (2) extra innings of play, then the league game will end in a tie.
- c. Tournament Play --- the Tournament game will continue until there is a winner.

K. OFFENSIVE RULES

- a. There are NO WALKS in the 3rd & 4th Grade Boys Division.
 1. If the batter receives ball four (4), the batter's Coach Pitcher enters the game to pitch to their batter.
 - a. Zero (0) Strike and Four (4) Ball count
 - i. Coach Pitcher can pitch up to three (3) total pitches to the batter.
 - b. One (1) Strike and Four (4) Ball count
 - i. the Coach Pitcher can pitch up to two (2) total pitches to the batter.
 - c. Two (2) Strike and Four (4) Ball count
 - i. the Coach Pitcher can pitch up to two (2) total pitches to the batter.
 - ii. If the batter has a two (2) strike count and swings and misses the first pitch thrown to her – the batter is out.
 - iii. If the batter has a two (2) strike count and does not swing at the first pitch thrown to her – the batter must swing at the second pitch – If the batter swings and misses the second pitch, the batter is out.
 2. Third Strike "Foul Ball" Rule
 - a. On the final pitch of the batter's at-bat -- If the batter makes contact with the ball, and the ball goes foul -- the batter receives one more pitch from their Coach Pitcher.
 - b. An extra pitch will be awarded for any additional consecutive foul balls hit by the batter during her at-bat.
 3. Base Runners MAY NOT STEAL ANY BASE while a Coach Pitcher is on the field pitching to his/her batter.
 4. The Coach Pitcher MUST remain in contact with the pitcher's plate while pitching to his/her batter.
 - a. First game offense – warning to the offending team
 - b. Second game offense and beyond – this will be considered an "illegal" pitch and counted as a strike towards the batter.
 5. The Coach Pitcher MUST make every attempt to avoid ALL batted balls or interfering with the defensive players.
 - a. If a batted ball strikes any part of the Coach Pitcher, the ball is declared a Dead Ball and the play considered the same as a foul ball – Third Strike "Foul Ball" Rule would apply, as needed.
 - b. If, in the umpire's judgment, the Coach Pitcher intentionally impedes a defensive player, the umpire will give One Warning.
 - c. Any subsequent infractions will result in the Batter being called Out and any Base Runners returning to their previous base.

K. OFFENSIVE RULES cont.

- b. The Base Runner(s) cannot leave their base until the pitcher releases the ball.
 - 1. If the Base Runner breaks contact with the base prior to the pitcher releasing the ball, the base runner will be called out
 - 2. All Base Runners may only steal or advance one base per pitch --- including home.
 - i. Exception --- When a batted fair ball is hit, the Base Runner(s) may advance with no limit.
 - ii. There is no Over Throw Rule" on a batted fair ball in the 3rd & 4th Grade Boys Division.
 - 3. A Base Runner attempting to advance beyond the one base they are entitled to advance or steal --- The Base Runner may be put out while between bases.
 - i. A Base Runner CANNOT be put out while in sole contact with the base.
 - ii. After ALL play ceases and the ball is dead, if a runner occupies the base beyond the one the Base Runner was entitled to advance or steal --- The Base Runner will be returned to the correct base without liability to be put out.
- c. BASEBALL "LOOK BACK RULE"
 - 1. Once the catcher has possession of the ball, the Base Runner(s) MUST IMMEDIATELY return to their base or proceed to the next base.
 - a. **PENALTY** - Failure to do this will result in the Base Runner being called out.
- d. The Batter cannot run on a dropped third strike by the catcher.
 - 1. The Ball is Live and Base Runners may advance one base, if there are one or two outs.
- e. All batting helmets must have a chinstrap.
 - 1. Each batter/base runner must properly wear their chinstrap.
 - 2. No exceptions allowed.
 - 3. Players cannot participate without proper equipment.
- f. BAT RULE
 - 1. All Baseball bats are allowed, as long as there are no cracks or dents.

L. DEFENSIVE RULES

- a. Teams may play with ten (10) defensive players
 - 1. The extra defensive player must be placed in an outfield position.
- b. MINIMUM DEFENSIVE PLAYING TIME
 - 1. All players must be in the game to play defense by the start of the third (3rd) inning.
 - 2. This player cannot come out of the game until he/she has played two (2) consecutive defensive innings.
 - 3. Failure to do so will result in an automatic out at the start of the next inning.
 - 4. This rule DOES NOT apply to starters.
- c. The Balk Rule does not apply to the 3rd & 4th Grade Boys Division.
- d. No infield fly rule in the 3rd & 4th Grade Boys Division.
- e. Dead Ball Appeal --- **See General Rule #16**
- g. Base Runners CANNOT advance on an overthrow from the catcher to the pitcher during live ball play.

M. AUTOMATIC OUTS --- LESS THAN NINE PLAYERS

- a. A team **MUST** start their game with seven (7) players.
- b. If a team is playing with less than 9 players, the team must field a player in the pitcher and catcher positions.
- c. If a team starts their game with less than nine (9) players - automatic outs could be applied in regular season games.
 1. If a team starts with eight (8) players --- the team could take one (1) automatic out.
 2. If a team starts with seven (7) players --- the team could take two (2) automatic outs.
 3. The team's head coach can place their automatic out(s) anywhere in the original batting order.
- d. At the pre-game conference, both team coaches will decide if Automatic Outs will be used for the entire game.
 1. If both coaches agree – then Automatic Outs will be used for the entire game.
 2. If one coach disagrees or both coaches disagree – then Automatic Outs will be used for the entire game, based on the above rules.
 3. This is a game-to-game decision.