

**NFHS Baseball rules apply with the following exceptions**

- A. The Kindergarten Boys Division is Coach Pitch.
  - a. The Coach Pitcher must be at least 14 years of age.
- B. A player's grade is their grade during the 2024-2025 school year.
- C. FIELD DIMENSIONS
  - a. Pitching Distance --- 30ft.
  - b. Base Distance --- 60ft --- 84' 10" from home plate to second base and first base to third base.
  - c. Arced line 35ft from the tip of home plate from foul line to foul line.
    - 1. No player can go in front of this arced line until the ball is hit.
    - 2. EXCEPTION – If a batter squares to bunt, the infield defensive players (1<sup>st</sup> base, 2<sup>nd</sup> base, pitcher, shortstop, or 3<sup>rd</sup> base) can move inside the 30ft arc line.
  - d. A 10ft radius half circle from the center of the 35ft arc for the pitcher to stay in until the ball is hit.
    - 1. The Infielders including the pitcher may not cross the arced line prior to the ball being hit if the batter shows bunt.
  - e. An Infield line 5ft. outside of base path.
    - 1. This determines the infield and outfield.
    - 2. Outfielders must stay behind this line until the ball is hit.
  - f. 20ft Base Hash Marks
    - 1. A base hash mark is placed 20ft past 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> bases.
    - 2. These marks are used by the umpires as a reference point to determine where each base runner is located when play is stopped.
    - 3. After play has been stopped --- if the base runner is completely past the hash mark, that runner is awarded the next base.
    - 4. After play has been stopped --- If the base runner is NOT completely passed the hash mark, that runner will be returned to the base they just touched.
    - 5. For example
      - a. The base runner has rounded 2<sup>nd</sup> base, heading to 3<sup>rd</sup> base, but before completely crossing the 2<sup>nd</sup> base hash mark, the umpires stop play – That base runner would be placed back on 2<sup>nd</sup> base.
      - b. The base runner has rounded 2<sup>nd</sup> base, heading to 3<sup>rd</sup> base. When the umpires stop play, the base runner is completely passed the 2<sup>nd</sup> base hash mark. In this case that base runner would be placed on 3<sup>rd</sup> base.
  - g. A DIAGRAM OF THE DIAMOND IS ON THE BOOKLET BACK COVER.
- D. The Double Base applies in this league --- **See General Rule #17**
- E. GAME LENGTH --- 5 innings
- F. TIME LIMIT --- One Hour and Ten minutes (1:10)
  - a. If an inning ends prior to the time limit, next inning will be played in full.
- G. Three Outs or Five (5) runs constitute an inning.

## H. EXTRA INNING TIE-BREAKER

- a. If the score is tied going into a new inning after regulation innings or time has expired, one extra inning shall be played and begin with the last batter/runner put out from the previous inning, placed on 2<sup>nd</sup> base.
- b. Regular Season Play --- If the league game is tied after the one extra inning of play, then the league game will end in a tie.
- c. Tournament Play --- the Tournament game will continue until there is a winner.

I. RUN RULE --- **See General Rule #14**

## J. 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**.

## K. 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.

## L. Teams may play with ten (10) defensive players

- a. The extra defensive player must be placed in an outfield position.

## M. MINIMUM DEFENSIVE PLAYING TIME

- a. All players must be in the game to play defense by the start of the third (3<sup>rd</sup>) inning.
- b. This player cannot come out of the game until he/she has played two (2) consecutive defensive innings.
  1. This rule DOES NOT apply to starters.
- c. Failure to do so will result in an automatic out at the start of the next inning.

## N. OFFENSIVE RULES

- a. The Batter will receive five (5) pitches from his Coach Pitcher.
  1. If the Batter does not hit one of those five (5) pitches he is out.
  2. If the Batter fouls off the 5th pitch, he is not out.
- b. A hit ball in fair territory or strike out ends the Batter's turn at bat.
- c. The Coach Pitcher will pitch to his/her own team.
  1. Coach Pitchers must pitch from the pitching rubber
  2. The Coach Pitchers may pitch overhand or underhand.
- d. If a batted ball strikes any part of the Coach Pitcher the ball is declared a dead ball and the play will be considered the same as a foul ball.

## N. OFFENSIVE RULES cont.

- e. 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.
- f. STOPPING THE PLAY
  - 1. The Base Runner may advance until the ball is returned to the chalked Infield Area, in possession of a Defensive Player -- does not have to be infielder -- and said Defensive Player is not attempting to make a play on a Base Runner – as soon as this occurs the Umpire signals “Dead Ball” and All Base Runners may not advance to the next base – to the Umpire’s Dead Ball signal.
  - 2. Runners not past the 20ft hash mark on the Umpire’s Dead Ball signal, must return to their previous base.
- g. OVERTHROW RULE
  - 1. A “Defensive Play” is defined as a defensive attempt at the runner
    - a. For Example: throwing to a base to try and force a Base Runner out
  - 2. “At Their Own Risk” means, the Runner is still able to be put out while running to the next base. Either by a force out or tag play.
  - 3. If, while making a “defensive play” on the Batter/Runner or a Base Runner, the ball is overthrown at a base, the Batter/Runner or Base Runner(s) may advance no more than one base at their own risk.
    - a. A Batter/Runner, running to 1<sup>st</sup> base can advance no farther, at their own risk, than 2<sup>nd</sup> base on an overthrown ball to any base.
    - b. A Runner starting at 1<sup>st</sup> base can advance no farther than 3<sup>rd</sup> base, at their own risk, on an overthrown ball at any base.
    - c. A Runner starting at 2<sup>nd</sup> base could advance Home, at their own risk, on an overthrown ball at any base.
  - 4. If a second overthrown ball happens on the same defensive possession, the umpire will signal a Dead Ball, Immediately, and the Base Runner(s) CAN NOT advance any further then what is listed above.
    - a. If a Base Runner has advanced past what he/she should have, the umpire(s) will put the Runner(s) back to the base the Runner(s) should be.
- h. Base Runners can leave their base when the ball crosses home plate.
  - 1. First offense is a warning to the entire team.
  - 2. Second offense and beyond, the runner will be called out.
- i. No stealing at any base.
- j. Bunting is permitted.
  - 1. Bunting is Defined as --- Any non-swinging movement of the bat intended to tap the ball into play.
  - 2. If bunt is shown by the Batter, the Batter must attempt to bunt or pull the bat back.
  - 3. If the Batter shows bunt and then swings the Batter shall be called out.
  - 4. Holding the bat in the strike zone is considered a bunt attempt.
  - 5. In order to take a pitch, the bat must be withdrawn --- pulled backward and away from the ball.

## N. OFFENSIVE RULES cont.

- k. 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.
- l. BAT RULE
  - 1. All Baseball and T-Ball bats are allowed, as long as there are no cracks or dents.

## O. DEFENSIVE RULES

- a. Two coaches are allowed on the field on defense but must remain behind the infield line.
- b. Dead Ball Appeal --- **See General Rule #16**
- c. The Pitcher must stay in the half circle -- Infielders behind the 30ft arc from home plate -- Outfielders behind the infield line -- until the ball is hit.
  - 1. EXCEPTION – If a batter squares to bunt, the infield defensive players (1<sup>st</sup> base, 2<sup>nd</sup> base, pitcher, shortstop, or 3<sup>rd</sup> base) can move inside the 30ft arc line.

## P. 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.