

HG Sports Youth Baseball/Softball 2018

Information & Rules

General Information

1. Our Mission Statement:
We desire to become one of the best sports outreach ministries through EXALTING CHRIST by sharing His story, by MAKING DISCIPLES through Gospel-Centered Training and PASSING THE TORCH by sending out sports missionaries.
2. All participants in the Youth Baseball/Softball recreation program will be allowed to play for their school and the recreation league, simultaneously.
3. Teams will join for prayer at home plate before every game.

General Rules

The Youth Baseball/Softball league of Hickory Grove Baptist Church abides by the rules and regulations issued by the National High School Federation. For a full listing of the rules and regulations, please visit <https://www.nfhs.org/activities-sports>. The rules and regulations listed below are to be used in addition to the rules stated by the federation.

1. Games ending in a tie will be recorded in the standings as a tie. However, if the time limit allowed to start a new inning has not expired then play may continue in 1-inning (complete) increments until the tie is broken or until the time limit has expired.
2. A team must have 8 players present in order to start or continue a game. Any team with less than 8 players in the lineup is given a loss by forfeit. A 5-minute grace period is allowed for the first scheduled game of the day on each field. For all subsequent games there is no grace period. This does not apply to T-Ball.
 - a. While playing with 8 players, there will be an automatic out every time the “9th player” would have batted. This does not apply to tee-ball.
3. All Players present are placed in the batting order.
4. Players may not sit out more than one consecutive inning on defense and must bat when scheduled during the game except in the event of an injury, sickness, or disciplinary reasons. Exception: If a team has more than 12 players present, they are allowed to sit the number of players above 12 for 2 consecutive innings on defense. No player may sit out more than 2 consecutive innings on defense.
 - a. Coaches are urged to remember the reason the HG Sports exists when making these decisions, and are required to inform the umpire(s) and the other team.
5. Affiliate players may be called up in the event a team is short of players.

- a. An affiliate player is any player in the HG Sports League that plays for a team in the age division directly below the team needing players.
 - b. Girls can be an affiliate in softball only.
 - c. Boys can be an affiliate in baseball only.
 - d. No more than 4 affiliate players may be used during any one game per team.
 - e. The total affiliate players and regular players cannot exceed 10 per team at the time the lineup cards are requested from the umpire.
 - f. Affiliate players called up will abide by the same rules as all other players, with the following exceptions:
 - i. Affiliate players must be placed at the bottom of the batting lineup at the time the lineup cards are requested by the umpire.
 - ii. Affiliate players may not start in place of a regular team member (exception-affiliate may start in place of a regular team member if the regular team member shows up after the lineup cards are requested by the umpire).
 - iii. Affiliate players may not pitch.
6. A player may not steal home if their team is ahead by 10 or more runs.
 7. Metal cleats are allowed in Pony League.
 8. ALL age groups can use big barrel bats with unlimited drop.
 9. If a game is called due to weather or darkness prior to being declared a complete game then the game will be rescheduled for a later date and time.
 10. Substitute runners are allowed in the event of an injury or for the catcher or pitcher at any time. The substitute runner must be the player that made the last out.
 11. If a player shows up after 3 complete innings, he/she is not allowed to play.
 12. Age Eligibility is dependent upon the child's age on March 31.
 13. Runners must slide on plays at the plate.
 14. 3 coaches and 1 scorekeeper are permitted in the dugout during a game.
 15. Softball Sizes:
 - a. Girls Major League: 12" 44 core, 375 compression
 - b. Girls Minor League/Girls Coach Pitch: 11" 44 core, 375 compression
 16. If a player throws their bat, the umpire will give each team a warning at that time.
 - a. If a player on either team throws their bat a second time in the game, the batter will be called out.
 17. In all divisions for baseball/softball a fouled third strike will grant another pitch. The hitter cannot strike-out on a fouled third strike. This does not apply to tee-ball.

Game Limits

Division	Innings	Time Limit	Complete Game after
T-ball	6	60 min	3 innings
Boys & Girls Coach Pitch	6	90min	3 innings
Boys & Girls Minor League	6	110min	3 innings
Boys & Girls Major League	6	110min	3 innings
Boys Pony League	6	110min	3 innings

Stealing Bases

Division	Stealing	Leading Off	Leave when ball:
T-ball	N	N	N/A
Boys Coach Pitch	N	N	N/A
Boys Minor League	Y	N	Reaches Catcher
Boys Major League	Y	N	Reaches Catcher
Boys Pony League	Y	Y	Leaves Pitcher

*No stealing for softball leagues

Run Rules

Division	Max per inning	Mercy Rule
T-ball	5 (9 in 6 th inning)	10 in 4 innings
Boys & Girls Coach Pitch	5 (9 in 6 th inning)	10 in 4 innings
Boys & Girls Minor League	5 (9 in 6 th inning)	10 in 4 innings
Boys & Girls Major League	N/A	10 in 4 innings
Boys Pony League	N/A	10 in 4 innings

Baseball Pitching Rules

Division	Max innings
T-ball	N/A
Coach Pitch	N/A
Minor League	3 innings/game
Major League	3 innings/game
Pony League	7 innings in 10 days*

*No limits for SB leagues

**An inning is defined as an appearance. Ex: Pitcher throws one pitch = an appearance

***Pony League pitchers must rest 40hrs after 4 innings pitched

Field Dimensions

Division	Base Distance	Pitching Distance
T-ball	60 ft	N/A
Boys Coach Pitch	60 ft	35 ft
Boys Minor League	60 ft	48 ft
Boys Major League	70 ft	50 ft
Boys Pony League	90 ft	60.5 ft
Girls Coach Pitch	60 ft	35 ft
Girls Minor League	60 ft	35 ft
Girls Major League	60 ft	40 ft

Age Specific Rules

1. T-Ball

- a. Batters will hit off the tee.
- b. All players will play the field each inning, however; only five players may play infield. Others must be in the outfield.
 - i. Outfield is designated as behind the base paths.
- c. There will be no catcher on the field.
- d. Score will be kept.
- e. Umpires will be a combination of parents/coaches. Decided upon by the coaches pre-game.
- f. Play is dead when the ball is controlled by an infielder on the infield.
- g. Runners may advance 1 base on each overthrow.
- h. Each player gets 5 attempts to put the ball in fair territory.
 - i. The ball must travel beyond an 8ft arc in front of the plate to be fair.
 - ii. If the player fails to put the ball in play after 5 attempts they are out.
- i. 2 coaches on the field at any time.
- j. If an out is made, the baserunner must leave the field.
- k. All fielders must stay behind the pitcher's mound prior to contact.

2. Coach Pitch Baseball

- a. Defense consists of 10 players.
 - i. 6 infielders.
 - ii. 4 outfielders who must remain in grass or 20 ft behind base paths.
- b. Batters receive 5 pitches to put the ball in play. Failure to do so constitutes an out.
 - i. Batters get 5 pitches or 3 strikes; whichever occurs first.
 - ii. Foul tip on 3rd strike or 5th pitch will grant another pitch for batters.
 - iii. Ball must travel beyond the 8ft arc to be considered fair.
- c. Runners may advance 1 base on each overthrow.

- d. Coaches must keep one foot on the rubber. Pitching from one knee is allowed.
- e. All fielders must stay behind the pitcher's mound prior to contact.
- f. No infield fly rule in effect.

3. Minor League Baseball

- a. Only the starting pitcher can re-enter as a pitcher after being subbed out
- b. Teams may steal until they are up 5 runs.
 - i. Any runner stealing once their team is up 5 runs will be considered out
- c. Defense consists of 10 players.
 - i. 6 infielders.
 - ii. 4 outfielders who must remain in grass or 20 ft behind base paths.
- d. No intentional walks.
- e. Batter may NOT advance on a dropped 3rd strike.
 - i. Base runner may advance as in any other passed ball/wild pitch.
 - ii. Advancing on dropped 3rd strikes or passed balls is considered stealing
- f. Batters may not advance past 1st base upon receiving a walk.
- g. If a pitcher walks 4 players in an inning:
 - i. The coach of the batting team will pitch the remainder of the inning.
 - ii. Rules revert to Coach Pitch for baseball pitch counts.
 - iii. No bunting or stealing while coach is pitching.
- h. No infield fly rule in effect
- i. An inning is defined as an appearance. Ex: Pitcher throws one pitch = an appearance.

4. Major League Baseball

- a. Only the starting pitcher can re-enter as a pitcher after being subbed out
- b. No intentional walks
- c. Batter may NOT advance on a dropped 3rd strike.
 - i. Base runner may advance as in any other passed ball/wild pitch.
 - ii. Advancing on dropped 3rd strikes or passed balls is considered stealing
- d. Infield fly rule, as used in NFHS, is in effect.
- e. An inning is defined as an appearance. Ex: Pitcher throws one pitch = an appearance.

5. Pony League Baseball

- a. Only the starting pitcher can re-enter as a pitcher after being subbed out
- b. Infield fly rule, as used in NFHS, is in effect.
- c. An inning is defined as an appearance. Ex: Pitcher throws one pitch = an appearance

6. Coach Pitch Softball

- a. Defense consists of 10 players.
 - i. 6 infielders.
 - ii. 4 outfielders who must remain in grass or 20 ft behind base paths.
- b. Batters receive 5 pitches to put the ball in play. Failure to do so constitutes an out.
 - i. Batters get 5 pitches or 3 strikes; whichever occurs first.
 - ii. Foul tip on 3rd strike or 5th pitch will grant another pitch for batters.
 - iii. Ball must travel beyond the 8ft arc to be considered fair.
- c. Runners may advance 1 base on each overthrow.
- d. Coaches must keep one foot on the rubber.
 - i. Pitching from one knee is allowed.
- e. All fielders must stay behind the pitcher's mound prior to contact.
- f. No infield fly rule in effect.

7. Minor League Softball

- a. Only the starting pitcher can re-enter as a pitcher after being subbed out
- b. Defense consists of 10 players.
 - i. 6 infielders.
 - ii. 4 outfielders who must remain in grass or 15 ft behind base paths.
- c. No intentional walks.
- d. If a pitcher walks 4 players in an inning:
 - i. The coach of the batting team will pitch the remainder of the inning.
 - ii. Rules revert to Coach Pitch for softball pitch counts.
- e. Batter may NOT advance on a dropped 3rd strike.
- f. Runners may NOT advance on passed balls.
- g. Batters may not advance past 1st base upon receiving a walk.
- h. No infield fly rule in effect.

8. Major League Softball

- a. Only the starting pitcher can re-enter as a pitcher after being subbed out.
- b. No intentional walks.
- c. Batter may NOT advance on a dropped 3rd strike.
- d. Runners may NOT advance on passed balls.
- e. Infield fly rule, as used in NFHS, is in effect.