

2012 Flint Hills League Rules

Revised February 2012

GENERAL RULES

All rule changes must be approved by a majority vote of official town representatives with two votes per town regardless of whether or not there are two representatives at meeting or not.

1. Player Eligibility

- A. Players will play at town in which they go to school. If in a Unified School, they will play in town they went to grade school or the town they would have attended grade school. Any exceptions must be approved by town presidents involved.
- B. If the town does not have a team for their age group, the player's parents may request that the player be allowed to either play in their age group in another city, or play in the next age group above theirs within their city. All players will only be allowed to play in the division that corresponds with the player's age before January 1 for girls/ MAY 1 for boys. Players are allowed to move to a higher age division.
- C. Each City President is responsible for collecting and maintaining a copy of the birth certificate or birth registration of each player on any official roster for his/her city. These documents will be made available to the Protest Committee in the event that a protest is submitted regarding a player's age and/or eligibility.
- D. Protests regarding age and/or eligibility will follow the guidelines outlined in General Rule #6.
- E. If a player does not show up at practice or on a regular basis at games, coach can drop player. Coach MUST contact their city representative before dropping player.

2. Rosters

- a. City Presidents must make every attempt to submit official team rosters to the League President no later than May 15 of each year.
- b. Each official roster must include names, home cities and birth dates of all eligible players for each respective age division.
- c. If the roster is not submitted prior to the first game of the regular season, all games until it is submitted will be recorded as a loss to such team.
- d. A player may be added to a team roster at any time during the season if he/she has a family residence in the team's respective city or Unified School District as outlined in General Rule #2. The City President must notify the League President, and the player will sit out for the first regular season game after being added to the roster. Violation of this rule will constitute forfeiture of the game and dismissal of the team coach/manager.
- e. All players must play 50% of the regular season games scheduled to be eligible for play in their division tournament. (Preseason games do not count.) Exceptions for medical hardships with medical release will be considered by the League Board.

3. Conduct

- a. Any player, manager, coach or umpire guilty of misconduct before, during or after a ballgame will be brought before the league for investigation.
- b. Members of one team shall not ride, kid, heckle, poke fun at, or in any other manner do anything that in the opinion of the umpire distracts the opposing team. Hey batter-batter and typical baseball/softball chatter is acceptable as long as it is not directed at the player's ability or skills, race, creed, or religion. Loud obnoxious noises or screaming as well as intentional distractions, such as banging or rattling dugout fences with the intent to rattle the opposing pitcher or batter is prohibited. PENALTY: Umpires shall warn the offending individual or individuals one time. Subsequent violations of this rule shall result in the removal of the guilty player(s) and/or coach(s) from the game and from the dugout.
- c. If any spectator is causing a disturbance at a ballgame, the umpire shall instruct the manager to control the spectator. If the manager cannot control the spectator, the umpire may make the team forfeit the ballgame. He may also have the matter brought before the league, and the team or association may be subject to a fine of \$25.00.
- d. SMOKING IS PROHIBITED IN THE DUGOUT AREA.
- e. Thrown equipment will not be tolerated. A warning shall be given to the managers in the pre-game meeting with the umpires.
 - a. If a batter throws a equipment and it is considered unsafe in the judgment of the umpire then:

- b. 1st Offense-- A warning will be given to player. Umpire shall indicate warning in official scorebook.
- c. 2nd Offense-- Ball is dead; the batter is out. All base runners return to their previous base.

4. Games

- a. Official **NFHS baseball** rules govern boys' baseball games except where Flint Hills rules state differently.
- b. Official NFHS softball rules govern girls' softball games except where Flint Hills rules state differently.
- c. In case of wet ground, etc. the home team coach will notify the other team's coach. If possible two hours notice is required if a game is not going to be played due to weather conditions.
- d. If a game date has to be changed **any reason**, the town that the game is to be played in will give the visitors two (2) dates for a make-up game within 7 days of postponement date. Failure of home town to offer dates within the 7 day period will result in a forfeit by the home team. If the visitors do not take one of the dates, they will forfeit the game. Additional dates may be required in the event that the visitor's team already has Flint Hills League games scheduled for the dates offered as make-up game dates.
- e. Any make-up game will be played or will count as a zero on win-loss record.
- f. If either team fails to show up for a game 15 minutes after scheduled starting time, game is automatically forfeited.
- g. Each team is allowed 7 minutes for pre-game infield warm-up. In all 6:45 p.m. games, the visiting team must have completed infield warm-up no later than 10 minutes prior to scheduled game time. In the event a game runs over the time limit, each team of the following game will be allowed 7 minutes for infield warm-up after the field and dugouts have been cleared from the preceding game.
- h. A team may start a game with seven players. If a team starts with less than nine players, automatic outs will be used. Coach can put automatic outs anywhere in the batting order.
- i. During the pre-game ground rules, the umpire should make it clear to both managers that no intentional roughness is permitted. If roughness does occur, the player involved will be removed from the game. This will be at the discretion of the umpire.
- j. Coach is limited to two visits to pitcher's mound per inning. On second visit, the pitcher must be changed. (Applies to all ages.)
- k. RE-ENTRY – Any of the starting players may be withdrawn and re-entered once provided players occupy the same batting position whenever in the line-up. Player may not re-enter in batting position of a substitute player who has not played two complete innings. If a player stays out nine batters, player can re-enter in any batting position.
- l. DEAD BALL APPEAL – A dead ball appeal play is a play on which an umpire may not make a decision until requested by a manager, coach or player. The appeal must be made before the next legal or illegal pitch. Once the ball has been returned to the infield and time has been called, any infielder (including the pitcher or catcher), or coach with or without possession of the ball may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. The administering umpire should acknowledge the appeal and then make a decision on the play. No base runner may leave his/her base during this period, as the ball remains dead until the next pitch.
- m. 8 FT. RADIUS CIRCLE – Failure to immediately return to his/her base or proceed to the next base once the pitcher has the ball within the 8 foot radius of the pitcher's plate will result in the base runner being declared out. (Girls softball only.)
- n. DOUBLE BASE – With the approval of the double base at first base, the following rules should be enforced for their usage:
 - a) A batted ball hitting the white portion is declared fair, and a batted ball hitting the orange portion is declared foul.
 - b) Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the orange portion. On extra base hits or balls hit to the outfield when there is no play being made at the double base, the runner may touch the white or orange portion.
 - c) On a dropped third strike, the batter-runner and the defensive player may use either the orange or the white portion.
 - d) Should the batter-runner round the base on a hit to the infield or outfield, he must return to the white portion.
 - e) When tagging up on a fly ball the white portion must be used.
 - f) On an attempted pickoff play, the runner must return to the white portion.
- o. BLOOD RULE – A player, coach or umpire who is bleeding or who has blood on his uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If

medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considerable is left to the umpire's judgment. Uniform violations will not be enforced if a uniform change is required. The umpire shall:

- a. Stop the game and allow treatment if the injured player would affect the continuation of the game.
 - b. Immediately call a coach, trainer or other authorized person to the injured player.
 - c. Apply the rules of the game regarding substitution, short-handed player and re-entry, if necessary.
- p. Equipment
- a. Home team will furnish all game balls. (Softball: 1 new ball per game. Baseball: 2 new balls per game.)
 - b. No steel cleats are permitted in all age groups with the exception of Little League Boys and B-Girls.
 - c. No slick tape on any bats.
 - d. All teams will wear throat protection on catcher's mask.
 - e. Batter, on-deck batter and base runner(s) must wear head protection.
 - f. All batting helmets must have a chinstrap. Each batter/base runner must properly wear chinstrap.
 - g. Facemasks are required on batting helmets for all girls teams.
 - h. FHL will follow NFHS bat rules in 2012.**
- q. Home team must provide an official scorekeeper at least 16 years of age.
- r. All teams will have players, subs and shirt numbers turned into scorekeepers of both teams before game starts.
- s. Scorekeepers will check with each other at end of each inning to make sure they agree. Teams must tell the official scorekeeper when there is a change in the line-up.
- t. Players in Novice Girls & Boys, Adv. Girls & Boys, Midget Girls & Boys, C Girls and Pee Wee will be in the batting line-up at all times. Players are still required to enter the game to play defense at the time stated in their division's rules.
- u. SICK AND/OR INJURED PLAYER: If a player becomes injured or sick and leaves the game there will not be an automatic out for the batter/base runner provided there are at least nine other players in the line-up. If there are less than nine players in the line-up there will be an automatic out for that player.
- v. RUN RULE. THE OFFICIAL GAME ENDS WHEN YOU ARE MATHEMATICALLY ELIMINATED FROM WINNING THE GAME. THIS APPLIES TO ALL AGE GROUPS.
5. Umpires
- a. Umpires must be 16 years of age to umpire PeeWee, C-Girls, Little League and B-Girls.
 - b. Umpire clarification: If a pitched ball hits the ground prior to a batter hitting it, it is a live ball.
 - c.
6. Protests
- a. The Flint Hills League Protest Committee will decide all protests. The Committee will consist of two representatives from each city. The current League President will reside over the protest meeting. In the event that any Committee person is involved in the protest, or his/her team would be affected by the decision, he/she will not participate in the protest resolution but may be present, as may any member of the public, to present information on the protested rule infraction.
 - b. Umpire judgment calls cannot be protested.
 - c. All protests regarding an interpretation of the General Rules will be considered only when the protest is made to the game umpire at the time of the rule infraction.
 - d. Protests concerning the age and/or eligibility of a player must be made prior to the beginning of the fourth inning of the game.
 - e. In all protest situations the home plate umpire will mark official scorebook and collect a seventy-five dollar (\$75) protest fee. Protests can only be made by a coach/manager.
 - f. Within 24 hours of the completion of the game the protesting coach/manager will present the protest in written form to his/her City President. The City President will immediately present the protest to the Protest Committee who will meet, review the protest and decide if a rule infraction has occurred. Any person that desires to be present for the meeting must contact their City President and make it known.

- g. Within approximately 72 hours of such meeting the Committee will produce a written report to the affected team's City President explaining the basis for the decision.
- h. In the event that the protest is allowed, the protest fee will be returned and the game will be replayed from the point of the protest at a mutually agreed upon date and time unless the protest was that of an age and/or eligibility nature.

7. Awards

- a. Awards will be given to 1st, 2nd, 3rd and 4th place teams in regular season.

8. Tournament Rules

- a. All players must play 50% of the regular season games scheduled to be eligible for play in their division tournament. (Preseason games do not count.) Exceptions for medical hardships with medical release will be considered by the League Board. (2e)
- b. If a player has played during the regular season, coach cannot remove that player from the roster for tournament play. League will determine action taken. (I.e., suspension of coach and/or forfeit of game.)
- c. All teams will have their win-loss records **and game scores** turned in to their own city president at the end of last completed round robin. If not turned in, you will go to the bottom of bracket. **(See 4V)**
- d. If there is a tie for first place at the end of regular season, **tournament seedings will be determined by head-to-head record. If head-to-head fails to break the tie, then run differential in head-to-head games will determine seedings. If neither head-to-head or run differential can determine seeding then there shall be a coin flip between involved town presidents at league tournament meeting.**
- e. In each tournament game the team with the highest seed will be the home team. (I.e., Seed #1 Vs Seed # 16. Seed #1 will be the home team.) Once bracketing of the seeded teams has been completed no changes will be made unless it has been determined that a team was incorrectly seeded. In the event that a team is disqualified or removed, voluntarily or involuntarily, from the tournament after such bracket has been completed, the bracket will remain intact without change.
- f. All umpires on the field shall be neutral. No one who coaches a team can umpire the tournament in which their team is playing. **NO UMPIRES CAN BE PARENTS/GUARDIANS, BROTHERS OR SISTERS TO ANY PLAYER OR A COACH PARTICIPATING IN A TOURNAMENT THEY ARE UMPIRING.**
- g. There will be two umpires for all games, except for consolation and the championship, which will have three.
- h. There will be no time limit on the championship games. The consolation games will follow time limit rules for each division. The championship game will be the normal number of innings for the respective age bracket. Run rule will be in effect for all games.
- i. Each town will provide an official scorekeeper at least 16 years of age.
- j. Towns must provide an official scorekeeper's spot where the official scorekeeper will sit.
- k. Teams must tell the official scorekeeper when there is a change in the line-up.
- l. Awards will be given to first, second, third and fourth place teams in tournament play.
- m. **TOURNAMENT DIRECTORS**
 - a. All tournament director(s) must attend post season, pre-tournament meeting scheduled for July 10 at 10:00 p.m. at Allen County Community College in Burlingame.
 - b. All tournament director(s) cannot be affiliated with a team in the tournament.
 - c. Each tournament shall have a tournament director(s) and it will be their obligation to enforce game and sportsmanship rules and take action if those rules are broken.
 - d. The tournament directors have the authority to schedule tournaments as they see fit, in accordance with League Rules. This includes rainout and other unforeseen circumstances beyond their control.

NOVICE BOYS

NFHS Baseball rules apply with the following exceptions

1. READ GENERAL RULES AT FRONT OF BOOK.
2. Ages: 5 & 6. Cannot be 7 before MAY 1.
3. Normal game time is 6:45 p.m.
4. Field dimensions:
 - a. Pitching Distance: **30** ft.
 - b. Bases: 60 ft. (84' 10" from home plate to second base and first base to third base.)
 - c. There will be a arched line 35-ft from tip of home from foul line to foul line No player can go in front of it until ball is hit. There will be a 10-ft radius half circle from the center of the 35foot arch for pitcher to stay in until the ball is hit. Exception: Infielders including the pitcher may cross the line prior to the ball being hit if the batter shows bunt.
 - d. There will be an infield line 5 ft. outside of base path. This will determine the infield and outfield. Outfielders must stay behind this line until the ball is hit.**
 - e. DIAGRAM OF DIAMOND IS ON THE BACK COVER.
 - f. Double base applies in this league. (See general rules for explanation.)
5. Standard game will be no longer than 5 innings or one hour and fifteen minutes (1:15) unless there is a tie. If an inning ends prior to the time limit, next inning will be played in full.
6. Run rule. See General Rule 4-V.
7. If game is called due to bad weather conditions, it will be considered a completed game after 45 minutes or four complete innings. The final score is determined by reverting to the last completed inning. In the event of a tie the game is replayed from the start If the game is not complete or is tied, the game will be replayed from the start. The game shall be rescheduled per General 4-D.
8. Three outs or five runs constitutes an inning.
9. Every player will be in the line-up to bat during the complete game. Example: If a team has 13 players at the game, all 13 players will be in the batting line-up the entire game. Teams may play with ten (10) defensive players. This extra defensive player is optional. If used, this player must be placed in an outfield position. All players must be in the game to play defense by the start of the third (3rd) inning. This player cannot come out of the game until he or she has played two (2) consecutive innings. Failure to do so will result in an automatic out at the start of the next inning.
10. Offense
 - a. Bats Marked T-Ball will be allowed.
 - b. Coach will pitch to their own team. Coaches must pitch from the rubber and may pitch overhand or underhand. Batter will get five pitches. If the player does not hit one he is out. Exception: if batter fouls off the 5th pitch, he is not out. A hit ball or strike out ends his turn at bat.
 - c. Coach pitchers must make every attempt to avoid batted balls or interfering with defensive players. If in the umpire's judgment the pitcher coach is intentionally impeding a defensive player, the umpire shall give one warning. Subsequent infractions shall result in batter being out and any base runners return to their previous base.**
 - d. When the ball is hit into the outfield, the base runner may advance until the ball is returned to the chalked infield area and is in a defensive players **(does not have to be infielder)** possession and said defensive player is not attempting to make a play on a base runner, the ball is dead and runners may not advance to the next base unless they are completely past the 20-ft. hash mark between bases prior to the ball being declared dead. Runners that have not past the hash mark before dead ball was declared must return to their previous base.
 - e. If a ball is overthrown at any base, a base runner may advance no more than one base at his own risk. (Example: Batter/runner on 1st base can advance no farther than 2nd base on an overthrown ball at his own risk. If a fielder makes an attempt at a play at any base, the runner can advance no further than one base.)
 - f. Player cannot leave base until ball crosses the plate or he is out. No stealing at any base.
 - g. Bunting is permitted. If bunt is shown, then the batter must attempt to bunt or pull the bat back. If the batter shows bunt and then swings he shall be called out. (Any non-swinging movement of the bat intended to tap the ball into play. Holding the bat in the strike zone is considered a bunt attempt. In order to take a pitch, the bat must be withdrawn –pulled backward and away from the ball.)
11. Defense

- a. Two coaches are allowed on the field on defense but must remain behind the infield line (behind bases).
- b. Team must have a player in the pitcher and catcher positions if they are playing with less than 9 players.
- c. Dead ball appeal applies. (See general rules for explanation.)
- d. *Pitchers must stay in the half circle, infielders behind the 40' arch from home plate and outfielders behind the infield line located 5' outside the bases until the ball is hit.***

ADVANCED BOYS

NFHS Baseball rules apply with the following exceptions

1. READ GENERAL RULES AT FRONT OF BOOK.
2. Ages: 7 & 8. Cannot be 9 before MAY 1.
3. Normal game time is 6:45 p.m.
4. Field Dimensions
 - a. Bases: 60 ft.
 - b. Pitching Distance: 40 FT.
 - c. 84' 10" from home plate to second base and first base to third base.
 - d. There will be a 40-ft line from pitching rubber to coach's boxes. No player can go in front of it until ball is hit. Exception: Infielders including the pitcher may cross the line prior to the ball being hit if the batter shows bunt.
 - e. There will be an infield line 5 ft. outside of base path. This will determine the infield and outfield.
 - f. There will be a 10-ft radius half circle for pitcher to stay in until the ball is hit.
 - g. DIAGRAM OF DIAMOND IS ON THE BACK COVER.
5. Standard game will be no longer than 5 innings or one hour and thirty minutes (1:30) unless there is a tie. If an inning ends prior to the time limit, next inning will be played in full.
6. Run rule. See General Rule 4-V.
7. Three outs or five runs constitutes an inning.
8. If game is called due to bad weather conditions, it will be considered a completed game after 45 minutes or four complete innings. The final score is determined by reverting to the last completed inning. In the event of a tie the game is replayed from the start. If the game is not complete or is tied, the game will be replayed from the start. The game shall be rescheduled per General Rule 4-D.
9. Every player will be in the line-up to bat during the complete game. Example: If a team has 13 players at the game, all 13 players will be in the batting line-up the entire game. Teams may play with ten (10) defensive players. This extra defensive player is optional. If used, this player must be placed in an outfield position. All players must be in the game to play defense by the start of the third (3rd) inning. This player cannot come out of the game until he or she has played two (2) consecutive innings. Failure to do so will result in an automatic out at the start of the next inning.
10. Offense
 - a. Bats Marked T-Ball will be allowed.
 - b. Coach will pitch to their own team. Coaches must pitch from the rubber and may pitch overhand or underhand. Batter will get five pitches. If the player does not hit one he is out. Exception: if batter fouls off the 5th pitch, he is not out. A hit ball or strike out ends his turn at bat.
 - c. **Coach pitchers must make every attempt to avoid batted balls or interfering with defensive players. If in the umpire's judgment the pitcher coach is intentionally impeding a defensive player, the umpire shall give one warning. Subsequent infractions shall result in batter being out and any base runners return to their previous base.**
 - d. Double base applies in this league. (See general rules for explanation.)
 - e. When the ball is hit into the outfield, the base runner may advance until the ball is returned to the chalked infield area and is in a defensive players **(does not have to be infielder)** possession and said defensive player is not attempting to make a play on a base runner, the ball is dead and runners may not advance to the next base unless they are completely past the 20-ft. hash mark between bases prior to the ball being declared dead. Runners that have not past the hash mark before dead ball was declared must return to their previous base.
 - f. If a ball is overthrown at any base, a base runner may advance no more than one base at his own risk. (Example: Batter/runner on 1st base can advance no farther than 2nd base on an overthrown ball at his own risk. If a fielder makes an attempt at a play at any base, the runner can advance no further than one base.)
 - g. Player cannot leave base until ball crosses the plate or he is out. No stealing at any base.
 - h. Bunting is permitted. If bunt is shown, then the batter must attempt to bunt or pull the bat back. If the batter shows bunt and then swings he shall be called out. (Any non-swinging movement of the bat intended to tap the ball into play. Holding the bat in the strike zone is considered a bunt attempt. In order to take a pitch, the bat must be withdrawn –pulled backward and away from the ball.)

11. Defense

- a. Dead ball appeal applies. (See general rules for explanation.)
- b. Team must have a player in the pitcher and catcher positions if they are playing with less than 9 players.
- c. *Pitchers must stay in the half circle, infielders behind the 40' arch from home plate and outfielders behind the infield line located 5' outside the bases until the ball is hit.***

MIDGET BOYS

NFHS Baseball rules apply with the following exceptions

1. READ GENERAL RULES AT FRONT OF BOOK.
2. Ages: 9 & 10. Cannot be 11 before MAY 1.
3. Normal game time is 6:45 p.m.
4. Field dimensions
 - a. Bases: 60 ft.
 - b. 84' 10" from home plate to second base and first base to third base
 - c. Pitching Distance: 46 ft.
5. Double base applies in this league. (See general rules for explanation.)
6. Standard game will be no longer than 5 innings or one hour and thirty minutes (1:30) unless there is a tie. If an inning ends prior to the time limit, next inning will be played in full. See 4-D in General Rules.
7. Run rule. See General Rule 4-V.
8. If game is called due to bad weather conditions, it will be considered a completed game after 45 minutes or four complete innings. The final score is determined by reverting to the last completed inning. If the game is not complete or is tied, the game will be replayed from the start. The game shall be rescheduled per General Rule 6.
9. Three outs or five runs constitutes an inning.
10. All players will be in the batting line-up at all times.
11. Ten (10) players may be on the field to play defense. (Four (4) outfield positions.)
12. Each player will play two innings of defense. All players must be in the game by start of third (3rd) inning and cannot come out until they have played two (2) consecutive innings. Failure to do so will result in an automatic out at the start of the next inning. All illegal players will be taken out of the game when noticed and correct players will be placed in their place on the field or in the line-up.
13. Re-entry rule applies. (See general rules for explanation.)
14. Offense
 - a. Player cannot leave the base until ball leaves the pitchers hand. If he does, he is out. Baserunners may steal or advance one base per pitch including home. **Exception is a batted ball in fair territory where baserunners may advance with no limit. (There is no "overthrow rule" on a batted fair ball.)**
 - b. **Baserunners may advance one base (including home) on overthrow from catcher to pitcher between pitches.**
 - c. Batter cannot run on third strike if catcher drops the ball.
15. Defense
 - a. Pitcher can pitch *THREE (3)* innings per game (does not have to be consecutive innings). If pitcher leaves the game he may re-enter the game but cannot pitch.
 - b. Balk rule does not apply to this age group.
 - c. No infield fly rule in this age group.
 - d. Dead ball appeal applies. (See general rules for explanation.)

PEE WEE BOYS

NFHS Baseball rules apply with the following exceptions

1. READ GENERAL RULES AT FRONT OF BOOK.
2. Ages: 11, 12 & 13. Cannot be 14 before MAY 1.
3. Normal game time is 8:30 p.m.
4. Field dimensions:
 - a. Bases: 70 ft.
 - b. 99' from home plate to second base and first base to third base.
 - c. Pitching Distance: 50 ft.
5. Standard game will be no longer than 6 innings or one hour and forty-five minutes (1:40) unless there is a tie. If an inning ends prior to the time limit, next inning will be played in full.
6. If game is called due to bad weather conditions, it will be considered a completed game after one hour or four complete innings. The final score is determined by reverting to the last completed inning. If the game is not complete or is tied, the game will be replayed from the start. The game shall be rescheduled per General 4-D.
7. Three outs or six (6) runs constitutes an inning.
8. Run rule. See General Rule 4-V.
9. All players will be in the batting line up at all times. Players are still required to enter the game to play defense at the time stated in their division rules.
10. Each player will play two innings of defense. All players must be in the game by start of third inning and cannot come out until they have played two consecutive innings. Failure to do so will result in an automatic out at the start of the next inning. All illegal players will be taken out of the game when noticed and correct players will be placed in their place on the field or in the line-up.
11. Re-entry rule applies. (See general rules for explanation.)
12. Offense
 - a. Base runner can steal any base.
 - b. Batter can run on third strike if catcher drops ball and first base is not occupied. If there are two outs with first base occupied batter may run if catcher drops ball.
13. Defense
 - a. Pitcher can pitch FOUR (4) innings per game (does not have to be consecutive innings). If pitcher leaves game he may re-enter the game but cannot pitch. If a player pitches one pitch during an inning that constitutes one inning pitched.
 - b. Balk rules apply for this age group. The umpire shall issue one warning per pitcher. Subsequent balks will be penalized per NFHS rules.**
 - c. Infield fly rule applies.
 - d. Dead ball appeal applies. (See general rules for explanation.)

LITTLE LEAGUE

NFHS Baseball rules apply with the following exceptions

1. READ GENERAL RULES AT FRONT OF BOOK.
2. Ages: **14, 15 & 16. Cannot be 17** before MAY 1.
3. Normal game times are 6:30 & 8:30 p.m.
4. Field dimensions:
 - a. Bases: **90ft.**
 - b. 127' 3''' from home plate to second base and first base to third base
 - c. Pitching Distance: 60' 6" ft.
5. Standard game will be no longer than 7 innings or one hour & forty-five minutes 1:45 unless there is a tie. If an inning ends prior to the time limit, the next inning will be played in full.
6. If game is called due to bad weather conditions, it will be considered a completed game after one hour or four complete innings. The final score is determined by reverting to the last completed inning. If the game is not complete or is tied, the game will be replayed from the start. The game shall be rescheduled per General Rule 4-D.
7. Three outs or five (5) runs constitute an inning.
8. Run rule. See General Rule 4-V.
9. Each player **must play 5 innings** of defense **per double header.**
10. Extra Hitter (EH)
 - a. The intent of the EH rule is to allow an additional players to participate in the game.
 - b. The EH rule is optional, **(it is coaches option to bat 9 or all players present)** but if one is used, it must be made known prior to the start of the game and be listed on the scoring sheet in the regular batting order. If EH(s) ~~is~~ are used, the EH(s) must be used the entire game. If a team fails to complete the game with all batters due to an ejected player or injury, an automatic out is taken for any batters less than **the original batting lineup.**
 - c. If all of the starting line-up bats, any 9 in batting order may play defense. Defensive positions may be changed, but the batting order must remain the same.
 - d. Each player present must play a minimum of 5 innings of defense per double header.**
11. Pitcher can pitch FIVE (5) innings per game (does not have to be consecutive innings) or no more than 7 innings per double header. If pitcher leaves game he may re-enter the game but cannot pitch. If a player pitches one pitch during an inning that constitutes one inning pitched.
12. Re-entry rule applies. (See general rules for explanation.)
13. Offense
 - a. Base runner can steal any base.
 - b. Batter can run on third strike if catcher drops ball and first base is not occupied. If there are two outs with first base occupied batter may run if catcher drops ball.
 - c. Courtesy runners. (See NFHS baseball rules.)**
14. Defense
 - a. Infield fly rule applies.
 - b. Dead ball appeal applies. (See general rules for explanation.)
 - c. Balk rules apply for this age group.

NOVICE GIRLS

NFHS Softball rules apply with the following exceptions:

1. READ GENERAL RULES AT FRONT OF BOOK.
2. Ages: 5 & 6. Cannot be 7 before
3. January 1.
4. Normal game time is 6:45 p.m.
5. Field dimensions:
 - a. Pitching Distance: ~~35~~ **30** ft.
 - b. Bases: 60 ft. (84' 10" from home plate to second base and first base to third base.)
 - c. **There will be a arched line 35-ft from tip of home from foul line to foul line.** No player can go in front of it until ball is hit. There will be a 10-ft radius half circle **from the center of the 35 foot arch** for pitcher to stay in until the ball is hit. Exception: Infielders including the pitcher may cross the line prior to the ball being hit if the batter shows bunt.
 - e. There will be an infield line 5 ft. outside of base path. This will determine the infield and outfield. **Outfielders must stay behind this line until the ball is hit.**
 - f. DIAGRAM OF DIAMOND IS ON THE BACK COVER.
 - g. Double base applies in this league. (See general rules for explanation.)
6. An 11" ASA **or NFHS** approved fast pitch softball will be used.
7. Standard game will be no longer than 5 innings or one hour and fifteen minutes (1:10) unless there is a tie. If an inning ends prior to the time limit, next inning will be played in full. See Rule 42 in General Rules.
8. If game is called due to bad weather conditions, it will be considered a completed game after 45 minutes or four complete innings. The final score is determined by reverting to the last completed inning. If the game is not complete or is tied, the game will be replayed from the start. The game shall be rescheduled per General 4-D.
9. Three outs or five runs constitute an inning.
10. Run rule. See General Rule 4-V.
11. Offense
 - a. Every player will be in the line-up to bat during the complete game. Example: If a team has 13 players at the game, all 13 players will be in the batting line-up the entire game. Teams may play with ten (10) defensive players. This extra defensive player is optional. If used, this player must be placed in an outfield position. All players must be in the game to play defense by the start of the third (3rd) inning.
 - b. Bats marked T-Ball will be allowed.
 - c. Coach will pitch to their own team. Coaches must pitch from the rubber. Batter will get five pitches. If the player does not hit one she is out. Exception: if batter fouls off the 5th pitch, she is not out. A hit ball or strike out ends her turn at bat.
 - d. **Coach pitchers must make every attempt to avoid batted balls or interfering with defensive players. If in the umpire's judgment the pitcher coach is intentionally impeding a defensive player, the umpire shall give one warning. Subsequent infractions shall result in batter being out and any base runners return to their previous base.**
 - e. Bunting is permitted. If bunt is shown, then the batter must attempt to bunt or pull the bat back. If the batter shows bunt and then swings he shall be called out. (Any non-swinging movement of the bat intended to tap the ball into play. Holding the bat in the strike zone is considered a bunt attempt. In order to take a pitch, the bat must be withdrawn –pulled backward and away from the ball.)
 - f. If a ball is overthrown (on a batted ball) at any base, a base runner may advance no more than one base at her own risk. (Example: Batter/runner on 1st base can advance no farther than 2nd base on an overthrown ball at her own risk. If a fielder makes an attempt at a play at any base, the runner can advance no further than one base.)
 - g. When the ball is hit into the outfield, the base runner may advance until the ball is returned to the chalked infield area and is in a defensive players possession (**does not have to be infielder**) and said defensive player is not attempting to make a play on a base runner, the ball is dead and runners may not advance to the next base unless they are completely past the 20-ft. hash mark between bases prior to the ball being declared dead. Runners that have not past the hash mark before dead ball was declared must return to their previous base.
 - h. Player cannot leave base until ball crosses the plate or she is out. No stealing is allowed at any base.
 - i. Double base applies in this league. (See general rules for explanation.)

12. Defense

- a. Two coaches are allowed on the field on defense but must remain behind the infield line (behind bases).
- b. Team must have a player in the pitcher and catcher positions if they are playing with less than 9 players.
- c. Dead ball appeal applies. (See general rules for explanation.)
- d. ***Pitchers must stay in the half circle, infielders behind the 40' arch from home plate and outfielders behind the infield line located 5' outside the bases until the ball is hit.***

ADVANCED GIRLS

NFHS Softball rules apply with the following exceptions:

1. READ GENERAL RULES AT FRONT OF BOOK.
2. Ages: 7 & 8. Cannot be 9 before
3. January 1.
4. *Normal game time is 6:45 p.m.*
5. Field dimensions:
 - a. Bases: 60 ft.
 - b. 84' 10" from home plate to second base and first base to third base.
 - c. Pitching Distance: 35 ft.
 - d. There will be a 35-ft line from pitching rubber to coach's boxes. No player can go in front of it until ball is hit. Exception: Infielders including the pitcher may cross the line prior to the ball being hit if the batter shows bunt.
 - e. There will be an infield line 5 ft. outside of base path. This will determine the infield and outfield.
 - f. There will be a 10-ft radius half circle for pitcher to stay in until the ball is hit.
 - g. DIAGRAM OF DIAMOND IS ON THE BACK COVER.
6. Standard game will be no longer than 5 innings or one hour and fifteen minutes (1:10) unless there is a tie. If an inning ends prior to the time limit, next inning will be played in full.
7. If game is called due to bad weather conditions, it will be considered a completed game after 45 minutes or four complete innings. The final score is determined by reverting to the last completed inning. If the game is not complete or is tied, the game will be replayed from the start. The game shall be rescheduled per General Rule 4-D.
8. Run rule. See General Rule 4-V.
9. Three outs or five runs constitute an inning.
10. An 11" ASA **or NFHS** approved fast pitch softball will be used.
11. Bats marked T-Ball will be allowed.
12. Offense
 - a. Every player will be in the line-up to bat during the complete game. Example: If a team has 13 players at the game, all 13 players will be in the batting line-up the entire game. Teams may play with ten (10) defensive players. This extra defensive player is optional. If used, this player must be placed in an outfield position. All players must be in the game to play defense by the start of the third (3rd) inning. This player cannot come out of the game until he or she has played two (2) consecutive innings. Failure to do so will result in an automatic out at the start of the next inning.
 - b. Coach will pitch to their own team. Coaches must pitch from the rubber. Batter will get five pitches. If the player does not hit one she is out. Exception: if batter fouls off the 5th pitch, she is not out. A hit ball or strike out ends her turn at bat.
 - c. ***Coach pitchers must make every attempt to avoid batted balls or interfering with defensive players. If in the umpire's judgment the pitcher coach is intentionally impeding a defensive player, the umpire shall give one warning. Subsequent infractions shall result in batter being out and any base runners return to their previous base.***
 - d. Bunting is permitted. If bunt is shown, then the batter must attempt to bunt or pull the bat back. If the batter shows bunt and then swings he shall be called out. (Any non-swinging movement of the bat intended to tap the ball into play. Holding the bat in the strike zone is considered a bunt attempt. In order to take a pitch, the bat must be withdrawn –pulled backward and away from the ball.)
 - e. If a ball is overthrown (on a batted ball) at any base, a base runner may advance no more than one base at her own risk. (Example: Batter/runner on 1st base can advance no farther than 2nd base on an overthrown ball at his own risk. If a fielder makes an attempt at a play at any base, the runner can advance no further than one base.)
 - f. When the ball is hit into the outfield, the base runner may advance until the ball is returned to the chalked infield area and is in a defensive players possession (***does not have to be infielder***) and said defensive player is not attempting to make a play on a base runner, the ball is dead and runners may not advance to the next base unless they are completely past the 20-ft. hash mark between bases prior to the ball being declared dead. Runners that have not past the hash mark before dead ball was declared must return to their previous base.
 - g. Player cannot leave base until ball crosses the plate or she is out. No stealing is allowed at any base.
 - h. Double base applies in this league. (See general rules for explanation.)

13. Defense

- a. Team must have a player in the pitcher and catcher positions if they are playing with less than 9 players.
- b. Dead ball appeal applies. (See general rules for explanation.)
- c. ***Pitchers must stay in the half circle, infielders behind the 40' arch from home plate and outfielders behind the infield line located 5' outside the bases until the ball is hit.***

MIDGET GIRLS

NFHS Softball rules apply with the following exceptions:

1. READ GENERAL RULES AT FRONT OF BOOK.
2. Ages: 9 & 10. Cannot be 11 before January 1.
3. *Normal game time is 6:45 p.m.*
4. Field dimensions:
 - a. Bases: 60 ft.
 - b. 84' 10" from home plate to second base and first base to third base.
 - c. Pitching Distance: 35 ft.
 - d. There will be an 8-ft radius circle around the pitcher's rubber (See general rules for explanation).
5. Standard game will be no longer than 5 innings or *one hour and twenty five minutes (1:25)* unless there is a tie. If an inning ends prior to the time limit, next inning will be played in full. See Rule 42 in General Rules.
6. If game is called due to bad weather conditions, it will be considered a completed game after 45 minutes or four complete innings. The final score is determined by reverting to the last completed inning. If the game is not complete or is tied, the game will be replayed from the start. The game shall be rescheduled per General Rule 4-D.
7. Three outs or five runs constitute an inning.
8. Run rule. See General Rule 4-V.
9. An 11" ASA **or NFHS** approved fast pitch softball will be used.
10. All players will be in the batting line-up at all times.
11. Each player will play two innings of defense. All players must be in the game by start of third (3rd) inning and cannot come out until they have played two (2) consecutive innings. Failure to do so will result in an automatic out at the start of the next inning. All illegal players will be taken out of the game when noticed and correct players will be placed in their place on the field or in the line-up.
12. Re-entry rule applies. (See general rules for explanation.)
13. Offense
 - a. There will be no walks. If pitcher pitches four balls to a batter the coach will enter the game, assuming the strike count, and pitch no more than three pitches. Third strike foul rule still applies. *Example: If player has one (1) strike and four (4) balls – coach will pitch up to two (2) pitches.*
 - b. With a two strike count, the batting team's coach pitcher will be allowed (2) two pitches, where batter will have the opportunity to take the first pitch, if the batter swings and misses batter is out, if batter takes 1st pitch, she must swing at 2nd pitch. If a foul ball happens on either pitch, third strike foul rule applies.
 - c. Base runner may not steal any base while a coach is on the field pitching to a batter.
 - d. Player cannot leave the base until ball leaves pitcher's hand. If she does, she is out.
 - e. Cannot steal on overthrow back to pitcher (umpire's judgment).
 - f. Runners starting at first or second base are entitled to advance or steal one base only per pitch. Runners starting at third base may not steal or advance home but are liable to be put out if they are off the base.
 - g. i. A runner attempting to advance beyond the one base they are entitled to advance or steal: EFFECT: May be put out while between bases. A runner cannot be put out while in sole contact with the base.
 - h. ii. b) After all play ceases and the ball is dead, if a runner occupies the base beyond the one the runner was entitled to advance or steal: EFFECT: The runner will be returned to the correct base without liability to be put out.
 - i. iii. c) If a batter strikes out and the ball is dropped by the catcher or touches the ground before reaching the catcher: EFFECT: The batter is out and the ball is live.
 - j. iv. d) A batter, who receives a base on balls, cannot advance past first base. If the batter/runner advanced further, once the ball becomes dead, return the batter/runner to first base.
 - k. v. e) Awarded bases will apply to all runners.
 - l. vi. f) Runners can only score on: a batted ball, a base on balls, hit batter with the bases full or an awarded base.
 - m. g. Batter cannot run on third strike if catcher drops the ball.
 - n. h. If a ball is overthrown (on a batted ball) at any base, a base runner may advance no more than one base at her own risk. This rule was implemented to encourage teams to make plays on runners trying to steal second base.

- i. Double base applies in this league. (See general rules for explanation.)
14. Defense
- a. Ten (10) players may be on the field to play defense. (Four (4) outfield positions.)
 - b. There is no limit on the number of innings any one pitcher can pitch in a game. If pitcher leaves the game she may re-enter the game but cannot pitch.
 - c. No infield fly rule in this age group.
 - d. Dead ball appeal applies. (See general rules for explanation.)
 - e. 8 FT. RADIUS CIRCLE – Failure of **base runner** to immediately return to his/her base or proceed to the next base once the pitcher has the ball within the 8 foot radius of the pitcher's plate will result in the base runner being declared out.

C-GIRLS

NFHS Softball rules apply with the following exceptions:

1. READ GENERAL RULES AT FRONT OF BOOK.
2. Ages: 11, 12 **& 13**. Cannot be **14** before January 1.
3. *Normal game time is 8:30 p.m.*
4. Field dimensions:
 - a. Bases: 60 ft.
 - b. 84' 10" from home plate to second base and first base to third base.
 - c. Pitching Distance: 40 ft.
 - d. There will be an 8-ft radius circle around the pitcher's rubber (See general rules for explanation).
5. Standard game will be no longer than 6 innings *or one hour and twenty five minutes (1:25)* unless there is a tie. If an inning ends prior to the time limit, next inning will be played in full. See Rule 42 in General Rules.
6. If game is called due to bad weather conditions, it will be considered a completed game after 45 minutes or four complete innings. The final score is determined by reverting to the last completed inning. If the game is not complete or is tied, the game will be replayed from the start. The game shall be rescheduled per General Rule 4-D.
7. Three outs or six (6) runs constitute an inning.
8. Run rule. See General Rule 4-V.
9. A 12" ASA **or NFHS** approved fast pitch softball will be used.
10. All players will be in the batting line-up at all times. Players are still required to enter the game to play defense at the time stated in their division rules.
11. There is no limit on the number of innings any one pitcher can pitch in a game. If pitcher leaves the game she may re-enter the game but cannot pitch.
12. Each player will play two innings of defense. All players must be in the game by start of third (3rd) inning and cannot come out until they have played two (2) consecutive innings. Failure to do so will result in an automatic out at the start of the next inning. All illegal players will be taken out of the game when noticed and correct players will be placed in their place on the field or in the line-up.
13. Re-entry rule applies. (See general rules for explanation.)
14. Offense
 - a. Player cannot leave the base until ball leaves pitcher's hand. If she does she is out.
 - b. Base runner can steal any base.
 - c. Batter can run on third strike if catcher drops ball and first base is not occupied. If there are two outs with first base occupied batter may run if catcher drops ball.
 - d. Double base applies in this division. (See general rules for explanation.)
15. Defense
 - a. Infield fly rule applies in this age group.
 - b. Dead ball appeal applies. (See general rules for explanation.)
 - c. 8 FT. RADIUS CIRCLE – Failure of **base runner** to immediately return to his/her base or proceed to the next base once the pitcher has the ball within the 8 foot radius of the pitcher's plate will result in the base runner being declared out.
 - d. Umpires shall issue one warning per pitchers for illegal pitches (as defined by NFHS softball rules). Subsequent illegal pitch penalties shall be enforced per NFHS rules.**

B-GIRLS

NFHS Softball rules apply with the following exceptions:

1. READ GENERAL RULES AT FRONT OF BOOK.
2. Ages 14, 15 & 16. Cannot be 17 before January 1.
3. Normal game time are 6:30 & 8:30 p.m.
4. Field dimensions:
 - a. Bases: 60 ft.
 - b. 84' 10" from home plate to second base and first base to third base.
 - c. Pitching Distance: 43 ft.
 - d. There will be an 8-ft radius circle around the pitcher's rubber (See general rules for explanation.)
5. Standard game will be no longer than 7 innings or one hour and forty five minutes (1:45) unless there is a tie. If an inning ends prior to the time limit, next inning will be played in full. See Rule 42 in General Rules.
6. If game is called due to bad weather conditions, it will be considered a completed game after one hour or four complete innings. The final score is determined by reverting to the last completed inning. If the game is not complete or is tied, the game will be replayed from the start. The game shall be rescheduled per General Rule 4-D.
7. Three outs or five (5) runs constitute an inning.
8. Run rule. See General Rule 30.
9. A 12" ASA **or NFHS** approved fast pitch softball will be used.
10. Extra Hitter (EH)
 - a. The intent of the EH rule is to allow an additional players to participate in the game.
 - b. The EH rule is optional, **(it is coaches option to bat 9 or all players present)** but if one is used, it must be made known prior to the start of the game and be listed on the scoring sheet in the regular batting order. If EH(s) ~~is~~ are used, the EH(s) must be used the entire game. If a team fails to complete the game with all batters due to an ejected player or injury, an automatic out is taken for any batters less than **the original batting lineup**.
 - c. If all of the starting line-up bats, any 9 in batting order may play defense. Defensive positions may be changed, but the batting order must remain the same.
 - d. Each player present must play a minimum of 5 innings of defense per double header.**
11. Each player will play two innings of defense. All players must be in the game by start third (3rd) inning and cannot come out until they have played two (2) consecutive innings. Failure to do so will result in an automatic out at the start of the next inning. All illegal players will be taken out of the game when noticed and correct players will be placed in their place on the field or in the line-up.
12. There is no limit on the number of innings any one pitcher can pitch in a game. If pitcher leaves the game she may re-enter the game but cannot pitch.
13. Re-entry rule applies. (See general rules for explanation.)
14. Offense
 - a. Double base rule applies.
 - b. Base runner can steal any base.
 - c. Player cannot leave base until ball leaves pitchers hand. If she does she is out.
 - d. Batter can run on third strike if catcher drops ball and first base is not occupied. If there are two outs with first base occupied batter may run if catcher drops ball.
15. Defense
 - a. Infield fly rule applies.
 - b. Dead ball appeal applies. (See general rules for explanation.)
 - c. **8 FT. RADIUS CIRCLE – Failure of base runner to immediately return to his/her base or proceed to the next base once the pitcher has the ball within the 8 foot radius of the pitcher's plate will result in the base runner being declared out.**