



** denotes new rules (Section 1.6, 3.1, 10.1)

IHSAA Rules apply with the following exceptions:

1. GAME SETUP:

- 1.1. During the regular season game times are capped at 2 hours as a hard stop, if this occurs the score will revert to the end of the previous inning. A new inning cannot start after 1 hour 45 minutes.
- 1.2. The umpire has discretion to shorten games if game play is getting backed up.
- 1.3. Four (4) complete innings (or 3 ½ if the home team is winning) will be considered a complete game if a game is ended due to weather.
- 1.4. Innings end after a maximum of 6 runs or 3 outs for innings 1 through 5.
- 1.5. The 6th inning and beyond is played to 3 outs, runs are unlimited or until time has expired.
- 1.6. ** Teams are expected to be ready for play within 2 minutes of each inning end. The umpire has the discretion to apply balls (or strikes if the offensive team is not ready) to the count if delays persist.

2. MERCY RULES:

- 2.1. A team that is ahead by 12 or more runs after 4 innings is declared the winner.
- 2.2. A team that is ahead by 10 or more runs after 5 innings is declared the winner.

3. BATS & CLEATS:

- 3.1. ** Bats are limited to a maximum bat drop of -5. Bat Drop = Bat Length (inches) - Bat Weight (ounces). For example, a 30-inch bat weighing 25 ounces has a drop of -5. Beyond this, there are no bat restrictions.
- 3.2. Metal cleats are not allowed, when played on turf.

4. BATTING ORDER:

- 4.1. All players must bat in consecutive order, including bench players.
- 4.2. A batting order is to be established prior to the start of the game which includes only those players present at the start of the game. If a player arrives late, he is to be added to the bottom of the batting order.
- 4.3. If a Player must be excused for any reason during their teams at bat and misses their turn at bat, they will be placed at the end of the batting order for the remainder of the game. No out will be called regarding this. The bookkeeper for both teams should be notified immediately.

5. DUGOUT:

- 5.1. All players who are not fielding, batting, on deck, base running, or warming up to pitch must always stay in the dugout unless given explicit permission by a coach to leave (to go to the bathroom, for example).

5.2. All equipment is to remain in the dugout during the game.

6. ON DECK:

6.1. Only one player may be on deck swinging outside the dugout.

6.2. The on-deck batter must wear a helmet.

7. TIME OUTS:

7.1. The coach is allowed to stop play to only one (1) batter per inning while his team is at bat.

7.2. The umpire may stop play at the umpire's discretion for injuries, etc.

8. AT BAT:

8.1. Upon the first offense of a batter throwing a bat, the batter and his team will be issued a warning.

8.2. Upon the second offense of throwing a bat by any batter on the previously warned team, the batter will be automatically called out.

9. SLIDING:

9.1. No head-first sliding is allowed unless retreating towards a base.

9.2. Any runner not sliding or avoiding contact with the defensive player on a close play, as determined by the umpire, will be called out and play will be stopped.

10. PITCHING:

10.1. ****** Each pitcher will be given 1 (one) balk warning. After that all balks will be penalized.

10.2. While not enforced, to limit injuries, coaches should be considering the Pitch Smart guidelines for all pitchers, based on their age as of May 1st

| Age | Daily Max | Required Rest Days | | | | | |
|---------|-----------|--------------------|---------|---------|---------|--------|--------|
| | | 0 Days | 1 Day | 2 Days | 3 Days | 4 Days | 5 Days |
| 13 – 14 | 95 | 1 – 20 | 21 – 35 | 36 – 50 | 51 – 65 | 66+ | N/A |
| 15 – 16 | 95 | 1 – 30 | 31 – 45 | 46 – 60 | 61 – 75 | 76+ | N/A |

10.3. Upon the third (3rd) hit batter, the pitcher must be replaced and may NOT re-enter the game as a pitcher.

10.4. Upon a coach's second trip to the mound for a given player during the same inning, the pitcher must be replaced. Checking on an injured player does not count as a trip to the mound.

11. PLAYING TIME:

11.1. No player may spend a second inning on the bench, until all players have spent an inning on the bench.