

St. Paul Highland Ball 2018 Baseball Rules

Rookies (R)



Rules Categories

1. Game Play & Scoring
2. Players & Playing Time
3. Batting
4. Base Running
5. Equipment
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Click on each worksheet for specific rules in each category.

These rules are not to be modified without the approval of the Board.

1. GAME PLAY & SCORING

Games are 6 innings. Game is official after 4 innings. 3 1/2 innings counts as a complete game if the home team is winning going into the bottom of the 4th inning.

No inning may start after the 1:15 minute mark when a game is scheduled to follow your game.

The inning will end after 3 outs or **10 batters**, whichever comes first. The 10th batter **will not** be announced and the inning will end at the conclusion of the final play (e.g. runner on 3rd, 1 out or less, ball is hit to pitcher, pitcher throws to first "to end" the inning - the runner on 3rd scores and counts). The 10th batter is not considered the same as an automatic third out and no other runs can score.

If you have played less than 4 complete innings:

- * the game will be completed at a later date.
- * the game will restart from where it was left off.

Therefore, it is very important that you get together with the other coach and note the particulars of the suspended game (e.g. who is on base, the count on the batter). Make sure your scorebooks match up, etc..

- Your lineup/order should remain the same.
- The conclusion game will be played so that you play enough additional innings to complete a game. If for some reason weather is threatening the conclusion game, you just need to complete the 4th inning to make it official.
- You and the opposing coach will determine how many total innings you want to play (4, 5 or 6) taking into consideration the rest of the leagues' schedule and field availability.

No inning to start after 9:50pm. All games to be complete by 10:00pm.

No infield fly rule.

The pitcher is required to wear a helmet and will be positioned even with the pitching machine and within four feet of the machine until the pitch crosses home plate. Pitchers must be positioned on the same side as the batter (i.e. right handed batter, player is on shortstop side of the field - left handed batter, player is on the 2nd base side of the field). Coaches may elect to move a pitcher behind the mound/pitching machine for safety reasons. Pitcher positioning should not be used for strategic advantage (i.e. pitcher should not be positioned directly in front of another fielder).

1. GAME PLAY & SCORING

Two coaches are permitted on the field when your team is on defense and will act as umpires for that half inning. They will be positioned on the outfield grass— one behind and between the first and second basemen, the other behind the shortstop. Field coaches/umpires can adjust as necessary.

You are there to help with defensive positioning first and foremost (encourage kids to be in ready position for EACH pitch), and then to make the out/safe calls.

No extra innings in regular season games while school year still in session. Tie games after a complete game, or time limit is reached, will remain a tie even if your game is last game of the day.

Once school year is over (date to be announced by league), teams may play extra innings if the time limit has NOT been reached or if there is no game scheduled after your game. Both coaches must agree to play extra innings.

Rainouts: All rainouts will be declared and communicated by League President/Vice President of Field Operations or Commissioner (i.e. not coaches). Games will be officially rescheduled by League Commissioner.

PLAYOFFS (seeds): seeds will be decided by winning percentage, then head to head competition, then total runs for the season, then total runs in head to head competition, and then a coin toss (best 2 out of 3).

PLAYOFFS: Extra innings will be played to break a tie. A winning team needs to be declared.

2. PLAYERS & PLAYING TIME

Each player shall sit once before a player sits twice.

All players will play a minimum of 4 innings in the field provided there are no multiple unexcused or excessive absences.

Catcher is considered an infield position.

A team must have a minimum of 8 players present at game time or the game is forfeited.

Coaches are responsible to submit a master batting order to their League Commissioner prior to opening day.

Each player's position in the batting order will be moved up one notch for each completed game.

10 players on the field, including 4 outfielders.

The Grid will be used at all times. Players move up one spot in the batting order each game. If a player misses a game, the player below him moves up a spot. The missing player goes back into their spot in the order for the next game. Post grid on wall in dugout and remind kids to read the grid as soon as they come in from the field to bat.

A player showing up late will require the coach to complete a new grid at the conclusion of the inning. That player will assume his normal spot in the master grid. It is understood that a new grid may cause some players to play in the same spot more than once during a game. This also applies to players departing a game early. A new grid must be created if a player departs early or is injured during play and cannot return to the game. If a player is removed during a defensive half of the inning, coaches are encouraged to fill the vacated position with indifference towards strategic advantage.

Coaches violating playing time rules may be subject to suspension of minimum of 1 game and up to removal of coaching duties.

Coaches may reduce playing time for players with multiple unexcused or excessive absences, or for disciplinary reasons. Immediately notify the league commissioner of the action taken and the reasons for those actions. Coaches are highly encouraged to work out all issues with the player and parent and/or legal guardian.

A player may not be disciplined merely for poor play. The penalty for violation of this rule is forfeiture of the game, and the coach will be suspended by the league upon confirmation of the violation.

2. PLAYERS & PLAYING TIME

PLAYOFFS: Regular season suspensions and dismissals carry over into the playoffs.

PLAYOFFS: the batting order will be allowed to be re-set once prior to the start of the playoffs, but will remain in place once the playoffs begin.

PLAYOFFS: Players may be borrowed from another team only, if absolutely necessary, with the express permission of the league commissioner. The player must be identified to the commissioner by name.

3. BATTING

Round-robin batting (all players bat).

Player leaving the game. In the event a player leaves the game permanently, voluntarily or due to injury, illness, etc., his/her spot in the batting order is vacated without penalty.

Temporary absence. In the event a player leaves the game temporarily due to injury, illness, etc., that player's coach must immediately notify the opposing coach; the player's spot in the batting order is then vacated without penalty and the player may return to that spot in the batting order when able. This rule requires good faith: bad-hitting players may not be removed temporarily due to phantom injuries.

No on deck batters.

No walks.

No bunting.

Batters can strike out swinging only.

Batters are encouraged to swing the bat and not to take pitches. The 3rd hittable pitch taken in a row, without a swing attempt, will result in an automatic strike.

Any batted ball hitting the pitching machine or the coach feeding the pitching machine is a dead ball and one base will be awarded to all runners.

4. BASE RUNNING

Any runner is out when the runner does not slide OR attempt to get around a fielder who HAS THE BALL and is waiting to make the tag.

Any runner that deliberately crashing into a defender who has the ball, for the sole purpose of knocking the ball loose, is automatically OUT.

If a close play occurs and the runner does not slide and makes incidental contact with the defender before he has the ball, no call should be made.

In attempting to get around a fielder who has the ball waiting to make the tag, the runner must not run more than 3 feet to either side of a line that goes between him and the base he is advancing to. If he does, he is out.

If the defender does not have possession of the ball, and a collision occurs as he steps into the path of the runner as he attempts to catch a thrown ball, there is no penalty, unless the umpire judges the collision to be deliberate and malicious.

With two outs, a pinch runner is allowed/recommended for the catcher (the player who made the last out has to be the pinch runner).

No headfirst slides unless retreating to the base they came from. If headfirst slide occurs, play will stand. Umpire to address issue with coach and coach to reinforce no headfirst slide rule with team.

No stealing.

No delayed steals. A delayed steal by a player will result in player returning to original base.

Runner may not leave until the ball crosses the plate. Any runner leaving early will be sent back and the play repeated if an out is not recorded.

On a batted ball to the outfield, runners may not advance once the ball has been thrown back into the infield (i.e., once the ball crosses over the line between the outfield grass and infield dirt). A runner between bases when the ball is thrown back into the infield may advance to the next base at his own risk.

5. EQUIPMENT

Player with braces are encouraged to wear a mouth guard. Parental discretion.

Rubber cleats only.

Bats must be 2 1/4" with unlimited weight differential. No big barrels.

Consequence for player using non-approved equipment shall result in that batter being OUT. 2nd infraction within same game results in coach ejection.

6. Coaching Expectations

Coaches will maintain a positive and respectful attitude towards all.

Coaches will not argue or make comments to the umpires regarding calls on the field during the inning - violation is ejection from game and suspension for additional game(s), at the league's discretion.

Coaches may talk to umpires between innings to discuss calls or to note rules violations.

On game days only three coaches per team are allowed on the field once the first pitch is thrown.

Only authorized and approved coaches in dugouts and coaching bases. No other persons are allowed to coach teams, ever.

Shoes are encouraged for all coaches on the field.

Alcohol consumption by coaches prior to a game or practice is strongly discouraged on days when coaching.