

## Friends of Harrison County Youth

### League Rules – Wee Ball (co-ed)

Friends of Harrison County Youth sponsors a co-ed Wee-League for three and four year old boys and girls. Game rules are structured solely to enhance the fun and safety of the game for players.

1. Home team will be determined by a coin toss before the start of each game.
2. Game time limit is one hour or 3 innings.
3. There is NO scoring system in this league.
4. Teams will bat the same number of players each inning, which is determined by the team with the most players. For example, one team has 7 players and one team has 8. The team with 7 players will bat their lineup plus one extra player each inning, rotating the extra batting spot by starting from the top of the lineup on down.
5. An inning will end after all of the players have had a chance to hit.
6. No more than 5 infielders may play in the infield at one time. The outfielders should be at least 10 feet beyond the base path.
7. Each player must play at least 1 inning in the infield each game.
8. Any player showing up after the start of a game must be placed at the bottom of the batting order.
9. A Safe-T ball (baseball) will be used in this league for both boy and girl players.
10. There will be no pitching in this league. ALL batters will use a tee to hit off of. The coach will place the ball on the tee and the players will have 5 attempts to hit the ball. Walks and strikeouts are NOT allowed in this league and there is NO foul ball limit. If the batter does not hit the ball in 5 attempts, the coach will assist the player with his/her swing.
11. Players will run the bases in order. Players will be allowed to remain on the base and continue around the diamond with each hit until they cross home plate.
12. Two coaches will be allowed on the field while their team is on defense. Coaches on the field must position themselves so as to not interfere with the offense's ability to make a play.
13. Three coaches will be allowed on the field while their team is on offense. Teams will be allowed a first base and third base coach as well as a coach behind the plate to set the ball on the tee for each batter.
14. Uniforms and Protective Gear:
  - a. Team shirts will be provided and are required to play.
  - b. Batting helmets must be worn when batting, on deck and when running bases.
  - c. No jewelry may be worn.
15. **The most important rules for Wee-Ball are for players to learn about the sport, learn sportsmanship, be safe and HAVE FUN!**

**FRIENDS OF HARRISON COUNTY YOUTH  
LEAGUE RULES – TEE BALL (BOYS AND GIRLS LEAGUES)**

1. Game time limit is 1 hour (excluding tournament) or 3 innings. No new inning shall start after the time limit. Time limit is to take effect from the scheduled start of the game, whether or not players are on the field and ready to play.
2. The score for tournament play will be determined by the number of outs a team makes in an inning. **The outs should be enforced all year long however no score will be kept for league games.**
3. Teams will bat the same number of players each inning, which is determined by the team with the most players. The team with the lesser amount of players will rotate through their complete batting order each inning adding batters as needed so that they are batting the same amount of players as the team with the greater number of players. The same player shall not bat twice more than one inning. Lineups should be rotated each game.
4. Games will not exceed 3 innings in length. An inning will end after all of the players on each team have had the chance to hit, even if there are less than three outs. Bases will be cleared after three outs.
5. All Tee League players will be allowed to play defense in the field at the same time, even if the number of players exceeds nine. The same player may not play the same position more than one inning per game (excluding tournament). Each player must play at least 1 inning in the infield (excluding tournament).
6. No more than 5 infielders may play in the infield at one time. The outfielders must be at least 10 feet behind the base path.
7. Any player showing up after the start of a game must be placed at the bottom of the batting order.
8. In the Tee League, the coaches will pitch to their team. The coaches will pitch to their players from a distance of 20 feet. For boys, coaches will pitch overhand. For girls, coaches will pitch underhand. A Safe-T ball is used in this league.
9. The coach will throw a batter **five** pitches. If the player does not hit the ball by the fifth pitch, a tee will be used to allow the player to hit off of. Walks and strikeouts are not allowed in this league and there is no foul ball limit.
10. After making a play, the defensive player will throw the ball back to the coach/pitcher to end the play. Players halfway to the next base at that time will be awarded that base.
11. A 3 foot arc will be placed in front of home plate. The ball must pass beyond that line to allow the batter or a runner to advance. If the ball does not reach the line a 'foul ball' will be called.
12. Two coaches will be allowed on the field while their team is on defense. Coaches on the field must position themselves so as to not interfere with the defense's ability to make a play.
13. Three coaches will be allowed on the field while their team is on offense. Teams will be allowed a first and third base coach as well as a coach to pitch to their team.
14. Uniforms and Protective Gear:
  - a. Game shirts will be provided and are required to play.
  - b. Batting helmets must be worn when batting, on deck and while running the bases.
  - c. No jewelry may be worn.
  - d. Breakaway bases are not used in this league.
15. No score books will be used for Tee League games.
16. Coaches will 'umpire' their own games during regular season play. Umpires will be provided to umpire the tournament games.
17. If the league declares a rainout, a notification will be on the website and text messages will be sent out to all that are signed up to receive text messages through the website ([www.fhsysports.org](http://www.fhsysports.org)). **Coaches should still ensure their team receives notifications of changes.**
18. The most important rule for Tee Ball players is to learn about the sport, learn sportsmanship, be safe and have fun!

Friends of Harrison County Youth will be using the current edition of the Babe Ruth Baseball/Softball Rules and Regulations Book as its official rule book for this season. Listed below are exceptions or variations from that book that the league Board of Directors has voted to include for this playing season. Friends of Harrison County Youth Board of Directors reserves the right, by majority vote, to clarify or change any rule, specified or not, in its collective judgment, if such clarification or change results in improved league play. In no case will a rule change be made retroactive to an officially played and recorded game.

## FRIENDS OF HARRISON COUNTY YOUTH LEAGUE RULES – ROOKIE BOYS

1. **No new inning may start after an hour and five minutes** (excluding tournament play). Games called because of the time limit will be considered a regulation game regardless of the number of innings played. Tie games will count as a tie in the standings. Time limit is to take effect from the scheduled start of the game whether or not players are on the field ready to play.
2. A regulation game consists of six innings, unless extended because of a tie score or shortened because (1) the home team needs none of its half of the sixth inning or only a fraction of it or (2) the umpire calls the game. If a game is called, it is considered a regulation game if (1) four full innings have been completed or (2) the home team has scored more runs in three and a fraction half-innings than the visiting team has scored in four completed half-innings.
3. Pre-Game:
  - a. **NO** batting practice shall be allowed on the field prior to the start of game, or where it may interfere with the opposing teams.
  - b. Each team will be allowed five minutes each for on-field pre-game warm ups. Visitors shall begin their on-field pre-game warm ups ten minutes before scheduled game time. The home team shall begin their on-field pre-game warm ups five minutes before scheduled game time. There will be **NO** grace period past the scheduled start time of a game.
4. An inning ends after six runs are scored or three outs are made. **This is true for ALL innings in every game.**
5. A minimum of six defensive players is required to start and finish a game. **The defensive pitcher must stand at 40' (behind where the coach will be pitching the ball from at 35').** If a team has 8, or fewer, players, they may play without fielding a catcher if they choose.
6. Any player showing up after the start of a game (first pitch) must be placed at the bottom of the batting order.
7. A maximum of ten players are allowed on the field to play defense. If more than ten players are available during a game, the coach must rotate the extra player(s) each inning so that a new player sits on the bench each inning. No player is permitted to sit on the bench more than once during a game (except for injury).
8. All players must bat whether or not they played in the field the prior inning. A designated coach from each team will pitch to the batters from a distance of 35'. Pitches must be thrown overhand. Each batter will receive up to 5 pitches, but will be called out after three unsuccessful swings
9. Walks are not allowed and there is no foul ball limit. If the batter does not hit the 5<sup>th</sup> pitch, they will be called out.
10. The coach pitcher must make an attempt to move out of the way of a hit ball. However, if the coach pitcher is hit by the ball after a successful swing, the batter will be granted first base and runners will advance **only if forced.**
11. A three foot arc will be placed in front of home plate. A ball must pass beyond this line to allow the batter or a runner to advance. If a ball does not reach or pass this line a 'foul ball' will be called (this does count as a swing against the batter).
12. A hash mark will be placed approximately 2/3 of the way past each base. Base runners that have broken the plane of a hash mark when time is called will be allowed to continue to the next base. All other runners must return to their previous base.
13. Time is called when the ball is thrown to the defensive pitcher and it breaks the plane of the circle.
14. Runners will be allowed only one base on an overthrow IF runner is attempting to advance.
15. Two coaches will be allowed in the outfield while their team is on defense. Three coaches will be allowed on the field while their team is on offense: first base coach, third base coach and pitcher. A 4<sup>th</sup> coach is recommended to be in the dugout while the team is batting.
16. A runner is out if he:
  - a. Does not attempt to avoid a fielder in the immediate act of making play on him.
  - b. Dives over a fielder.
  - c. Initiates malicious contact.
17. Uniforms and Protective Gear:
  - a. Game shirts will be provided and are required to play.
  - b. Batting helmets must be worn when batting, on deck and when running the bases. Helmets are not to be removed until the player is back in the dugout.
  - c. A runner will be called out if he intentionally knocks off his helmet while running.
  - d. All catchers must wear a catcher's mask, chest protector, throat guard and shin guards. No jewelry may be worn.
  - e. Breakaway bases are not used in this league.
18. If the league declares a game a rainout, a notification will be on the website and text messages will be sent out to all that have signed up for texts at [www.fhcysports.org](http://www.fhcysports.org). Coaches should still ensure that all team members receive notification.

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**FRIENDS OF HARRISON COUNTY YOUTH  
LEAGUE RULES – MINOR BOYS**

1. **No new inning may start after an hour and fifteen minutes.** Games called because of the time limit will be considered a regulation game regardless of the number of innings played. Tie games will count as a tie in the standings. Time limit is to take effect from the scheduled start of the game whether or not players are on the field ready to play.
2. A regulation game consists of six innings, unless extended because of a tie score (only applies in post season play) or shortened because (1) the home team needs none of its half of the sixth inning or only a fraction of it or (2) the umpire calls the game. If a game is called, it is considered a regulation game if (1) four full innings have been completed or (2) the home team has scored more runs in three and a fraction half-innings than the visiting team has scored in four completed half-innings.
3. Pre-Game:
  - a. NO batting practice shall be allowed on the field prior to the start of the game, or where it may interfere with the opposing team.
  - b. Each team will be allowed five minutes each for on-field pre-game warm ups. Visitors shall begin their on-field pre-game warm ups ten minutes before scheduled game time. The home team shall begin their on-field pre-game warm ups five minutes before scheduled game time. There will be NO grace period past the scheduled start time of a game.
4. The game is completed if one team is ten or more runs ahead after the completion of four innings of play.
5. An inning ends after six runs are scored or three outs are made. This is true for **ALL innings in every regular season game.**
6. A minimum of seven defensive players is required to start and finish a game.
7. A maximum of ten players are allowed on the field to play defense. If more than ten players are available during a game, the coach must rotate the extra player(s) each inning so that a new player sits on the bench each inning. No player is permitted to sit on the bench more than once during a game (except for injury). There is 'free substitution' in this league.
8. Any player arriving after the start of a game (first pitch) must be placed at the bottom of the batting order.
9. All players must bat whether or not they played in the field the prior inning.
10. Player pitch will be from a distance of 46' in this league. Pitchers must follow the BABE RUTH pitching guidelines, see below for chart.

Age	Daily Max	Rest period 0 days	Rest period 1 day	Rest period 2 days
9-10	75	1-40	41-65	66+
11-12	85	1-40	41-65	66+
13-15	95	1-45	46-75	76+

11. Once a player enters the game as a pitcher, that is (1) inning pitched. All pitchers may enter and leave as a pitcher in any rotation.
12. Pitcher must be removed from the pitching position once he is visited by the coach on the mound twice in a single inning. However, a player may not enter as pitcher more than once per inning.
13. A starting pitcher may NOT re-enter the game as a pitcher once he is removed from the pitching position.
14. Stealing of 1<sup>st</sup> base, 2<sup>nd</sup> base, 3<sup>rd</sup> base and home will be allowed once the pitch crosses the plate.
15. Two coaches will be allowed on the field while their team is on offense: first base coach and third base coach. A 3<sup>rd</sup> coach is recommended to be in the dugout while the team is batting.
16. Bats that are stamped with USSSA and/or USA may be used in this league.
17. Infield-Fly AND drop 3<sup>rd</sup> strike rules are NOT in effect.
18. A pinch runner is allowed to run for the pitcher or catcher ONLY, at any time. The runner must be the last batted out.
19. A runner is out if he:
  - a. Does not attempt to avoid a fielder in the immediate act of making play on him.
  - b. Does not attempt to slide at any base, including home plate, and causes illegal contact.
  - c. Dives over a fielder.
  - d. Initiates malicious contact.
20. Uniforms and Protective Gear:
  - a. Game shirts will be provided and are required to play.
  - b. Batting helmets must be worn when batting, on deck and when running the bases. Helmets are not to be removed until the player is back in the dugout. A runner will be called out if he intentionally knocks off his helmet while running.
  - c. All catchers must wear a catcher's mask, chest protector, throat guard, shin guards, and a protective cup.
  - d. No jewelry may be worn.
  - e. Breakaway bases are not used in this league.

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## FRIENDS OF HARRISON COUNTY YOUTH LEAGUE RULES – MAJOR BOYS

1. No new inning may start after an hour and fifteen minutes. Games called because of the time limit will be considered a regulation game regardless of the number of innings played. Tie games will count as a tie in the standings. Time limit is to take effect from the scheduled start of the game whether or not players are on the field ready to play.
2. A regulation game consists of six innings, unless extended because of a tie score (post season play only) or shortened because (1) the home team needs none of its half of the sixth inning or only a fraction of it or (2) the umpire calls the game. If a game is called, it is considered a regulation game if (1) four full innings have been completed or (2) the home team has scored more runs in three and a fraction half-innings than the visiting team has scored in four completed half-innings.
3. Pre-Game: NO batting practice shall be allowed on the field prior to the start of game, or where it may interfere with the opposing teams. Each team will be allowed five minutes each for on-field pre-game warm ups. Visitors shall begin their on-field pre-game warm ups ten minutes before scheduled game time. The home team shall begin their on-field pre-game warm ups five minutes before scheduled game time.
4. The game is completed if one team is ten or more runs ahead after the completion of four innings of play.
5. An inning ends after eight runs are scored or three outs are made. **This is true for ALL innings in every regular season game.**
6. Minimum of seven defensive players is required to start and finish a game. A pitcher and catcher are required at all times.
7. A maximum of nine players are allowed on the field to play defense. If more than nine players are available during a game, the coach must rotate the extra player(s) each inning so that a new player sits on the bench each inning. No player is permitted to sit on the bench more than once during a game (except for injury). There is 'free substitution' in this league.
8. Any player arriving after the start of a game (first pitch) must be placed at the bottom of the batting order.
9. All players must bat whether or not they played in the field the prior inning.
10. Player pitch will be from a distance of 50' in this league. Babe Ruth Pitch count chart is in effect during all innings and will be kept by the field umpire and recorded in the official scorebook. See below for chart.

Age	Daily Max	Rest period 0 days	Rest period 1 day	Rest period 2 days
9-10	75	1-40	41-65	66+
11-12	85	1-40	41-65	66+
13-15	95	1-45	46-75	76+

11. All pitchers may enter and leave as a pitcher in any rotation.
12. Pitcher must be removed from the pitching position once he is visited by the coach on the mound twice in a single inning. However, a player may not enter as pitcher more than once per inning.
13. A starting pitcher may NOT re-enter the game as a pitcher once he is removed from the pitching position.
14. Each pitcher will get one warning for balks.
15. Lead off is in effect.
16. Both the infield fly and drop 3<sup>rd</sup> strike rules are in effect.
17. A pinch runner is allowed to run for the pitcher or catcher ONLY, at any time. The runner must be the last batted out.
18. Two coaches will be allowed on the field while their team is on offense: first base coach and third base coach. A 3<sup>rd</sup> coach is recommended to be in the dugout while the team is batting.
19. Bats that are stamped with USSSA and/or USA may be used in this league.
20. A runner is out if he:
  - a. Does not attempt to avoid a fielder in the immediate act of making play on him.
  - b. Does not attempt to slide at any base, including home plate, and causes illegal contact.
  - c. Dives over a fielder.
  - d. Initiates malicious contact.
21. Uniforms and Protective Gear:
  - a. Game shirts will be provided and are required to play.
  - b. Batting helmets must be worn when batting, on deck and when running the bases. Helmets are not to be removed until the player is back in the dugout. A runner will be called out if he intentionally knocks off his helmet while running.
  - c. All catchers must wear a catcher's mask, chest protector, throat guard, shin guards, and a protective cup.
  - d. No jewelry may be worn.
  - e. Breakaway bases are not used in this league.

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**FRIENDS OF HARRISON COUNTY YOUTH  
LEAGUE RULES – ROOKIE GIRLS**

1. **No new inning may start after an hour and five minutes** (excluding tournament). Games called because of the time limit will be considered a regulation game regardless of the number of innings played. Tie games will count as a tie in the standings. Time limit is to take effect from the scheduled start of the game whether or not players are on the field ready to play.
2. A regulation game consists of six innings, unless extended because of a tie score (postseason only) or shortened because (1) the home team needs none of its half of the sixth inning or only a fraction of it or (2) the umpire calls the game. If a game is called, it is considered a regulation game if (1) four full innings have been completed or (2) the home team has scored more runs in three and a fraction half-innings than the visiting team has scored in four completed half-innings.
3. Pre-Game:
  - a. NO batting practice shall be allowed on the field prior to the start of the game, or where it may interfere with the opposing team.
  - b. Each team will be allowed five minutes each for on-field pre-game warm ups. Visitors shall begin their on-field pre-game warm ups ten minutes before scheduled game time. The home team shall begin their on-field pre-game warm ups five minutes before scheduled game time. There will be NO grace period past the scheduled start time of a game.
4. An inning ends after six runs are scored or three outs are made. **This is true for ALL innings in every game.**
5. A minimum of six defensive players is required to start and finish a game. The defensive pitcher must start with one foot in the circle at the time of the pitch. If a team has 8, or fewer, players, they may play without fielding a catcher if they choose.
6. Any player showing up after the start of a game (first pitch) must be placed at the bottom of the batting order.
7. A maximum of ten players are allowed on the field to play defense. If more than ten players are available during a game, the coach must rotate the extra player(s) each inning so that a new player sits on the bench each inning. No player is permitted to sit on the bench more than once during a game (except for injury).
8. All players must bat whether or not they played in the field the prior inning. **A pitching coach (designee from batting team) will pitch from a 35' mark from home plate. The pitcher must remain BEHIND the 35' mark while on the field except when moving to avoid a hit ball.** Each batter will receive up to 5 pitches, but will be called out after three unsuccessful swings, or a swing and a miss on a two-strike count. Walks are not allowed and there is no foul ball limit. If the batter does not hit the 5<sup>th</sup> pitch, they will be called out.
9. A three-foot arc will be placed in front of home plate. A ball must pass beyond this line to allow the batter or a runner to advance. If a ball does not reach or pass this line a 'foul ball' will be called (this does count as a swing against the batter).
10. A hash mark will be placed approximately 2/3 of the way past each base. Base runners that have broken the plane of a hash mark when time is called will be allowed to continue to the next base. All other runners must return to their previous base.
11. Time is called when the ball breaks the plane of pitchers circle.
12. Runners will be allowed only one base on an overthrow IF runner is attempting to advance.
13. Two coaches will be allowed in the outfield while their team is on defense. Three coaches will be allowed on the field while their team is on offense: first base coach, third base coach and designated pitching coach. A 4<sup>th</sup> coach is recommended to be in the dugout while the team is batting.
14. A runner is out if she:
  - a. Does not attempt to avoid a fielder in the immediate act of making play on her.
  - b. Dives over a fielder.
  - c. Initiates malicious contact.
15. Uniforms and Protective Gear:
  - a. Game shirts will be provided and are required to play.
  - b. Batting helmets with masks must be worn when batting, on deck and when running the bases. Helmets are not to be removed until the player is back in the dugout.
  - c. A runner will be called out if she intentionally knocks off her helmet while running.
  - d. All catchers must wear a catcher's mask, chest protector, throat guard and shin guards. Face masks are recommended for all players but not mandatory. All players should have a facemask when traveling to other leagues.
  - e. No jewelry may be worn.
  - f. Breakaway bases are not used in this league.

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2. A regulation game consists of six innings, unless extended because of a tie score (only applies in postseason play) or shortened because (1) the home team needs none of its half of the sixth inning or only a fraction of it or (2) the umpire calls the game. If a game is called, it is considered a regulation game if (1) four full innings have been completed or (2) the home team has scored more runs in three and a fraction half-innings than the visiting team has scored in four completed half-innings.
3. Pre-Game:
  - a. NO batting practice shall be allowed on the field prior to the start of the game, or where it may interfere with the opposing team.
  - b. Each team will be allowed five minutes each for on-field pre-game warm ups. Visitors shall begin their on-field pre-game warm ups ten minutes before scheduled game time. The home team shall begin their on-field pre-game warm ups five minutes before scheduled game time. There will be NO grace period past the scheduled start time of a game.
4. The game is completed if one team is ten or more runs ahead after the completion of four innings of play.
5. An inning ends after six runs are scored or three outs are made. **This is true for ALL innings in every regular season game.**
6. A minimum of seven defensive players is required to start and finish a game.
7. A maximum of ten players are allowed on the field to play defense. If more than ten players are available during a game, the coach must rotate the extra player(s) each inning so that a new player sits on the bench each inning. Using this concept, no player is permitted to sit on the bench more than once during a game (except for injury). There is 'free substitution' in this league.
8. Any player arriving after the start of a game (first pitch) must be placed at the bottom of the batting order.
9. All players must bat whether or not they played in the field the prior inning.
10. Player pitch will be from a distance of 35'.
11. Coach pitch will be in effect once the player pitcher has 4 balls in the pitch count on the batter and will resume the strike count. The coach will pitch from the 35' mark.
12. If a hit ball comes in contact with the pitching coach, it will be considered a 'dead ball' but the batter will advance to first base. All other runners will advance only if forced.
13. All innings will be modified (using both player pitch and coach pitch)
14. Bunting will be allowed off of a player pitched ball only.
15. Stealing of 2<sup>nd</sup> base, 3<sup>rd</sup> base and home will be allowed once the pitch crosses the plate.
16. Drop 3<sup>rd</sup> strike is NOT in effect.
17. Infield fly rule is NOT in effect.
18. Three coaches will be allowed on the field while their team is on offense: first base coach, third base coach and pitching coach (when needed). A 4<sup>th</sup> coach is recommended to be in the dugout while the team is batting.
19. A runner is out if she:
  - a. Does not attempt to avoid a fielder in the immediate act of making play on her.
  - b. Does not attempt to slide at any base, including home plate, and causes illegal contact.
  - c. Dives over a fielder.
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  - c. A runner will be called out if she intentionally knocks off her helmet while running.
  - d. All catchers must wear a catcher's mask, chest protector, throat guard and shin guards. Face masks are recommended for all players but not mandatory. All players should have a facemask to wear when traveling to other leagues.
  - e. No jewelry may be worn.
  - f. Breakaway bases are not used in this league.
21. If the league declares a rainout, a notification will be on the website and text messages will be sent out to all that have signed up on our website for texts: [www.fhcysports.org](http://www.fhcysports.org). All coaches should still ensure their team members receive a notification.

Friends of Harrison County Youth will be using the current edition of the Babe Ruth Baseball/Softball Rules and Regulations Book as its official rule book for this season. Listed below are exceptions or variations from that book that the league Board of Directors has voted to include for this playing season. Friends of Harrison County Youth Board of Directors reserves the right, by majority vote, to clarify or change any rule, specified or not, in its collective judgment, if such clarification or change results in improved league play. In no case will a rule change be made retroactive to an officially played and recorded game.

## FRIENDS OF HARRISON COUNTY YOUTH LEAGUE RULES – MAJOR GIRLS

1. No new inning may start after an hour and fifteen minutes. Games called because of the time limit will be considered a regulation game regardless of the number of innings played. Tie games will count as a tie in the standings. Time limit is to take effect from the scheduled start of the game whether or not players are on the field ready to play.
2. A regulation game consists of six innings, unless extended because of a tie score (only applies in post season play) or shortened because (1) the home team needs none of its half of the sixth inning or only a fraction of it or (2) the umpire calls the game. If a game is called, it is considered a regulation game if (1) four full innings have been completed or (2) the home team has scored more runs in three and a fraction half-innings than the visiting team has scored in four completed half-innings.
3. Pre-Game:
  - a. NO batting practice shall be allowed on the field prior to the start of the game, or where it may interfere with the opposing teams' pre-game warm ups.
  - b. Each team will be allowed five minutes each for on-field pre-game warm ups. Visitors shall begin their on-field pre-game warm ups ten minutes before scheduled game time. The home team shall begin their on-field pre-game warm ups five minutes before scheduled game time. There will be NO grace period past the scheduled start time of a game.
4. The game is completed if one team is ten or more runs ahead after the completion of four innings of play.
5. An inning ends after eight runs are scored or three outs are made. **This is true for ALL innings in every regular season game.**
6. A minimum of seven defensive players required to start and finish a game. A pitcher and catcher are required at all times.
7. A maximum of nine players are allowed on the field to play defense. If more than nine players are available during a game, the coach must rotate the extra player(s) each inning so that a new player sits on the bench each inning. Using this concept, no player is permitted to sit on the bench more than once during a game (except for injury). There is 'free substitution' in this league.
8. Any player arriving after the start of a game (first pitch) must be placed at the bottom of the batting order.
9. All players must bat whether or not they played in the field the prior inning.
10. Player pitch will be from a distance of 40'.
11. Bunting is allowed.
12. Stealing of any base is allowed once the pitch is released by the pitcher.
13. Drop 3<sup>rd</sup> strike rule is in effect in this league.
14. Infield Fly rule is in effect in this league.
15. Two coaches will be allowed on the field while their team is on offense: first base coach and third base coach. A 3<sup>rd</sup> coach is recommended to be in the dugout while the team is batting.
16. A runner is out if she:
  - a. Does not attempt to avoid a fielder in the immediate act of making play on her.
  - b. Does not attempt to slide at any base, including home plate, and causes illegal contact.
  - c. Dives over a fielder.
  - d. Initiates malicious contact.
17. Uniforms and Protective Gear:
  - a. Game shirts will be provided and are required to play.
  - b. Batting helmets with masks must be worn when batting, on deck and when running the bases. Helmets are not to be removed until the player is back in the dugout.
  - c. A runner will be called out if she intentionally knocks off her helmet while running.
  - d. All catchers must wear a catcher's mask, chest protector, throat guard and shin guards. Face masks are recommended for all players but not mandatory. All players should have face masks when traveling to other leagues.
  - e. No jewelry may be worn.
  - f. Breakaway bases are not used in this league.
18. If the league declares a rainout, a notification will be on the website and text messages will be sent out to all that have signed up on our website for texts: [www.fhcysports.org](http://www.fhcysports.org). All coaches should still ensure their team members receive a notification.