



## LIBERTY BASEBALL HITTING LEAGUE RULES

Liberty High School Hitting League is a competitive hitting league designed for fast paced excitement. The league consists of simulated games with 3 or 4 players per team who compete in a league format with a season ending league tournament to decide the champion. Stats will be posted on the web site with season and career numbers.

Games consist of players hitting baseballs off of a machine (speeds will be set accordingly) with a coach scoring or being an umpire to determine outcomes of each batter. The games are scored based on where the ball is hit within our cages divided into single, double, triple, and home run areas as well as areas for outs. The batting cages will be marked and each coach/umpire will track the flight of the ball. Players do NOT need to swing at every pitch; however, if it becomes an issue of not swinging strikes will be added. A swing will result in an out or a hit. Every team will play 2 or 3 game series each scheduled day.

First 5 weeks will be pool play with the last week the Championship week.

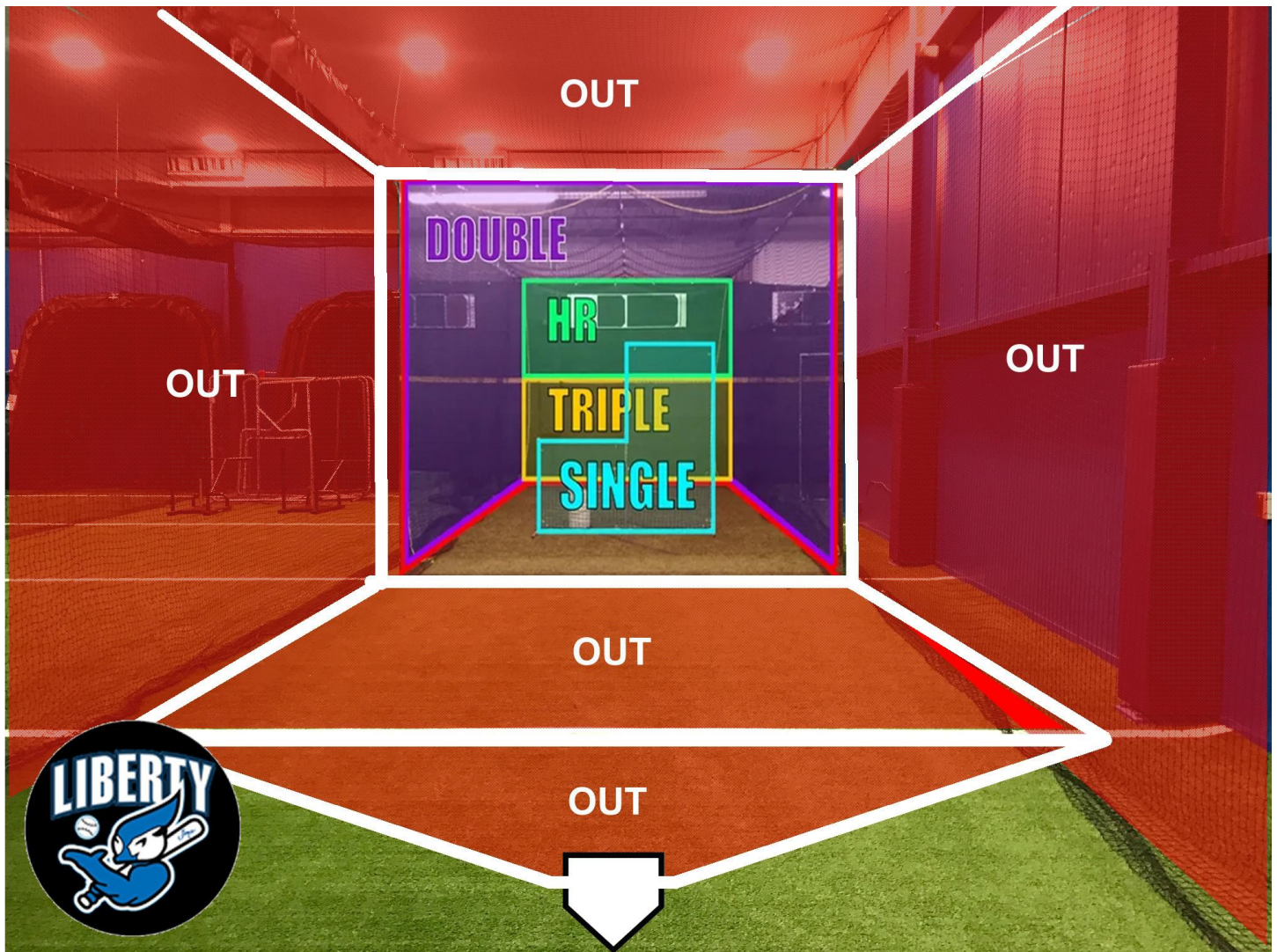
1 seed will play 2, 3 will play 4 and so on. The final standings will be determined at that point...Teams should report 10 minutes before their scheduled start time and enter the HS by the designated areas and on the diagram. Games are pitched/umpired by Liberty HS coaches or players. All umpire calls are final! No player can play on two different teams within the same Age Group/Division.

### League Rules - Roster

- Team Rosters will be made up of 3 or 4 players. 2 to 3-game series will be played each scheduled date. Both teams will be the home team one game with a coin flip for game 3. Teams will then rotate for the second 3-game series of the night. Best 2 out of 3 games.
- Teams will hit with a batting lineup of 2-3 players. Lineups must be written on the clipboard and followed.
- Games can be played with as few as 3 players in the lineup, 4 is preferred.
- Fewer than 3 players will result in an automatic out each inning. (innings will start with 1 out)
- Substitutes (cost of \$20 per night) may be used but may not be on another teams' roster in that division.

## League Rules - Game Play and Scoring

- Games will be 5 inning games. If the score is tied after 5 innings a 6th inning will be played and if still tied will go to a Tiebreaker (see below). No new inning will start after 25 minutes are left in the series. If the score is tied at the end of the time limit a Tiebreaker will be used. We may use a shortened schedule to get an official game in.



- Ground balls are outs within the designated areas
- Balls hit into the “L” screen sharp and firm are singles
- Balls hit on the fly past the white side lines will result in a double, triple or home run.
  - Doubles are hit into the sides or ceiling of the net.
  - Triples are hits into the back wall including the yellow line or below.
  - Home Runs are balls hit into the back wall above the yellow line.
- Balls hit in the air past the white side lines, but hit the ground before the sides or back of the net are singles, in the air doubles.
- Runners advance bases equal to the number of bases earned with the hit.
- “L” screens will be centered in the lane and placed 6ft behind the white line. Front of Home plate will be placed 10ft from back wall.

- One player can use the tee, 1 time, during a given game (5th/6th grade only). Use this strategically! Use it, or lose it!
- Tie Breaker - Each player (4 total at bats) will hit once. The tie breaker is determined by the number of hits per team. If each team gets the same amount of hits, we will go to sudden death. In sudden death, each team chooses one player to get one at bat. If each player gets a hit, teams can choose a different player or they can keep the same player hitting for the second round. This will continue until one player gets a hit while the other team's player gets an out.
- Hit and Run - With less than 2 outs and runner(s) on 1st and/or 2nd a player may elect to hit and run prior to his at bat. If the player hits a ground ball (ball that hits the ground before any side or top of the cage) he is still out, but the runners advance 1 base. If a ball is successfully hit, he is given the result of the ball hit and the runners move an extra base beyond what would normally happen. If however a ball is hit and hits the sides or top of the cage in front of the yellow lines (usual out) then the result will be a double play and the lead runner will be out.
- Sacrifice Bunt - With less than 2 outs and a runner on 3rd a player may elect to bunt. If a bunt is successful (between the cones...must hit the ground before the net) then the runner on third scores. Any other runners on bases advance 1 base. A bunt that hits the cage first will result in a double play with the runner on 3rd being out.

### **Procedures:**

Parents if you can drop off and pick up 5 min. Before the sessions and right at finish time that would be great. Each session will last 1 hour and we will send them to the lower field house entrance or through the stairwell by the fieldhouse.

Player drop off will be by the field house back entrance behind the outfield wall side or by the drive that goes up to the new auditorium. A coach will be there to direct traffic to the turf room which is located off the other side of Coakley Field House. The weight room is next to the turf room as well as a reference. There is construction still going on and we have to maneuver everyone in the right direction.

Masks will be required upon entrance and may be during the event we will monitor distances and communicate with each player on safety with Covid protocols. Coaches and helpers will be wearing masks.

Each player will need their own bat and helmet

If there is a weather conflict we will issue communication via our website or our LHS Baseball twitter @Jays\_Baseball