

# Indoor Baseball League Rules

## Age / Pitching / Base Distances

8u	Coach / 60	6 pitches, foul tip continues, 3 strikes player out, no tee
9u	46 / 60	No leading, Steal when crossing plate, no extra bases on bad throws
10u	46 / 65	Leading, steal at will, no extra base on bad throw
12u	50 / 70	Leading and stealing

## Indoor League Rules, no particular order

1. 8U up to 10 can play the field
2. 10U up to 9 can play the field
3. 12u up to 7 can play the field
4. Heart guard is required for all players at 8u and 9u. 10u & 12u is optional but recommended.
5. 8u thru 12u entire line-up Hits in line-up order  
Give umpire line card before game. Coaches bring your own lineup cards.
6. No metal cleats, Rubbers are fine.
7. Any USA, USSSA, or wood bat is allowed. 12u is required woodbat
8. Sliding headfirst is allowed except at home. And you must slide at home on any play at the plate or the runner is out, umpire's discretion.
9. All Hitters start with a 1-1 Count
10. Hitter is out and the ball is dead if it hits the ceiling between or on the yellow ropes. If runners were stealing, they go back to the original bag. Ball is live if it hits the ceiling after the further yellow rope. If it hits before the first yellow rope it is a foul ball.
11. If a player catches the live ball off the ceiling before it hits the ground or side wall, hitter is out. The ball and base runners are live.
12. In sac situations, live ceiling hit balls are considered to "Touch the Ground" so base runners can advance when it hits the back wall, player, or ground.
13. If a ball hits the ceiling and comes down in fair territory, it is fair. If it comes down foul, foul. The angle of the hit doesn't matter, it is luck of the draw. Sometimes they bounce fair, sometimes foul. Umpire Discretion.

14. If it hits off a side wall first, it is a foul ball.
15. Any Ball that hits the back wall in the air is an automatic single. Base runners are given one base; however, once they touch the advanced base, they are live.
16. If a groundball sneaks thru the infield without being touched by a player it is an automatic single, if it is touched by a player, it is a live ball. Base Runners can advance one base automatically but becomes a live runner once he touches the next base.
17. If the ball hits above the metal railing in left and center field or over the short net in right field, it is a homerun at 8u – 10u and a double at 12u.
18. 8u – 10u anything that hits above the 10' fence but below top metal railing in left and center field will be a double. There are no automatic doubles in right field. 12u its just a single.
19. 8u No stealing
20. 9u-12u Stealing home: The runner on third has the right to steal home if the catcher overthrows the pitcher or the ball gets away from the pitcher.  
  
1<sup>st</sup> & 3<sup>rd</sup> for 9u – 10u  
  
If a runner on first steals second and the catcher attempts to throw the runner out, the guy at third CAN steal home. However, if the ball is cleanly caught at second base (whether the runner is safe or out) the guy stealing home must go back to third. If the ball gets away or is bobbled, the guy stealing home has the right to take the plate. The catcher can back pick at third or first, however, this allows the runner the freedom to advance. If the runner at 1st gets caught in a rundown, the runner at 3rd who was stealing home must go back and tag up before attempting to steal home again.
21. 10u – 12u can steal home at will, however, if the ball exits the field or gets caught in the net during the play the runner must return to 3<sup>rd</sup>. If the game begins getting out of control with stealing home, the umpire has the ability to shut it down for the remainder of the game. 9u cannot Steal home on past ball until the last 20 minutes on game clock.
22. At 10u, even though there are no balks while attempting to pick a runner off, the ball is dead, and the runner cannot advance or be called out if the pitcher clearly balks at the umpire's discretion. There is no penalty or warning issued, just an explanation to the pitcher. 9u There are no balk penalties but game may be stopped so the umpire can teach.
23. 9u, 10u, 12u pitchers can only throw two innings. An inning is considered pitched if they start the inning on the mound or throw to two batters in relief.
24. Players can only pinch run for the last out in the inning, only for the catcher.
25. No Swearing, Arguing, or Bad Sportsmanship. The umpire has the right to eject you from the game and/or the Facility
26. If you are rostered on two teams, you pay for two team fees.

27. Games are 75 minutes long, with a 15-minute warm-up before the game. When the buzzard sounds, you finish the at-bat in progress and the game is over unless directed otherwise by the umpire. The Game clock will start at the time posted on the game schedule, unless otherwise directed by the umpire.
28. The umpire will decide between the eight and two-minute mark. He can decide to call the game, finish the game on the clock, or dictate how many hitters will hit to finish the game.
29. The Away team will be decided by a coin flip prior to the game. It is an advantage to hit first in a timed game.
30. If any team wants to rent a cage to warm up before their games or work their hitters during the game, they must reserve with C-Side's front desk, and it is a cost of \$20/30 minutes or \$40 per hour by availability only.
31. The whole point of this league is to get live at bats, and quality pitching reps. Respect the game and have fun.
32. If a team goes up by a difference of 10 runs or more, the losing team get 6 outs during the remainder of their at bats until the score comes back under a difference of 10. 3 outs clear the bases.
33. 5 runs max per inning then teams rotate. No continuation.
34. If any teams are tied at the end of 6 games, the following occurs for playoff seeding. A. Head-to-Head. B. Fewest runs scored against. C. Facetime coin flip at designated time.
35. Broken, altered barrels, or cracked bats are not allowed to be used during game.
36. Each team will get one warning per game for throwing the bat. After that, using the umpire's discretion, the hitter will be out, and runners will not advance.
37. Any hit batsman has the option to take their base or stay and hit with a new 1-1 count. If they choose to stay and hit, any runner that should have advanced a base is giving the option to move or stay.
38. 9u - 12u: If a hitter walks, they have the option to take their base right away or stay and hit with a 2-1 count. If they walk a second time, they take their base. Any runners that would have advanced on the initial walk has the option to advance or stay.
39. Only 6 games designated before the season will count towards points. Any game after that is just bonus baseball with most bonus games dictated before the season. 2 points for a win, 1 point for a tie, 0 points for a loss
40. If the tying run is at the plate or on the bases and the umpire calls last hitter, if the hitter walks another hitter is given a chance until there is a strike out or the ball is put in play. This will keep the pitcher from intentionally walking the hitter to make a save.
41. Players established as outfielders during inning play are not allowed to be involved in a Pitcher Pick off plays.

42. All teams must have 6 players in attendance within 5 minutes after posted start time of game to be eligible to secure a win and points. The other team is allowed to share a fielder, but not hitters. If a team has 5 or less players in attendance after the 5-minute late mark, the team must take a forfeit in the point system and the other team gets a win and 2 points.

43. 8u Ball must be controlled either by the Kid Pitcher or Coach Pitcher and ball is dead. No "Time Outs" will be called during the play to encourage control of the baseball. Please play the game respectfully and avoid running wild on teams learning control.

44. 8u Over throws at first base the ball is dead and runners cannot advance.

45. 10u and 12u Drop 3rd strike is a live ball unless 1st base is occupied with less than 2 outs. MLB rules

Not at 8u or 9u, batter is out.

46. All teams make the playoffs!!!

47. Playoffs are single elimination.

48. 8u & 9u no leading

49. 8u no base stealing. Ball must be batted to advance base

50. 8u ball is live until it reaches pitchers hand. Calling timeout is not permitted. (This teaches players to control the ball)

**This league is for instruction and live reps to better the players during the offseason.**

**The playoffs add competition and enjoyment.**

**BE ON TIME, PLAY THE GAME HARD, PLAY THE GAME RIGHT!**

