

Age / Pitching / Base Distances

8u	Coach / 60	6 pitches, foul tip continue, 3 strikes player out
10u	46 / 65	No leading unless both coaches agree at pre-game meeting
12u	50 / 70	
14u	54 / 80	
18u	60 / 90	

GAME TIMES: Weekdays 6:00, 7:30, 9:00

Sundays anytime between 9:00am-9:00pm

15 Minute warm-up on field before each game



Indoor Wood Bat League Rules, no particular order

1. 8U play entire team in field.
2. 10U play 6-9 in the field.
3. 12u/ 14u play 6-7 in the field.
4. 18u play 6 in the field.
5. 8u thru 12u entire line-up Hits in line-up order. 14u and 18u, Line-up can be set. Line up must be presented to Umpire before game. Coaches bring your own lineup cards.
6. No metal cleats, Rubbers are fine.
7. All bats must be wood. Bamboo and composite bats are not allowed. 8u-10u can use any bat they choose.
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 ball is dead if it hits the ceiling between the yellow foul rope and red dead rope. If runners were stealing, they go back to the original bag. Ball is live if it hits the ceiling after the red dead rope.
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 yellow line, or hits the ceiling and still carries over the yellow line, it is a homerun for age groups 12U and under. Ages 14U and 18U it will be ruled a double. No homeruns for 14U and 18U.
18. 12U and below anything that hits above the fence and below railing will be a double as well as in between the yellow rope and white rope on back wall.

19. If there is a "hard hit (umpire discretion)" that hits above the railing or angled above the green wall, it can be ruled a double, with runners advancing two bases
20. 10u Stealing home: The runner on third has the right to steal home if the catcher over throws the pitcher or the ball gets away from the pitcher. 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. For 1st and 3rd, if the runner at 1st gets caught in a rundown, the runner at 3rd must go back and tag up before attempting to steal home again.
21. Any age 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 3rd.
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.
23. 10u, 12u pitchers can only throw two innings. 14u /18u pitcher can throw three innings. An inning is considered pitched if they start the inning on the mound, or throw 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 make a decision at the 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. No balk punishment at 10u, 1 warning per pitcher 12u/14u, no warnings at 18u
33. 5 runs max per inning then teams rotate. However, at 18u run continuation will occur and the play will be finished and any runs scored after 5 will count
34. If any teams are tied at the end of 6 games, the following occurs. A. Head to Head. B. Fewest runs scored against. C. Facebook live coin flip at designated time.
35. Broken or cracked bats are not allowed to be used during game. Bamboo and composite bats are allowed at 10u and 12u but not 14u/18u.
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. At 14u/18u, if a hitter is walked they must stay and hit again starting with a 2-2 count. If they walk a second time they take their base. At 10 and 12u, they have the option to take their base right away or stay and hit with a 2-2 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. First 6 games will count towards your point system. Any game after that is just bonus baseball.

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 play.
42. In Playoffs with more than 4 teams, the Top winning seed gets a BYE to the Championship Game
43. All teams must have 5 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 4 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.
44. Recommended that all 10u Pitchers wear a mouth piece and heart guard.
45. Drop 3rd strike is a live ball unless 1st base is occupied with less than 2 outs. MLB rules
46. All teams make the playoffs!!!
47. Playoffs are single elimination.
48. 8u overthrow at first base is a dead 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.