

C-Side Indoor Baseball League

Age	Pitching Distance	Base Distance	Leading & Stealing
8u	Coach	60'	No Leading or Stealing
9u	46'	60'	No Leading, Steal Hit Glove
10u	46'	65'	Leading and Stealing at will
12u	50'	70'	Leading and Stealing at will

Rules

1. How long are the games?
 - a. Game are 75 minutes long with a 15-minute warm-up before the game
 - i. Teams can split the field to warm-up
 - ii. Any team can rent a cage prior the game for \$20 for 30 minutes by booking with Lisa at the front desk
 - b. When the buzzard sounds, you finish the at bat in progress and the game is over unless otherwise directed by the umpire.
 - c. The umpire will decide with less than 8 minutes how the game will finish. They can decide to call the game, finish the inning, finish the game on the clock, or dictate how many hitters will hit to finish the game.
 - i. We always try to allow the home team to get their at bats when possible.
 - d. The game clock will start at the time posted on the game schedule, unless otherwise directed by the umpire.
 - e. If the tying run is at the plate or on the bases and the umpire called 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.
 - i. This is intended to keep pitchers from intentionally walking the hitter for the save.
 - f. If 6 innings are completed at any age, the game ends.
2. Who is home and away?

- a. The schedule will dictate who is home and away.
 - i. Please note it is an advantage to hit first (away) in a timed game.

3. How many players can play the field at each age group?

- a. 8u up to 10 can play the field unless the other team approves more
- b. 9u up to 9 can play the field unless the other team approves more
- c. 10u up to 9 can play the field unless the other team approves more
- d. 12u up to 7 can play the field unless the other team approves more

4. How can we setup positions?

- a. No shifting across middle field is allowed
- b. Players established as outfielders are not allowed to be involved in pitcher pick off plays
- c. Standard infield is required, then remaining players can be sent to the outfield.
- d. 8u and 9u coaches are allowed to have 2 coaches floating on the field during game play.
- e. 10u and 12u coaches are allowed to stay on the field in foul territory past the bases.
 - i. Each team picking a foul line.

5. Can we pinch run?

- a. All ages can pinch run for the last out of the inning, only for the catcher.

6. How many players can hit in the lineup?

- a. 8u thru 12u the entire lineup must hit in the line-up order
 - i. Please give the other team your lineup card
 - ii. Our umpires do not track this during the game
 - iii. If there is ever a question if someone has hit out of order, please bring the umpires attention and a meeting will ensue. If the team hit out of order, that hitter is out.

7. How does the umpire call balls hit off the netting?

- a. A hitter is out and the ball is dead if it hits the ceiling between or on the yellow ropes. We consider this an easy pop up to the infield.

- b. If runners were stealing, they go back to the original base.
- c. If the ball hits past the second yellow rope the ball is live
 - i. Yes it can be caught for an out.
 - 1. Runners beware, you are live and can be doubled up. It was a flyball!
- d. If the ball hits before the first yellow rope, it will be considered a foul ball and is not live.
- e. If the ball hits off the side net at any time on the flight up or down, the ball is foul.
- f. If the ball hits the ceiling and comes down in fair territory, its fair. If it comes down foul, it'd foul. We do allow umpire to overturn this rule using their discretion.
- g. We strongly suggest teaching your players to play every ball like it's live and let the umpire reset the runners after the play.

8. How do Sac flys off the ceiling work?

- a. 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 the ground.

9. What are the stealing rules?

- a. 8u
 - i. No leading or base stealing
 - ii. Ball must be batted to advance a base
- b. 9u
 - i. No leading
 - ii. Stealing is permitted when the ball hits the catchers glove
- c. 10u and 12u
 - i. Leading is permitted
 - ii. Stealing at will is permitted
 - iii. At 10u, runners are not permitted to take an extra base on bad throws.

10. Can we steal home?

- a. 8u

- i. No
- b. 9u
 - i. Yes, the runner on 3rd has the right to steal home if the catcher overthrows the pitcher or the ball gets away from the pitcher.
 - ii. They are not permitted to steal home on a past ball until the last 20 minutes on the game clock or in the 5th and 6th innings.
- c. 9u and 10u *1st and 3rd situations
 - i. If the runner on first steals second base and the catcher attempts to throw the runner out, the guy at third base CAN steal home. However, if the ball is cleanly received 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.
 - ii. If the runner at first get caught in a run down after a clean catch at second base on a steal attempt, the runner at third must go back and tag up before attempting to steal home again.
 - iii. The catcher can back pick at 1st or 3rd base, however, this allows all runners the freedom to advance to any base.
- d. 10u and 12u
 - i. Can steal home at will, however, if the ball exits the field or gets caught in the netting during the play, the runner must return to 3rd base.
 - ii. 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.

11. What kind of gear or protective wear do we need for the game?
 - a. Teams are to supply their own catcher's equipment at all ages
 - b. Heart guard is required for all a players at 8u
 - c. Heart guard is required for all pitchers only at 9u but we do recommend all position players wear one also.
 - d. 10u and 12u does not require a Heart guard, but we recommend they wear one.

12. What kind of shoes and uniform?

- a. No metal cleats are allowed. Rubber cleats and tennis shoes are fine
- b. You are supplied with a C-Side t-shirt. You are not required to wear this shirt, but all teams are required to have a matching uniforms
- c. Baseball pants and hats are required

13. What kind of bat are we allowed to use?

- a. We vote on this in the coaches meeting. It will either be a USA or woodbat. USSA bats are not allowed. If we use woodbats, composite wood bats are not allowed. It must be maple, hickory, ash, or poplar.
- b. C-Side does not supply team bats
- c. Broken, altered, or cracked bats are not allowed to be used.

14. What hitting count do we start in and why?

- a. 8u
 - i. Start with 0-0 count and get 6 pitches. They can strike out and foul tips on the 3rd strike continues the at bat past 6 pitches.
 - ii. There is no tee
- b. 9u – 12u
 - i. Start with a 1-1 count. This is to speed up the games and maximize as many live at bats as possible and keep the pitch counts lower.
 - ii. 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 given the option to move or stay.
 - iii. 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 must take their base. Any runners that would have advanced on the initial walk has the option to move or stay.

15. How many players do we need to play a game?

- a. Teams must have 6 players in attendance within 5 minutes after posted start time to be eligible to secure a win and points. 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 get a win and 2 points.

- b. If less than 5 players, the other team is allowed to share fielders but not hitters to play a game.

16. What are the sliding rules?

- a. Not permitted to slide into first base, runner will be called out
- b. Head first sliding is permitted except at Homeplate
- c. Runner is required to slide at home for any plays at the plate, failing to do so the runner will be called out by the umpire's discretion.

17. How do batted balls play out on an indoor field?

- a. Any ball that hits the back wall in the air is an automatic single.
 - i. Base runners are given one base, however, once they touch that base they are live
- b. If a groundball gets through the infield without being touched by a player it is an automatic single. If it is touched by a player the ball is live.
 - i. Base runners can advance one base, however, once they touch that base they are live.
- c. If the ball hits above the metal railing in left or center field, or above the batting cages in right field, it will be a homerun at 9u - 10u and a double for 12u.
- d. If anything hits above the 10' fence but under the top of the railing or over the cages in right field, it will be ruled a double for 9u-10u. At 12u it remains a single.
- e. Anything that hits above the 10' fence in left or over the batting cages in right field is a homerun at 8u.

18. How does the play stop?

- a. 8u
 - i. Ball must be controlled by either the kid pitcher or coach
 - ii. There is no "Time Outs" to stop play.
- b. 8u and 9u

- i. Under umpire discretion, runners advancing while the ball was controlled and stopped by the umpire will either be rewarded or rejected the next base for 2nd and 3rd base.
- ii. There is a tape on the fence halfway between 3rd and home that will assist in the umpire's decision if the runner will be rewarded the home base or not.
 - 1. Please be respectful and play the game cleanly by avoiding taking extra bases against teams learning to control the baseball.

c. 8u – 12u

- i. Any overthrown or wild throws from an infielder the ball is dead and runners cannot advance.
 - 1. If the ball is bobbled and stays in close proximity of the receiver, the ball stays live.
 - 2. If it rolls foul it is considered an overthrow.
- ii. Any overthrown or wild throws from an outfielder the ball is still live and runners can advance.

19. What is the 3rd drop strike rule?

- a. 8u and 9u
 - i. No dropped 3rd strike, batter is out
- b. 10u and 12u
 - i. Drop 3rd strike is a live ball unless 1st base is occupied with less than 2 outs

20. What are the balk rules?

- a. 9u & 10u
 - i. There are no balk penalties but the game may be stopped so the umpire can teach the pitcher
- b. 12u
 - i. Yes, the pitcher can balk and runners will advance.

21. How many innings can my pitchers throw?

- a. We do not do pitch counts, but go off of innings
 - i. 9u and 10u pitchers can throw two innings

- ii. 12u pitchers can throw three innings
 - 1. An inning is considered pitched if they start the inning on the mound or throw to two batters in relief.

22. What is the max run rule?

- a. If a team goes up by a difference of 10 runs or more, the losing team gets 6 outs during the remainder of their at bats until the score comes back under a difference of 10.
 - i. 3 outs clear the bases.
- b. 5 runs max per inning then rotate, no continuation.
 - i. Except in the last inning or under 20 minutes at the start of a new half inning, teams can score unlimited runs
 - 1. If a team was down by 10 runs therefore granted 6 outs, then the first set of 3 outs has a 5 run limit. But the second set of 3 outs is unlimited.
- c. If a team goes up by 20 runs, the umpire will stop adding runs to the scoreboard but the real score will be noted on the final results.

23. How many games will each team play?

- a. 6 games are designated before the season that will go towards points, plus playoffs.
 - i. All teams make playoffs
 - 1. Playoffs are single elimination
 - ii. Any game after that is just a bonus game and will not effect point system.

24. How do playoffs and the point system work?

- a. 2 points for a win, 1 point for a tie, 0 points for a loss.
- b. If any teams are tied at the end of 6 games, the following occurs for playoff seeding.
 - i. Head to Head
 - ii. Fewest runs scored against
 - iii. Facetime coin flip with the coaches and C-Side

25. Can you be throw out of a game?

- a. Yes, the umpire has the right to eject players, coaches, and parents not only out of the game but out of the facility.
- b. No swearing, excessive arguing, or bad sportsmanship will be tolerated.
- c. If anyone is kicked out of the facility, the game will stop until that person(s) has left the facility. The umpire will use their discretion if the clock continues during this time period.
- d. The umpire also has the ability to cancel the game if both teams are getting out of hand.
- e. Each team will get one warning per game for throwing a bat.
 - i. After the warning, the hitter will be out and runners will not advance using the umpire's discretion.

26. Can my other kids and friends run around the facility?

- a. Absolutely not and the game will be immediately stopped until order is restored.
 - i. No kids are allowed in the cages anywhere in the facility.
 - 1. If there are kids in the cages, the umpire will stop the game until that cage is cleaned up and the kids exit the cage. The clock will continue to roll. This is especially enforced on Fridays and Saturdays.
 - ii. No parents are allowed to sit on the mound or inside the bullpen during a lesson upstairs. There is a fence, do not cross it.
 - iii. If a trainer asks you to leave an area or cage and spectators do not, that trainer will inform the umpire and the game will be stopped with the clock running.

27. Can I roster players on two teams?

- a. Yes, but they have to pay an entry fee for each team they are rostered on

28. What is the goal of the league?

- a. To get controlled, live at bats and pitching reps in the off season.
- b. Please respect the game and have fun

