

NFHS Baseball rules apply with the following exceptions

- A. A player's grade is their grade during the 2025-2026 school year.
- B. FIELD DIMENSIONS
 - a. Pitching Distance --- 46ft.
 - b. Base Distance --- 60ft --- 84' 10" from home plate to second base and first base to third base.
 - c. There will be an 8ft radius circle around the pitcher's plate.
- C. The Double Base applies in this league --- **See General Rule #17**
- D. GAME LENGTH --- 5 innings
- E. TIME LIMIT --- One Hour and Twenty-Five minutes (1:25)
 - a. If an inning ends prior to the time limit, next inning will be played in full.
- F. Three Outs or Five (5) runs constitute an inning.
- G. RUN RULE --- **See General Rule #14**
- H. COMPLETED GAME
 - a. If the game is called due to bad weather conditions, it will be considered a completed game after 45 minutes or four complete innings.
 - b. The final score of this completed game is determined by reverting to the last completed inning. If the score is tied, the game will be recorded as a tie game.
 - c. If the game is not complete the game will be replayed from the start.
 - d. Game Rescheduling should follow **General Rule #8**.
 - e. Tie-Game – If a regular season game ends in a tie after regulation play or time limit, then the game will be over and marked down for standings as a tie. If a tournament game is tied at the end of regulation play or time limit, the game will continue into extra innings until there is a winner. These extra inning rules are listed within the General Rule #24, World Series Tournament Rules.
 - f. Weather will be monitored by a third party connected to each hometown, in most cases a field supervisor.
 - 1. The league has agreed on resources for the third party to use while monitoring the weather and those are to be used to determine if play continues or stops.
 - 2. If inclement weather becomes a problem, the third party will communicate with the field umpires.
 - 3. If play needs to be suspended, it will be suspended for 30-minutes. After 30 minutes conditions will be evaluated by the third party. If play cannot continue or is suspended a second time after play continues, the above rules for a completed game will be used to determine if the game is completed or needs to be rescheduled.

I. FREE SUBSTITUTION

- a. Every player will be placed in the batting line up for the entire game.
 1. Example --- If a team has 13 players at the game, all 13 players will be in the batting line-up the entire game.
 2. Defensively players can be moved from position to position by the team's coaches without notifying the official scorekeeper.
- b. SUBSTITUTION OF A PITCHER
 1. The Pitcher can pitch three (3) innings per game
 2. The innings pitched in the game do not need to be consecutive innings.
 3. If the pitcher leaves the game and is placed in a defensive position, the pitcher may return to finish the number of innings he has left to pitch.
 4. If the pitcher leaves the game and is placed on the bench, the pitcher can return to the game but cannot pitch – even if he has innings left to pitch in that game.
 5. Any team coach is limited to two (2) visits to the pitcher's mound area per inning.
 - i. On the second visit, the pitcher must be removed from the pitcher's mound.

J. OFFENSIVE RULES

- a. There are NO WALKS in the 3rd & 4th Grade Boys Group.
 1. If the batter receives ball four (4), the batter's Coach Pitcher enters the game to pitch to their batter.
 - a. Zero (0) Strike and Four (4) Ball count
 - i. Coach Pitcher can pitch up to three (3) total pitches to the batter.
 - b. One (1) Strike and Four (4) Ball count
 - i. the Coach Pitcher can pitch up to two (2) total pitches to the batter.
 - c. Two (2) Strike and Four (4) Ball count
 - i. the Coach Pitcher can pitch up to two (2) total pitches to the batter.
 - ii. **If the batter has a two (2) strike count and swings and misses the first pitch thrown to her – the batter is out.**
 - iii. **If the batter has a two (2) strike count and does not swing at the first pitch thrown to her – the batter must swing at the second pitch – If the batter swings and misses the second pitch, the batter is out.**
 2. Third Strike "Foul Ball" Rule
 - a. On the final pitch of the batter's at-bat -- If the batter makes contact with the ball, and the ball goes foul -- the batter receives one more pitch from their Coach Pitcher.
 - b. An extra pitch will be awarded for any additional consecutive foul balls hit by the batter during her at-bat.
 3. Base Runners MAY NOT STEAL ANY BASE while a Coach Pitcher is on the field pitching to his/her batter.
 4. The Coach Pitcher MUST remain in contact with the pitcher's plate while pitching to his/her batter.
 - a. First game offense – warning to the offending team
 - b. Second game offense and beyond – this will be considered an "illegal" pitch and counted as a strike towards the batter.
 5. The Coach Pitcher MUST make every attempt to avoid ALL batted balls or interfering with the defensive players.
 - a. If a batted ball strikes any part of the Coach Pitcher, the ball is declared a Dead Ball and the play considered the same as a foul ball – Third Strike "Foul Ball" Rule would apply, as needed.
 - b. If, in the umpire's judgment, the Coach Pitcher intentionally impedes a defensive player, the umpire will give One Warning.
 - c. Any subsequent infractions will result in the Batter being called Out and any Base Runners returning to their previous base.

J. OFFENSIVE RULES cont.

- b. The Base Runner(s) cannot leave their base until the pitcher releases the ball.
1. If the Base Runner breaks contact with the base prior to the pitcher releasing the ball, the base runner will be called out
 2. All Base Runners may only steal or advance one base per pitch --- including home.
 - i. Exception --- When a batted fair ball is hit, the Base Runner(s) may advance with no limit.
 - ii. There is no Over Throw Rule" on a batted fair ball in the 3rd & 4th Grade Boys Division.
 3. A Base Runner attempting to advance beyond the one base they are entitled to advance or steal --- The Base Runner may be put out while between bases.
 - i. A Base Runner CANNOT be put out while in sole contact with the base.
 - ii. After ALL play ceases and the ball is dead, if a runner occupies the base beyond the one the Base Runner was entitled to advance or steal --- The Base Runner will be returned to the correct base without liability to be put out.
- c. BASEBALL "LOOK BACK RULE"
1. Once the catcher has possession of the ball, the Base Runner(s) MUST IMMEDIATELY return to their base or proceed to the next base.
 - a. **PENALTY** - Failure to do this will result in the Base Runner being called out.
- d. The Batter cannot run on a dropped third strike by the catcher.
1. The Ball is Live and Base Runners may advance one base, if there are one or two outs.
- e. Chin straps are optional on batting helmets.
- f. BAT RULE -- All Baseball bats are allowed, as long as there are no cracks or dents.

K. DEFENSIVE RULES

- a. Teams may play with ten (10) defensive players
1. The extra defensive player must be placed in an outfield position.
- b. MINIMUM DEFENSIVE PLAYING TIME
1. All players must be in the game to play defense by the start of the third (3rd) inning.
 2. This player cannot come out of the game until he/she has played two (2) consecutive defensive innings.
 3. Failure to do so will result in an automatic out at the start of the next inning.
 4. This rule DOES NOT apply to starters.
- c. The Balk Rule does not apply to the 3rd & 4th Grade Boys Group.
- d. No infield fly rule in the 3rd & 4th Grade Boys Group.
- e. The Player Pitcher must be positioned inside the circle around the pitchers plate, when the Coach Pitcher enters the game, until the ball is hit.
1. EXCEPTION – If a batter squares to bunt, the pitcher can move forward outside the circle
- f. Dead Ball Appeal --- **See General Rule #16**
- g. Base Runners CANNOT advance on an overthrow from the catcher to the pitcher during live ball play.

- L. AUTOMATIC OUTS --- LESS THAN NINE PLAYERS
- a. A team **MUST** start their game with seven (7) players.
 - b. If a team is playing with less than 9 players, the team must field a player in the pitcher and catcher positions.
 - c. If a team starts their game with less than nine (9) players - automatic outs could be applied in regular season games.
 1. If a team starts with eight (8) players --- the team could take one (1) automatic out.
 2. If a team starts with seven (7) players --- the team could take two (2) automatic outs.
 3. The team can place their automatic out(s) anywhere in the original batting order.
 - d. At the pre-game conference, both team coaches will decide if Automatic Outs will be used for the entire game.
 1. If both coaches agree – then Automatic Outs will be used for the entire game.
 2. If one coach disagrees or both coaches disagree – then Automatic Outs will be used for the entire game, based on the above rules.
 3. This is a game-to-game decision.