

# SPARTAN BASEBALL

## GAME RULES

*Last Updated: August 31, 2011*

### Rookie

### Ivy

### Colonial

### ACC

#### Grade Level

Grades 1 through 3

Grades 3 through 5

Grades 5 through 7

Grades 7 & 8

### Game Organizational Structure

#### Game Times

Players are to arrive for pre-game 35 mins sharp prior to first pitch. Games last for 6 innings or drop dead at 105mins (which ever comes first). No new inning after 90 mins. A Game is deemed official at the conclusion of 3 innings.

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Players are to arrive for pre-game 50 mins sharp prior to first pitch. Games last for 6 innings or drop dead at 105 mins (whichever comes first). No new inning after 90 mins. A Game is deemed official at the conclusion of 4 innings.

Players are to arrive for pre-game 50 mins sharp prior to first pitch. Games last for 7 innings or drop dead at 120 mins (whichever comes first). No new inning after 105 mins. A Game is deemed official at the conclusion of 4 innings.

Line Ups

Each player must play at least 3 innings in the infield and 1 inning in the outfield. No player shall sit 2 consecutive innings and no more than 2 total innings per game, assuming a full game. Equitable player rotation will occur.

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#Players

An official game must have 8 players to start. No more than 10 defensive players in the field at a time. If both teams agree, then one or more players may be used by the opposing team to insure that the game is not a forfeit.

You must start the game with at least 8 players to have an official game. If both teams agree, then one or more players may be used by the opposing team to insure that the game is not a forfeit.

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Batting Order	Every player must be inserted in the batting order every game.	Every player must be inserted in the batting order every game. When a catcher is on base with two outs, the player who made the last out must substitute in for the catcher in order to expedite play.	Every player must be inserted in the batting order every game. When a catcher is on base with two outs, the player who made the last out must substitute in for the catcher in order to expedite play.	Every player must be inserted in the batting order every game. When a catcher is on base with two outs, the player who made the last out must substitute in for the catcher in order to expedite play. .
Base Coaches	There must be a Koa Coach coaching 3rd base, a Parent Assistant Coach (PAC) coaching 1st base, and an appointed parent coach managing the bench during that team's at-bats every inning.	There must be a Koa Coach coaching 3rd base, a Parent Assistant Coach (PAC) coaching 1st base, and an appointed parent coach managing the bench during that team's at-bats every inning.	There must be a Koa Coach coaching 3rd base, a Parent Assistant Coach (PAC) coaching 1st base, and an appointed parent coach managing the bench during that team's at-bats every inning.	There must be a Koa Coach coaching 3rd base and a Parent Assistant Coach (PAC) coaching 1st base.
Outfield Positioning	There may be 4 outfielders at all times positioned no closer than 60ft from the base path.	Outfielders must be positioned no closer than 60ft from the base path.	Outfielders must be positioned no closer than 60ft from base path.	Outfielders must be positioned no closer than 60ft from the basepath.
Pitcher Helper Positioning	A player may be positioned to the left or right of the pitching machine at any time.	NA	NA	NA
	<b><u>Rookie</u></b>	<b><u>Ivy</u></b>	<b><u>Colonial</u></b>	<b><u>ACC</u></b>

Pitching Machine	The pitching machine must be set-up 40ft away from home plate at ball speeds between 25-30mph. The operator must either be a coach or umpire at all times. Kid-Pitch will be introduced during the season.	NA	NA	NA
Diamond Size	Home to first and base to base is 60 feet. Home to the pitching rubber is 46 feet. Home to Second is 84.75 feet	Home to first and base to base is 60 feet. Home to the pitching rubber is 46 feet. Home to Second is 84.75 feet	Home to first and base to base is 70 feet. Home to the pitching rubber is 50 feet. Home to Second is 98.99 feet	Home to first and base to base is 90 feet. Home to the pitching rubber is 60.5 feet. Home to Second is 127.25 feet
Run Limit	No team shall score more than 5 runs per inning, when the team at-bat is ahead by 5 or more runs. A team who starts the at bat behind may score to catch up and then go ahead by 5 runs. A game is ruled complete if either team is leading by more than 15 runs after the conclusion of 4 innings. Thereafter the game is declared practice time until the 90min mark is reached.	No team shall score more than 5 runs per inning, when the team at-bat is ahead by 5 or more runs. A team who starts the at bat behind may score to catch up and then go ahead by 5 runs. A game is ruled complete if either team is leading by more than 15 runs after the conclusion of 4 innings. Thereafter the game is declared practice time until the 90min mark is reached.	No team shall score more than 5 runs per inning, when the team at-bat is ahead by 5 or more runs. A team who starts the at bat behind may score to catch up and then go ahead by 5 runs. A game is ruled complete if either team is leading by more than 15 runs after the conclusion of 4 innings. Thereafter the game is declared practice time until the 105min mark is reached.	No team shall score more than 5 runs per inning, when the team at-bat is ahead by 5 or more runs. A team who starts the at bat behind may score to catch up and then go ahead by 5 runs. A game is ruled complete if either team is leading by more than 15 runs after the conclusion of 4 innings. Thereafter the game is declared practice time until the 105min mark is reached.

## Motion Guidelines

### Sliding

Base runners must slide feet first at all times.

Base runners must slide feet first in attempt to advance to any base. Head first slides are only permitted when sliding back to a previous base.

Base runners must slide feet first in attempt to advance to any base. Head first slides are only permitted when sliding back to a previous base.

Base runners must slide feet first at all plays to home plate. Sliding head first is only permitted into 2nd & 3rd base. Head first slides are allowed diving back to any base. All slides must be to the base and not through the base.

### Stealing

#### Rookie

Stealing is not permitted at any time.

#### Ivy

Stealing is permitted only when the ball crosses home plate after a pitch has been thrown. Stealing home plate is not permitted at the start of the season, but may be worked in over time.

#### Colonial

Stealing is permitted at any time.

#### ACC

Stealing is permitted at anytime.

Pitching	<p>Players are allowed either 6 pitches, or 3 strikes, whichever comes first, except that a player who continues to foul off pitches during an at bat will be permitted to continue until the player either gets a hit, or strikes out. If the 6<sup>th</sup> pitch, or any pitch thereafter, hits the dirt before the plate, then there shall be a substitute pitch. (Note, there will not be substitute pitch for a final pitch that is pitched above the player's head).</p>	<p>Pitchers may not pitch more than 3 innings in any day, and may never exceed 50 pitches in a day, or 70 in a week. A pitcher who hits two batters in an inning must be removed immediately, but may return in another inning. One mound conference is allowed per inning; the 2nd conference the pitcher must be removed.</p>	<p>Pitchers may not pitch more than 3 innings in any one day, and may never exceed 60 pitches in a day, or 80 in a week. A pitcher who hits two batters in an inning must be removed immediately, but may return in another inning. One mound conference is allowed per inning; the 2nd conference the pitcher must be removed</p>	<p>Pitchers may not pitch more than 3 innings in any one day, and may never exceed 70 pitches in a day, or 90 in a week. A pitcher who hits two batters in an inning must be removed immediately, but may return in another inning. One mound conference is allowed per inning; the 2nd conference the pitcher must be removed</p>
Leading	<p>Leading is not allowed at any time.</p>	<p>Leading is not allowed before the ball is thrown. Secondary leads are allowed only when the ball crosses home late after a pitch has been thrown.</p>	<p>Leading is allowed at any time.</p>	<p>Leading is allowed at any time.</p>
Dropped Third Strike	<p>The batter is out immediately after a third strike is called.</p>	<p>The batter is out immediately after a third strike is called.</p>	<p>Dropped third strike rule applies.</p>	<p>Dropped third strike rule applies.</p>
Infield Fly	<p>Not in effect.</p>	<p>Not in effect.</p>	<p>In effect.</p>	<p>In effect.</p>

End of Play	Play is declared completed when an infield player has possession of the ball and has at least one hand raised above his head and stops attempts to make a play.	Play is declared completed when time is called by the umpire.	Play is declared completed when time is called by the umpire.	Play is declared completed when time is called by the umpire.
	<b><u>Rookie</u></b>	<b><u>Ivy</u></b>	<b><u>Colonial</u></b>	<b><u>ACC</u></b>
Malicious Play	A player who initiates aggressive contact while sliding into a base or otherwise shall be ejected from the game.	A player who initiates aggressive contact while sliding into a base or otherwise shall be ejected from the game.	A player who initiates aggressive contact while sliding into a base or otherwise shall be ejected from the game.	A player who initiates institutes aggressive contact while sliding into a base or otherwise shall be ejected from the game.
Overthrows	A ball that is thrown at first base and hits the fence or spectators, will be deemed an overthrow, and the players will advance 1 base. Under no circumstances can a player advance home on an overthrow.	When the ball is overthrown and out of play, the runner is awarded one extra base.	When the ball is overthrown and out of play, the runner is awarded one extra base.	When the ball is overthrown and out of play, the runner is awarded one extra base.
<b>Required Equipment</b>				

Batting Gear	All batters must wear a two flap batting helmet.	All batters must wear a two flap batting helmet.	All batters must wear a two flap batting helmet.	All batters must wear a two flap batting helmet.
Catcher's Gear	All Catcher's must be equipped with a protective cup, chest protector, shin guards, and face mask.	All Catcher's must be equipped with a protective cup, chest protector, shin guards, catcher's glove, and face mask.	All Catcher's must be equipped with a protective cup, chest protector, shin guards, catcher's glove, and face mask.	All Catcher's must be equipped with a protective cup, chest protector, shin guards, catcher's glove, and face mask.
Game Balls	Only the "RIF 5" baseball is allowed during game play.	Only baseball that are NFHS certified are allowed during game play.	Only baseball that are NFHS certified are allowed during game play.	Only baseball that are NFHS certified are allowed during game play.
Uniform	All players must be clothed with a Koa hat, Koa jersey, socks, and baseball pants every game. Protective cups are recommended for all players. Only rubber cleats are permitted.	All players must be clothed with a Koa hat, Koa jersey, socks, and baseball pants every game. Protective cups are required for all players. Only rubber cleats are permitted.	All players must be clothed with a Koa hat, Koa jersey, socks, and baseball pants every game. Protective cups are required for all players. Only rubber cleats are permitted.	All players must be clothed with a Koa hat, Koa jersey, socks, and baseball pants every game. Protective cups are required for all players. All cleats are permitted.
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## Miscellaneous

### Weather

If at any time there is thunder or lightning, the game is ppd for 30mins from that point. Fields will not be used where there is standing water. All government guidelines will be followed.

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