

SIMPSONVILLE AAU 4th & 5th-7th GRADE BASEBALL LEAGUE RULES

1. These Rules are to be used in conjunction with the NFHS Rule Book anything not referenced here first will revert to the proper age group rule in the NFHS Rule Book.
2. Time limit is 1 hour 30 minutes
No new inning will be started once 1 hour and 30 minutes have elapsed from the umpire call of play ball to start the game
3. The game shall be six innings. A new inning may not be started if 1 hour and 30 minutes has elapsed since the start of the game. The umpire should announce to both dugouts the official start time prior to the first pitch. If a game is tied after 6 innings of play or if the time limit has passed the game will stand a tie, no extra innings.
4. The pitchers plate will be:
 5. **4th Grade - 46' from home plate and the bases will be 65' apart. Closed Bases** – No leading off, runners may leave base when ball crosses home plate.
 6. **5th-7th Grade – 50' from home plate and the bases will be 70' apart. Open Bases** – Players may lead off and steal bases. Balks will be called after one warning and explanation and only for obvious deceptive instances NOT all technical violations. This is purely at the discretion of the umpire crew.
7. A coin toss will determine the home team the first time two teams play; this will alternate if the teams play a second time in the same season.
8. Both managers will meet with the umpire in chief prior to play for the coin toss, to discuss any ground rules, to clarify any potential rulings. Extra game balls should be available from each manager as needed – they do not have to be new.
9. A team failing to field at least eight players within 15 minutes after scheduled game time shall forfeit the game. CLARIFICATION: At any time after game time, play will begin as soon as the eighth player shows up. If both teams fail, it shall be a double forfeit. A game in progress shall be forfeited to the opposing team when either team is unable or refuses to place eight players on the field. EXCEPTION: If in the judgment of the umpire, a player cannot continue due to an illness or injury suffered during the game, there will be no penalty.
10. All players are required to wear an approved batting helmet while at bat or running the bases – this helmet should be on prior to leaving the dugout area and remain on until he/she returns. Coaches should regularly sight inspect their players helmets to make sure they are not broken in any way and that they fit the player properly.
11. Two adult base coaches may be at 1st or 3rd base.
12. Any player, whether a starter or substitute, who has been removed from the game may reenter the game an **UNLIMITED** number of times. Provide that: no pitching rules are violated, the minimum participation requirements are met, and all other substitutions shall be in accordance with minimum play requirements.
13. Managers shall be required to list all players present in the batting order; this allows free defensive substitution (excluding the pitcher) as long as the minimum playing requirements are met. There will be 10 defensive players on the field; the extra player must take a position in the outfield. (This is to get more playing time for more players)
14. Participation Requirement – Each player must be listed in the batting order and play at least every other inning of defense. If a player sits one inning he/she should go in the next. Exceptions – If a child arrives after the game is already in progress the minimum requirements are waived. (If a child arrives late it is still highly recommended that child play as much as possible) Penalty for failure to meet these minimum requirements will be the player in question will play THE ENTIRE NEXT GAME he or she attends.
15. Players who arrive late after the game has started may be added to the **END OF THE BATTING ORDER.**
16. **** 4th Grade Only** --An inning shall end with the third out or end of play of the tenth batter in that inning. When the tenth batter steps to the plate, two outs will be declared. If the tenth batter walks, is hit by a pitched ball or there is catcher's interference, all baserunners, whether forced or not, shall advance two bases. The tenth batter **MUST BE PITCHED TO AND SHALL NOT BE INTENTIONALLY WALKED.** The end of play on the tenth batter shall be interpreted to be when an out has been made on the tenth batter or any baserunner on base at the time the tenth batter bats or when the umpire declares that play dead because a baserunner cannot advance without being put-out because a fielder is holding the ball between him and the next base he is going to or when a fielder is touching home plate with the ball in his possession. No player may bat more than one time per inning. If a team has less than ten players, then the last batter to bat in the inning shall be treated as the tenth batter. The offensive team shall announce the "tenth batter" to the umpire.
17. A game shall be considered a regulation game when a team is ahead by 10 runs after both teams have batted 4 times or in the case of the home team when it is leading, 3 times. Or if a team is ahead by 15 runs after 3 innings of play.
18. A courtesy runner should be used for the catcher provided there are two outs in the inning and the runner's time at bat would not come up before he would cross home plate. No other courtesy runners shall be allowed.
19. **4th Grade Only** – A runner may steal 2nd and/or 3rd base, but at no time may steal home, a runner must be batted in or forced in to score.
20. The home team shall provide the Official Scorer. Any question as to batting order, innings pitched etc that cannot be resolved the home book will be the book of record.
21. Batters shall not "sling the bat" during their turn at bat. Penalty for violation of this rule: the Umpire in Chief shall call time and warn both managers that the next batter, for either team, that "sling their bat" will be called out.
22. **Games will not be rescheduled due to school, church, or any other similar reasons. Games will only be rescheduled by the Simpsonville Recreation Department, and only in extreme cases. Coaches may not re-schedule games on their own, unless directed to do so by Athletic Staff.**

2011 Regular Season Pitching Regulations for Simpsonville Baseball Divisions 4th-7th Grade

One pitcher may pitch no more than 6 innings in the same calendar week Monday through Sunday. It is highly recommended a pitcher not exceed 75 pitches (4th Grade) or 85 pitches (5th-7th Grade) in the same game.

One pitch will constitute an inning pitched against the total.

A pitcher MAY re-enter a game one time as a pitcher, but only one time in the same game.