



First Year Pitch Rules

First Year Pitch Rules are listed below and the High School Rule Book shall be followed when conditions permit. The rules proceed as follows: A. Rules and Regulations B. High School Rule book (NFHS)

Gameplay

1. Games shall consist of (6) innings.
Time limit is 2hrs. and an inning will not start in the last 15 minutes.
*Time limit is from the scheduled start time not the actual game start time.
*The game may end early if both coaches agree.
*In the event of a weather event, the game will count if 4 innings have been played or 3 ½ if home team is ahead.
2. Bases shall be placed 60' apart. The pitcher's mound will be 46' rubber to home-plate.
3. Mercy Rule – if a team leads by fifteen (15) or more runs after the 4th inning, or nine (10) or more runs after the 5th inning, that team shall be declared the winner and the game is complete. Games ending by a mercy rule shall not continue once a team is declared the winner.
4. The inning stops at the conclusion of play when the seventh (7th) run scores in that inning. Any run scored on that play counts (i.e. it is possible to score up to 10 runs).

Batting/Base Running Rules

1. A runner may steal from first to second and from second to third (players cannot steal home).
*A player may only steal one base at a time.
2. A runner may not lead off bases. The runner may not leave a base until the ball has crossed home plate. If a runner leaves early, the umpire will call a dead ball. All runners will return to their bases.
*One team warning will be issued. If it happens again, the runner will be called out.
3. NO Stealing Home. A runner may only advance from third base to home if the ball is hit or, if the bases are loaded, the batter receives a base on balls.
4. A runner may not advance past first base after receiving a base on balls (i.e. player cannot steal second on a walk until the next pitch is thrown).
5. Any base runner who deliberately collides with a fielder shall be called out and may be ejected from the game. The only contact that is approved is if the runner is sliding.
6. Play is stopped when a runner makes a motion to return to base and the pitcher has possession of the ball in the mound area. Play is stopped if the player remains stationary for five (5) seconds.
7. A player will be called out if he/she runs outside of 3ft on either side of the line of path to avoid a tag.
8. Batters do have to make any attempt to avoid getting hit by a pitched ball.
9. Coaches also may not physically assist a baserunner to run towards a base. The base coach must stay in their "designated area" and cannot touch/push the baserunner to go to a base, but only do this vocally or with signals. One warning will be given, the next offense will be called out. (If it's egregious the runner will be called out).



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10. Each team must bat in rotation of their respective roster.
Note: A batter shall be called out, on appeal, when failing to bat in proper turn.
11. No throwing of bat! If a player throws their bat, they will be called out, no warnings.
12. If a player swings on the third strike, he/she is out and may not advance to first base unless the catcher does not field the ball cleanly.
13. In the event of an injury, play is stopped immediately. The umpire will determine placement of any runners who are on base at the time of stoppage of play.
14. A player will be called out if he/she misses a turn at bat unless he/she has been permanently removed from the game. A player is not considered permanently removed from the game until the manager has notified both the home plate umpire and the opposing manager (only under an injury and/or ejection can a player be removed from the game; all other cases will result in an out).

Fielding Rules

1. Each team is allowed to field 10 players (6 infielders and 4 outfielders).
*The team will have no more than six (6) infielders including pitcher and catcher.
*Outfielders can play no closer than 6 feet behind infield bases.
2. If there is an injury on the field, play is immediately stopped and the umpire designates bases the player would have reached.
3. The infield fly rule does not apply to this division.
4. Defensive players, other than the pitcher, may be freely substituted at any time during the game.
5. Players must also play at least in two different positions (they must play at least two innings in the second position- every player must play at least one infield position. Coaches must get approval from the Umpire Director if they wish to play a player less than the amount above.

Pitching Rules

1. Will adhere to the following pitch count limits:
 - a. 50 Pitches in One Calendar Day
 - b. 100 Pitches in One Week
2. Mandatory rest will be enforced:
 - a. 0-20 Pitches – may pitch the next day.
 - b. 21-35 pitches – may pitch after one full calendar day.
 - c. 36-50 pitches – may pitch after two full calendar days.
3. There is no limit to the number of pitchers (eligible team players) that may be used in a game.
4. Pitching sheets may be tracked at any time by the league.
5. Balks do not apply in this division due to limited lead off regulations.
6. The coach/manager may make up to two (2) trips to the mound per inning per pitcher (it will not count as a mound trip if the coach is checking on a pitcher that was injured on the previous play because of a bat, ball, or other physical injury, other injuries (pulled muscle) will count as a mound visit). The pitcher must be removed on the second trip to the mound.



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7. In FYP, the strike zone is shoulder to knee, and one (1) ball width of the perimeter (black) of the plate.
8. Six (6) warm up pitches for pitchers per inning and replacement pitchers. In the event of an injury or player ejection the new pitcher will receive 6 pitches to warm up.
9. Once a pitcher has been removed from that position, he may not return as a pitcher during the game, every attempt should be made by coaches to protect their players arms during seasonal play and not over pitch or put their players in compromising situations.