

Age Pitching / Base Distances

8u	Coach / 60
10u	46 / 65 (Leading and Stealing allowed)
12u	50 / 70
14u	54 / 80
18u	60 / 90



GAME TIMES: Monday – Friday 6:00pm, 7:30pm, 9:00pm
Sundays anytime between 9:00am – 9:00pm
15 Minute warmup on split field before each game

Indoor Wood Bat League Rules, no particular order

1. HitTrax is used to call balls and strikes
2. HitTrax decides the result of any hit ball that is not played by the infield
3. When the play is over, all base runners will adjust to HitTrax results before the next pitch unless otherwise told by the umpire
4. Umpire has the ability to overturn any result of HitTrax if the situation calls for it
5. 8u play 5-8 in the field
6. 10u & 12u play 6-9 in the field
7. 14u play 6-7 in the field
8. 18u play 6 in the field
9. 8u, 10u, and 12u entire line-up hits in line-up order. 14u & 18u any lineup can be entered. Line up must be presented to Umpire before game to be entered into HitTrax. Coaches bring your own lineup cards.
10. No metal cleats, Rubbers are fine.
11. All bats must be wood. Bamboo and composite bats are not allowed. 8u & 10u can use any bat they choose
12. Sliding headfirst is allowed except at home. And you must slide at home on any play at the plate or the runner is out, umpire's discretion.
13. All Hitters start with a 1-1 Count
14. 10u Stealing home: The runner on third has the right to steal home on past balls or if the catcher over throws the pitcher or the ball gets away from the pitcher. If a runner on first steals second and the catcher attempts to throw the runner out, the guy at third CAN steal home. However, if the ball is cleanly caught 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. The catcher can back pick at third or first, however, this allows the runner the freedom to advance. For 1st and 3rd, if the runner at 1st gets caught in a rundown, the runner at 3rd must go back and tag up before attempting to steal home again.
15. Any age can steal home at will, however, if the ball exits the field or gets caught in the net during the play the runner must return to 3rd.
16. At 10u, even though there are no baulks while attempting to pick a runner off, the ball is dead and the runner cannot advance or be called out if the pitcher clearly baulks at the umpire's discretion. There is no penalty or warning issued, just an explanation to the pitcher.

17. 10u, 12u pitchers can only throw two innings. 14u & 18u pitchers can throw three innings. An inning is considered pitched if they start the inning on the mound, or throw at pitch at two batters in relief.
18. Free substitution, this includes pinch runners. However, a player is only eligible to be a pinch runner if he was not in the field the prior inning unless you are pinch running for the catcher, then anyone can go out.
19. No Swearing, Arguing, or Bad Sportsmanship. The umpire has the right to eject you from the game and/or the Facility.
20. If you are rostered on two teams, you pay for two team fees.
21. Games are 75 minutes long, with a 15 minute warm-up before the game. When the buzzard sounds, you finish the at-bat in progress and the game is over unless directed otherwise by the umpire. The Game clock will start at the time posted on the game schedule, unless otherwise directed by the umpire.
22. The umpire will make a decision at the two minute mark. He can decide to call the game, finish the game on the clock, or dictate how many hitters will hit to finish the game.
23. The Away team will be decided by a coin flip prior to the game. It is an advantage to hit first in a timed game.
24. If any team wants to rent a cage to warm up before their games or work their hitters during the game, they must reserve with C-Side's front desk and it is a cost of \$20/30 minutes or \$40 per hour by availability only.
25. The whole point of this league is to get live at bats, and quality pitching reps. Respect the game and have fun.
26. No balk punishment at 10u, 1 warning per pitcher 12u & 14u, no warnings at 18u
27. 5 runs max per inning then teams rotate. However, at 18u run continuation will occur and the play will be finished and any runs scored after 5 will count
28. For Playoff Seeding: 2 points for win, 1 point for tie, 0 points for loss. Playoffs are single elimination. The Points and rankings will be posted daily on the website.
29. If any teams are tied at the end of 6 games, the following occurs. A. Head to Head. B. Fewest Runs Scored Against. C. Facebook Live Coin Flip at a designated time.
30. Broken or cracked bats are not allowed to be used during game
31. Each team will get one warning per game for throwing the bat. After that, using the umpire's discretion, the hitter will be out and runners will not advance.
32. 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 still given the base.
33. At 14u & 18u, if a hitter is walked they must stay and hit again starting with a 2-2 count. If they walk a second time they take their base. At 12u, they have the option to take their base right away or stay and hit with a 2-2 count. If they walk a second time, they take their base. Any runners that would have advanced on the initial walk will advance to the next base. At 10u, a walked batter must take the base.
34. First 6 games will count towards your point system. Any game after that is just bonus baseball.
35. If the tying run is at the plate or on the bases and the umpire calls 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. This will keep the pitcher from intentionally walking the hitter to make a save.
36. Players established as outfielders during inning play are not allowed to be involved in a Pitcher Pick off play
37. All teams must have 5 players in attendance within 5 minutes **after** posted start time of game to be eligible to secure a win and points. The other team is allowed to share a fielder, but not hitters. If a team has 4 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 gets a win and 2 points. The score is still recorded as is.
38. Recommended that all 10u Pitchers wear a mouth piece and heart guard.
39. Drop 3rd strike is a live ball and the hitter can attempt first base at all age levels unless bases are loaded.
40. Teams can use the pitching machine in place of pitcher at any point in the game up to two innings. This must be decided before the game starts and which innings the machine will be used. The team that is hitting can send their coach out to feed. Appropriate speeds will be set using our HitTrax Chart.

41. The machine cannot be used in relief in the middle of an inning. If you start the inning with a live pitcher, you must finish the inning with a live pitcher.
42. Runners can steal against machine, they can steal when the ball is dropped into the feeder (umpire discretion)

This league is for instruction and live reps to better the players during the offseason.

The playoffs add competition and enjoyment.

BE ON TIME, PLAY THE GAME HARD, PLAY THE GAME RIGHT.