

Highland Minor Rules

Playing Field, Equipment & Safety

- **Bats:** Any bats certified by USA or USSSA with any barrel diameter (2", 2 1/4", 2 1/2", 2 5/8", and 2 3/4").
- **Base Paths:** 60 ft.
- **Pitching Distance:** 46 ft.
- **Catching Equipment:** The catcher shall wear all appropriate protective gear including a catcher's helmet that fully covers both ears with facemask and either a built-in extended throat guard or a separately attached throat guard, chest protector, shin and / or leg guards, and protective cup.
- **Batting Helmets:** Are required, including during practice, in the cage, or warming up swings in the outfield. Jaw guards or face masks are recommended.
- **Other Protective Equipment:** Heart guards and cups (if applicable) for all players are also required.

Game Preliminaries

- The Home team will get the third base dugout.
- Teams will bat the roster. A copy of the lineup including player name and number should be provided to the opposing team manager.
- Late arriving players will be inserted at the bottom of batting order and cannot enter defensively until start of next inning.
- Teams playing short **MUST** field a full infield, including a catcher and pitcher.

Starting and Ending a Game

- Each team must have 8 players to begin and end the game.
 - Substitute players are allowed but are limited to the outfield and bottom of the lineup.
- Games will be 6 innings in length or 1 hour and 30-minute.
- Games may continue into extra innings if the time limit has not expired. If time has expired, the game will end in a tie (regular season games may end in a tie).
- Each half inning will consist of 3 outs or 5 runs, whichever occurs first. There is no continuation of play; once the 5th run scores, the Field Umpire will call "time" and the play is dead.
- Only in the 6th inning (and any necessary extra innings) will be unlimited runs.
 - This rule **ONLY** applies to the 6th inning (and any necessary extra innings) not the "last" inning.
- 12-run rule after 3 innings. 10-run rule after 4 innings. 8-run rule after 5 innings.
- If a game is called due to rain, weather, or other reason it is a complete game if 4 innings have been played or if the home team has scored more runs after three 3 1/2 innings. All games called that cannot be considered a complete game shall be deemed a suspended game; when resumed, the game shall continue from the exact point of suspension.

The Batter, Batter Runner & Runner

- All batters will wear a batting helmet while at bat, on deck and on base.
- A dropped third strike shall not be in effect. If the catcher does not catch the ball on the third strike, the batter shall be called out.
- Players removed for disciplinary reasons will be called out each time he/she is at bat. Player that is ill or injured will not be called out, at bat will be skipped. Should a player for any reason other than illness or injury leave the game, that player must remain in the batting order & is recorded as an out each time that at bat occurs.
- A thrown bat will result in a warning. After the warning, if a batter throws a bat, he/she will be called out.
- Runners shall not lead-off. If a runner leaves a base early (before the ball is hit or crosses the plate), the **Umpire** will direct the runner back to the base. If that base is now occupied due to hit by pitch, runner will be called out.
- No stealing home on clean exchange between pitcher and catcher.
- At any time, the offensive team may use a courtesy runner for the catcher of record from the previous inning. The courtesy runner shall be the player making the last batted out. This rule should be used to get the catcher dressed for the next inning to speed up the game.
- Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and/or catcher.
 - **Penalty:** The runner shall be called out and may be ejected from the game at the discretion of the umpires if contact is malicious.
- A runner who jumps over a player will be called out, whether or not contact is made with the defensive player.
- No headfirst slides unless diving back to base.

Pitching Rules

- Balks will not be called.
- Intentional walks will be permitted once per batter per game.
- Any player on a regular season team may pitch.
 - **EXCEPTION:** Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 or more pitches in the same day, may not return to the catcher position on that calendar day. **EXCEPTION:** If a pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half-inning or the game; (4) the pitcher is removed from the mound prior to the batter completing his/her at bat.
 - **NOTE:** The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. Warm-up pitches do not count, only when the ball is live will the pitches count toward innings caught.
- A pitcher once removed from the mound cannot return as a pitcher.
- The head coach must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:
 - 9-10 League Ages maximum of 75 pitches per day
 - 6-8 League Ages maximum of 50 pitches per day

- **EXCEPTION:** If a pitcher reaches the limit imposed by his/her age while facing a batter, the pitcher may continue to until one of the following conditions occurs: (1) that batter reaches base; (2) that batter is put out; (3) the third out is made to complete the half-inning or the game; (4) the pitcher is removed from the mound prior to the batter completing his/her at bat.
- Pitchers league age 14 and under must adhere to the following rest requirements:
 - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
 - If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
 - **NOTE:** If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half inning or the game; (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.
 - **NOTE:** A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter. The pitcher may not start a new batter once the limit imposed has been met.
- A game in which an ineligible pitcher is used will be declared a forfeit immediately and play is ended.
- A manager or coach can make one trip to the mound in one inning without pulling the pitcher; the second trip the pitcher must be removed.
- Should the same pitcher hit three (3) batters in an inning or five (5) batters in a game, that pitcher will be removed from the mound for the remainder of that game.
- Pitchers must be on the rubber to get "Time".
- Managers or coaches from each team must sign the official scorebook at the end of each game to confirm innings pitched.

Defense

- A defensive team consists of 10 players (4 Outfielders).
- The Infield Fly Rule will not be in effect.
- Free substitution at any position except Pitcher. Once the pitcher is removed from the mound they cannot reenter as a pitcher.
- All players must play 6 defensive outs or two complete innings.
- A verbal appeal from a player must be made on a missed base or when a runner leaves early on a tag up. Appeals must be made with time in. Play is live during an appeal. With multiple runners, the player must designate which runner and the infraction (i.e., missed 2nd base) to the proper umpire.
- The umpire will resolve all protests immediately and may consult with the league commissioner before the continuation of play.

Other Rules

- No throwing of equipment will be permitted either accidentally or intentionally. A player, manager or coach, once warned and repeats the act, will be ejected from the game.
- Any Manager, Coach, Player or Spectator ejected from a game, must serve a one (1) game suspension, which would be the next scheduled game. **MUST** leave premises.
- Little League rules apply in all other cases. ***Any rule not covered will go to the UIC. UIC will refer to Little League rule book. UIC decisions are final.
- **SPORTSMANSHIP:** All persons present are expected to conduct themselves in a sportsmanlike manner. Remember this is youth baseball; bad sportsmanship will not be tolerated.

Pre/Post Game Checklist for Coaches

Pregame	Postgame
First game coaches' responsibilities	Last game coaches' responsibilities
Open / Unlock Concession Building	Drag Field (Remove Bases and Insert Plugs in Anchors)
Drag Field (Remove Bases and Insert Plugs in Anchors)	Reinsert Bases, Rake Around Bases, and Home Plate
Reinsert Bases, Rake Around Bases, and Home Plate	Put Away All Equipment
Water Infield or Apply Field Dry*** if needed	Put Away Scoreboard Controller
Chalk the Lines and Batters Boxes	Turn off Scoreboard / Light Switches
Turn on Scoreboard / Light Switches	Put Away Concession Money in Freezer
Bring out Catcher's Gear/Pitcher's Mask	Close / Lock Concession Building
Bring out Scoreboard Controller's	Lock Gate

***Use of Field Dry must be authorized by Commissioner