

Smittys Youth League Info & Game Rules

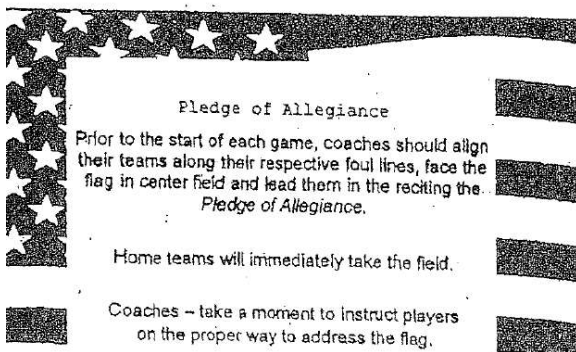
League Info

- Jerseys will be handed in immediately following the team's final game of the season. Coaches are responsible to retrieve jerseys.
- Players will be allowed to keep their hats.
- Game cancellations due to bad weather will be broadcast over local radio stations. ***HUBCITY MOBILE ALERTS**
- A rain date is scheduled for the end of the league season. Should this date not be needed for make-up games, teams will play their first night's schedule as an extra game. ***RAIN DATES BUILT IN...**
- Most practices and games will be one (1) hour.
- Home team is designated as the official scorekeeper.
- Coaches MUST provide their team's line-up to the scorekeeper prior to the game.
- PLEASE use a player's full name and number.
- If a player is not present at the time you submit the line-up, or will be arriving late, that player must be placed at the bottom of the order.
- Batting orders are alphabetical and inverted from game to game (league play only). **A-2, Z-A**
- Coaches may develop their own line-ups during tournament play.
- Players should play at least two (2) positions during a game (league play). During tournament games, ALL players must play in every game. Players need only play one (1) position.
- Use courtesy runners for catchers with one (1) out remaining in the inning. PLEASE make a concentrated effort to have your catchers ready!
- Coaches should emphasize to players the wearing of uniforms and hats correctly, and the hustling on and off the field. ***TUCK SHIRT IN!**
- Game results will be published in the Aberdeen American News.

Game Rules

- Coaches will flip a coin prior to the start of the game to determine the "home" team. **(TOURNAMENT → HIGH SEED HOME)**
- Games will consist of seven (7) innings or a one-hour time limit.
- A timer set for 50 minutes will be used and kept by the scorekeeper. Time will start on the first pitch.

When the (50 minutes) timer alarm goes off, the game is over if...



* IF PLAYERS SIGN UP, SIGN UP AT THESE OFFICES

1. The "visitors" are at bat and fail to take the lead after the top half of the inning.

If the "visitors" are batting and have, or take the lead, the "home" team will get to bat in the bottom half of the inning.

2. The "home" team is at bat, and regardless if they are leading, trailing or tied, the game is over following the last out.

• If the game is tied after seven (7) innings, the game will end in a tie (league play only). During tournament play, the game will continue until a winner is determined.

• Ten (10) defensive players will be used (eight (8) if necessary). ALL players bat.

• Teams CANNOT use the 10th player as an additional infielder - MUST play outfield.

• An inning is over after three (3) outs or the batting team has "batted around."

• Batting Around: Teams send to the plate the same number of players as the number of players on the team with the smallest roster (i.e. Team "A" has 11 players, Team "B" has 15 players. Team "B" can only send 11 players to the plate in any one inning).

• Pitching machines will be used in all age divisions. Speeds will be set at: Rookies - 35 mph; Minors - 40 mph; Majors - 45 mph

Positioning of the pitching machines may vary depending on playing conditions.

Coaches from both teams must agree upon any adjustments to the speed setting.

The coach of the team batting will feed the machine. This coach also serves as the umpire on the field.

Should a hit ball strike the pitching machine or coach, the play is "dead." The batter is NOT accessed a strike.

• Stealing bases is NOT allowed and runners CANNOT lead off until the ball crosses home plate.

• Runners CANNOT advance on a passed ball.

* Only one (1) base on an overthrow in the Rookies league. *** HOLD THE BALL * OLDER**

• In the Minors and Majors leagues, runners MAY advance on over throws until the defense has established control of the play in the infield and has called "time."

• Strikes and Balls **five(5)**

Rookies (1st/2nd grade) get ~~one (1)~~ swinging strikes.

Minors (3rd/4th grade) get four (4) swinging or called strikes.

Majors (5th/6th grade) get three (3) swinging or called strikes.

Batters will NOT advance to first base on balls or hit by pitch.

• NO bunting is allowed. The batter must take a full swing.

• If a team bats out of order, they will be assessed an out.

• **49 ↓ PLAY ANOTHER INNING**
 • **50 ↑ GAME OVER WITHIN 7 MIN**