

HIAWATHA KIDS LEAGUE RULES

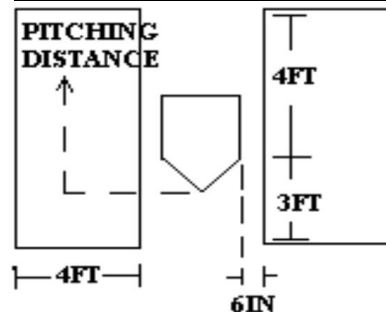
Boys/Girls Majors Division

FIELD

1. Field out of Play areas are within team dugouts and beyond fenced areas. If no fences are on the field, the area approximately 20 feet from the baselines will be determined as out of play area (at the umpire's discretion).
2. Coaches must stay in the dugout or defensive coach's area when their team is in the field. This is defined as a 6' diameter circle by the dugout or players bench. When the coach's team is batting the coach should remain in the coach's box at 1st or 3rd base.
3. Batter's box dimensions and base path/pitching distances are as follows:

<u>LEAGUE</u>	<u>BETWEEN BASES</u>	<u>PITCHING RUBBER</u>
BOYS MAJORS	65 FEET	48 FEET
GIRLS MAJORS	60 FEET	35 FEET

BATTER'S BOX DIMENSIONS



PLAYERS

Majors will consist of six (6) infielders and four (4) outfielders for a total of ten (10) players. The minimum number of defensive players is seven (7).

THE GAME

1. Game time is 6:00 p.m. Forfeit time for any game is ten (10) minutes past the scheduled starting time. The home plate umpire will announce the starting time of all games. Start time should be recorded by the Official Scorekeeper. All diamonds are reserved one hour before game time for those teams scheduled to play. All other teams must vacate the diamond for those teams playing.
2. Boys Majors games will be a maximum of six (6) innings. Girls Majors games will be a maximum of five (5) innings. **No new inning will start after 1 hour and 50 minutes of play.** Tie games will continue if time permits. (See tiebreaker rule in General Rules)
3. Boys Majors will have a 5 run per inning limit through the first five (5) innings. Play will cease upon reaching the run limit. The 6th inning will be unlimited runs.
4. Girls Majors will have a 5 run per inning limit through the first four (4) innings. Play will cease upon reaching the run limit. The 5th inning will be unlimited runs.
5. For Boys Majors, in the event that a team is behind ten (10) runs or more at the end of five (5) innings, the game shall be considered a completed game. If during the 6th inning (with no run limit), the visiting team goes ahead by 10 runs, the half inning will be declared over

and the home team shall be awarded a final at bat. If the home team is able to score ten (10) runs, to tie the game, the game shall end in a tie.

6. For Girls Majors, in the event that a team is behind ten (10) runs or more at the end of four (4) innings, the game shall be considered a completed game. If during the 5th inning (with no run limit), the visiting team goes ahead by 10 runs, the half inning will be declared over and the home team shall be awarded a final at bat. If the home team is able to score ten (10) runs, to tie the game, the game shall end in a tie.
7. If a game is called due to darkness or weather before the end of 3 innings the game will be rescheduled as needed by the HKL Board. If the game is called after 3 innings, the score will revert to the last completed inning score and the game is final.

BATTING AND BASERUNNING

1. Bunting is allowed.
2. **Baserunning**
 - a. **Leadoffs are permitted after the pitcher delivers the ball with liability to be put out**
 - b. **Stealing is NOT permitted**
3. Runners may not advance until the ball is hit.
4. Dropped third strike rule not in effect. The batter is out.
5. The baserunner **MUST AVOID CONTACT/COLLISION** as stated in the general rules.

OFFICIAL SCOREKEEPER

The home team shall provide an official scorekeeper prior to the beginning of each game. The team listed second on the schedule is the home team. If the home team is unable to find a scorekeeper, the opposing team may provide the scorekeeper. The scorekeeper will not be a coach participating in the game being played. **The scorekeeper will not be in the dugout or on a player bench.** The scorekeeper is responsible for notifying the umpire of the number of runs scored per inning, run limits, batting out of order, and must record the official start time of the game, as called by the home plate umpire.

PITCHING

1. In Girls Majors, the pitcher is limited to pitching 4 innings during a game. In Boys Majors, the pitcher is limited to pitching 3 innings during a game. One pitch thrown to a batter of the opposing team will count as an inning pitched.
2. If a pitcher hits three batters in a game, the pitcher is removed from the pitching position after the third occurrence for the remainder of the game.
3. Balks will not be called. If a pitcher tries to deceive a base runner or to delay the game, he/she will be given one warning. If it (pitcher deception) continues, the umpire will instruct the coach to remove the player from the pitching position (the player will be moved to another defensive position but not removed from the game).
4. Hidden ball plays and fake tag plays are not allowed.

GENERAL CONDUCT

Coaches may not, by their actions, influence, distract or intimidate opposing players or the umpire. Coaches and other adults may not go behind the backstop to watch the umpire. Coaches may not protest a judgement call made by an umpire. If you dispute a call, know that the umpire's decision is still final.

Players are not allowed to use personal name calling of opposing players or profanity. Catching and infield players may not distract the batter. Base runners may not distract the pitcher.

No unapproved persons allowed in the dugout/bench area during any game.

Hiawatha Kids League Majors rules not outlined above will revert to the Hiawatha Kids League General Rules.

Last Updated by TJM 25MAR2022