



2026 League Rules

Wee-Ball Division

Preface

Friends of Harrison County Youth (FHCY) will use the current edition of the Babe Ruth Baseball/Softball Rules and Regulations as its official rule book for this season. The exceptions or variations from that book, as listed below, have been approved by the league's Board of Directors for this playing season. The FHCY Board of Directors reserves the right, by majority vote, to **clarify or amend any rule**—specified or not—if such clarification or change is deemed to improve league play. In no case will a rule change be applied retroactively to an officially played and recorded game.

Rule 0 – Division Eligibility, Scope, Core Values, Conduct, and Season Structure

- (a) The Wee-Ball division is **co-ed** for players aged **three (3)** and **four (4)** years.
- (b) Players must be **three (3) years old by March 1, 2026**, and must not turn **five (5) before August 1, 2026**.
- (c) FHCY's core values are **teaching the game, promoting sportsmanship, ensuring safety, and having fun**.
- (d) All coaches, players, and spectators are expected to demonstrate **good sportsmanship** and **respect at all times**, including before, during, and after games and practices. This includes encouragement, respect for all participants, and cooperation.
- (e) **Unsportsmanlike conduct**, including but not limited to verbal abuse, inappropriate language, or aggressive behavior, may result in **removal from the playing area** at the discretion of league officials.
- (f) There will be **no end-of-season tournament**.

Rule 1 – Game Duration

- (a) A regulation game will last **one (1) hour** or **three (3) innings**, whichever comes first.
- (b) If the game reaches the one-hour time limit before three innings are completed, the **current batter** is allowed to finish their at-bat, and the game will then end.
- (c) The time limit starts at the **scheduled game time**, regardless of player readiness. Weather or field delays may adjust the official start or resumption time, as determined by the FHCY Board of Directors.



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(d) If a game is delayed due to weather or field conditions, the game clock stops, and the FHCY Board of Directors shall determine the resumption time.

Rule 2 – Inning Completion

An inning ends after **all players in the batting order** have had **one (1) at-bat**.

Rule 3 – Scoring

No official score is kept.

Rule 4 – Coaches on the Field

- (a) **Two (2) defensive coaches** are allowed on the field: left field coach and right field coach.
 - (b) **Three (3) offensive coaches** are allowed on the field: first base coach, third base coach, and a coach assisting the batter (**batting coach**). In the event that 3 coaches are not available, batting coach will take precedence.
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Rule 5 – Defensive Players

- (a) **All players** will play defense in the field at the same time.
 - (b) No more than **five (5) defensive players** may be positioned in the infield at any time: first base, second base, third base, short stop, and a player playing in the vicinity of where a pitcher would play (**circle player**).
 - (c) Outfielders must be positioned at least **ten (10) feet** beyond the infield.
 - (d) Teams **will not field a catcher**.
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Rule 6 – Play Completion

The play will end when the **circle player gains possession of the ball and tosses it to the batting coach**.

Rule 7 – Player Rotation

- (a) Each player must play at least **one (1) inning in the infield** during each game.
 - (b) Coaches are encouraged to rotate each player between the outfield and infield.
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Rule 8 – Batting

- (a) All batters will hit from a **tee**.
- (b) Each batter is allowed **five (5) attempts** to hit the ball.
- (c) **Walks and strikeouts are not allowed**.



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(d) If the batter fails to hit a fair ball within five (5) attempts, the batting coach will assist the batter until a **fair ball is put into play**.

Rule 9 – Late Arriving Players

Any player arriving after the start shall be placed at the **end of the batting order** and may **enter defensively immediately**.

Rule 10 – Base Running

- (a) Players must **run the bases in order**.
 - (b) On any batted fair ball, all runners **advance one (1) base**.
 - (c) Runners will **not be put out**.
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Rule 11 – Equipment, Uniforms, and Protective Gear

- (a) A **Safe-T ball** (baseball) will be used in this division for both boy and girl players.
 - (b) **League-issued game shirts** must be worn and are required for all players during games, unless an exception is approved by FHCY Board of Directors.
 - (c) Players must wear **batting helmets** that meet current safety standards while batting, on deck, and running the bases; helmets may not be removed until the player returns to the dugout.
 - (d) **Jewelry** of any kind may not be worn during games or practices. Approved medical-alert items may be worn but must be securely taped or covered to avoid risk of injury.
 - (e) FHCY recommends additional protective equipment (such as defensive face masks, mouthguards, and sliding shorts) in accordance with current youth baseball/softball safety best practices.
 - (f) A sick or injured player may be skipped in the lineup without penalty and may return to the lineup at any time, if able.
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Tee Ball Boys Division

Preface

Friends of Harrison County Youth (FHCY) will use the current edition of the Babe Ruth Baseball/Softball Rules and Regulations as its official rule book for this season. The exceptions or variations from that book, as listed below, have been approved by the league Board of Directors for this playing season. The FHCY Board of Directors reserves the right, by majority vote, to **clarify or amend any rule**—specified or not—if such clarification or change is deemed to improve league play. In no case will a rule change be applied retroactively to an officially played and recorded game.

Rule 0 – Division Eligibility, Scope, Core Values, Conduct, and Season Structure

- (a) The Tee Ball division is for players who are no older than **six (6) years**.
- (b) Players **must not** be enrolled in **first (1st) grade or above**. (2025/2025 School Year).
- (c) FHCY's core values are **teaching the game, promoting sportsmanship, ensuring safety, and having fun**.
- (d) All coaches, players, and spectators are expected to demonstrate **good sportsmanship and respect at all times**, including before, during, and after games and practices. This includes encouragement, respect for all participants, and cooperation.
- (e) **Unsportsmanlike conduct**, including but not limited to verbal abuse, inappropriate language, or aggressive behavior, may result in **removal from the playing area** at the discretion of league officials.
- (f) There will be **no end-of-season tournament**.

Rule 1 – Game Duration

- (a) A regulation game will last **one (1) hour or three (3) innings**, whichever comes first.
- (b) If the game reaches the one-hour time limit before three innings are completed, the **current batter** is allowed to finish their at-bat, and the game will then end.
- (c) The time limit starts at the **scheduled game time**, regardless of player readiness. Weather or field delays may adjust the official start or resumption time, as determined by the FHCY Board of Directors.
- (d) If a game is delayed due to weather or field conditions, the game clock stops, and the FHCY Board of Directors shall determine the resumption time.



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Rule 2 – Inning Completion

- (a) An inning ends after all players in the batting order have had **one (1) at-bat**.
- (b) If **three (3) outs** are made in an inning, **the bases must be cleared** and the next batter in the lineup will take their at-bat with zero (0) outs.

Rule 3 – Scoring

No official score is kept.

Rule 4 – Coaches on the Field

- (a) **Three (3) defensive coaches** are allowed on the field: left field coach, right field coach, and coach behind home plate retrieving pitched balls (**backstop coach**). In the event that three coaches are not available, backstop coach will take precedence.
- (b) **Three (3) offensive coaches** are allowed on the field: first base coach, third base coach, and a coach that pitches to their team (**pitching coach**). In the event that three coaches are not available, pitching coach will take precedence.

Rule 5 – Defensive Players

- (a) **All players** will play defense in the field at the same time.
- (b) No more than **five (5) defensive players** may be positioned in the infield at any time: first base, second base, third base, shortstop, and a player playing in the vicinity of where a pitcher would play (**circle player**).
- (c) Outfielders must be positioned at least **ten (10) feet** beyond the infield.
- (d) Teams **will not field a catcher**.

Rule 6 – Play Completion

- (a) The play will end when the **circle player gets the ball and tosses it to the pitching coach**.
- (b) If a runner is more than **halfway** to the next base when the play has completed, the runner will advance to the next base.

Rule 7 – Player Rotation

- (a) Each player must play at least **one (1) inning in the infield** during each game.
 - (b) Coaches are encouraged to rotate each player between the outfield and infield.
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Rule 8 – Batting

- (a) **All players** shall bat.
- (b) Pitching coach shall pitch **overhand** from **twenty feet (20')**.
- (c) The pitching coach will deliver up to **three (3) pitches to each batter**. If the batter does not hit a fair ball after these three pitches, the batter will then hit from a **tee**. Once on the tee, the batter may continue to hit until the ball is hit fair.
- (d) If the batter **fouls the third pitch**, the batter will receive an additional pitch until one of the following occurs:
 - i. The batter hits a fair ball;
 - ii. The batter swings and misses – in which case the batter will then hit from the tee;
 - iii. The batter does not attempt to swing at the pitch – in which case the batter will then hit from the tee.
- (e) A **three-foot (3') arc** will be placed in front of home plate. If the ball does not break the plane of the arc, the ball will be **foul**.
- (f) **Walks and strikeouts are not allowed.**

Rule 9 – Late Arriving Players

Any player arriving after the start shall be **placed at the end of the batting order** and may **enter defensively immediately**.

Rule 10 – Leaving Early and Missed Bases

- (a) A runner cannot leave the base until **the ball is hit** or **crosses home plate**. If a runner leaves early, time will be called, no pitch declared, runner will be called out, and all other runners will return to the base they occupied at the time of the pitch.
- (b) If a runner **leaves early** on a caught ball and is not put out, the runner shall be declared out if they touch or pass the next base without tagging up.
- (c) If a runner **misses a base** and is not put out, the runner shall be declared out once they touch or pass the next base, or if a trailing runner touches the missed base before the runner retreats and touches the missed base.

Rule 11 – Equipment, Uniforms, Protective Gear, and Officiating

- (a) A **Safe-T ball** will be used for all games and practices.
- (b) **League-issued game shirts** must be worn and are required for all players during games,



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unless an exception is approved by FHCY Board of Directors.

(c) Players must wear **batting helmets** that meet current safety standards while batting, on deck, and running the bases; helmets may not be removed until the player returns to the dugout.

(d) Any player who intentionally **removes** their helmet during a live ball shall be declared out.

(e) **Jewelry** of any kind may not be worn during games or practices. Approved medical-alert items may be worn but must be securely taped or covered to avoid risk of injury.

(f) FHCY recommends additional protective equipment (such as defensive face masks, mouthguards, and sliding shorts) in accordance with current youth baseball/softball safety best practices.

(g) **Coaches** will **officiate** their own games.

i. First (1st) base coach will officiate plays at first (1st) base.

ii. Pitching coach will officiate plays at second (2nd) base.

iii. Third (3rd) base coach will officiate plays at third (3rd) base.

iv. Backstop coach will officiate plays at home plate.

v. Coaches must act impartially and apply division rules as written.

(h) A sick or injured player may be skipped in the lineup without penalty and may return to the lineup at any time, if able.

Tee Ball Girls Division

Preface

Friends of Harrison County Youth (FHCY) will use the current edition of the Babe Ruth Baseball/Softball Rules and Regulations as its official rule book for this season. The exceptions or variations from that book, as listed below, have been approved by the league Board of Directors for this playing season. The FHCY Board of Directors reserves the right, by majority vote, to **clarify or amend any rule**—specified or not—if such clarification or change is deemed to improve league play. In no case will a rule change be applied retroactively to an officially played and recorded game.



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Rule 0 – Division Eligibility, Scope, Core Values, Conduct, and Season Structure

- (a) The Tee Ball division is for players who are no older than **six (6) years**.
 - (b) Players **must not** be enrolled in **first (1st) grade or above**. (2025/2025 School Year).
 - (c) FHCY's core values are **teaching the game, promoting sportsmanship, ensuring safety, and having fun**.
 - (d) All coaches, players, and spectators are expected to demonstrate **good sportsmanship and respect at all times**, including before, during, and after games and practices. This includes encouragement, respect for all participants, and cooperation.
 - (e) **Unsportsmanlike conduct**, including but not limited to verbal abuse, inappropriate language, or aggressive behavior, may result in **removal from the playing area** at the discretion of league officials.
 - (f) There will be **no end-of-season tournament**.
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Rule 1 – Game Duration

- (a) A regulation game will last **one (1) hour or three (3) innings**, whichever comes first.
 - (b) If the game reaches the one-hour time limit before three innings are completed, the **current batter** is allowed to finish their at-bat, and the game will then end.
 - (c) The time limit starts at the **scheduled game time**, regardless of player readiness. Weather or field delays may adjust the official start or resumption time, as determined by the FHCY Board of Directors.
 - (d) If a game is delayed due to weather or field conditions, the game clock stops, and the FHCY Board of Directors shall determine the resumption time.
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Rule 2 – Inning Completion

- (a) An inning ends after all players in the batting order have had **one (1) at-bat**.
 - (b) If **three (3) outs** are made in an inning, **the bases must be cleared** and the next batter in the lineup will take their at-bat with zero (0) outs.
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Rule 3 – Scoring

No official score is kept.

Rule 4 – Coaches on the Field

- (a) **Three (3) defensive coaches** are allowed on the field: left field coach, right field coach, and coach behind home plate retrieving pitched balls (**backstop coach**). In the event that three



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coaches are not available, backstop coach will take precedence.

(b) **Three (3) offensive coaches** are allowed on the field: first base coach, third base coach, and a coach that pitches to their team (**pitching coach**). In the event that three coaches are not available, pitching coach will take precedence.

Rule 5 – Defensive Players

(a) **All players** will play defense in the field at the same time.

(b) No more than **five (5) defensive players** may be positioned in the infield at any time: first base, second base, third base, shortstop, and a player playing in the vicinity of where a pitcher would play (**circle player**).

(c) Outfielders must be positioned at least **ten (10) feet** beyond the infield.

(d) Teams will **not field a catcher**.

Rule 6 – Play Completion

(a) The play will end when the **circle player gets the ball and tosses it to the pitching coach**.

(b) If a runner is more than **halfway** to the next base when the play has completed, the runner will advance to the next base.

Rule 7 – Player Rotation

(a) Each player must play at least **one (1) inning in the infield** during each game.

(b) Coaches are encouraged to rotate each player between the outfield and infield.

Rule 8 – Batting

(a) **All players** shall bat.

(b) Pitching coach shall pitch **underhand** from **twenty feet (20')**.

(c) The pitching coach will deliver up to **three (3) pitches to each batter**. If the batter does not hit a fair ball after these three pitches, the batter will then hit from a **tee**. Once on the tee, the batter may continue to hit until the ball is hit fair.

(d) If the batter **fouls the third pitch**, the batter will receive an additional pitch until one of the following occurs:

- i. The batter hits a fair ball;
- ii. The batter swings and misses – in which case the batter will then hit from the tee;
- iii. The batter does not attempt to swing at the pitch – in which case the batter will then hit from the tee.



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(e) A **three-foot (3')** arc will be placed in front of home plate. If the ball does not break the plane of the arc, the ball will be **foul**.

(f) **Walks and strikeouts are not allowed.**

Rule 9 – Late Arriving Players

Any player arriving after the start shall be placed at the **end of the batting order** and may **enter defensively immediately**.

Rule 10 – Leaving Early and Missed Bases

(a) A runner cannot leave the base until **the ball is hit** or **crosses home plate**. If a runner leaves early, time will be called, no pitch declared, runner will be called out, and all other runners will return to the base they occupied at the time of the pitch.

(b) If a runner **leaves early** on a caught ball and is not put out, the runner shall be declared out if they touch or pass the next base without tagging up.

(c) If a runner **misses a base** and is not put out, the runner shall be declared out once they touch or pass the next base, or if a trailing runner touches the missed base before the runner retreats and touches the missed base.

Rule 11 – Equipment, Uniforms, Protective Gear, and Officiating

(a) A **Safe-T ball** will be used for all games and practices.

(b) **League-issued game shirts** must be worn and are required for all players during games, unless an exception is approved by FHCY Board of Directors.

(c) Players must wear **batting helmets** that meet current safety standards while batting, on deck, and running the bases; helmets may not be removed until the player returns to the dugout.

(d) Any player who intentionally **removes** their helmet during a live ball shall be declared out.

(e) **Jewelry** of any kind may not be worn during games or practices. Approved medical-alert items may be worn but must be securely taped or covered to avoid risk of injury.

(f) FHCY recommends additional protective equipment (such as defensive face masks, mouthguards, and sliding shorts) in accordance with current youth baseball/softball safety best practices.

(g) **Coaches** will **officiate** their own games.

i. First (1st) base coach will officiate plays at first (1st) base.



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- ii. Pitching coach will officiate plays at second (2nd) base.
 - iii. Third (3rd) base coach will officiate plays at third (3rd) base.
 - iv. Backstop coach will officiate plays at home plate.
 - v. Coaches must act impartially and apply division rules as written.
- (h) A sick or injured player may be skipped in the lineup without penalty and may return to the lineup at any time, if able.
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Rookie Boys Division

Preface

Friends of Harrison County Youth (FHCY) will use the current edition of the Babe Ruth Baseball/Softball Rules and Regulations as its official rule book for this season. The exceptions or variations from that book, as listed below, have been approved by the league Board of Directors for this playing season. The FHCY Board of Directors reserves the right, by majority vote, to **clarify or amend any rule**—specified or not—if such clarification or change is deemed to improve league play. In no case will a rule change be applied retroactively to an officially played and recorded game.

Rule 0 – Division Eligibility, Scope, Core Values, and Season Structure

- (a) Players enrolled in grades higher than **second (2nd)** are not permitted in the Rookie division (2025/2026 School Year).
- (b) **Rules apply to all regular season games and the end-of-season tournament, unless noted.**
- (c) FHCY's core values are **teaching the game, promoting sportsmanship, ensuring safety, and having fun.**
- (d) All coaches, players, and spectators are expected to demonstrate **good sportsmanship** and **respect at all times**, including before, during, and after games and practices. This includes encouragement, respect for all participants, and cooperation.
- (e) **Unsportsmanlike conduct**, including but not limited to verbal abuse, inappropriate language, or aggressive behavior, may result in **removal from the playing area** at the discretion of league officials.
- (f) The **home team** will keep the official book; the **away team** will keep the scoreboard.
- (g) The end-of-season tournament will be **seeded** by the following:



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- i. Win percentage;
- ii. Head-to-Head;
- iii. Fewest runs allowed;
- iv. Most runs scored;
- v. Coin Flip.

Rule 1 – Game Length, Time Limits, and Regulation Status

- (a) A regulation game shall consist of **six (6) innings**, unless shortened due to a time limit, weather conditions, field conditions, or by the decision of league officials.
- (b) No new inning may begin after **seventy-five (75) minutes**. The time limit starts at the scheduled game time, regardless of player readiness. Weather or field delays may adjust the official start or resumption time, as determined by the FHCY Board of Directors. Any game called due to the time limit counts as an official game.
- (c) A game called due to weather, field conditions, or by the umpire is official if:
 - i. Four (4) complete innings have been played; or
 - ii. Three and one-half (3½) innings have been played and the home team is ahead.
- (d) If a game is called during the fifth (5th) or sixth (6th) inning, the final score shall revert to the last fully completed inning.
- (e) Games may end in a **tie**. No game shall continue beyond six (6) innings, regardless of score, except for the end-of-season tournament where games may extend past six (6) innings if necessary to break a tie. *Reference Babe Ruth rule book for tie breaking rules.*
- (f) If a game is delayed due to weather or field conditions, the game clock stops, and the FHCY Board of Directors shall determine the resumption time.
- (g) **No pre-game infield warmups** are permitted prior to the start of a game. Teams may warm up only in designated outfield areas, foul territory, or other approved locations as directed by league officials.

Rule 2 – Inning Completion and Game Outcomes

- (a) An inning shall end when **six (6) runs** are scored or **three (3) outs** are made. This applies to **all innings**.
- (b) Tie games shall be recorded as ties in the standings.
- (c) A run rule shall apply, and the game shall end if it becomes **mathematically impossible** for one team to tie or take the lead.



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Visiting team wins if:

- i. During the top half of the 4th inning, the visiting team is ahead by 19 runs.
- ii. During the top half of the 5th inning, the visiting team is ahead by 13 runs.
- iii. During the top half of the 6th inning, the visiting team is ahead by 7 runs.

Home team wins if:

- i. During the bottom half of the 4th inning, the home team is ahead by 13 runs.
- ii. During the bottom half of the 5th inning, the home team is ahead by 7 runs.

Rule 3 – Coaches on the Field

- (a) **Two (2) defensive coaches** are allowed on the field: **centerfield coach** and a coach behind home plate (**backstop coach**). If less than two coaches are available, backstop coach will take precedence.
- (b) **Three (3) offensive coaches** are allowed on the field: **first-base coach**, **third-base coach**, and a coach that pitches to their team (**pitching coach**).

Rule 4 – Defensive Players

- (a) A maximum of **ten (10) players** is allowed on the field at any time.
- (b) A minimum of **six (6) players** is required to start and finish a game.
- (c) If more than ten (10) players are available, rotate extra players each inning so that a new player sits on the bench each inning. No player shall sit on the bench more than once per game, except for injury.
- (d) If less than ten (10) players are available, the team does not need to field a catcher.
- (e) The player playing the position where a normal pitcher would be play (**circle player**) stands **forty feet (40')** from home plate behind the pitching coach, with **one foot** in the circle or on the circle line at the time of the pitch.

Rule 5 – Batting

- (a) All players shall bat.
- (b) Pitching coach shall pitch **overhand** from **thirty-five feet (35')**.
- (c) Pitching coach **shall not coach** base runners during live balls.

Rule 6 – Late Arriving Players

Any player arriving after the start shall be placed at the **end of the batting order** and may **enter**



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defensively immediately. In support of the time limit, if the team is currently not fielding a catcher, the late arriving player must enter as a catcher for that half inning.

Rule 7 – Batter Limits – Pitches and Strikes

- (a) The batter shall be out after **three (3) strikes** or **five (5) pitches**.
 - (b) Foul balls count as both a strike and a pitch.
 - (c) If foul occurs on the third (3rd) strike or fifth (5th) pitch, batter continues until:
 - i. Fair ball is hit;
 - ii. Third (3rd) strike recorded;
 - iii. Pitch is not hit.
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Rule 8 – Leaving Early and Missed Bases

- (a) A runner cannot leave the base until **the ball is hit** or **crosses home plate**. If a runner leaves early, time will be called, no pitch declared, runner will be called out, and all other runners will return to the base they occupied at the time of the pitch.
 - (b) If a runner **leaves early** on a caught ball and is not put out, the runner shall be declared out if they touch or pass the next base without tagging up.
 - (c) If a runner **misses a base** and is not put out, the runner shall be declared out once they touch or pass the next base, or if a trailing runner touches the missed base before the runner retreats and touches the missed base.
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Rule 9 – Pitching Coach Interference

- (a) If the pitching coach is hit by a batted ball while making a **reasonable attempt** to avoid:
 - i. Time is called.
 - ii. Batter-runner is awarded first base.
 - iii. All other runners advance only if forced.
- (b) Interference shall be called on the pitching coach and time will be called if any of the following occur:
 - i. The pitching coach interferes with, impedes, or obstructs a defensive player's ability to **make a play on a batted ball**. The batter-runner shall be declared out, and all runners shall return to the base they occupied at the time of the pitch.
 - ii. A thrown ball toward a base or teammate in an effort to make a play on a runner **hits the pitching coach**. The runner on whom the play was being made shall be declared out, and all



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other runners shall return to the base they occupied at the time of the interference. Runners may advance only if forced.

(c) If **no play on a runner is being attempted**, time will be called and all runners shall return to the last base they occupied, advancing only if forced if one of the following occurs:

- i. A live ball touches the pitching coach.
- ii. If the pitching coach interferes with, impedes, or obstructs a defensive player from gathering or controlling the ball.
- iii. If the pitching coach **calls** for the ball.

Rule 10 – Play Completion

(a) Time is called when the **circle player has control of the ball and in the circle or has broken the plane of the circle** while controlling the ball.

(b) If a batted ball is fielded by a defensive player that player shall be given a **reasonable opportunity** to make an initial play on any runner or base. Once the defensive player elects not to make a play and is in possession of the ball inside the circle or breaking the plane, the ball becomes dead, and time shall be called.

Rule 11 – Hash Marks and Base Advancement

(a) Hash marks placed two-thirds (2/3) past each base.

(b) Runners that **break the plane** of the hash mark when time is called may advance to the next base.

(c) All other runners return to the last base they occupied.

Rule 12 – Overthrows

(a) For the purpose of this rule, an **overthrow** is defined as any ball that is thrown by an infielder to first (1st) base in an attempt to get a force out that gets past the player covering first (1st) base and touches foul territory.

(b) If an overthrow occurs on the **batter-runner**, all runners may advance a maximum of two (2) bases from the base they occupied at the time of the pitch.

(c) If an overthrow occurs on the runner **occupying first base at the time of the pitch**, all runners may advance a maximum of one (1) base from the base they occupied at the time of the pitch.

(d) Runners are **not protected**; they may be thrown out.



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(e) Any subsequent overthrows on the same play **do not permit further advancement**.

(f) After runners have reached their maximum base or been put out following an overthrow, time shall be called, and the ball becomes dead to prevent confusion.

Note: This rule encourages defensive attempts to record an out without penalizing the defense.

Rule 13 – Uniforms, Safety, and Officiating

(a) **League-issued game shirts** must be worn and are required for all players during games, unless an exception is approved by FHCY Board of Directors.

(b) Players must wear **batting helmets** that meet current safety standards while batting, on deck, and running the bases; helmets may not be removed until the player returns to the dugout.

(c) A **double first base** will be used on First Merchants Bank Field.

i. On the initial play at first base, the batter-runner must touch the base in **foul territory**, and the defensive player must use the base in **fair territory**.

ii. If the batter-runner touches the base in fair territory and interferes with the defensive player, the batter-runner may be called out.

iii. If the defensive player uses the base in foul territory, this will not result in an out. The defensive player must use the base in fair territory.

iv. Once the batter-runner has reached first base safely, the base in fair territory must be used for all subsequent plays. This includes **overrunning first base**, the batter-runner must return to the base in fair territory.

(d) Any player who intentionally **removes** their helmet during a live ball shall be declared out.

(e) **All catchers** are required to wear a catcher's mask, chest protector, and shin guards during games and practices.

(f) **Jewelry** of any kind may not be worn during games or practices. Approved medical-alert items may be worn but must be securely taped or covered to avoid risk of injury.

(g) FHCY recommends additional protective equipment (such as defensive face masks, mouthguards, and sliding shorts) in accordance with current youth baseball/softball safety best practices.

(h) **Coaches are required to officiate their own games**. Coaches must act impartially and apply division rules as written. **First-base coach** will officiate plays at and around first (1st) base. **Third-base coach** will officiate plays at and around third (3rd) base. **Pitching coach** will officiate plays at



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second (2nd) base, plays in the outfield, and will call time when the circle player concludes the play. **Backstop coach** will officiate plays at and around home plate and will judge runners' distance when time is called by the pitching coach.

(i) A sick or injured player may be skipped in the lineup without penalty and may return to the lineup at any time, if able.

Rookie Girls Division

Preface

Friends of Harrison County Youth (FHCY) will use the current edition of the Babe Ruth Baseball/Softball Rules and Regulations as its official rule book for this season. The exceptions or variations from that book, as listed below, have been approved by the league Board of Directors for this playing season. The FHCY Board of Directors reserves the right, by majority vote, to **clarify or amend any rule**—specified or not—if such clarification or change is deemed to improve league play. In no case will a rule change be applied retroactively to an officially played and recorded game.

Rule 0 – Division Eligibility, Scope, Core Values, and Season Structure

- (a) Players enrolled in grades higher than **second (2nd)** are not permitted in the Rookie division (2025/2026 School Year).
- (b) **Rules apply to all regular season games and the end-of-season tournament, unless noted.**
- (c) FHCY's core values are **teaching the game, promoting sportsmanship, ensuring safety, and having fun.**
- (d) All coaches, players, and spectators are expected to demonstrate **good sportsmanship** and **respect at all times**, including before, during, and after games and practices. This includes encouragement, respect for all participants, and cooperation.
- (e) **Unsportsmanlike conduct**, including but not limited to verbal abuse, inappropriate language, or aggressive behavior, may result in **removal from the playing area** at the discretion of league officials.
- (f) The **home team** will keep the official book; the **away team** will keep the scoreboard.
- (g) The end-of-season tournament will be **seeded** by the following:
 - i. Win percentage;



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- ii. Head-to-Head;
- iii. Fewest runs allowed;
- iv. Most runs scored;
- v. Coin Flip.

Rule 1 – Game Length, Time Limits, and Regulation Status

- (a) A regulation game shall consist of **six (6) innings**, unless shortened due to a time limit, weather conditions, field conditions, or by the decision of league officials.
- (b) No new inning may begin after **seventy-five (75) minutes**. The time limit starts at the scheduled game time, regardless of player readiness. Weather or field delays may adjust the official start or resumption time, as determined by the FHCY Board of Directors. Any game called due to the time limit counts as an official game.
- (c) A game called due to weather, field conditions, or by the umpire is official if:
 - i. Four (4) complete innings have been played; or
 - ii. Three and one-half (3½) innings have been played and the home team is ahead.
- (d) If a game is called during the fifth (5th) or sixth (6th) inning, the final score shall revert to the last fully completed inning.
- (e) Games may end in a **tie**. No game shall continue beyond six (6) innings, regardless of score, except for the end-of-season tournament where games may extend past six (6) innings if necessary to break a tie. *Reference Babe Ruth rule book for tie breaking rules.*
- (f) If a game is delayed due to weather or field conditions, the game clock stops, and the FHCY Board of Directors shall determine the resumption time.
- (g) **No pre-game infield warmups** are permitted prior to the start of a game. Teams may warm up only in designated outfield areas, foul territory, or other approved locations as directed by league officials.

Rule 2 – Inning Completion and Game Outcomes

- (a) An inning shall end when **six (6) runs** are scored or **three (3) outs** are made. This applies to **all innings**.
- (b) Tie games shall be recorded as ties in the standings.
- (c) A run rule shall apply, and the game shall end if it becomes **mathematically impossible** for one team to tie or take the lead.



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Visiting team wins if:

- i. During the top half of the 4th inning, the visiting team is ahead by 19 runs.
- ii. During the top half of the 5th inning, the visiting team is ahead by 13 runs.
- iii. During the top half of the 6th inning, the visiting team is ahead by 7 runs.

Home team wins if:

- i. During the bottom half of the 4th inning, the home team is ahead by 13 runs.
- ii. During the bottom half of the 5th inning, the home team is ahead by 7 runs.

Rule 3 – Coaches on the Field

- (a) **Two (2) defensive coaches** are allowed on the field: **centerfield coach** and a coach behind home plate (**backstop coach**). If less than two coaches are available, backstop coach will take precedence.
- (b) **Three (3) offensive coaches** are allowed on the field: **first-base coach**, **third-base coach**, and a coach that pitches to their team (**pitching coach**).

Rule 4 – Defensive Players

- (a) A maximum of **ten (10) players** is allowed on the field at any time.
- (b) A minimum of **six (6) players** is required to start and finish a game.
- (c) If more than ten (10) players are available, rotate extra players each inning so that a new player sits on the bench each inning. No player shall sit on the bench more than once per game, except for injury.
- (d) If less than ten (10) players are available, the team does not need to field a catcher.
- (e) The player playing the position where a normal pitcher would be play (**circle player**) stands **forty feet (40')** from home plate behind the pitching coach, with **one foot** in the circle or on the circle line at the time of the pitch.

Rule 5 – Batting

- (a) All players shall bat.
- (b) Pitching coach shall pitch **underhand** from **thirty-five feet (35')**.
- (c) Pitching coach **shall not coach** base runners during live balls.

Rule 6 – Late Arriving Players

Any player arriving after the start shall be placed at the **end of the batting order** and may **enter**



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defensively immediately. In support of the time limit, if the team is currently not fielding a catcher, the late arriving player must enter as a catcher for that half inning.

Rule 7 – Batter Limits – Pitches and Strikes

- (a) The batter shall be out after **three (3) strikes** or **five (5) pitches**.
 - (b) Foul balls count as both a strike and a pitch.
 - (c) If foul occurs on the third (3rd) strike or fifth (5th) pitch, batter continues until:
 - i. Fair ball is hit;
 - ii. Third (3rd) strike recorded;
 - iii. Pitch is not hit.
-

Rule 8 – Leaving Early and Missed Bases

- (a) A runner cannot leave the base until **the ball is hit** or **crosses home plate**. If a runner leaves early, time will be called, no pitch declared, runner will be called out, and all other runners will return to the base they occupied at the time of the pitch.
 - (b) If a runner **leaves early** on a caught ball and is not put out, the runner shall be declared out if they touch or pass the next base without tagging up.
 - (c) If a runner **misses a base** and is not put out, the runner shall be declared out once they touch or pass the next base, or if a trailing runner touches the missed base before the runner retreats and touches the missed base.
-

Rule 9 – Pitching Coach Interference

- (a) If the pitching coach is hit by a batted ball while making a **reasonable attempt** to avoid:
 - i. Time is called.
 - ii. Batter-runner is awarded first base.
 - iii. All other runners advance only if forced.
- (b) Interference shall be called on the pitching coach and time will be called if any of the following occur:
 - i. The pitching coach interferes with, impedes, or obstructs a defensive player's ability to **make a play on a batted ball**. The batter-runner shall be declared out, and all runners shall return to the base they occupied at the time of the pitch.
 - ii. A thrown ball toward a base or teammate in an effort to make a play on a runner **hits the pitching coach**. The runner on whom the play was being made shall be declared out, and all



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other runners shall return to the base they occupied at the time of the interference. Runners may advance only if forced.

(c) If **no play on a runner is being attempted**, time will be called and all runners shall return to the last base they occupied, advancing only if forced if one of the following occurs:

- i. A live ball touches the pitching coach.
- ii. If the pitching coach interferes with, impedes, or obstructs a defensive player from gathering or controlling the ball.
- iii. If the pitching coach **calls** for the ball.

Rule 10 – Play Completion

(a) Time is called when the **circle player has control of the ball and in the circle or has broken the plane of the circle** while controlling the ball.

(b) If a batted ball is fielded by a defensive player that player shall be given a **reasonable opportunity** to make an initial play on any runner or base. Once the defensive player elects not to make a play and is in possession of the ball inside the circle or breaking the plane, the ball becomes dead, and time shall be called.

Rule 11 – Hash Marks and Base Advancement

(a) Hash marks placed two-thirds (2/3) past each base.

(b) Runners that **break the plane** of the hash mark when time is called may advance to the next base.

(c) All other runners return to the last base they occupied.

Rule 12 – Overthrows

(a) For the purpose of this rule, an **overthrow** is defined as any ball that is thrown by an infielder to first (1st) base in an attempt to get a force out that gets past the player covering first (1st) base and touches foul territory.

(b) If an overthrow occurs on the **batter-runner**, all runners may advance a maximum of two (2) bases from the base they occupied at the time of the pitch.

(c) If an overthrow occurs on the runner **occupying first base at the time of the pitch**, all runners may advance a maximum of one (1) base from the base they occupied at the time of the pitch.

(d) Runners are **not protected**; they may be thrown out.



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- (e) Any subsequent overthrows on the same play **do not permit further advancement**.
- (f) After runners have reached their maximum base or been put out following an overthrow, time shall be called, and the ball becomes dead to prevent confusion.

Note: This rule encourages defensive attempts to record an out without penalizing the defense.

Rule 13 – Uniforms, Safety, and Officiating

- (a) **League-issued game shirts** must be worn and are required for all players during games, unless an exception is approved by FHCY Board of Directors.
- (b) Players must wear **batting helmets with a mask** that meet current safety standards while batting, on deck, and running the bases; helmets may not be removed until the player returns to the dugout.
- (c) A **double first base** will be used on First Merchants Bank Field.
 - i. On the initial play at first base, the batter-runner must touch the base in **foul territory**, and the defensive player must use the base in **fair territory**.
 - ii. If the batter-runner touches the base in fair territory and interferes with the defensive player, the batter-runner may be called out.
 - iii. If the defensive player uses the base in foul territory, this will not result in an out. The defensive player must use the base in fair territory.
 - iv. Once the batter-runner has reached first base safely, the base in fair territory must be used for all subsequent plays. This includes **overrunning first base**, the batter-runner must return to the base in fair territory.
- (d) Any player who intentionally **removes** their helmet during a live ball shall be declared out.
- (e) **All catchers** are required to wear a catcher's mask, chest protector, and shin guards during games and practices.
- (f) **Jewelry** of any kind may not be worn during games or practices. Approved medical-alert items may be worn but must be securely taped or covered to avoid risk of injury.
- (g) FHCY recommends additional protective equipment (such as defensive face masks, mouthguards, and sliding shorts) in accordance with current youth baseball/softball safety best practices.
- (h) **Coaches are required to officiate their own games**. Coaches must act impartially and apply division rules as written. **First-base coach** will officiate plays at and around first (1st) base. **Third-base coach** will officiate plays at and around third (3rd) base. **Pitching coach** will officiate plays at



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second (2nd) base, plays in the outfield, and will call time when the circle player concludes the play. **Backstop coach** will officiate plays at and around home plate and will judge runners' distance when time is called by the pitching coach.

(i) A sick or injured player may be skipped in the lineup without penalty and may return to the lineup at any time, if able.

Minor Boys Division

Preface

Friends of Harrison County Youth (FHCY) will use the current edition of the Babe Ruth Baseball/Softball Rules and Regulations as the official rule book for this season. The exceptions or variations from that book, as listed below, have been approved by the league Board of Directors for this playing season. The FHCY Board of Directors reserves the right, by majority vote, to **clarify or amend any rule**—specified or not—if such clarification or change is deemed to improve league play. Rule changes will never be applied retroactively to a game that has already been officially played and recorded.

Rule 0 – Division Eligibility, Scope, Core Values, and Season Structure

(a) Players enrolled in grades higher than **fourth (4th)** are not permitted in the Minor division (2025/2026 School Year).

(b) **Rules apply to all regular season games and the end-of-season tournament, unless noted.**

(c) FHCY's core values are **teaching the game, promoting sportsmanship, ensuring safety, and having fun.**

(d) All coaches, players, and spectators are expected to demonstrate **good sportsmanship** and **respect at all times**, including before, during, and after games and practices. This includes encouragement, respect for all participants, and cooperation.

(e) **Unsportsmanlike conduct**, including but not limited to verbal abuse, inappropriate language, or aggressive behavior, may result in **removal from the playing area** at the discretion of league officials. Any coach, player, or spectator who is ejected from a game will serve a one-game suspension, which must be served in the team's next scheduled game.

(f) Once the umpire(s) are on the field, they have full authority to **officiate** the game until they leave the field. All calls by the umpire(s) are final and must be respected by coaches, players,



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and spectators. Coaches may respectfully request rule clarification only during a dead ball. Exceptions exist for formal defensive appeals as described in Rule 4(e).

(g) The **home team** will keep the official book; the **away team** will keep the scoreboard.

(h) The end-of-season tournament will be **seeded** as follows:

- i. Win percentage;
- ii. Head-to-Head;
- iii. Fewest runs allowed;
- iv. Most runs scored;
- v. Coin Flip.

Rule 1 – Game Length, Time Limits, and Regulation Status

(a) A regulation game shall consist of **six (6) innings**, unless shortened due to a time limit, weather conditions, field conditions, or by the decision of league officials.

(b) No new inning may begin after **seventy-five (75) minutes**. The time limit starts at the scheduled game time, regardless of player readiness. Weather or field delays may adjust the official start or resumption time, as determined by the FHCY Board of Directors. Any game called due to the time limit counts as an official game.

(c) A game called due to weather, field conditions, or by the umpire is official if:

- i. Four (4) complete innings have been played; or
- ii. Three and one-half (3½) innings have been played and the home team is ahead.

(d) If a game is called during the fifth (5th) or sixth (6th) inning, the final score shall revert to the last fully completed inning.

(e) Games may end in a **tie**. No game shall continue beyond six (6) innings, regardless of score, except for the end-of-season tournament where games may extend past six (6) innings if necessary to break a tie. *Reference Babe Ruth rule book for tie breaking rules.*

(f) If a game is delayed due to weather or field conditions, the game clock stops, and the FHCY Board of Directors shall determine the resumption time.

(g) **No pre-game infield warmups** are permitted prior to the start of a game. Teams may warm up only in designated outfield areas, foul territory, or other approved locations as directed by league officials.

Rule 2 – Inning Completion and Game Outcomes

(a) An inning shall end when **six (6) runs** are scored or **three (3) outs** are made. This applies to all innings.



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- (b) Tie games shall be recorded as ties in the standings.
- (c) The game ends and the team ahead wins if one of the following **run rule provisions** is met:
 - i. Either team is ahead by ten (10) runs after the fourth (4th) inning.
 - ii. Either team is ahead by seven (7) runs after the fifth (5th) inning.

Note: If the home team reaches the run differential threshold during the bottom half of an inning, the game ends immediately; the home team does not continue batting.

Rule 3 – Pitching

- (a) Pitchers will pitch from a distance of **forty-six feet (46')**.
- (b) Pitchers are only allowed to pitch **three (3) innings per game** or the **age-based daily maximum** shown in the Official Pitching Chart below, whichever occurs first. Once a player enters the game and takes the position of pitcher, it shall count as one (1) inning pitched.
- (c) Pitchers must follow the rest guidelines outlined in the **Official Pitching Chart**. If a pitcher reaches the daily maximum in the middle of an at-bat, they **may finish pitching** that at-bat.

Official Pitching Chart		Required Rest Period				
Age	Daily Maximum	0 Days	1 Day	2 Days	3 Days	4 Days
7 - 8	50	1 - 20 pitches	21 - 35 pitches	36 - 50 pitches		
9 - 10	75	1 - 20 pitches	21 - 35 pitches	36 - 50 pitches	51 - 65 pitches	66+ pitches
11 - 12	85	1 - 20 pitches	21 - 35 pitches	36 - 50 pitches	51 - 65 pitches	66+ pitches
13 - 14	95	1 - 20 pitches	21 - 35 pitches	36 - 50 pitches	51 - 65 pitches	66+ pitches
15 - 16	95	1 - 30 pitches	31 - 45 pitches	46 - 60 pitches	61 - 75 pitches	76+ pitches
17 - 18	95	1 - 30 pitches	31 - 45 pitches	46 - 60 pitches	61 - 80 pitches	81+ pitches

Rule 4 – Fielding and Defensive Procedures

- (a) A maximum of **ten (10) players** is allowed on the field at any time.
- (b) A minimum of **seven (7) players** is required to start and finish a game. A pitcher and catcher will take precedence.
- (c) If more than ten (10) players are available, rotate extra players each inning so that no player sits more than once per game, except for injury.
- (d) Infield Fly Rule and Dropped Third Strike Rule **do not apply** in this division.
- (e) **Appeal Procedure:**
 - i. Ball must be dead
 - ii. The appeal must be made before the next pitch, play, or attempted play.



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iii. The head coach must verbally and specifically state their appeal, i.e. "The runner currently on third (3rd) base missed second (2nd) base."

Rule 5 – Batting, Baserunning, and Stealing

- (a) All players will bat.
 - (d) A runner **cannot leave the base** until the ball is hit or crosses home plate. If a runner leaves early, time will be called, no pitch declared, runner will be called out, and all other runners will return to the base they occupied at the time of the pitch.
 - (c) Stealing is allowed.
 - (d) A pinch runner is allowed for the pitcher and catcher of record. The pinch runner must be the player who was the last out recorded.
-

Rule 6 – Late Arriving Players

Any player arriving after the start shall be placed at the **end of the batting order** and may **enter defensively immediately**.

Rule 7 – Conferences

- (a) **One (1) defensive conference** per pitcher per inning is allowed. A second (2nd) defensive conference for a pitcher in the same inning requires the pitcher to be removed for that inning.
 - (b) **One (1) offensive conference** per inning is allowed.
-

Rule 8 – Uniforms, Safety, and Equipment

- (a) **League-issued game shirts** must be worn and are required for all players during games, unless an exception is approved by FHCY Board of Directors.
- (b) Players must wear **batting helmets** that meet current safety standards while batting, on deck, and running the bases; helmets may not be removed until the player returns to the dugout.
- (c) Any player who intentionally **removes** their helmet during a live ball shall be declared out.
- (d) **Jewelry** of any kind may not be worn during games or practices. Approved medical-alert items may be worn but must be securely taped or covered to avoid risk of injury.
- (e) **All players** must wear a protective cup. Additionally, **catchers** must wear a catcher's mask, chest protector, and shin guards.
- (f) FHCY recommends additional protective equipment (such as defensive face masks,



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mouthguards, and sliding shorts) in accordance with current youth baseball/softball safety best practices.

(g) Bats must be **stamped** with USSSA and/or USA.

(h) A sick or injured player may be skipped in the lineup without penalty and may return to the lineup at any time, if able.

Minor Girls Division

Preface

Friends of Harrison County Youth (FHCY) will use the current edition of the Babe Ruth Baseball/Softball Rules and Regulations as the official rule book for this season. The exceptions or variations from that book, as listed below, have been approved by the league Board of Directors for this playing season. The FHCY Board of Directors reserves the right, by majority vote, to **clarify or amend any rule**—specified or not—if such clarification or change is deemed to improve league play. Rule changes will never be applied retroactively to a game that has already been officially played and recorded.

Rule 0 – Division Eligibility, Scope, Core Values, and Season Structure

(a) Players enrolled in grades higher than **fourth (4th)** are not permitted in the Minor division (2025/2026 School Year).

(b) **Rules apply to all regular season games and the end-of-season tournament, unless noted.**

(c) FHCY's core values are **teaching the game, promoting sportsmanship, ensuring safety, and having fun.**

(d) All coaches, players, and spectators are expected to demonstrate **good sportsmanship** and **respect at all times**, including before, during, and after games and practices. This includes encouragement, respect for all participants, and cooperation.

(e) **Unsportsmanlike conduct**, including but not limited to verbal abuse, inappropriate language, or aggressive behavior, may result in **removal from the playing area** at the discretion of league officials. Any coach, player, or spectator who is ejected from a game will serve a one-game suspension, which must be served in the team's next scheduled game.



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- (f) Once the umpire(s) are on the field, they have full authority to **officiate** the game until they leave the field. All calls by the umpire(s) are final and must be respected by coaches, players, and spectators. Coaches may respectfully request rule clarification only during a dead ball. Exceptions exist for formal defensive appeals as described in Rule 4(e).
- (g) The **home team** will keep the official book; the **away team** will keep the scoreboard.
- (h) The end-of-season tournament will be **seeded** as follows:
- i. Win percentage;
 - ii. Head-to-Head;
 - iii. Fewest runs allowed;
 - iv. Most runs scored;
 - v. Coin Flip.

Rule 1 – Game Length, Time Limits, and Regulation Status

- (a) A regulation game shall consist of **six (6) innings**, unless shortened due to a time limit, weather conditions, field conditions, or by the decision of league officials.
- (b) No new inning may begin after **seventy-five (75) minutes**. The time limit starts at the scheduled game time, regardless of player readiness. Weather or field delays may adjust the official start or resumption time, as determined by the FHCY Board of Directors. Any game called due to the time limit counts as an official game.
- (c) A game called due to weather, field conditions, or by the umpire is official if:
- i. Four (4) complete innings have been played; or
 - ii. Three and one-half (3½) innings have been played and the home team is ahead.
- (d) If a game is called during the fifth (5th) or sixth (6th) inning, the final score shall revert to the last fully completed inning.
- (e) Games may end in a **tie**. No game shall continue beyond six (6) innings, regardless of score, except for the end-of-season tournament where games may extend past six (6) innings if necessary to break a tie. *Reference Babe Ruth rule book for tie breaking rules.*
- (f) If a game is delayed due to weather or field conditions, the game clock stops, and the FHCY Board of Directors shall determine the resumption time.
- (g) **No pre-game infield warmups** are permitted prior to the start of a game. Teams may warm up only in designated outfield areas, foul territory, or other approved locations as directed by league officials.
-



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Rule 2 – Inning Completion and Game Outcomes

- (a) An inning shall end when **five (5) runs** are scored or **three (3) outs** are made. This applies to all innings.
- (b) Tie games shall be recorded as ties in the standings.
- (c) The game ends and the team ahead wins if one of the following **run rule provisions** is met:
 - i. Either team is ahead by ten (10) runs after the fourth (4th) inning.
 - ii. Either team is ahead by six (6) runs after the fifth (5th) inning.

Note: If the home team reaches the run differential threshold during the bottom half of an inning, the game ends immediately; the home team does not continue batting.

Rule 3 – Pitching

- (a) All innings will be **modified**, using **both player pitch** and **coach pitch** (pitching coach).
- (b) Both pitcher and pitching coach will pitch from **thirty-five feet (35')**.
- (c) Player pitchers are only allowed to pitch **two (2) innings per game**. If a player pitcher throws one pitch, this will count as one (1) inning. A player can return in the same inning as the player pitcher and this will not be counted as an additional inning pitched.
- (d) **Walks are not permitted** for the player pitcher. Once the player pitcher has **pitched four (4) balls** to a batter and no other play is occurring, the play shall be declared dead. The pitching coach will then assume pitching duties, maintaining the **current strike count**. The player pitcher must stand with at least one (1) foot in the pitching circle at forty feet (40') while the pitching coach delivers the pitch.
- (g) Umpires will continue to call balls and strikes on the pitching coach; however, **walks are not permitted**. The pitching coach will continue pitching until the batter strikes out or hits a fair ball.
- (f) The pitching coach may **not coach runners** during a live ball.
- (g) If the pitching coach is hit by a batted ball while making a **reasonable attempt** to avoid:
 - i. Time is called.
 - ii. Batter-runner is awarded first base.
 - iii. All other runners advance only if forced.
- (h) Interference shall be called on the pitching coach and time will be called if the pitching coach interferes with, impedes, or obstructs a defensive player's ability to make a play:
 - i. If the interference occurs on the **batted ball**, the batter-runner shall be declared out, and all runners shall return to the base they occupied at the time of the pitch.



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ii. **For all other plays**, the runner in which the play was being made will be declared out and all runners shall return to the base they occupied at the time of the interference.

Note: Interference does not need to be intentional. Intentional interference may result in multiple players being declared out.

Rule 4 – Fielding and Defensive Procedures

(a) A maximum of **ten (10) players** is allowed on the field at any time. Only **6 (six) infielders** are allowed.

(b) A minimum of **seven (7) players** is required to start and finish a game. A pitcher and catcher will take precedence.

(c) If more than ten (10) players are available, rotate extra players each inning so that no player sits more than once per game, except for injury.

(d) Infield Fly Rule and Dropped Third Strike Rule **do not apply** in this division.

(e) **Appeal Procedure:**

i. Ball must be dead.

ii. The appeal must be made before the next pitch, play, or attempted play.

iii. The head coach must verbally and specifically state their appeal, e.g., “The runner currently on third (3rd) base missed second (2nd) base.”

Rule 5 – Batting, Baserunning, and Stealing

(a) All players will bat.

(b) A pinch runner is allowed for the pitcher and catcher of record. The pinch runner must be the player who was the last out recorded.

(c) Bunting is allowed only on balls pitched by the player pitcher.

(d) A runner **cannot leave the base** until the ball is hit or crosses home plate. If a runner leaves early, time will be called, no pitch declared, runner will be called out, and all other runners will return to the base they occupied at the time of the pitch.

(e) **Stealing**

i. A **runner occupying first (1st) base** at the time of the pitch **may not attempt to steal** on any pitch, including a wild pitch or pass ball. The runner occupying first (1st) base at the time of the pitch may only advance on a batted ball, provided that the runner does not leave their base before the ball is hit or crosses home plate.



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ii. **All other runners may advance on a pitch or batted ball**, provided that runners do not leave their base before the ball is hit or crosses home plate.

iii. If a runner occupying first (1st) base at the time of the pitch **attempts to advance** on a non-batted ball, **the play shall remain live**. At the conclusion of the play, **any outs recorded shall stand** and any other runners who advanced safely **shall remain at the bases they reached**. If the runner who occupied first (1st) base at the time of the pitch is not put out, that runner **shall return to first (1st) base**.

Rule 6 – Late Arriving Players

Any player arriving after the start shall be placed at the end of the **batting order** and may **enter defensively immediately**.

Rule 7 – Conferences

(a) **One (1) defensive conference** per player pitcher per inning is allowed. A second (2nd) defensive conference for a player pitcher in the same inning requires the player pitcher to be removed for that inning.

(b) **One (1) offensive conference** per inning is allowed.

Rule 8 – Uniforms, Safety, and Equipment

(a) **League-issued game shirts** must be worn and are required for all players during games, unless an exception is approved by FHCY Board of Directors.

(b) Players must wear **batting helmets with a mask** that meet current safety standards while batting, on deck, and running the bases; helmets may not be removed until the player returns to the dugout.

(c) Any player who intentionally **removes** their helmet during a live ball shall be declared out.

(d) **Jewelry** of any kind may not be worn during games or practices. Approved medical-alert items may be worn but must be securely taped or covered to avoid risk of injury.

(e) **All catchers** are required to wear a catcher's mask, chest protector, and shin guards during games and practices. Face masks are recommended for all other players but are not mandatory for FHCY games. All players are strongly encouraged to have a face mask available when traveling to other leagues or playing outside of FHCY.

(f) FHCY recommends additional protective equipment (such as mouthguards, and sliding shorts) in accordance with current youth baseball/softball safety best practices.



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(g) Bats must be **stamped** with USSSA and/or USA.

(h) A sick or injured player may be skipped in the lineup without penalty and may return to the lineup at any time, if able.

Major Boys Division

Preface

Friends of Harrison County Youth (FHCY) will use the current edition of the Babe Ruth Baseball/Softball Rules and Regulations as the official rule book for this season. The exceptions or variations from that book, as listed below, have been approved by the league Board of Directors for this playing season. The FHCY Board of Directors reserves the right, by majority vote, to **clarify or amend any rule**—specified or not—if such clarification or change is deemed to improve league play. Rule changes will never be applied retroactively to a game that has already been officially played and recorded.

Rule 0 – Division Eligibility, Scope, Core Values, and Season Structure

(a) Players enrolled in grades higher than **sixth (6th)** are not permitted in the Major division (2025/2026 School Year).

(b) **Rules apply to all regular season games and the end-of-season tournament, unless noted.**

(c) FHCY's core values are **teaching the game, promoting sportsmanship, ensuring safety, and having fun.**

(d) All coaches, players, and spectators are expected to demonstrate **good sportsmanship** and **respect at all times**, including before, during, and after games and practices. This includes encouragement, respect for all participants, and cooperation.

(e) **Unsportsmanlike conduct**, including but not limited to verbal abuse, inappropriate language, or aggressive behavior, may result in **removal from the playing area** at the discretion of league officials. Any coach, player, or spectator who is ejected from a game will serve a one-game suspension, which must be served in the team's next scheduled game.

(f) Once the umpire(s) are on the field, they have full authority to **officialiate** the game until they leave the field. All calls by the umpire(s) are final and must be respected by coaches, players,



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and spectators. Coaches may respectfully request rule clarification only during a dead ball. Exceptions exist for formal defensive appeals as described in Rule 4(e).

(g) The **home team** will keep the official book; the **away team** will keep the scoreboard.

(h) The end-of-season tournament will be **seeded** as follows:

- i. Win percentage;
- ii. Head-to-Head;
- iii. Fewest runs allowed;
- iv. Most runs scored;
- v. Coin Flip.

Rule 1 – Game Length, Time Limits, and Regulation Status

(a) A regulation game shall consist of **six (6) innings**, unless shortened due to a time limit, weather conditions, field conditions, or by the decision of league officials.

(b) No new inning may begin after **seventy-five (75) minutes**. The time limit starts at the scheduled game time, regardless of player readiness. Weather or field delays may adjust the official start or resumption time, as determined by the FHCY Board of Directors. Any game called due to the time limit counts as an official game.

(c) A game called due to weather, field conditions, or by the umpire is official if:

- i. Four (4) complete innings have been played; or
- ii. Three and one-half (3½) innings have been played and the home team is ahead.

(d) If a game is called during the fifth (5th) or sixth (6th) inning, the final score shall revert to the last fully completed inning.

(e) Games may end in a **tie**. No game shall continue beyond six (6) innings, regardless of score, except for the end-of-season tournament where games may extend past six (6) innings if necessary to break a tie. *Reference Babe Ruth rule book for tie breaking rules.*

(f) If a game is delayed due to weather or field conditions, the game clock stops, and the FHCY Board of Directors shall determine the resumption time.

(g) **No pre-game infield warmups** are permitted prior to the start of a game. Teams may warm up only in designated outfield areas, foul territory, or other approved locations as directed by league officials.

Rule 2 – Inning Completion and Game Outcomes

(a) An inning shall end when **eight (8) runs** are scored or **three (3) outs** are made. This applies to **all innings**.



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- (b) Tie games shall be recorded as ties in the standings.
- (c) The game ends and the team ahead wins if one of the following **run rule provisions** is met:
 - i. Either team is ahead by ten (10) runs after the fourth (4th) inning.
 - ii. Either team is ahead by nine (9) runs after the fifth (5th) inning.

Note: If the home team reaches the run differential threshold during the bottom half of an inning, the game ends immediately; the home team does not continue batting.

Rule 3 – Pitching

- (a) Pitchers will pitch from a distance of **fifty feet (50')**.
- (b) A pitcher may pitch a maximum of **three (3) innings per game** or the **age-based daily maximum** shown in the Official Pitching Chart below, whichever occurs first. Once a player enters the game and takes the position of pitcher, it shall count as one (1) inning pitched.
- (c) A pitcher will receive **one warning** for balk and any balk thereafter will be penalized.
- (d) Pitchers must follow the rest guidelines outlined in the **Official Pitching Chart**. If a pitcher reaches the daily maximum in the middle of an at-bat, they **may finish pitching** that at-bat.

Official Pitching Chart		Required Rest Period				
Age	Daily Maximum	0 Days	1 Day	2 Days	3 Days	4 Days
7 - 8	50	1 - 20 pitches	21 - 35 pitches	36 - 50 pitches		
9 - 10	75	1 - 20 pitches	21 - 35 pitches	36 - 50 pitches	51 - 65 pitches	66+ pitches
11 - 12	85	1 - 20 pitches	21 - 35 pitches	36 - 50 pitches	51 - 65 pitches	66+ pitches
13 - 14	95	1 - 20 pitches	21 - 35 pitches	36 - 50 pitches	51 - 65 pitches	66+ pitches
15 - 16	95	1 - 30 pitches	31 - 45 pitches	46 - 60 pitches	61 - 75 pitches	76+ pitches
17 - 18	95	1 - 30 pitches	31 - 45 pitches	46 - 60 pitches	61 - 80 pitches	81+ pitches

Rule 4 – Fielding and Defensive Procedures

- (a) A maximum of **nine (9) players** is allowed on the field at any time.
- (b) A minimum of **seven (7) players** is required to start and finish a game. A pitcher and catcher will take precedence.
- (c) If more than nine (9) players are available, rotate extra players each inning so that no player sits more than once per game, except for injury.
- (d) Infield Fly Rule and Dropped Third Strike **will be in effect**.
- (e) **Appeal Procedure:**

Live Ball Appeal

- i. Ball must be live.



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- ii. The appeal must be made before the next pitch, play, or attempted play.
- iii. The defense must show clear intent by tagging the runner or touching the base that was missed or left early.

Dead Ball Appeal

- i. Ball must be dead.
- ii. The appeal must be made before the next pitch, play, or attempted play.
- iii. The head coach or defensive player must verbally and specifically state their appeal, e.g., "The runner currently on third (3rd) base missed second (2nd) base."

Rule 5 – Batting, Baserunning, and Stealing

- (a) All players will bat.
- (b) Lead-offs are allowed.
- (c) Stealing is allowed.
- (d) A pinch runner is allowed for the pitcher and catcher of record. The pinch runner must be the player who was the last out recorded.

Rule 6 – Late Arriving Players

Any player arriving after the start shall be placed at the **end of the batting order** and may **enter defensively immediately**.

Rule 7 – Conferences

- (a) **One (1) defensive conference** per pitcher per inning is allowed. A second (2nd) defensive conference for a pitcher in the same inning requires the pitcher to be removed for that inning.
- (b) **One (1) offensive conference** per batter per inning is allowed.

Rule 8 – Uniforms, Safety, and Equipment

- (a) **League-issued game shirts** must be worn and are required for all players during games, unless an exception is approved by FHCY Board of Directors.
- (b) Players must wear **batting helmets** that meet current safety standards while batting, on deck, and running the bases; helmets may not be removed until the player returns to the dugout.
- (c) Any player who intentionally **removes** their helmet during a live ball shall be declared out.
- (d) **Jewelry** of any kind may not be worn during games or practices. Approved medical-alert items may be worn but must be securely taped or covered to avoid risk of injury.



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- (e) **All players** must wear a protective cup. Additionally, **catchers** must wear a catcher's mask, chest protector, and shin guards.
 - (f) FHCY recommends additional protective equipment (such as defensive face masks, mouthguards, and sliding shorts) in accordance with current youth baseball/softball safety best practices.
 - (g) Bats must be **stamped** with USSSA and/or USA.
 - (h) A sick or injured player may be skipped in the lineup without penalty and may return to the lineup at any time, if able.
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Major Girls Division

Preface

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of league officials. Any coach, player, or spectator who is ejected from a game will serve a one-game suspension, which must be served in the team's next scheduled game.

(f) Once the umpire(s) are on the field, they have full authority to **officiate** the game until they leave the field. All calls by the umpire(s) are final and must be respected by coaches, players, and spectators. Coaches may respectfully request rule clarification only during a dead ball. Exceptions exist for formal defensive appeals as described in Rule 4(e).

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(h) The end-of-season tournament will be **seeded** as follows:

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Note: If the home team reaches the run differential threshold during the bottom half of an inning, the game ends immediately; the home team does not continue batting.

Rule 3 – Pitching

(a) Pitcher will pitch from forty **feet (40')**.

(b) Pitchers are only allowed to pitch **three (3) innings per game**. Once a player enters the game and takes the position of pitcher, it shall count as one (1) inning pitched.

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- (a) All players will bat.
- (b) A pinch runner is allowed for the pitcher and catcher of record. The pinch runner must be the player who was the last out recorded.
- (c) Stealing is allowed once the **pitcher releases the pitch**. Leaving early will result in the runner being declared out, time will be called, no pitch declared, and all other runners will return to the base they occupied at the time of the pitch.

Rule 6 – Late Arriving Players

Any player arriving after the start shall be placed at the **end of the batting order** and may **enter defensively immediately**.

Rule 7 – Conferences

- (a) **One (1) defensive conference** per pitcher per inning is allowed. A second (2nd) defensive conference for a pitcher in the same inning requires the pitcher to be removed for that inning.
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2026 League Rules

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