



2023-2024 FIELD F INTERMEDIATE BASEBALL RULES

Revised May 6, 2024

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Carrollton Boosters

We are a volunteer youth sports organization. Our goal is for Carrollton Baseball to be a rewarding experience for our players and their families. It is important to remember that having fun and learning the skills of the sport are both important parts of a quality youth sports experience. We encourage the spirit of competition but we demand good sportsmanship from all who participate in our program. Sometimes coaches and fans get frustrated or carried away in the excitement of a game. These emotions are never an excuse for anyone to lose sight of our goal to provide a safe environment where children can have fun, learn to play better baseball, and develop into responsible young men and women. It is our responsibility as players, coaches, and fans to make sure that we always act in the best interest of the kids. Winning a championship is an important goal but our greatest aspiration should be that playing baseball on this team this summer will be remembered fondly by every player on our team.

Special Sportsmanship Note

It is entirely appropriate to cheer when your team succeeds in a competitive situation. However, striking out in the Field F Intermediate league is a non-competitive situation since the pitcher is not the batter's opponent but his coach. Consequently, it is inappropriate and unsportsmanlike to cheer when a batter strikes out in this league and we would ask all fans to appreciate this and act accordingly.

CARROLLTON BOOSTER BASEBALL
FIELD F INTERMEDIATE LEAGUE RULES
revised October 29, 2023

1.0 Game preliminaries

2. Distances - minimum pitching distance 25 feet; bases 50 feet.
3. There is no infield fly rule.
4. Metal cleats are not allowed.
5. Any USSSA or USABat approved bat may be used.
6. A ball hit over the outfield fence in the air is a home run. A ground rule double will be awarded for any ball that bounces over the outfield fence.
7. While playing defense each team will be allowed three defensive coaches. The left field coach and right field coach must remain at least 10 feet behind the base lines. The second base coach will remain behind second base.
8. While playing offense each team will be allowed four offensive coaches. The first base coach and third base coach must remain in foul territory in the vicinity of their base. The pitcher-coach will pitch to the batter. The catcher-coach will be the catcher.
9. NO OTHER ADULTS ARE ALLOWED ON THE FIELD OF PLAY.
10. A batted ball striking the pitcher-coach before being contacted by a defensive player shall be treated as a foul ball. If the ball is first contacted by a defensive player first and then the pitcher-coach, it shall be treated as a live ball.
11. A batted ball striking a defensive coach will be a live ball. Defensive coaches shall make every effort to avoid being struck by the ball (umpire's judgment).

2.0 Starting and ending a game

1. Length of Game: Five innings or time limit, whichever occurs first. No new inning will be started after the time limit expires. If an inning starts within the time limit, it must be completed. An inning is deemed started once the last out of the preceding inning has been made.
2. Time Limit: 1 hour.
3. Scorekeeping- Tournament games only- Home team is responsible for keeping the official scorebook. The home team coach or his designee must email the score to the league coordinators after each game, with a copy to the opposing team's coach. Coaches are encouraged to consult one another on the score at regular intervals during the game to minimize any questions or disputes.

3.0 The Batter/Fielder

1. The batting order will consist of all players present. Late arriving players will be added at the end of the batting order. A team must have a minimum of 7 players in its lineup. A team with less than seven players present will not be forced to forfeit (tournament games). Any vacant spots in the 7-player batting order will be counted as automatic outs, however.

Illustration: Team has only 5 players present for its turn at bat. Players 1-5 all reach base safely. The 6th and 7th spots in the lineup will count as automatic outs. Play will resume with the teams leadoff batter back at the plate with two outs in the inning.

Illustration: Team has only 5 players present for its turn at bat. The fifth player in the batting order comes to bat with two outs in the inning and reaches base safely. The next spot in the lineup is counted as an automatic out for the third out of the inning, and the at-bat will end. Unless two additional players arrive in the interim, the team's next at-bat will start with the seventh spot in the lineup resulting in an automatic out. The leadoff batter will then hit with one out in the inning.

2. Each team will bat each inning until there are three outs or until the 7th run scores.
3. The pitcher-coach will pitch to batters on his/her team. If the batter has not put the ball in play by the seventh pitch, and does not hit a foul ball on the seventh pitch, the result is a strikeout. If the batter hits a foul ball on the seventh pitch or any subsequent pitch, the batter will receive another pitch. If the batter fails to either put the ball in play or hit a foul ball on any pitch after the seventh pitch, the result is a strikeout. A tee will not be used.
4. All players present will play in the field each inning. There will be a maximum of 6 infielders located in the traditional infield positions as follows: first base, second base (i.e., positioned between first base and the second base bag), shortstop, third base, and pitcher, plus one additional infielder positioned directly behind the second base bag. The player-pitcher will start with at least one foot in the circle behind the coach-pitcher. All other infielders will start in their natural fielding positions until the ball has been batted or until the ball has crossed home plate. All remaining players will be outfielders playing at least 10 feet behind the baseline.
5. Players may play different positions in different innings or in the same inning.
6. Bunting is not allowed. The batter will be called out if he fakes or attempts a bunt (umpire's judgment).
7. A ball that does not travel past the ten foot arc in front of home is treated as a foul ball.
8. Batters must release their bat safely after swinging at a pitch. If a bat is released in an unsafe manner, the player will be given a warning by the umpire. If the batter continues to release the bat in a unsafe manner later in the game, the batter may be ruled out at the discretion of the umpire.

4.0 The Runner

1. Stealing is not permitted.
2. Base runners may not leave the base until the ball is hit.
3. Base runners may advance at their own risk as long as the ball remains inside the foul lines or until time is called by the umpire. The fielding team must stop the advance of the runners by returning the ball to an infielder (1B, 2B, 3B, SS, the player behind second base, or P) and requesting and receiving time out. Time cannot be granted until an infielder controlling the ball on the infield or the defensive second base coach requests it. Base runners will proceed to the base to which they were going when time was granted.

Coaches' Note: In baseball the umpire is making a judgment call that the infielder has controlled the runners. In youth baseball, controlling runners by the defense is a challenge, so we modify rules to reach a compromise. Once the umpire grants time, he should be able to use his judgment as to where the runners were when time was granted, and the runners should be awarded the next base. The defensive player does not have to control the base runners, and the umpire does not have to determine whether the runners are controlled. The umpire only needs to determine where the runners are on the base paths when he grants time. The umpire grants time upon

acknowledging the request, but the effects, particularly where the runners end up, are judged by the granting of time rather than the request.

4. On balls hit to the infield, baserunners who are not forced may attempt to advance at their risk.
5. On overthrows that go outside the foul lines, baserunners may attempt to advance one base (at their own risk) beyond the base to which they were advancing at the time of the overthrow. For example, if an infielder attempts to throw out a batter at first base and overthrows first base, the batter who was attempting to advance to first base at the time of the overthrow may attempt to take second base on the overthrow. A runner who was in the process of advancing from second base to third base at the time of the overthrow may attempt to advance to home plate on the overthrow.
6. A base runner who is put out must leave the field and return to the dugout.
7. Batting helmets must be worn by all batters and base runners while on the field of play.

5.0 The Pitcher

1. Pitching will be performed by a pitcher-coach who **MUST** remain behind the 25 foot pitching line.
2. The pitcher-coach is allowed to coach the base runners.
3. An overhand pitch will be used.
4. The pitcher-coach shall not bring a bucket or other object onto the field while pitching. The exception to this shall be a knee pad or any other small knee protection device. Such device will be considered an extension of the pitcher-coach's body regardless of whether the device is fixed to the pitcher-coach's body or free standing.

Should a batted ball come into contact with the device before contact with a defensive player, the play shall be treated as a foul ball. If a defensive player makes contact with the ball before coming into contact with the device, the ball will remain live and play shall continue.

Should the device come into contact with a defensive player or is construed to obstruct a defensive player from making a play on the ball, the batter will be ruled out, the ball will be ruled dead, and no runners may advance.

6.0 All boys' baseball leagues

1. Home teams will use the first base dugout. Visiting teams will use the third base dugout. After each game, each team must clean their dugout and return league bats, helmets, and catcher's gear to the league equipment bag. Post-game team meetings may not be held on the field of play or in the dugouts unless there is no other game scheduled on that field for the day.
2. Only players, head coaches and their designated assistants, and league officials are permitted in the dugout. All coaching assistants must be at least 18 years old. A maximum of four (4) non-players (head coach and all assistants) will be allowed in each team dugout. One additional adult serving as the dugout coach is permitted for each team.
3. There is no on-deck circle or batting cage/warm-up area on Field F. Consequently, for games played on Field F, **ONLY THE BATTER** who is currently at bat is permitted to swing a bat. For games played on Field E, the on deck batter is permitted to swing a bat while in the

appropriate on-deck area of the field. No other person (coach or player) is allowed to swing a bat either on the field or in the dugout area.

4. Any batted ball that strikes an overhead object, in fair territory, will be played as a ground ball. If the ball travels over the outfield fence after striking the object it is a home run.
5. Any player wearing a hard cast or splint on any part of his arm or leg is ineligible.
6. Players may not wear watches, necklaces, earrings, bracelets or other jewelry.
7. Rained out games may be rescheduled if both coaches agree, but rescheduling is not required. If a game is rescheduled, it will take precedence over a practice. League coordinators must be informed and approve of a proposed make-up game, and also schedule the game.
8. There shall be no alcohol or tobacco products in the dugouts or on the fields during games. We are serious about this. A coach is responsible for his assistants and parents following this important rule.
9. A League Coordinator may suspend a coach for one (1) or more games, as well as practices with his team, due to misconduct and/or unsportsmanlike conduct of any nature, occurring during or outside of games.