## PRATT RECREATION DEPARTMENT HAP DUMONT BASEBALL

- 1. Complete games will be six (6) innings. No new innings will be started after one hour and 30 minutes. Teams are limited to three outs or five runs per inning, but the defensive team must finish the play to end the inning. For example: with bases loaded and two outs, the fielding team must stop play before the inning will end. All runs scored on that play will be allowed. In the case of rain, lightning, etc., four innings will constitute a complete game (3 ½ innings if the home team leads).
- 2. The first team listed on the schedule is the home team and will take the 3rd base dugout. Visiting teams take 1st base dugout.
- 3. Pitching distance (11 -13 year olds) 50', base length 70'.
- 4. Each player will be entered into the team's line-up and bat each time it is his turn. Nine (9) players will play in the field.
- 5. Curve balls and other junk pitches are prohibited. On the first occurrence the pitch shall be called a ball and the pitcher warned. On the second such pitch, the pitcher shall be removed from the mound.
- 6. A pitcher is allowed only five (5) warm-up pitches from the mound in his teams first inning and three (3) pitches each inning there after. Relief pitchers are allowed five (5) warm-up pitches whenever a pitching change is made.
- 7. On the second visit to the mound in one inning by a coach, a pitcher must be replaced. The pitcher may remain in the game at another position but cannot pitch again for the remainder of the game.
- 8. A base runner may not remain on his feet and deliberately attempt to knock the ball out of the possession of a defensive player. In the event of a "crash play" the base runner causing the crash is out and all other runners must return to the base last touched at the time of the collision. If the crash, in the judgment of the umpire is determined to be flagrant, the player will be ejected from the game.
- 9. The infield fly rule will be in effect. Batters cannot advance on dropped 3<sup>rd</sup> strike.
- 10. Stealing -Players are allowed to steal.
- 11. A pitcher shall not pitch more than 6 innings in 2 consecutive games. (One pitch is considered an inning.)
- 12. No metal cleats. Catchers are required to wear protective cup.
- 13. A courtesy runner will be used for the catcher when there are two (2) outs



