

Northville Primary/Intermediate Combined League Rules

1. Head Coaches must keep their assistant coaches and parents under control. Only the Head Coach should address the umpire, per the code of conduct that everyone has agreed to when registering.
2. Game Information:

Bases:	60 Ft, 84-10.25 Ft to 2 nd
Mound:	40 ft set by field prep used for 6 th /7 th grades, 4 th /5 th graders have the option of pitching at 35 ft. Coaches may move the mound for the younger grades or use an alternate mound as long as it does not cause potential hazard to the players in the field.
Innings:	7
Infield Fly:	No
Stealing:	Yes*, limit of 3 per inning. No stealing of home.
Lead Off:	No
Metal Spikes:	No
Field Time:	2 innings by the 4 th , minimum 3 total.
Strike/Ball count:	Batters start with 0-0 count. At the Coach/Umpire meeting before the game, teams may choose to use the Pitching Modification rule: Batters will begin with a 0-0 count, 3 strikes is a strikeout, 4 balls is not a walk. HBP gets 1B. If a pitcher pitches 4 balls in an at-bat, it is not a walk, the batter's coach will complete the at-bat for the pitcher with called balls and strikes. If the batter has not either put the ball in play or struck out after 3 pitches, then she is out except on a foul. Coach pitches within 8' of the mound, in umpire's sole discretion.
Dropped 3 rd Strike:	Out
Bunting:	Allowed**
Ball:	4 th /5 th graders may use the 11 th inch ball for pitching. 6 th /7 th graders must use 12 inch ball for pitching.
Game Time:	-Game time is first pitch. -Complete game is 4 Innings (3.5 if Home team is winning) constitutes a complete game -Game Time Limit – No new inning starts after 2 hours, but inning is finished. Umpire is official time keeper -A batter currently at the plate will be allowed to complete their at bat if time limit expires.
Scoring limits:	5 runs per inning, unlimited in 7 th .
Mercy Rule:	12 runs after losing team has batted 5 times, 8 runs after losing team has batted 6 times
Weather:	Lightning-if spotted by the umpire, game will be delayed 30 minutes and clock will restart at each successive strike of lightning.

*Limit of 3 per inning. A passed ball counts as a steal. A double steal counts as 1. A runner on 3rd cannot advance to home unless there is a ball

put in play, bases loaded walk, or bases loaded and batter is hit by pitch.

**No fakes or swinging bunts. Player will be called out for fake bunting.

3. Uniforms: a. Must use uniform provided by league, with jerseys tucked in b. No Jewelry to be worn at any level.
4. Batting: a. Bat Rule – Barrel Size 2.25" Max, No weight drop limit b. When bunting a foul ball on 3rd strike results in batter being called out c. No hitting sticks are to be used on game day d. All batters must wear helmet with facemask/cage
5. Pitching: a. A pitcher is to be removed from the game if 3 batters are hit by a pitch (Team may discuss 3 HBP and agree on a different number before the game at the coach/umpire meeting). b. Pitching limit is 4 innings per 7 inning game (do not have to be consecutive), extra innings are considered a new game
6. Runners must slide or give themselves up to avoid collision with fielder. All base runners can be called out for failing to avoid contact.
7. Coaches must keep their parents under control per the code of conduct that everyone has agreed to when registering
8. Coaches are responsible for their own make-ups due to schedule conflicts.
9. Players having to leave early may do so without penalty to team. Must notify other coach before game or as soon as possible