



THE PLAYERS CHOICE

THE FOX VALLEY'S PREMIER INDOOR SPORTS EXPERIENCE

Players Choice Indoor 12 and under Baseball Rules

General

- The goal of Players Choice is to obtain a quality, competitive atmosphere with the focus on the enjoyment of the sport.
- Sportsmanship will be closely monitored.
- If ejected, you are ejected from the next scheduled game.
- Absolutely no climbing on outside walls/fences.

Playing Rules

- All games are 1 hour and 20 minutes in length or 6 innings, whichever comes first. A new inning may not be started after the 75th minute.
- All games will be played on 60' base paths.
- Coaches are responsible for having players on and off the playing field in a timely manner between innings.
- There will be a 10 batter maximum rule per inning.
- All players must be contained within the designated dugout protective screens. **THIS INCLUDES THE ON-DECK BATTER.**
- Only roster coaches and players allowed on field. No parents or spectators.
- Any pre-game warm-ups must be conducted on the playing field.
- Free substitutions on defense. Batting order must remain unchanged.
- No collision rule-must avoid contact if at all possible.
- Minimum of 7 players on defense.
- A ball lodged in the ceiling net or the field divider-dead ball-automatic replay.
- Catchers must wear protective gear.
- Runners can advance to any base on a passed ball. Stealing is legal, after the ball crosses the plate.
- A ball hitting the ceiling within the ribbon area designating the infield is an out (This is at the umpire's discretion, if it is close run it out).
- A ball hitting the ceiling outside the ribbon area designating the outfield in fair territory is a live ball. A ball caught off the ceiling in fair territory is an out.
- A ball lodged in the ceiling net or the field divider-dead ball-automatic replay.
- A ball that is hit below the orange ribbon anywhere on the wall on a line drive is an automatic "SINGLE".
- A ground ball hit below the orange ribbon anywhere on the wall, that is not touched, is a guaranteed "SINGLE". A ball hitting any fielder's glove, then hitting the wall, is a live ball.
- A ball hit above the orange ribbon is an automatic "DOUBLE". Players may advance further at own risk.
- Fair ball caught off back wall netting is NOT an out (Green Monster Rule). Runners advance at own risk.
- A ball thrown into the dugout area is a dead ball, one (1) base advancement.
- Pitchers are allowed two (4-5) warm-up pitches at the start of an inning.
- All equipment must be kept inside the dugout.
- All final decisions and calls are at the discretion of the Umpire.
- A pitcher can only throw 4 innings per contest.

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