

Elementary School Sports

Incrediball Pitch Rules

AGE/ DIVISION	K -1st Grade	2 nd -3 rd Grade	4 th -5 th Grade
TEAM MAKE-UP	Coed	Coed	Boys and Girls Divisions
DURATION OF GAME	1 Hour	1 Hour	1 ½ Hours
BALL SIZE	T-Ball (Soft Touch)	Incrediball (Safety 5)	Boys (Safety 5) Girls (11') Softball
BASE/PITCHING DISTANCE	50' FT 32' FT	50' FT 32' FT	B 60'FT 43'FT G 60'FT 35'FT
SCORE	NO	NO	YES

PLAYING TIME/ELIGIBILITY

- All players should get equal playing time throughout the game.
- A player's eligibility is determined by which school he/she attends and the grade in which they are entering for the 2016-17 school year.
- Teams may be all boys, all girls or any combination thereof.
- Teams will be made up of at least 10 players with a maximum of 14.

REQUIRED/RECOMMENDED EQUIPMENT

- MPT Staff will provide game balls.
- No restrictions on the type of bat that can be used in Incrediball.
- Players must wear batting helmets when at bat and on base.
- No Metal cleats.
- No jewelry allowed (visible piercings must be removed prior to start of game)
- Size of Baseball used:
4th/5th Grade – Safety 5 Incrediball

START OF THE GAME

- Games will be limited to five innings or a 1 hour time limit whichever occurs first. If an inning is in progress and the time limit expires, the inning will be played to its conclusion.

GAME PLAY

- Foul ball arc is 43', measured from the point of home plate.
- Base distance is 60' feet.

GAME LENGTH

- Games are limited to six innings or a time limit of 1 hour and 30 minutes, whichever comes first. If time or weather does not permit a full game, 3 innings (2 ½ innings if the home team is ahead) shall constitute an official game.
- No new inning may start after 1 hour and 15 minutes has expired. If an inning is in progress, that inning will be played to its conclusion.
- If a game is tied after 6 innings, and the time limit has not expired, a game shall be limited to 7 innings, or until the time limit has expired.
- A 10-run rule is in effect after 4 innings (3 ½ innings if the home team is ahead), or the completion of any inning thereafter. The winning team shall be declared the game winner at that point.

BATTING

- All team members present and eligible to participate must be listed in the official batting order at the beginning of the game and will bat in that order until the conclusion of the game.
- A game cannot start if a team has seven (7) or less players. If you start with 7 players the 8th batting position will be automatic out.
- Players not present when the game started will be added as they arrive to the end of the batting order and bat in that order for the remainder of the game.
- A team's time at bat will consist of three outs or one time through the batting order. (Exception: final inning will be 3 outs.) **A five run rule will be in effect every inning but the last inning.**
- Coaches may not remove a player from the batting order. An out will be recorded for players who do not bat during his/her scheduled time at bat. Exception: injured players may be replaced in the lineup with no team penalty.
- A batter is automatically out on a third strike, regardless of whether or not the catcher drops the ball.

BASERUNNING

- Stealing is prohibited.
- A base-runner may not lead off base. Penalty: Base-runner is declared out.
- Players may not slide head first and will be declared out with a head first slide.

DEFENSIVE POSITIONS

- If a team starts a game short-handed (less than 9) then players will be added to the defensive positions until all 9 are filled.
- In the event of any injury, a substitute may re-enter the game for an injured player.

PITCHING REGULATIONS

- All coaches are required to keep a MPT pitching log for the season.
- One pitch thrown to a batter constitutes an inning pitched. Once a pitcher is removed, he may not return to pitch again in that game.
- A player may not pitch more than 3 innings in a game.

PLAYER EQUIPMENT

- Catchers are required to wear a protective cup, body protector, catcher's helmet, catcher's mask with throat protector, and leg guards.
- Players must wear batting helmets when at bat and on base.
- Any player warming up a pitcher must wear a catcher's mask.
- Players may not remove their helmet while batting or base running except when the ball is declared dead.

GAME CONDUCT

- Any team member in a game using casual profanity or unsportsmanlike language could result in an out being called against the offending team and/or the team member being removed from the game.
- If a team is at bat and unsportsmanlike words are used, the next batter will be declared out.
- If the act is committed by a player remaining at bat, that player may be called out.
- If the act is committed by the defensive team, the first batter in the next inning will be declared out.
- If the violation occurs in the bottom of the last inning, where the fielding team may not bat again, the ejection rule could apply. If a team has an eligible substitute, the game can continue.
- A game may be ended by a casual profanity / unsportsmanlike language out.

RAINOUT INFORMATION

If weather makes playing conditions unsatisfactory, the league office may postpone/reschedule games. It is the duty of each coach to contact the field after 3:30pm on week days or ½ hour before scheduled games on Saturdays to make certain of the can. The rainout numbers are as follows:

FOR ALL FIELDS CALL:

Heidelberg 759-9197

SERA 475-9806

Peck 627-9877

All other fields 305-1012

- Teams may be scheduled for double-header games due to the rescheduling of rained out games.