

DRAFT 2011 IMAA Slugger 1 Rules

1. GOALS:

Provide a positive and fun environment to continue the learning of the fundamentals of baseball and good sportsmanship are the primary goals of the Indian Mills Athletic Association's (IMAA) Slugger 1 League.

2. GAME SCHEDULING:

- a. Games are scheduled for four (4) innings in length. However, no new inning may begin once seventy-five (75) minutes has elapsed from the start of a game.
- b. A game is official after three (3) innings of play.
- c. Games are to start promptly at their scheduled time (see imaasports.org website for game dates/times).
- d. Teams may start a game with less than their full roster of players.
- e. Game cancellation/rescheduling requests must be made by the team's head coach, and approved by the IMAA Slugger 1 commissioner at least 24 hours prior to the scheduled start of the game.
- f. Cancellation of games due to inclement weather will be determined and communicated by the IMAA Slugger 1 Commissioner via the imaasports.org website.
- g. Games will automatically end at the 1st flash of lightning.

3. FIELD PREPARATION:

- a. Field dimensions for Slugger 1 are 36'(pitch) / 50'(base) field.
- b. Home team (see imaasports.org website for home/away team assignments) is responsible for preparing the field (e.g., placing the bases on the field, raking home plate, bases, pitcher areas, lining the field), as well as for supplying game balls.
- c. Bases, rakes, et al are kept in the Slugger storage shed – please see IMAA Slugger 1 Commissioner for shed's lock combination.

- d. Home Team will utilize the bench on the 1st Base side of the field; Visiting Team will utilize the bench on the 3rd Base side of the field.

4. PRE-GAME WARMUPS

- a. Coaches and players are requested to be at the field 20 minutes prior to scheduled start of game at which time pre-game warm-ups will take place and consist of:
 - i. Light stretching/running
 - ii. Fielding/throwing/batting stations

5. UMPIRES

- a. The head coaches of each team will collectively identify at least one umpire for the game (you may want to rotate and have a “fielding team’s “ coach be the umpire when the other team is batting and vice versa).

6. BATTING:

- a. The following are suggested coaches to have while batting (have parents help when shorthanded):
 - i. Batting Coach – at on-deck area instructing the batter.
 - ii. Bench Coach - on bench keeping players aware of when they will bat, and generally keeping the team under control on the bench.
 - iii. First and Third Base coaches - on the respective base sidelines helping the base runners negotiate the bases.
- b. All players are to bat in set rotation, whether playing the field or not.
- c. An inning will end after all batters in the lineup have come to bat in that inning.
- d. After three (3) outs are made in the field, the hitting team will continue to bat as long as there are players who have not come to the plate in that inning. However, no additional runs will be counted as a result of these remaining batters.
- e. After five (5) runs are scored in a given inning by a team, the hitting team will continue to bat as long as there are players who have not come to the plate in that inning. However, no additional runs will be counted as a result of these remaining batters.

- f. It is encouraged that a Team's batting order be rotated from one game to the next to afford multiple players the opportunity to bat in different spots in the lineup.
- g. All batters, on-deck personnel waiting to hit, and base runners must wear batting helmets.
- h. Keep on-deck batters behind the backstop, out of the field of play.
- i. On-deck batters cannot enter the field until play ceases
- j. Three (3) swinging strikes will be an out with foul tips included (but last strike can not be a foul).
- k. There are no walks or called strikes by the umpire.
- l. Infield fly rule does not apply.
- m. Foul pop-ups can be caught for an out; ball is dead after the catch (no base runner tagging/advancement).
- n. For the first inning, coaches pitch overhand to their own team from the Slugger mound area.
- o. For the second inning, coaches will use spring loaded pitching machine to pitch to their own team from the Slugger mound area.
- p. For the third inning, players from the defensive team will pitch from the Slugger mound area.
- q. There is a standing six (6) pitch rule. If player does not get a hit after six (6) pitches, the batter is called out. If a player fouls the 6th pitch, they will be provided additional pitches until they either hit it into play, swing and miss, or take the pitch (in which case they will be out). For many reasons (including teaching baseball fundamentals and timeliness), we request you not expand the number of pitches stated above.
- r. Any batted ball that hits a coach in the field of play is a dead ball, and the batter (and base runners) get to advance to the base they were headed to.

7. BASE RUNNING:

- a. Base runners MUST wear batting helmets.
- b. Base runners can not take leads nor steal bases.
- c. An overthrow at ALL bases is a dead ball; no advancement.

- d. One (1) base advancement on an infield hit.
- e. When a batted ball is being thrown in from the outfield to the infield, base runners can only advance to the next base if they are more than half way to that base when the ball breaks the plane of the infield (grass to dirt). The ball does not have to be secured by an infielder.
 - i. Base runners proceed at their own risk if they were not more than halfway to the next base when the ball breaks the plane from outfield to infield (in other words, they can be thrown out or will be asked to return to the previous base in those situations).
- f. Fielders cannot block base path unless fielding a batted ball.
- g. If a base runner is hit by a batted ball, they will be out and the ball is dead. The remaining base runners get to advance to the base they were headed to.

8. FIELDING:

- a. Teams must have full roster in the field. One (1) player per infield position (i.e., pitcher, catcher, 1st base, 2nd base, shortstop, 3rd base); the remaining players on the team will be placed in the outfield (can be more than three (3) outfielders based on team's size).
- b. Fielding team coaches will be in the field to assist in learning the game, but no more than one coach in the infield and one coach in the outfield.
- c. Coaches will have all players play an infield and outfield position during game (i.e., no slugger will be allowed to play just infield or just outfield for the entire game).
- d. Also, Coaches are strongly encouraged to not have a player play the same position more than twice in one game.
- e. However, coaches will use their best judgment to ensure players in 'high traffic areas' (e.g., pitchers, 3rd baseman) are capable and alert enough to handle batted balls.
- f. No fielder is to stand in the baseline while runners are running the bases.

9. FIELD CLEANUP:

- a. Both Home and Away Team Coaches are responsible for coordinating the cleanup of the field at the conclusion of the game including the pickup of trash, etc...

- b. Bases, rakes, et al are to be returned to the Slugger storage shed – please see IMAA Slugger 1 Commissioner for shed’s lock combination.
- c. Team equipment including bats, helmets, balls, and medical kits are to be collected and retained by each head coach.

10. SCORING

- a. Home Team is responsible for entering final game score on IMAA website (go to imaasports.org).

11. PLAYOFFS

- a. There are no playoffs at the Slugger 1 level.
- b. All players receive participation awards at the IMAA Baseball Closing Day event.

12. QUESTION/COMMENTS/ISSUES:

- a. If there are any questions, comments, or issues that you have with the IMAA Slugger 1 program, then please contact the IMAA Slugger 1 Commissioner:

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