



MIDDLE SCHOOL BASEBALL RULES

Courtesy Runners

Courtesy runners for catchers & pictures only at any time. A courtesy runner must be bench personal and can only run once per inning. If batting a full roster last batted out will be courtesy runner.

EH- Extra Hitter

An Extra-Hitter (EH) may be placed on the lineup card (a 10th hitter which can be placed anywhere in the batting order) to get more athletes at-bats throughout the game. This rule is optional for both teams prior to each game and does not have to be used by both teams during a game

Balls

NFHS Stamped, DBR or DBR1, RBR or RBR1 etc., home team supplies baseballs.

Illegal Bat

If a player steps into the batter box with an illegal bat the player will be deemed out.

Bat Rule

For JV: Bats may NOT exceed 34" in length and barrel not to exceed 2-5/8" in diameter. All aluminum/alloy bats & all composite handles (only) aluminum/alloy barrel bats are allowed. Only composite barrel bats certified and marked BBCOR .50 will be allowed and composite barrel bats certified and marked USA Baseball. Wood barrel bats conforming to the specifications of Official Baseball Rule 1.10 are allowed. A USA Baseball sticker placed on an older bat will NOT be allowed.

For Varsity: Only bats certified and marked BBCOR .50 will be allowed and composite barrel bats certified and marked USA Baseball. Wood barrel bats conforming to the specifications of Official Baseball Rule 1.10 are allowed. A USA Baseball sticker placed on an older bat will NOT be allowed.

Pitching

Each pitcher is limited to the following pitch count. The days of rest are complete days starting the following day. Pitch count uses the 1st pitch of the last batter he faces. The pitcher can complete that batter. **Example:** (Varsity) Play on Wednesday: Starts his last batter at 57 and finishes batter with 64, 2 days rest (Thursday & Friday) picture is available to pitch again on Saturday.

| League | Daily Max | REQUIRED DAYS OFF | | | | |
|--------|-----------|-------------------|-------|-------|-------|-----|
| | | 0 | 1 | 2 | 3 | 4 |
| JV | 85 | 20 less | 21-35 | 36-50 | 51-65 | 66+ |
| VAR | 95 | 30 less | 31-45 | 46-60 | 61-75 | 76+ |

If

you are caught using an illegal pitcher it is a **FORFEIT**.

Stats will be kept by using game changer.

Innings:

ALL Varsity games are 7 innings unless called by weather or mercy rule.

Penalty: Forfeit loss for BOTH teams

JV All games are 7 innings unless called by weather or mercy rule or scheduled double header, then 5 innings.

Penalty: Forfeit loss for both teams.

If more than four (4) innings have been played and a winner can be determined, the contest is over.



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Extra Innings:

8th inning: play as normal.

9th inning: last batted out starts next inning on 2nd base with NO outs.

Time Limit:

Does NOT apply to extra-inning games – Play till completion

Varsity: 2:15 min. (can NOT start a new inning after 2:10)-Finish out the inning unless the home team is winning.

JV: 2:05 min.: (can NOT start a new inning after 2:00)-Finish out the inning unless the home team is winning

Rosters

*The JV roster can be 7th or 8th grade.

*The Varsity can be 7th or 8th grade.

Players can only be listed on one roster.

*Players can move back and forth from JV to Varsity but not in the same series. If you play on Varsity against Team A Varsity, you can't play JV against Team A JV.

*Moving players from one roster to another should be done with the growth of the player in mind, not the scoreboard.

*Players can only play in 2 games per week.

Treat the officials with respect. There is a shortage. Set the tone for your parents/players on day 1.

NCHSAA rules will be used if a player/coach is ejected.

Tournament Seeding

The top 8 schools, determined by their regular season winning percentage, will qualify for the UCPS tournament. If a team is unable to play all 14 regular season games, their winning percentage will be calculated based on the games they were able to complete.

Tie-Breaking Procedures

If teams are tied for a seed, the following criteria will be used to break the tie:

1. Head-to-head results between the tied teams.
2. Winning percentage against common opponents, ranked from highest to lowest seed.
3. Coin flip, if the tie is still unresolved.