

2025 HCTB RULES





I. Extra Innings

- World Baseball Classic Innings Rule
 - Runners on 1st & 2nd

II. Postponements

- Alternative Location
 - 1-2hr Window

III. Ejection

Manager	Coach	Player	Parent
			
Game + 1	Game	Game + 1	Game + 1
(Return next Game)			

- All ejections subject to additional games
- Noisemakers by dugout/spectators prohibited
- Verbal warning
- Restricted
- Ejected
- Text Mike immediately after game – report due within 24 hours

IV. Teams

- Must start with a minimum of 8 players; Finish with a minimum of 8 players
- Players arriving late go to the bottom of the lineup
- If they start with 8 players, the 9th position is an out until filled
- Any player injured/cannot finish – no penalty; once removed cannot return
- Ejection is an out

- Can play with 4 outfielders

V. Headfirst slide

- 12U and below
- Runner slides headfirst to bag not achieved is an out

VI. 8U

- No stealing/leading
- Diving back to bag is not permitted
- No intentional bunting
- Throwing bat – immediate dead ball – warning
- Coaches can agree on time limit at plate meeting
- Mercy Rule
 - 15 runs after 3 innings
 - 10 runs after 4 innings
- No infield fly
- Ending play
 - Infielder has possession of ball - no attempt to make another play – calls time out
 - Runner not halfway returns to previous base; more than half way goes to next base

VII. 9/10 Division

- No infield fly rule
- No balks
- No slash bunt
- Stealing
 - No leading
 - Ball must cross plate before runner can leave
 - One warning per team
 - No stealing home
 - Once pitcher has ball in dirt circle, play ends
 - No walk/steal

Mike Schilpp

From: noreply@refereeschedule.com
Sent: Thursday, March 27, 2025 9:08 AM
To: Mike Schilpp
Subject: 9/10 rule addition

Please see the examples for the 9/10 rules concerning delayed stealing(especially home) and base on ball stealing. If we agree, maybe we can get them out to both age coaches to help clarify any confusion. This is my interruption of the rule.

1. If a batter walks on ball 4 and there are no other runners on base and the catcher makes a clean play on the ball (or drops it and it remains within the catchers box at the umpires discretion) – the Ball is immediately dead and batter/runner can not advance to second base. If there is a pass ball, the batter/runner is then permitted to advance beyond first base.
2. In the above scenario, but there are runners on any base – If any of the runner(s) were stealing when the ball crosses the plate, there advancement is allowed. If the catcher makes a play on any runner(s), the batter is then allowed to advance to second.
3. With a runner on third base, the catcher makes a clean catch and immediately returns the ball to the pitcher who is in the vicinity of the dirt circle (umpires discretion), the runner at third is not allow to advance.
4. If the catcher makes an attempt to make a play on the runner at third or any other runner, the runner at third may advance home.

If there is a pass ball with the runner at third, that runner may advance home.



This email was sent to **Mike@sherwoodforestclub.org** because you are registered to receive emails from Referee Schedule. If you prefer not to receive email messages, you may unsubscribe [here](#).

This email was sent by: [Referee Schedule](#)
500 Westover Dr #10638, Sanford, NC 27330 USA

SPRING CLASSIC RULES

Time Limit

- No new inning after 1:45
 - Championship games – no time limit
- New inning officially starts as soon as 3rd out is recorded

Ready Play

- Teams should be ready to play 30 minutes before the scheduled game time unless they travel from another site
- Elimination games extra inning will follow MLB rule
- No pre-game warm-ups on field

Game Reporting

- Umpires must get score card signed by both Coaches and submit card to Field Director

Mercy Rule

- 6 inning games (8U – 12U)
 - 15 after 3
 - 10 after 4
- 7 inning games (13U – 18U)
 - 15 after 4
 - 10 after 5
- Forfeit time is game time
 - Unless Field Director says different with team travelling from different site

Collision Rule

The runner must slide or avoid contact

If collision is flagrant – ejection

Teams

- 8U must start with 9 players (4th outfielder can be used)
- 9U – 18U must start with 9 players but can finish with 8 players
- A player arriving late goes to end of lineup if batting everyone
- No penalty if a player is injured and the team does not have substitute available
- Player ejected – no substitute = an out every time
- Leaves with out – 1st timeout – no other out
- Balks only apply to 11U and higher

8U Specific

- End of play
 - 5 runs per inning (last inning unlimited)
 - Umpire declares last inning
- No leading
- No bunting
- No infield fly
- No drop 3rd strike

9/10U Specific

- Leading/Stealing - ball crosses plate
- Walks – not permitted to steal second
- Leaving early – runner returns
 - 1st timeout – warning
 - Out of that
- Bunting
 - Is allowed – fake bunting followed by swing is not allowed
 - First warning
- No infield fly rule
- No drop third strike

11U - 12U Specific

- Balks – 1 per Pitcher – warning, immediate dead ball
- Can't fake bunt followed by swing

13U – 18U Specific

- Balks – no warning
- Can't fake bunt followed by swing