

Batters Box is excited to invite you to compete in our Fall Indoor Hitting League! The area's first and only indoor hitting league. Players of all ages will get a chance to work on their hitting skills and compete with their friends in a fun and safe environment! Your player will get over 100 at-bats, which may be more than they will get in an entire season!

The Indoor Hitting League consists of teams with 5 players per team and lasts 6 weeks. Every game, each team plays a 6-inning game. After the 6 week regular season, teams will be seeded and playoffs will take place in the seventh week. Team standings will be posted online. Prizes are awarded to the Champions and Runner-Up teams!

### **General Info.**

- 6-week regular season consisting of 6 games.
- Games will be 6 innings (Approx 1 hour)
- For the Playoffs teams will be seeded by record, head-to-head, runs scored, and coin toss.
- There will be very limited seating for spectators so please plan accordingly.
- Teams need to schedule their game time the week prior to guarantee cage availability.
- Age groups for 8-9, 10-11, 12-13, 14-15. A maximum of 7 teams will be allowed per age group.

### **Rules for Fall Indoor Hitting League**

- Each team will consist of 5 players.
- The games will be 6 innings. There are no extra innings. Ties will be final.
- Teams do NOT have to be at the facility at the same time. They will play against the final score of their opponent.
- Each player hits in each inning no matter how many outs the team has.
- An inning is over after each player has had their at-bat.
- An at-bat consists of a series of hitting strategies (See scoring below ) or 3 strikes in a row.
- Bat Restrictions: All metal/composite bats must meet USA, USSSA or BBCOR standards. All wood (non-composite) bats are permissible.
- The umpire will determine strikes and misfired balls from the pitching machine. As in a regular game, 3 strikes is an out.
- There will be an umpire assigned to each game
- The umpire will make a final decision on a scored hit or foul ball. The umpire's decision will be final
- Foul balls or swings and misses that do not score will be added as a strike (unless the foul ball is with 2 strikes).
- Helmets must be worn at all times.
- There is a **ZERO TOLERANCE POLICY** for taunting, poor sportsmanship, or throwing bats/helmets. Violations will result in player disqualification.

**Scoring- All scoring areas are marked with colored ribbon.**

**1st Inning: Bunting Round In order, each player must execute the following worth 1pt:**

1. Bunt down the 3rd baseline
2. Bunt down the 1st baseline
3. Bunt dropped within 3 feet of the plate
4. Bunt straight back towards pitcher (must go past 3' circle)

**Maximum score per player 4**

**2nd Inning: Situational Hitting In order, each player must execute the following worth 1pt:**

1. Single 1B to Left
2. Single 1B up the middle
3. Single 1B to Right
4. Single 1B to anywhere

**Maximum Score per player 4 points**

**3rd Inning: Situational Hitting In order, each player must execute the following:**

1. Double 2B to Left
2. Double 2B up the middle
3. Double 2B to Right
4. Double 2B to anywhere

**Maximum Score per player 4 points**

**4th-6th Inning: Contact Hitting: Each player can hit 4 times unless they strike out.**

1. Singles = 1pt
2. Doubles = 2pts
3. Triples = 3 Pts
4. Home Runs = 4 Pts

**Maximum Score per player per inning points 12**

**Q&A**

**Q: Is this League for players of all levels?**

*A: The Indoor Hitting League is designed for beginning and advanced players. The speed with which games are played makes it possible for our coaches to provide coaching or swing tips to the players.*

**Q: How are the balls being pitched? Off a machine or off a live batting practice thrower?**

*A: The pitches will be coming from a pitching machine which can be fed by a coach or umpire.*

**Q: How fast will the pitching machine be set to?**

*A: The pitching machine will be set to the average speed of a fastball for that age group. Games are played utilizing a pitching machine set up at 50' distance. 45MPH for ages 8-10, 50MPH ages 11-12, 60MPH ages 13+*

**Q: What if I miss a week or if a teammate misses a week?**

*A: Throughout the season, there may be situations that require teams to utilize a replacement player. Players must be previously added to the team as an alternate before the start of the season. If a teammate is missing a week, you may bring a replacement as long as that player was listed as an alternate on the original teams list. Alternates will pay \$10 per game.*