



BRC Youth Hitting League Rules

League Overview – Burlington Recreation hitting leagues provide players with fun and competitive batting practice opportunities. The league is designed to offer players a chance to work on their baseball/softball batting and execute a variety of hitting skills on demand.

I. Team Rules

1. 3-4 players per team. Teams will be drafted after skills assessment. Each team will need a Parent coach and an official score keeper.
2. Only the players registered to team are allowed to hit. You cannot fill in for another team.
3. must have at least 2 players present at game time to play.
4. In the event that a player misses a game, the score for that player will averaged from the scores of the other two teammates.
5. Games will start on time. Any player that is late will receive a score of 0 until they arrive
6. No player substitutions except:
 - a. If player quits, permanent replacement player may be added to the roster
 - b. A player is injured and cannot continue their participation in the league, a permanent replacement can be added.
7. Teams can only hit during their scheduled time. Coaches will choose one night per week for six weeks to play a doubleheader.
8. Helmets must be worn at all times
9. Only one batter in the cage at a time, except when it is time for ball pick-up.
10. Switch hitters can choose BEFORE the start of each inning which side they want to hit from; however, there is NO switch hitting during the inning.
11. Scorekeepers are allowed in hitting area to keep score.

II. Age Divisions

For all divisions, teams can include a mix of players in those ages or be made up exclusively of one age or another.

Player Age	Division	Pitching
12U	Major	Machine Fed
14U	Junior	Machine Fed
18U	High School	Machine Fed

III. Game Format and Scoring

Each game will consist of 4 separate innings or rounds. Players will see a total of 35 pitches throughout the entire game. **Pitches not swung at will NOT count against the**

batter. The first inning is designated as the “bunting round”. The second inning will be designated for “situational hitting”. The third and fourth inning will be live batting where players score points based off of where the ball is hit in the cage.

Inning	Round	Hitting Requirements	Scoring
1	Bunting	<ol style="list-style-type: none"> 1. Straight Squeeze 2. Sacrifice Bunt 3. Bunt down 3rd 4. Bunt down 1st 5. Drag bunt 6. Push bunt 7. Fake bunt/Slash 	1 point is awarded for each successful execution
2	Situational	<ol style="list-style-type: none"> 1. Single (1B) to left 2. Single up middle 3. Single to right 4. Double to left 5. Double to right 6. Sacrifice fly 7. Hit and Run 8. Home Run 	1 point 1 point 1 point 2 points 2 points 2 points 2 points 5 points
3-4	Live	No specific order that must be followed (10 pitches) 1B = Any hard ground ball to any field in fair territory 2B = Any hard line drive to any field in fair territory 3B = Any hard line drive into the back of net above the colored line HR = Any live drive that hits the bullseye	1 point 2 points 3 points 5 points

IV. Schedule

Teams will choose a designated time slot throughout the week for 6 weeks to play 2 four inning games (doubleheader). Teams will not face each other head-to-head. This time will be chosen by the coach. The teams official score keeper will use the official score sheet to keep scores and turn into the front desk when finished. Running point totals will be kept for team and individual scores.

V. Scoring The Game

The official scorekeeper must try to use their best judgment on scoring hits. The following guidelines have been provided to assist the scorekeeper. Scores will be recorded after each hit.

Bunting

Squeeze Bunt	Must make successful contact with the ball to protect runner. Unless hit in the air, points will be rewarded no matter where the ball is bunted
Sacrifice Bunt	Ball must be bunted anywhere in fair territory
Bunt down 3 rd	Ball must be bunted in fair territory down third base line
Bunt down 1 st	Ball must be bunted in fair territory down first base line
Drag bunt	Ball must be bunted down any baseline in fair territory using proper drag bunt technique
Push bunt	Ball must be bunted into the ground in fair territory beyond the ground ball line.
Slash	Player must fake bunt and hit the ball on the ground or on a line in fair territory

Situational Hitting

1B to Left	Player must make hard ground ball contact or line drive beyond the ground ball line in fair territory to left. Line drive below the white rope.
1B to Middle	Player must make hard ground ball or line drive contact up the middle. If the ball hits the L screen it will still be awarded. Ball must hit beyond the ground ball line.
1B to Right	Player must make hard ground ball contact or line drive beyond the ground ball line in fair territory to Right. Line drive below the white rope.
2B to Left	Player must make hard line drive contact to left field above the white rope and in fair territory.
2B to Right	Player must make hard line drive contact to right field above the white rope and in fair territory.
Sac Fly	Player must hit the ball in the air and hit beyond the sac fly line (first black pole).
Hit and Run	Player must make contact with ball to protect the runner no matter where the ball is pitched. A point will be awarded no matter what unless the ball is hit in the air to the top of the cage.
Home Run	Player must hit the ball through one of the hula hoops at the back of the cage. If the ball hits the edge of the hula hoop a point will still be awarded.

Live Rounds

1B	Player must make hard ground ball or line drive contact. Ball can hit the ground or netting below the white rope. Ball must hit in fair territory beyond the ground ball line.
2B	Player must make hard line drive contact to left or right field above the white rope.
3B	Player must make hard line drive contact into the back of the net above the white rope. If the ball hits the top of the L screen it will be counted.
HR	Player must hit the ball through one of the hula hoops on the back net. If the ball hits the side of the hula hoop it will be counted.