



Hitting League Rules

1. Each player will accumulate points that are based on their cumulative point totals per game. Players must hit during their scheduled time/game and only players registered are allowed to hit. At the conclusion of each game, player cumulative point totals for that game will be calculated and winners will be determined on a game by game basis. Players will then earn points based on these scores which will be used for final standings.
2. No make-up innings will be allowed. Make-up games will only be permitted on a case by case basis and must be scheduled/played prior to the following weeks scheduled game. It is the individual's responsibility to schedule all make-up games.
3. Equipment – Baseball players of any age may use bats up to a maximum barrel diameter of 2 ¾ inches. All fast pitch softball bats are permitted for all softball divisions.
4. **NO CLEATS, FOOD OR DRINKS, INCLUDING SUNFLOWER SEEDS & GUM ALLOWED ON TURF, NO EXCEPTIONS.**
5. Players are only allowed to hit during their scheduled time. Only 1 batter allowed in the cage at a time, except when it is time for ball pick-up. All others must remain outside of the cage in the designated bench area. All players in the cage must have a helmet on at all times. On-deck batters should be ready to go at all times.
6. Each game will consist of up to 6 innings or 30 minutes, whichever comes first. No inning shall be started with 3 minutes or less remaining in the scheduled game. Each player will be allowed 6 swings per inning. Each swing will be scored. Pitches not swung at will not count against the batter and will not be scored. There are no practice swings and no instruction. Cumulative point totals will be calculated to determine victory/loss.
7. Real-time scoring will be done by All Seasons Sports Academy and is as follows:
 - ✓ 0 points for a swing and miss or batted ball in which player is outside of batters box when contact is made
 - ✓ 1 point for a foul ball of any kind (floor and net will indicate fair or foul)
 - ✓ 2 points for a chopper that is floor to top of net or pop-up in fair territory or ground ball not past L-screen
 - ✓ 3 points for a ground ball that hits or travels past the L-Screen (doesn't hit top of net)
 - ✓ 4 points for a fly ball that lands beyond the L-screen
 - ✓ 5 points for a line drive anywhere in fair territory on the side of the net (Does not hit the top of the net)
 - ✓ 7 points for a line drive hitting back of netting, L-screen or pitching machine in the air

Individual Player Formats – Cumulative point totals will be calculated for each game to determine player standings. The winner of each game will receive (1) bonus point per game won which will be added to their end of season point average to determine Championship qualification.

8. Players will be randomly drawn and assigned a tunnel for each game, with their tunnel assignments being changed to ensure variance and parity of scoring for end of season standings. There will be a different employee at each cage who is responsible for scoring that cage, and each scorer could have different tendencies, as scoring is subjective based on what the scorer sees and interprets from each hit.

Scores determined by All Seasons Sports Academy personnel are official and final. Score sheets will be officially totaled and player stats along with team standings will be posted by All Seasons Sports Academy on-site and on the website before the next hitting league contest the following week.

9. Pitch speeds will be defined by All Seasons Sports Academy. Speeds/pitching machine settings will be age appropriate.
10. All games will start on time.
11. Players must participate in 85% of their scheduled regular season activities in order to be qualify for the Championship. The six players with the highest points per inning batting average for each age division, during the regular season will qualify for the End of Season Championship.
12. Championship Night: Based on the regular season standings, the #1 seed will automatically receive a (15) point head start, #2 seed gets (10) points, #3 seed gets (8) points, #4 seed gets (5), #5 gets (2), and #6 gets (0).

There will be (2) games played, as normal, with the winner of each game receiving an additional (20) points. The player with highest total number of points over the two games will be declared the champion.

13. At the conclusion of the two Championship rounds, prizes will be given to each league champion.