



## Baseball/Softball Scrimmage Rules & Regulations

### I. Date

Each baseball/softball playing school may participate in a controlled scrimmage between two IHSAA member schools no later than two calendar days prior to the first scheduled contest of either school.

### II. Contractual Agreement

Schools who choose to participate in a scrimmage must schedule another Indiana team. Only one scrimmage may be scheduled by any high school. Schools are implored to use good judgment and attempt to scrimmage against a team that is similar to their talent and skill level.

There shall be a contract between the two schools, which will include the location, time and any financial arrangement between schools. Spectator admission into the scrimmage would be an option of the participating schools. Both schools must be in agreement with the financial arrangements prior to the scrimmage.

### III. Players

Any player participating in the controlled scrimmage must have participated in five (5) days of organized practice under the direct supervision of the high school coaching staff in order to be eligible. Varsity, junior varsity and freshman players may be utilized, provided that they have been included in the practices prior to the scrimmage.

### IV. Umpires

Two umpires shall be contracted by the home team. In addition to making the appropriate calls, it is the responsibility of the umpires to see that the scrimmage format is followed. Umpires should not allow themselves to be coerced into deviating from the guidelines for the controlled scrimmage. No one has the authority to supersede the umpires' decision on any aspect of the scrimmage.

### V. Format

This scrimmage shall consist of four innings. Each team will send ten batters to the plate in each half inning regardless of the number of outs that have been made. This allows for each defensive player plus a designated hitter to bat each inning. As in any game, the batting order shall be established by the coach. A scoreboard may only be used to show balls and strikes; no team score shall be kept.

During each inning the team at bat should attempt to create as much offense as possible and the defensive team shall attempt to retire all ten hitters. **No pitcher may pitch to more than fifteen batters during the entire scrimmage.** It is recommended that any player entering the scrimmage be allowed to play one complete inning.

In order for this scrimmage to be a worthwhile event, benefiting both teams, every effort should be made to utilize pitchers who have the ability to throw strikes. Walks do not serve the needs of either squad. Since no score is being kept and the goal is for this to be a winning experience for both teams, coaches should emphasize to their pitchers the importance of throwing strikes.

**Coaches Option for Baseball or Softball:** By mutual agreement of the two head coaches, the fourth inning could be a situation inning whereby:

1. Every batter would start with a count of 1 ball and 1 strike. This would minimize the number of pitches for a pitcher and maximize the importance of throwing strikes.
2. There would be two runners placed on base by the offensive coach to work on baserunning situations; bunting situations; etc. If someone scores or makes an out on the bases, the coach could replace the base runner so that each hitter in this inning would be batting with two runners on base. The coaches should confide in each other what they are attempting to accomplish.

**Softball Scrimmage:** At least two batters shall attempt to bunt (even with two strikes) during each half inning. These must be two different individuals each inning; the same individuals may not be the designated bunters for their team throughout the scrimmage. When it is apparent a batter is attempting to bunt, the pitcher should make every effort to throw the ball over the plate rather than attempting to see how many players she can strike out. The purpose is to provide an opportunity for the offensive team to practice bunting and advancing runner/s while the defensive team hones their skills in defending the bunt.

### VI. Coaches

Coaches (up to four per team) will not be restricted to the dugout. They may position themselves to instruct their players so long as they are not in fair territory. They may stop play for **brief** instructional conferences so long as, in the judgement of the umpires, these conferences are not excessive nor being used as a delaying tactic.

Coaches from the two schools should communicate with each other prior to the scrimmage. This should be done to assure that everyone is in agreement on the format of the scrimmage and to assure that opposing players are competing against players of the same comparable talent level. Everyone should make a concerted effort to keep things moving. It is to no ones advantage for this event to drag on for hours. A brisk flow could be good training for the regular season.

One person from each school will be permitted to videotape/film the scrimmage. Scouting shall not be allowed at the scrimmage. The scrimmage videotapes shall not be exchanged with other coaches for the purpose of scouting. The purpose of the scrimmage is evaluating your own squad.

*g;exh;wd;s'ball;misc.;scrimmage*