

T-Ball Playing Rules

Base Distance - 50 feet		Pitching Distance - 27 feet	Ball Size - 10" soft
Batting: <ul style="list-style-type: none">• Half of your roster bat per inning.• Last batter is considered the “home run batter” and runs around all of the bases after hitting the ball.• Rotate your line up during the next at bat allowing for a different “home run hitter” each inning. <p>* (if your roster has 11 players, you will hit 6 batters one inning, then 5 batters the next inning)</p>			
Bunting - No		Fielding Minimum - One inning on the infield per game per player	
Stealing - No			
Commit Line - No			
Run on Dropped 3rd Strike - No			
Pitching: <ul style="list-style-type: none">• Coach pitches 3 pitches with both feet inside the circle, if batter fouls off last pitch, keep pitching until ball is hit fair or batter misses.• After 3 pitches and any additional fouls, batter gets 3 swings off tee MAX• If ball is not hit fair after 3 swings, batter is out.• Pitchers MUST wear a mask (mandatory).		Batted ball reaches the grass: <ul style="list-style-type: none">• Games prior to 3/25: 1 base only for batter, runners on base may only advance to next base.• Games after 3/25: 2 bases only for batter, runners may advance 2 bases.• Batters and runners advance at their own risk. Batter/Runners that are tagged out must go back to dugout.	
Players on Field: <ul style="list-style-type: none">• All, with no more than seven on the infield dirt (including pitcher and catcher).• Outfielders must be on the grass before the ball is put into play.			
Put Outs: <ul style="list-style-type: none">• No putouts games 1-3• Games 4+, Runners successfully thrown out will return to the dugout (mandatory).• Teams up to bat will go through their half of the batting order regardless if three outs are recorded or not.			
Sliding: <ul style="list-style-type: none">• Games 1-4: Not recommended• Games 5+: Yes, sliding feet first only at coach's discretion.		Run Limit: <ul style="list-style-type: none">• Bat through the team's half of their roster..• Three outs does not constitute an inning.• Every team will bat half of their order then switch.	
Runners may leave base: <ul style="list-style-type: none">• When ball is hit by batter		Game Time Limit: <ul style="list-style-type: none">• Six innings, or drop dead at 75 minutes	
Overthrow Rule to Any Base - Play is dead when overthrown to any base.			
Umpires - No		Standings Kept - No	
Managers/Coaches/Dugout Moms/Parent Helpers <ul style="list-style-type: none">• All must have a background check and a lanyard visible to be on the field or in the dugout.• Board Members will excuse any person without their lanyards. NO EXCEPTIONS!!			

7U Playing Rules

Base Distance - 60 feet	Pitching Distance - 27 feet	Ball Size - 10" soft - use new ball for every game
Bunting - No	Commit Line - No	Run on Dropped 3rd Strike - No
Standings Kept - No	Leading Off - No	Run Limit - Four runs per inning
Pitching Limits: <ul style="list-style-type: none"> One inning per game One pitch constitutes an inning Pitchers MUST wear a mask (mandatory) 		Catching Limits: One inning per game
		Sliding Yes, sliding feet first only at coach's discretion
Batting - Continuous batting order. <ul style="list-style-type: none"> Ball hit in the infield, all existing base runners can advance one base only. Once three outs are recorded, that is the conclusion of the at-bat team's inning. Balls hit to the outfield, runners may advance until the ball is returned to the infield whether controlled or in the dirt. If the runner has passed the base they can advance to next base, but are at risk for being thrown out. 		
All Games: <ul style="list-style-type: none"> Pitcher must start each pitch with their (throwing arm) foot on the rubber. If the pitcher hits a batter in the air or on one bounce, Coach will take over with zero strikes in pitch count. If a pitch hits a batter after two or more bounces, or the ball rolls into the batter, the umpire may call a ball if the batter makes no attempt to move. If a batted ball hits the coach pitcher, the play is dead, runners return to their bases, and the batter resumes her at-bat. The pitch does not count as one of the coach's three pitches. Foul pitches, whether by player or pitching coach, will count as a strike, except for third strike. No third strike can be called on a foul ball. There are no walks. If batter does not make contact with the coach's third pitch, the batter is retired. Start of Season to 3/24 <ul style="list-style-type: none"> *After player throws three pitches, the batter will receive 3 coach pitches. The batter <u>must</u> put one of the pitches in play or the batter is retired. If the third pitch is fouled, the at bat will continue until the ball is put in play or swung and missed. If third pitch is a swing and miss, batter is out. 3/25 to End of Season <ul style="list-style-type: none"> Called strikeouts, whether by player or coach, will retire the batter and the batter will not advance to first base. After player pitches three called balls, with less than three strikes, the batter's coach completes the at-bat and inherits the strike count. Ex: 2-1 count, coach gets two pitches. Batter's coach must begin each pitch with both feet on the rubber. 		
Fielding Minimum - All players must play an infield position at least 1 inning a game.	Players on Field - All, with no more than seven on the infield dirt (including pitcher and catcher). Outfielders must be on the grass before the ball is put into play. Each player must play at least one inning on the infield.	
Courtesy Runner - For injured player only. Must be player that made last recorded out, if no outs, revert to prior inning. Injured player must bat and make it to 1 st base.		Game Time Limit Four innings, or drop dead at 80 minutes
Runners may leave base: When ball is hit in play		Overthrow Rule - No advance past the base each runner was running to
Umpires A junior umpire will be present at all games. If a jr umpire is not available, please work with the other coach to have a volunteer call balls and strikes. <ul style="list-style-type: none"> Defense - No more than 3 coaches on the field (2 coaches on the infield and 1 behind the catcher) 		
Managers/Coaches/Dugout Moms/Parent Helpers - All must have a background check and a lanyard visible to be on the field or in the dugout. Board Members will excuse any person without their lanyards. <u>NO EXCEPTIONS!!</u>		

8U Playing Rules

Base Distance - 60 feet		Pitching Distance - 30 feet	Ball Size - 10" RIF - use new ball every game
Batting - Continuous batting order. If ball is not hit out of the infield, all existing base runners can advance one base only. Once three outs are recorded, that is the conclusion of the at-bat team's inning. Balls hit to the outfield runners may advance until the ball is returned to the infield whether controlled or in the dirt. If the runner has passed the base they can advance to the next base, but are at risk for being thrown out.			Bunting <ul style="list-style-type: none">• Yes, off player pitcher only. Any attempt to bunt off pitcher is a strike. Walks <ul style="list-style-type: none">• No walks
Balls & Strikes <ul style="list-style-type: none">• Pitcher must start each pitch with their (throwing arm) foot on the rubber.• If batter receives three strikes from pitcher, whether swinging or called strike by umpire, the batter is retired by strike out. If the pitcher hits a batter in the air or on one bounce, the coach takes over with zero strikes in pitch count. If a pitch hits a batter after two or more bounces, or the ball rolls into the batter, the umpire may call a ball if the batter makes no attempt to move.• After pitching four called balls, with less than three strikes, the Batter's coach inherits the strike count for the at-bat.• Batter's coach begins each pitch with both feet on the rubber. Coach will inherit the strike count. Ex: 2-1 count, coach gets two pitches.• If a batted ball hits the coach pitcher, the play is dead, runners return to their bases, and the batter resumes her at-bat. The pitch does not count as one of the coach's pitches.• Called strikeouts, whether by player or pitching coach, will retire the batter and the batter will not advance to first base.• Foul pitches, whether by player or pitching coach, will count as a strike, except for third strike. No third strike can be called on a foul ball.			
Run Limit: <ul style="list-style-type: none">• Four runs innings 1-3• Unlimited runs 4th inning		Players on Field - All, with no more than seven on the infield dirt (including pitcher and catcher). Outfielders must be on the grass before the ball is put into play.	
Overthrow Rule <ul style="list-style-type: none">• On overthrow to any base: No advance past the base each runner was running to		Fielding Minimum <ul style="list-style-type: none">• All players must play an infield position at least 1 inning a game.	
Pitching Limits <ul style="list-style-type: none">• Two innings per game• One pitch constitutes an inning• Pitchers MUST wear a mask (mandatory)• Playoffs: If game goes to extra innings pitching limits reset		Catching Limits: <ul style="list-style-type: none">• Two innings per game• The catcher must make an attempt to catch/field the ball and must throw the ball back to the pitcher. The defensive coach behind the catcher is there to help shag balls to keep motion of the game going, not to field the ball.	
Lead Off <ul style="list-style-type: none">• No lead off on coach pitch• Lead off on player pitch release - Jr. Umpire can call runner out for leaving early - No stealing• Base-runner may lead off, defense can attempt to "pick-off" any runners on base, runners can advance to next base to not get tagged out, but will have to return to original base when play is dead			
Sliding - Yes, sliding feet first only.		Courtesy Runner - For catcher, pitcher or injured player only, must be player that made last recorded out, if no outs, revert to prior inning. → Injured player must bat and make it to 1 st base.	
Commit Line - No	Stealing - No		
Run on Dropped 3rd Strike -No		Game Time Limit Four innings or drop dead at 90 minutes → Championship Game: 4 complete innings (no time limit)	
Standings Kept - Starting 3/25			
Umpires: A junior umpire should be present at all games. If a Jr. Umpire is not available, please work with the other coach to have a volunteer call balls and strikes. No more than 3 defensive coaches on the field (1 behind the catcher, 2 in the outfield).			
Managers/Coaches/Dugout Moms/Parent Helpers: All must have a background check and a lanyard visible to be on the field or in the dugout. Board Members will excuse any person without their lanyards. NO EXCEPTIONS!!			

10U Rec Playing Rules

Base Distance - 60 feet	Pitching Distance - 35 feet	Ball Size - 11" hard - use new ball for every game	
Batting - All	After Four Balls - Walk	Bunting - Yes	
Playing Time: <ul style="list-style-type: none">• Player may not sit out more than 1 inning per game during regular season, 2 innings per game during playoffs.• All players must play 1 full inning at an infield position by the end of the 3rd inning.			
Pitching Limits: <ul style="list-style-type: none">• Pitching - three innings per game• 1 pitch constitutes an inning• Playoffs Pitching: Max 5 innings per game, if game goes extra innings pitching limits reset.• Pitchers MUST wear a mask (mandatory)• Pitcher must start each pitch with their (throwing arm) foot on the rubber.			
Catching Limits: <ul style="list-style-type: none">• Catching prior to 3/25: 2 innings max per game.• Catching 3/25 and later: Max 3 innings per game.• Playoffs catching: 5 innings max per game. If game goes extra innings, catching limits reset.			
Run Limit: <ul style="list-style-type: none">• Innings 1-3: Five runs per inning• Innings 4+: Unlimited• Ten run rule applies after 4 complete innings of play.		Stealing: <ul style="list-style-type: none">• Games prior to 3/25: Only one base may be stolen per pitch, and NO stealing home.• Games 3/25 and later: Only one base may be stolen per pitch, including home.	
Run on Dropped 3rd Strike – No		Sportsmanship Rule: <ul style="list-style-type: none">• NO stealing when leading by 7 runs	
Infield Fly Rule - No			
Players On Field: <ul style="list-style-type: none">• 10 players on the field• normal infield positions, LF, LC, RC, RF in outfield		Courtesy Runner: For catcher, pitcher or injured player only, must be player that made last recorded out, if no outs, revert to prior inning. Injured player <u>must</u> bat and make it to 1 st base.	
Runners may advance: when ball leaves pitcher's hand		Sliding - Yes	Commit Line - No
Game Time Limit: <ul style="list-style-type: none">• Six innings with no new inning to be started after 80 minutes, finish the current inning (soft stop 80 minutes).• 3 full innings minimum. The new inning is considered started as soon as the 3rd out is called in the previous inning. (USA Rules also allow an umpire to add additional time if a team attempts to delay a game.)• Game only reverts back to the previous completed inning if game is called due to darkness.			
Overthrow Rule USA Rule: As long as the ball is in play, runners can advance until the ball is returned to the pitcher in the pitcher's circle.			
Standings Kept – Starting 3/25		Umpires – 1 USA / 1 Jr Umpire (when available)	
Managers/Coaches/Dugout Moms/Parent Helpers - All must have a background check and a lanyard visible to be on the field or in the dugout. Board Members will excuse any person without their lanyards. NO EXCEPTIONS!!			

MS Rec Playing Rules

Base Distance - 60 feet	Pitching Distance - 40 feet	Ball Size - 12" hard - use new ball for every game	
Batting - All	After Four Balls - Walk	Bunting - Yes	
Playing Time: <ul style="list-style-type: none">Player may not sit out more than 1 inning per game during regular season, 2 innings per game during playoffs.All players must play 1 full inning at an infield position by the end of the 3rd inning.			
Pitching Limits: <ul style="list-style-type: none">2 of First 4 Innings, No Max There After1 pitch constitutes an inningPitchers MUST wear a mask (mandatory)Pitcher must start each pitch with their (throwing arm) foot on the rubber.			
Run Limit: <ul style="list-style-type: none">Innings 1-3: Three runs per inningInnings 4+: UnlimitedIf up 12 runs after 4th inning or 10 runs after 5 inning game ends.		Courtesy Runner: <ul style="list-style-type: none">For catcher only, must be player that made last recorded out, if no outs, revert to prior inning.Injured player <u>must</u> bat and make it to 1st base.	
Run on Dropped 3rd Strike – No			
Infield Fly Rule - Yes			
Players On Field: <ul style="list-style-type: none">10 players on the fieldNormal infield positions, LF, LC, RC, RF in outfield		Stealing: <ul style="list-style-type: none">Yes	
Runners may advance: When ball leaves pitcher's hand		Sliding - Yes	Commit Line - No
Game Time Limit: <ul style="list-style-type: none">Seven innings max with no new inning to be started after 90 minutes. Drop dead at 105 min and revert to previous inning if home team does not bat.If up 12 runs after 4th inning or 10 runs after 5 inning game ends. (USA Rules also allow an umpire to add additional time if a team attempts to delay a game.)3 full innings minimum. The new inning is considered started as soon as the 3rd out is called in the previous inningGame only reverts back to the previous completed inning if game is called due to darkness.			
Overthrow Rule USA Rule: As long as the ball is in play, runners can advance until the ball is returned to the pitcher in the pitcher's circle.			
Standings Kept –		Umpires – 1 USA / 1 Jr Umpire (when available)	
Managers/Coaches/Dugout Moms/Parent Helpers - All must have a background check and a lanyard visible to be on the field or in the dugout. Board Members will excuse any person without their lanyards. NO EXCEPTIONS!!			