

## T-Ball Playing Rules

<b>Base Distance</b> - 50 feet		<b>Pitching Distance</b> - 27 feet	<b>Ball Size</b> - 10" soft
<b>Run on Dropped 3rd Strike</b> - No			
<b>Batting – 5 Batters at bat per inning</b>	<b>Bunting</b> - No	<b>Fielding Minimum</b> - One inning on the infield per game per player	
<b>Commit Line</b> - No	<b>Stealing</b> - No	<b>Run on Dropped 3rd Strike</b> - No	
<b>Run on Dropped 3rd Strike</b> - No			
<b>3 Pitches</b> <ul style="list-style-type: none"> <li>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</li> <li>After 3 pitches and any additional fouls, batter gets 3 swings off tee MAX</li> <li>If ball is not hit fair after 3 swings, batter is out</li> </ul>		<b>Batted ball reaches the grass</b> <ul style="list-style-type: none"> <li>Games up to March 14th: 1 base only for batter, runners on base may only advance to next base</li> <li>Games after March 14th: 2 bases only for batter, runners may advance 2 bases</li> </ul> Batters and runners advance at their own risk. Batter/Runners that are tagged out must go back to dugout.	
<b>Players on Field</b> - 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.			
<b>Put Outs</b> —No putouts games 1-3 Games 4+ Runners successfully thrown out will return to the dugout ( <b>mandatory</b> ). Teams up to bat will go through their half of the batting order regardless if three outs are recorded or not.			
<b>Sliding</b> <ul style="list-style-type: none"> <li>Games 1-4: Not recommended</li> <li>Games 5+: Yes, sliding feet first only at coach's discretion</li> </ul>		<b>Run Limit</b> - Bat through the team's lineup. Three outs does not constitute an inning. Every team will bat half of their order then switch.	
<b>Runners may leave base...</b> - when ball is hit by batter  <b>Run on Dropped 3rd Strike</b> - No		<b>Game Time Limit</b> -Six innings, or drop dead at 75 minutes	
<b>Overthrow Rule to Any Base</b> - Play is dead when overthrown to any base			
<b>Umpires</b> - No		<b>Standings Kept</b> - No	
<b>Managers/Coaches/Dugout Moms/Parent Helpers</b> - 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

<b>Base Distance</b> - 55 feet	<b>Pitching Distance</b> - 27 feet	<b>Ball Size</b> - 10" soft - use new ball for every game
<b>Bunting</b> - No	<b>Commit Line</b> - No	<b>Run on Dropped 3rd Strike</b> - No
<b>Standings Kept</b> - No	<b>Leading Off</b> - No	<b>Run Limit</b> - Four runs per inning
<b>Pitching Limits/ catching limits</b> <ul style="list-style-type: none"> <li>• Pitching: One inning per game</li> <li>• One pitch constitutes an inning</li> <li>• Catching: One inning per game</li> <li>• Pitchers <b>MUST</b> wear a mask (mandatory)</li> </ul>		<b>Sliding</b> <ul style="list-style-type: none"> <li>• Prior to 3/21: No</li> <li>• 3/21 and later: Yes, sliding feet first only at coach's discretion</li> </ul>
<b>Batting</b> - 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.		
<b>Balls &amp; Strikes</b> <b>Prior to 3/21:</b> Pitcher can start each pitch with both feet on the pitching rubber <i>-OR- per new USA rules, start each pitch with both feet on the pitching rubber and take 1 step back prior to starting her pitch.</i> If batter receives three strikes from pitcher, whether swinging or called strike by umpire, the batter gets 2 coach pitches. The batter must put one of the pitches in play or the batter is retired. If the second pitch is fouled the at bat continues until the ball is put in play or swung and missed. The batter must swing at the second pitch and all remaining pitches or she is out. <b>3/21 and later:</b> Pitcher starts each pitch with both feet on the pitching rubber. If batter receives three strikes from pitcher, whether swinging or called strike by umpire, the batter is retired by strike out. <b>All Games</b> 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 three called balls, with less than three strikes, the Batter's coach completes the at-bat. Batter's coach begins each pitch with both feet on the rubber. Coach will inherit the count and has a maximum of 3 pitches to complete the at bat. The batter <b>MUST</b> swing at the third pitch no matter if it is a ball or a strike. Umpire will call balls and strikes on "coach pitch". 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. Called strikeouts, whether by player or pitching coach, will retire the batter and the batter will not advance to first base. (3/24 and later) 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 on pitching coach's third pitch, the batter is retired.		
<b>Fielding Minimum</b> - All players must play an infield position at least 1 inning a game.	<b>Players on Field</b> - 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.	
<b>Courtesy Runner</b> - 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 <sup>st</sup> base.	<b>Game Time Limit</b> Four innings, or drop dead at 80 minutes	
<b>Runners may leave base...</b> - When ball is hit in play	<b>Overthrow Rule</b> - No advance past the base each runner was running to	
<b>Umpires</b> A junior umpire will be present at all games. If by chance one does not show up, please work with other coach to have a volunteer call balls and strikes. <ul style="list-style-type: none"> <li>• Defense - up to 2 coaches on the infield and 1 behind the catcher</li> </ul>		
<b>Managers/Coaches/Dugout Moms/Parent Helpers</b> - 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. <b>NO EXCEPTIONS!!</b>		

## 8U Playing Rules

<b>Base Distance</b> - 60 feet	<b>Pitching Distance</b> - 30 feet	<b>Ball Size</b> - 10" RIF
<b>Batting</b> 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.		<b>Bunting</b> <ul style="list-style-type: none"> <li>• Prior to 3/21: No</li> <li>• 3/21 and later: Yes, off player pitcher only. Any attempt to bunt off pitcher is a strike.</li> </ul>
<b>Balls &amp; Strikes</b> Pitcher can start each pitch with both feet on the pitching rubber <i>-OR- per new USA rules, start each pitch with both feet on the pitching rubber and take 1 step back prior to starting her pitch.</i> 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 completes the at-bat. Batter's coach begins each pitch with both feet on the rubber. Coach will inherit the count and has a maximum of 3 pitches to complete the at bat. The batter <b>MUST</b> swing at the third pitch no matter if it is a ball or a strike. Umpire will call balls and strikes on "coach pitch". 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. 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.		
<b>Courtesy Runner</b> - 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 <sup>st</sup> base.		<b>Players on Field</b> -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.
<b>Run on Dropped 3rd Strike</b> -No <b>Commit Line</b> - No	<b>Leading Off-No leading off on coach pitch</b> <ul style="list-style-type: none"> <li>• No stealing</li> <li>• Base runner may lead off. Catcher/Pitcher can make attempt to "pick off" any runners on base. Runners can advance to next base as to not get tagged out, but must retreat to original base once the play is deemed dead.</li> <li>• Runners may leave base when the pitcher releases the ball. Umpires will call runners out once standings are kept if runner leaves early.</li> </ul>	
<b>Sliding</b> <ul style="list-style-type: none"> <li>• Yes, sliding feet first only.</li> </ul>		
<b>Pitching Limits</b> <ul style="list-style-type: none"> <li>• Two innings per game (Fall season only 1 inning per game)</li> <li>• Playoffs: If game goes to extra innings pitching limits reset</li> <li>• One pitch constitutes an inning</li> <li>• Pitchers <b>MUST</b> wear a mask (mandatory)</li> </ul>		<b>Fielding Minimum</b> - All players must play an infield position at least 1 inning a game.
<b>Overthrow Rule</b>		
<b>On overthrow to any base:</b> No advance past the base each runner was running to		
<b>Game Time Limit</b> Four innings or drop dead at 80 minutes	<b>Run Limit</b> - Four runs per inning	<b>Standings Kept</b> - Standings will be kept last X weeks of season (TBD)
<b>Umpires</b> - A junior umpire will be present at all games. If by chance one does not show up, please work with other coach to have a volunteer call balls and strikes. <ul style="list-style-type: none"> <li>• Defense - up to 2 coaches on the infield and 1 behind the catcher</li> </ul> Note: The catcher must make 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 game going, not to field the ball.		
<b>Managers/Coaches/Dugout Moms/Parent Helpers</b> - 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. <b>NO EXCEPTIONS!!</b>		

## 10U Playing Rules

<b>Base Distance</b> - 60 feet	<b>Pitching Distance</b> - 35 feet	<b>Ball Size</b> - 11" hard - use new ball for every game	
<b>Batting</b> - All	<b>After Four Balls</b> - Walk	<b>Bunting</b> - Yes	
<b>Playing Time</b> - 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 3 <sup>rd</sup> inning.			
<b>Pitching / Catching Limits</b> <ul style="list-style-type: none"> <li>• Pitching Three innings per game</li> <li>• 1 pitch constitutes an inning</li> <li>• Playoffs Pitching: Max 5 innings per game, if game goes extra innings pitching limits reset.</li> <li>• Catching prior to 3/21: 2 innings max per game.</li> <li>• Catching 3/21 and later: Max 3 innings per game.</li> <li>• Playoffs catching: 5 innings max per game. If game goes extra innings, catching limits reset.</li> <li>• Pitchers MUST wear a mask (mandatory)</li> <li>• Pitcher can start each pitch with both feet on the pitching rubber -OR- per new USA rules, start each pitch with both feet on the pitching rubber and take 1 step back prior to starting her pitch.</li> </ul>		<b>Stealing</b> <ul style="list-style-type: none"> <li>• Games prior to 3/21: Only one base may be stolen per pitch, but no stealing home</li> <li>• Games 3/21 and later: Unlimited bases per pitch, including home</li> </ul> Sportsmanship rule applies: no stealing when leading by 7 runs	
<b>Players on Field</b> 10 players on the field, normal infield positions, LF, LC, RC, RF in outfield		<b>Courtesy Runner</b> - 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 <sup>st</sup> base.	
<b>Runners may advance...</b> - when ball leaves pitcher's hand		<b>Sliding</b> - Yes	<b>Commit Line</b> - No
<b>Run on Dropped 3rd Strike</b> – No	<b>Run Limit</b> <ul style="list-style-type: none"> <li>• Innings 1-3: Five runs per inning</li> <li>• Innings 4+: Unlimited</li> </ul> Ten run rule applies after 4 complete innings of play.		
<b>Infield fly rule</b> - No			
<b>Game Time Limit</b> Six innings with no new inning to be started after 80 minutes, finish the current inning. 3 full innings minimum. The new inning is considered started as soon as the 3rd out is called in the previous inning. (ASA 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.			
<b>Overthrow Rule</b> ASA 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.			
<b>Standings Kept</b> - Yes, for Games 5+		<b>Umpires</b> – 1 ASA / 1 Jr Umpire (when available)	
<b>Managers/Coaches/Dugout Moms/Parent Helpers</b> - 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!!			

## Middle School Playing Rules

<b>Base Distance</b> - 60 feet		<b>Pitching Distance</b> - 40 feet		<b>Ball Size</b> - 12" - use new ball for every game	
<b>Batting</b> - All		<b>After Four Balls</b> - Walk		<b>Bunting</b> - Yes	
<b>Fielding Minimum</b> - Minimum four innings in the field, one of which must be an infield position			<b>Players on Field</b> - 10 players on the field, normal infield positions, LF, LC, RC, RF in outfield		
<b>Infield fly rule</b> - No					
<b>Pitching Limits</b> <ul style="list-style-type: none"> <li>• 4 innings per game</li> <li>• 1 pitch constitutes an inning</li> <li>• Playoffs: Max 6 innings per game, if game goes extra innings pitching limits reset</li> <li>• Pitchers MUST wear a mask (mandatory)</li> <li>• Pitcher can start each pitch with both feet on the pitching rubber -OR- <i>per new USA rules, start each pitch with both feet on the pitching rubber and take 1 step back prior to starting her pitch.</i></li> </ul>			<b>Courtesy Runner</b> - 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 <sup>st</sup> base.		
			<b>Stealing</b> Sportsmanship rule applies: no stealing when leading by 7 runs		
<b>Sliding</b> Yes	<b>Runners may advance...</b> when ball leaves pitcher's hand		<b>Commit Line</b> No	<b>Run on Dropped 3rd Strike</b> Yes	
<b>Run Limit</b> <ul style="list-style-type: none"> <li>• Innings 1-4: Five runs per inning</li> <li>• Innings 5+: Unlimited</li> </ul> Ten run rule applies after 5 complete innings of play.			<b>Overthrow Rule</b> ASA 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.		
<b>Game Time Limit</b> Seven innings with no new inning to be started after 105 minutes, finish the current inning. The new inning is considered started as soon as the 3rd out is called in the previous inning. (ASA Rules also allow an umpire to add additional time if a team attempts to delay a game.) Game only reverts back to previous completed inning if it is called due to darkness.					
<b>Standings Kept</b> - Yes, for Games 5+			<b>Umpires</b> - 1 ASA / 1 Jr Umpire (when available)		
<b>Managers/Coaches/Dugout Moms/Parent Helpers</b> - 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!!					

**2019 SENIORS DIVISION RULES SUMMARY**

<b>Category</b>	<b>House Rule</b>	<b>Notes</b>
Ball	12"	
Batting	Entire Team	There is no penalty (automatic out), if a player leaves the game for any reason. The spot in the batting order is skipped. If a player shows up late, she can be inserted into the bottom of the line-up
Courtesy Runner	Catcher Only	Replacement shall be the LAST BATTED OUT for the team that is AT BAT. Catcher that was replaced must begin the next defensive 1/2 inning at that position. Injured runner may be replaced by the last batted out.
Bunting	Yes	
Drop 3rd Strike	Yes	
Min Inn/Game	3	
Infield Fly	Yes	
# of Fielders	9	
Pitch Distance	43'	
Pitch Limit	21 outs/Week	If a team is scheduled to play 3 games in one week (Sunday to Saturday), that team's pitchers will be limited to 30 outs per pitcher for that week.
Per Inning Run Limit Thru 4th Inning	5	
Time Limit/Max Inn/Game	No New Inn After 105min/7 Inn Max	
Min Number of Players to Start Game	7	No out taken in batting order
There is NOT a "Drop Dead" time rule!		
*** The fence and extended fence line on all fields constitutes an out of play line.		
**** Injured runner may be replaced by the last batted out.		