



**MEBANE RECREATION & PARKS**  
**YOUTH BASEBALL / SOFTBALL RULES**  
**2024**

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# League Baseball / Softball Rules

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## I. **NAME:**

When partnering with other recreation departments, the name of the league shall be the Metro Recreation & Parks Youth Baseball / Softball League. The Metro League will consist of teams from the following local recreation departments: Mebane, Burlington, Gibsonville, or Alamance County.

In most cases, age divisions with at least four (4) Mebane teams will play in an in-house league (Mebane only).

## II. **ELIGIBILITY:**

- A. The date used to determine which age group a player is eligible to participate in is May 1 of the playing year.
- B. Each player's age will be approved by the Athletic Director. This may be done only through the use of birth certificates and the birth certificate file in the office of the Athletic Director.
  - a. 6U – players aged 5-6
  - b. 8U – players aged 7-8
  - c. 10U – players aged 9-10
  - d. 13U – players aged 11-13
- C. A player may move up and play in an older league if he/she desires, but after he/she has participated in one (1) League game with that team, he/she must play in that age group for the remainder of that season.

**III. PRINCIPLES OF YOUTH ATHLETICS:**

- A. It is the aim of the Recreation and Parks Department to provide organized games and activities, recreation facilities, supervision and leadership to its citizens in their ideals and interests in the area of leisure time activities and/or its organization.
- B. To promote the ideals of good sportsmanship, teach basic skills, develop individual talents, and provide an opportunity to enjoy the best possible recreation advantages and atmospheres.
- C. To recognize the youth participant as an individual with particular abilities and limitations. A great deal of consideration must be given to his physical, mental, emotional, and social development with every precaution taken to ensure that each is developed to its highest potential.

**IV. DISCIPLINARY ACTION: (Including: parents, spectators, coaches, and players)**

- A. Ejection from Game.....Minimum 1 Game Suspension
- B. Unsportsmanlike Conduct.....Minimum 10 Day Suspension
- C. Profanity.....Minimum 10 Day Suspension
- D. Threatening an Official.....Minimum Suspension for remainder of Season
- E. Hitting an Official.....Minimum 2 Year Suspension
- F. Drinking.....Suspended For Season
- G. Fighting.....Suspended For Season
  - a. Any coach, parent or spectator suspended must leave the playing facility immediately upon ejection; however, a player may remain at the playing facility.
  - b. All suspensions will be reviewed by the Recreation Staff in order to determine if further disciplinary action needs be taken. All decisions concerning disciplinary actions by the Recreation and Parks Department are final.
  - c. Individuals can be suspended after the game for unsportsmanlike conduct by a game official or recreation staff member.

**V. DUTY OF THE COACH AND CERTIFICATION:**

- A. It is the duty of the coach to see that the roster and records of his/her team are delivered to the Recreation Athletic Director prior to the first game, so that he may signify that all players are eligible. The official Recreation and Parks Department roster must be used. It is mandatory that this roster be completed in full, and typed: showing the player's name exactly how it appears on his birth certificate with no use of nicknames or other. The player's birth date and complete mailing address must be filled in. Also at this time, birth certificates must be presented to the Athletic Director. If the player's birth certificate is on file from the previous year, his full name, complete address, and birth date must appear on the roster typed. Asterisk (\*) these individuals for last year's season's identifications.
- B. Each parent shall be responsible for seeing that their child is examined by his family doctor before he/she is allowed to play.
- C. The coach shall see that every child has adequate insurance or a signed release from the parents for the child to participate in the Metro Recreation and Parks Youth Baseball / Softball Program.
- D. The coach must have his/her team ready to play ten (10) minutes prior to game time.
- E. It is the duty of the coach to make sure that their score sheet is correct before each game, this will avoid any conflicts due to wrong numbers with names.

**VI. EQUIPMENT:**

- A. The Home Team organization will be responsible for the condition of the playing field. The Athletic Department's will make the final decision as to whether a field is in the proper playing condition due to adverse weather.
- B. The ball shall be an official youth league sanctioned baseball or softball that is approved by the organization that the team plays under.
- C. Baseball Bats – All bats must adhere to the current rules and standards set by USA Baseball: <https://usabat.com>
- D. Softball Bats – All bats must have a permanent ASA or USA Softball stamp
- E. Solid, one-piece wood bats are allowed in both baseball and softball and do not require a stamp
- F. All players must wear protective batting helmets covering both ears when at the plate and on the basepaths. Protective helmets worn in the field will be left up to the discretion of the team's coaching staff.
- G. All batters must wear a batting helmet with a metal face protector
- H. Tennis shoes or molded rubber spikes must be worn by all players.
  - i. (METAL SPIKES ARE PROHIBITED IN ALL AGE GROUPS (except for the Intermediate League))
- I. Each player in the field must wear a glove.
- J. Catchers must wear protective head gear and throat protector during the game and warming up pitchers.
- K. SOFTBALL – All defensive infielders are highly recommended to wear a D-mask
- L. Each player must wear a numbered shirt.
- M. No battery powered noise makers or voice enhancers, bells, whistles, or any type of distractions will be allowed at games other than the official public address system.
- N. Pitchers may wear a batting glove on their baseball glove hand as long as it is not white or gray.
- O. Jewelry may not be worn during the game.

**VII. OFFICIALS:**

- A. All umpires will be furnished and assigned by the Baseball Booking Agent.
- B. Officials will have complete control of all games.
- C. After the game has begun, the assigned officials or recreation staff will be responsible for discontinuing the game for any reason.
- D. The officials' decision on all calls will be final.

**VIII. AWARDS:**

- A. Team and individual awards will be given to the tournament champions and runner-up.

**IX. PROJECTED DAYS OF GAMES:**

- A. Baseball – Monday and Wednesday
- B. Softball – Tuesday and Thursday

\*Game days could change based on the number of teams in each division and host department

**X. RULEBOOK CHANGES**

- A. The Mebane Recreation & Parks Department reserves the right to make any changes and additions to the rulebook at any time.

# 6U Baseball Rules (Modified Coach Pitch)



## **Field Dimensions**

Base Distance: 60 ft.      Pitching Rubber: 40 ft. with pitcher's circle

Halfway lines between 1<sup>st</sup> and 2<sup>nd</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>, and 3<sup>rd</sup> and home plate

## **Game Time / Innings Limit**

Time Limit: 60 Minutes – No new inning will be started with less than 10 minutes remaining in the time limit.

Innings Limit: 5 Innings

## **Instructional League**

No score will be kept in this instructional league. Innings will end when each player on the offensive team has batted in the inning.

## ***Participation***

### **1. Batting Order**

- a. Every player that is present at game time must be listed in the batting lineup and the batting line up and players must bat in the order listed. Players arriving after the game has started must be added at the bottom of the lineup.

### **2. Defensive Playing Time**

- a. Every player must complete at least one full inning on defense – this should be one of the first two innings

## ***Offense***

### **3. Batting**

- a. Players will have the opportunity to receive up to 4 pitches from a coach to hit a ball into fair territory. After 4 pitches, the batter will hit off of a tee.
- b. The first fair ball will be considered a live ball and the batter must run to first base.

### **4. Pitching**

- a. A coach who is at least 16 years old will be used to pitch to their team's batters
- b. Coaches may pitch from the pitching rubber or anywhere within the surrounding pitcher's circle
- c. Each batter may receive a maximum of 4 pitches from the coach before using a tee to hit the ball
- d. Coaches may throw for a standing or kneeled position
- e. If a batter ball makes contact with the pitcher, it will be considered a dead ball and the batter will receive first base. Any additional baserunner will advance one base.

### **5. Baserunning**

- a. Players are not allowed to lead off or steal any base. They may not leave their occupied base until the ball has been put into play.
- b. Baserunners cannot run out of the baseline to avoid being tagged out and cannot run into a fielder with possession of the ball with the intent of dislodging the ball
- c. If a player has passed the halfway line between bases when the timeout is granted, they will be awarded the base they are advancing to
- d. If a baserunner is declared out, they will not continue running and will return to the bench
- e. Offensive teams may have one coach in the first base coaches' box and one coach in the third base coaches' box
  - i. Coaches should not make physical contact with baserunners to begin or stop the baserunner. In the next age division, coach/baserunner contact results in a defensive out. At this age group, it will only be considered an out if excessive or repetitive.

## **Defense**

6. **Defensive Alignment**
  - a. Teams may play all players in the defensive field.
  - b. Teams may have a maximum of 5 players in the infield which includes one pitcher's helper. All other players must play in the outfield.
  - c. All outfielders must start in the grass and cannot enter the infield until the ball has been batted fair.
  - d. Defensive players may not take a position in front of the mid-point of the pitcher's circle
  - e. If teams have less than 10 players present, they may play with less outfielders
7. **Coaches On Field**
  - a. Two coaches are allowed in the outfield (left-center and right-center). Coaches are not allowed in the defensive infield.
  - b. A coach (offensive or defensive team) should assist the catcher by throwing balls back to the pitcher.
  - c. **Infield Fly**
    - a. The infield fly rule is NOT enforced
8. **Calling Time**
  - a. Time-out will be granted when the defensive team has possession of the ball in the infield and requests time-out. To request time-out, players must raise their arm vertically and verbally call "time."
  - b. Defensive teams are encouraged to make an attempt to earn an out prior to calling time-out. This is an instructional league and we want the players to have repetitions throwing/catching to record outs and limiting additional baserunning encourages players to make attempts for outs

## **Game Management**

9. **Coaches**
  - a. There will be no umpires for this age group. Coaches will manage the game.
  - b. Coaches will have complete control of the game. They will call the game fairly but may make decisions to ensure all players get more opportunities to hit, throw, catch, and run
10. **Pre-Game**
  - a. Teams may not warm up on the infield prior to the game
  - b. Both teams must submit a lineup card to the opposing bookkeeper
11. **Coaches In the Dugout**
  - a. Teams may have a maximum of five coaches in the dugout.
12. **Scorebook**
  - a. Each team should use a scorebook to keep track of their batting order. Score is not kept in this league so if any player bats out of order, we will get the order back on track and ensure all players bat without penalty
13. **Supporting Rulebook**
  - a. Any rules in question will default to the National High School Federation Baseball Rulebook

# 8U Baseball Rules (Coach Pitch)



## Field Dimensions

Base Distance: 60 ft. Pitching Rubber: 40 ft. with pitcher's circle

Halfway lines between 1<sup>st</sup> and 2<sup>nd</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>, and 3<sup>rd</sup> and home plate

## Game Time / Innings Limit

No new inning will be started after 50 minutes of game play. Any inning started will be completed.

Innings Limit: 5 Innings In case of rain, one full inning must be played to constitute a full game.

## Scoring Limit

Each inning will have a score limit. Once the score limit is reached, the inning ends immediately, regardless of if other runs would score. The maximum score limit per inning is determined by the formula: Inning Number x 5

i.e., 1<sup>st</sup> inning (1x5) = 5, 2<sup>nd</sup> inning (2x5) = 10, 3<sup>rd</sup> inning (3x5) = 15

Therefore, teams may score more than five runs in an inning **ONLY** if they did not reach the limit in previous innings.

If a game is tied at the conclusion of the time or innings limit in the regular season, the game will be considered a tie.

If a game is tied at the conclusion of the time or inning limit in the postseason tournament, additional innings will be played as needed using the international tiebreaker and the maximum score limit would remain in effect.

## **Participation**

### 1. **Minimum Number of Players**

- a. Teams must have seven (7) players present to begin any game. However, teams must have eight (8) slots listed in the batting order. If the 8<sup>th</sup> position is not filled at the time of at-bat, it will constitute an out.

### 2. **Batting Order**

- a. Every player that is present at game time must be listed in the batting lineup and the batting line up and players must bat in the order listed. Players arriving after the game has started must be added at the bottom of the lineup.

### 3. **Defensive Playing Time**

- a. Every player must complete at least one full inning on defense – this should be one of the first two innings

## **Offense**

### 4. **Batting**

- a. Players will have the opportunity to receive up to 5 pitches from a coach to hit a ball into fair territory. If the 5<sup>th</sup> or any additional pitch is hit into foul territory, the batter will earn an additional pitch.
- b. The first fair ball will be considered a live ball and the batter must run to first base.
- c. Batters are not allowed to bunt the ball.
- d. A player who unintentionally throws his/her bat will be warned by the umpire. In addition, a team warning will be issued and thereafter any player who throws his bat will be declared out. This is a dead ball situation.

### 5. **Pitching**

- a. A coach who is at least 16 years old will be used to pitch to their team's batters.
- b. Coaches may pitch from the pitching rubber or anywhere within the surrounding pitcher's circle
- c. Coaches may throw for a standing or kneeled position
- d. If a batted ball makes contact with the pitcher, the batter is out and baserunners may not advance.

## 6. **Baserunning**

- a. Players are not allowed to lead off or steal any base. They may not leave their occupied base until the ball has been put into play
- b. Baserunners cannot run out of the baseline to avoid being tagged out and cannot run into a fielder with possession of the ball with the intent of dislodging the ball; they will be considered out
- c. If a player has passed the halfway line between bases when the umpire grants timeout, they will be awarded the base they are advancing to
- d. Headfirst sliding (diving) is not allowed when advancing bases. Players may dive when returning to base.
- e. Offensive teams may substitute a runner for their catcher at any point the catcher is a baserunner; it is required when there are two outs.
  - i. The offensive player who recorded the last out will replace the catcher
- f. Offensive teams may have one coach in the first base coaches' box and one coach in the third base coaches' box
  - i. Coaches may not make physical contact with baserunners to begin or stop the baserunner. Any contact between an offensive coach and the baserunner will result in the runner being out.

## **Defense**

### 7. **Defensive Alignment**

- a. Teams will play 10 defensive players in the field.
- b. Teams may have a maximum of 6 players in the infield which includes a catcher and one pitcher's helper.
- c. If a team chooses to play without a catcher, they may only have 5 infielders and an additional outfielder.
- d. All outfielders must be in the grass until the ball has been put into play
- e. Defensive players may not take a position in front of the mid-point of the pitcher's circle
- f. If teams have less than 10 players present, they may play with less outfielders

### 8. **Coaches On Field**

- a. Two coaches are allowed in the outfield (left-center and right-center). Coaches are not allowed in the defensive infield.
- b. A coach (offensive or defensive team) should assist the catcher by throwing balls back to the pitcher. Any coach that is in the catcher's position must wear a umpire mask or catcher's helmet.

### 9. **Infield Fly**

- a. The infield fly rule is NOT enforced

### 10. **Calling Time**

- a. Time-out may be granted by the umpire after the batter has reached first base or the defense has recorded an out during the current live play; whichever occurs first.
- b. Time-out will be granted by the umpire when the defensive team has possession of the ball in the infield (fair or foul territory) and requests time-out. To request time-out, players must raise their arm vertically and verbally call "time"
- c. Any defensive player may request time-out as long as they are in the infield



## ***Game Management***

### **11. Pre-Game**

- a. Teams may not warm up on the infield prior to the game.
- b. Both teams must submit a lineup card to the umpire and the opposing bookkeeper

### **12. Coaches In the Dugout**

- a. Teams may have a maximum of five coaches in the dugout.

### **13. Scorebook**

- a. Each team should keep a scorebook to track batting order game score. The official book will be kept by a Recreation Department staff member.

### **14. Umpires**

- a. An umpire will be assigned to each game by the Baseball Official Assignor
- b. Umpires will have complete control of the game. All umpire decisions on calls will be final.

### **15. International Tie-breaker (postseason tournament only)**

- a. Games that are tied upon completion of the time or innings limit will use the international tiebreaker for any extra innings.
- b. The offensive team will start with a runner on 2<sup>nd</sup> base – the runner will be the player who made the last out in the previous inning.
- c. The scoring limits per inning will remain in effect for any extra innings

### **16. Supporting Rulebook**

- a. Any rules in question will default to the National High School Federation Baseball Rulebook

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# 10U Baseball Rules (Modified Player Pitch)

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## **Field Dimensions**

Base Distance: 60 ft.      Pitching Rubber: 46 ft.

## **Game Time / Innings Limit**

Time Limit: No new inning will be started after 65 minutes of gameplay. Any inning started will be completed.

Innings Limit: 6 Innings      In case of rain, two full innings must be played to constitute a full game.

## **Scoring Limit**

Each inning will have a score limit. Once the score limit is reached, the inning ends immediately, regardless of if other runs would score. The maximum score limit per inning is determined by the formula: Inning Number x 5

i.e., 1<sup>st</sup> inning (1x5) = 5, 2<sup>nd</sup> inning (2x5) = 10, 3<sup>rd</sup> inning (3x5) = 15

Therefore, teams may score more than five runs in an inning **ONLY** if they did not reach the limit in previous innings.

If a game is tied at the conclusion of the time or innings limit in the regular season, the game will be considered a tie.

If a game is tied at the conclusion of the time or inning limit in the postseason tournament, additional innings will be played as needed using the international Tie-breaker and the maximum score limit would remain in effect.

## ***Participation***

### **1. Minimum Number of Players**

- a. Teams must have seven (7) players present to begin any game. However, teams must have eight (8) slots listed in the batting order. If the 8<sup>th</sup> position is not filled at the time of at-bat, it will constitute an out.

### **2. Batting Order**

- a. Every player that is present at game time must be listed in the batting lineup and the batting line up and players must bat in the order listed. Players arriving after the game has started must be added at the bottom of the lineup.

### **3. Defensive Playing Time**

- a. Every player must complete at least one full inning on defense – this should be one of the first two innings.

## ***Offense (Modified Player Pitch)***

### **4. Batting**

- a. Players cannot receive first base via a walk. Players may only receive first base via a base hit or if they are hit by a pitch by the opposing team's player pitcher.
- b. Any time that a batter reaches a 3-ball count, the offensive team's coach will finish the at-bat by pitching to their hitter. Any pitch thrown by the coach will be considered a strike.
- c. The first fair ball will be considered a live ball and the batter must run to first base.
- d. Batters are allowed to bunt the ball off player or coach pitchers. If the batter shows bunt, they may only bunt or pull back. Batters may not show bunt and then slash or swing.
- e. A player who unintentionally throws his/her bat will be warned by the umpire. In addition, a team warning will be issued and thereafter any player who throws his bat will be declared out. This is a dead ball situation.
- f. Players are not allowed to advance to first base on a dropped third strike.

### **5. Player Pitching**

- a. Players will be subject to a maximum of six (6) innings pitched in consecutive games in the same week. A week is determined as Monday-Sunday
  - i. As soon as a pitcher delivers one pitch to a batter, they will be considered as having pitched one inning

- b. Player pitchers may re-enter the game as long as they have not exceeded their innings limit. They may not re-enter the game in the same inning that they were removed.
  - c. Coaches may have one conference per inning. The defensive team is not charged a conference when a pitcher is removed.
  - d. Players may have five pitches to warm-up at the beginning of an inning or when replacing a removed pitcher
  - e. Balks are not called in the 10U age division
6. **No Walk Rule (Modified Player Pitch)**
- a. Any point that a batter reaches a 3-ball count, the offensive team's coach will replace the pitcher for the remainder of the at-bat; excluding the possibility of a walk.
  - b. Pitchers will slide into a defensive position next to but no closer than the coach pitcher for any pitches thrown by the coach pitcher
  - c. Any pitch thrown by the coach pitcher will be considered a strike
7. **Coach Pitching**
- a. A coach who is at least 16 years old will be used to pitch to their team's batters.
  - b. Coaches may pitch from the pitching rubber.
  - c. If a batted ball makes contact with the pitcher, the defensive team will play the ball as a live ball.
    - i. The coach pitcher must make every attempt to avoid hindering the defensive team's ability to make a play on the ball
8. **Baserunning**
- a. Players are not allowed to lead off or steal any base. They may not leave their occupied base until the ball has been put into play.
  - b. Baserunners cannot run out of the baseline to avoid being tagged out and cannot run into a fielder with possession of the ball with the intent of dislodging the ball; they will be considered out
  - c. Headfirst sliding (diving) is not allowed when advancing bases. Players may dive when returning to a base.
  - d. Offensive teams may substitute a runner for their catcher at any point the catcher is a baserunner; it is required when there are two outs.
    - i. The offensive player who recorded the last out will replace the catcher
  - e. Offensive teams may have one coach in the first base coaches' box and one coach in the third base coaches' box
    - i. Coaches may not make physical contact with baserunners to begin or stop the baserunner. Any contact between an offensive coach and the baserunner will result in the runner being out.

## **Defense**

9. **Defensive Alignment**
- a. Teams will play 10 defensive players in the field.
  - b. Teams may have a maximum of 6 players in the infield which includes the catcher.
  - c. When the offensive coach enters to pitch, the pitcher will slide into a pitcher's helper position which cannot be in front of the pitching rubber.
  - d. Defensive players may not take a position in front of the pitching rubber.
  - e. Teams will have 4 outfielders
  - f. If teams have less than 10 players present, they may play with less outfielders
10. **Infield Fly**
- a. The infield fly rule is NOT enforced

## **Game Management**

11. **Pre-Game**
- a. Teams may not warm up on the infield prior to the game.
  - b. Both teams must submit a lineup card to the umpire and the opposing bookkeeper
12. **Coaches In the Dugout**
- a. Teams may have a maximum of five coaches in the dugout.
13. **Scorebook**
- a. Each team should keep a scorebook to track batting order game score. The official book will be kept by a Recreation Department staff member.

14. **Umpires**

- a. An umpire will be assigned to each game by the Baseball Official Assignor
- b. Umpires will have complete control of the game. All umpire decisions on calls will be final

15. **International Tiebreaker (postseason tournament only)**

- a. Games that are tied upon completion of the time or innings limit will use the international tiebreaker for any extra innings.
- b. The offensive team will start with a runner on 2<sup>nd</sup> base – the runner will be the player who made the last out in the previous inning.
- c. The scoring limits per inning will remain in effect for any extra innings

16. **Supporting Rulebook**

- a. Any rules in question will default to the National High School Federation Baseball Rulebook

# 13U Baseball Rules (Player Pitch)



## Field Dimensions

Base Distance: 70 ft.      Pitching Mound: 50 ft.

## Game Time / Innings Limit

Time Limit: No new inning will be started after 80 minutes of gameplay. Any inning started will be completed.

Innings Limit: 6 Innings      In case of rain, two full innings must be played to constitute a full game

## Scoring Limit

Each inning will have a score limit. Once the score limit is reached, the inning ends immediately, regardless of if other runs would score. The maximum score limit per inning is determined by the formula: Inning Number x 5.

i.e., 1<sup>st</sup> inning (1x5) = 5, 2<sup>nd</sup> inning (2x5) = 10, 3<sup>rd</sup> inning (3x5) = 15

Therefore, teams may score more than five runs in an inning **ONLY** if they did not reach the limit in previous innings.

If a game is tied at the conclusion of the time or innings limit in the regular season, the game will be considered a tie.

If a game is tied at the conclusion of the time or inning limit in the postseason tournament, additional innings will be played as needed using the international tiebreaker and the maximum score limit would remain in effect.

## **Participation**

### 1. **Minimum Number of Players**

- a. Teams must have seven (7) players present to begin any game. However, teams must have eight (8) slots listed in the batting order. If the 8<sup>th</sup> position is not filled at the time of at-bat, it will constitute an out.

### 2. **Batting Order**

- a. Every player that is present at game time must be listed in the batting lineup and the batting line up and players must bat in the order listed. Players arriving after the game has started must be added at the bottom of the lineup.

### 3. **Defensive Playing Time**

- a. Every player must complete at least one full inning on defense – this should be one of the first two innings

## **Offense (Player Pitch)**

### 4. **Batting**

- a. Bunting is allowed; but if the batter shows bunt, they may only bunt or pull back. Batters may not show bunt and then slash or swing.
- b. A player who unintentionally throws his/her bat will be warned by the umpire. In addition, a team warning will be issued and thereafter any player who throws his bat will be declared out. This is a dead ball situation.
- c. Batters are not allowed to advance to first based on a dropped third strike.

### 5. **Player Pitching**

- a. Players will be subject to a maximum of six (6) innings pitched in consecutive games in the same week. The week is determined as Monday-Sunday.
- b. As soon as a pitcher delivers one pitch to a batter, they will be considered as having pitched one inning
- c. Player pitchers may re-enter the game as long as they have not exceeded their innings limit. They may not re-enter the game in the inning they were removed.
- d. Coaches may have one conference per inning. The defensive team is not charged a conference when a pitcher is removed.
- e. Players may have no more than five pitches to warm-up at the beginning of an inning or when replacing a removed pitcher.
- f. Balks may be called at the discretion of the umpire.

## 6. Baserunning

- a. Players may steal bases but may not leave their base until the pitch leaves the pitcher's hand.
  - i. If a player leads off before the ball leaves the pitcher's hand, the ball will be dead and the runner will be called out
- b. Baserunners cannot run out of the baseline to avoid being tagged out and cannot run into a fielder with possession of the ball with the intent of dislodging the ball; they will be considered out
- c. Baserunners may **NOT** steal home or advance home on a passed ball. They may only score by a batted ball or when forced to advance
- d. Headfirst sliding (diving) is not allowed when advancing bases. Players may dive when returning to a base.
- e. Offensive teams may substitute a runner for their catcher at any point the catcher is a baserunner; it is required when there are two outs.
  - i. The offensive player who recorded the last out will replace the catcher
- e. Offensive teams may have one coach in the first base coaches' box and one coach in the third base coaches' box
  - i. Coaches may not make physical contact with baserunners to begin or stop the baserunner. Any contact between an offensive coach and the baserunner will result in the runner being out.

## Defense

### 7. Defensive Alignment

- a. Teams will play 10 defensive players in the field.
- b. Teams will have 4 outfielders. All outfielders must be in the grass until the ball is live.
- c. If teams have less than 10 players present, they may play with less outfielders.

### 8. Infield Fly

- a. The infield fly rule is enforced on any fly ball in fair territory (not a line drive or bunt) which can be caught by an infielder with ordinary effort when runners are forced to advance with less than two outs.

## Game Management

### 9. Pre-Game

- a. Teams may not warm up on the infield prior to the game.
- b. Both teams must submit a lineup card to the umpire and the opposing bookkeeper

### 10. Coaches In the Dugout

- a. Teams may have a maximum of five coaches in the dugout.

### 11. Scorebook

- a. Each team should keep a scorebook to track batting order game score. The official book will be kept by a Recreation Department staff member.

### 12. Umpires

- a. An umpire will be assigned to each game by the Baseball Official Assignor
- b. Umpires will have complete control of the game. All umpire decisions on calls will be final.

### 13. International Tiebreaker

- a. Games that are tied upon completion of the time or innings limit will use the international tiebreaker for any extra innings.
- b. The offensive team will start with a runner on 2<sup>nd</sup> base – the runner will be the player who made the last out in the previous inning.
- c. The scoring limits per inning will remain in effect for any extra innings
- d. In the regular season, only one additional inning will be played. If the score remains tied, the game is considered a tie.
- e. In the postseason, additional innings will be played as needed until a winner is determined.

### 14. Supporting Rulebook

- a. Any rules in question will default to the National High School Federation Baseball Rulebook

# 8U Softball Rules (Coach Pitch)



## Field Dimensions

Base Distance: 60 ft.      Pitching Rubber: 40 ft. with pitcher's circle      Ball: 11 in.

Halfway lines between 1<sup>st</sup> and 2<sup>nd</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>, and 3<sup>rd</sup> and home plate

## Game Time / Innings Limit

Time Limit: No new inning will be started after 50 minutes of gameplay. Any inning started must be finished.

Innings Limit: 5 Innings      In case of rain, one full inning must be played to constitute a full game.

## Scoring Limit

Each inning will have a score limit. Once the score limit is reached, the inning ends immediately, regardless of if other runs would score. The maximum score limit per inning is determined by the formula: Inning Number x 5

i.e., 1<sup>st</sup> inning (1x5) = 5, 2<sup>nd</sup> inning (2x5) = 10, 3<sup>rd</sup> inning (3x5) = 15

Therefore, teams may score more than five runs in an inning **ONLY** if they did not reach the limit in previous innings.

If a game is tied at the conclusion of the time or innings limit in the regular season, the game will be considered a tie.

If a game is tied at the conclusion of the time or inning limit in the postseason tournament, additional innings will be played as needed using the international tiebreaker and the maximum score limit would remain in effect.

## **Participation**

### 1. **Minimum Number of Players**

- a. Teams must have seven (7) players present to begin any game. However, teams must have eight (8) slots listed in the batting order. If the 8<sup>th</sup> position is not filled at the time of at-bat, it will constitute an out.

### 2. **Batting Order**

- a. Every player that is present at game time must be listed in the batting lineup and the batting line up and players must bat in the order listed. Players arriving after the game has started must be added at the bottom of the lineup.

### 3. **Defensive Playing Time**

- a. Every player must complete at least one full inning on defense – this should be one of the first two innings

## **Offense**

### 4. **Batting**

- a. Players will have the opportunity to receive up to 5 pitches from a coach to hit a ball into fair territory. If the 5<sup>th</sup> or any additional pitch is hit into foul territory, the batter will earn an additional pitch.
- b. The first fair ball will be considered a live ball and the batter must run to first base.
- c. Batters are not allowed to bunt the ball.
- d. A player who unintentionally throws his/her bat will be warned by the umpire. In addition, a team warning will be issued and thereafter any player who throws his bat will be declared out. This is a dead ball situation.

### 5. **Pitching**

- a. A coach who is at least 16 years old will be used to pitch to their team's batters.
- b. Coaches may pitch from the pitching rubber or anywhere within the surrounding pitcher's circle.
- c. Coaches may throw for a standing or kneeled position.
- d. If a batted ball makes contact with the pitcher, the batter is out and baserunners may not advance.

## 6. **Baserunning**

- a. Players are not allowed to lead off or steal any base. They may not leave their occupied base until the ball has been put into play.
- b. Baserunners cannot run out of the baseline to avoid being tagged out and cannot run into a fielder with possession of the ball with the intent of dislodging the ball; they will be considered out.
- c. If a player has passed the halfway line between bases when the umpire grants timeout, they will be awarded the base they are advancing to.
- d. Headfirst sliding (diving) is not allowed when advancing bases. Players may dive when returning to a base..
- e. Offensive teams may substitute a runner for their catcher at any point the catcher is a baserunner; it is required when there are two outs.
  - i. The offensive player who recorded the last out will replace the catcher.
- f. Offensive teams may have one coach in the first base coaches' box and one coach in the third base coaches' box
  - i. Coaches may not make physical contact with baserunners to begin or stop the baserunner. Any contact between an offensive coach and the baserunner will result in the runner being out.

## **Defense**

### 7. **Defensive Alignment**

- a. Teams will play 10 defensive players in the field
- b. Teams may have a maximum of 6 players in the infield which includes a catcher and one pitcher's helper.
- c. If teams choose not to use a catcher, they may have only 5 players in the infield and must add an additional outfielder.
- d. Defensive players may not take a position in front of the mid-point of the pitcher's circle.
- e. If teams have less than 10 players present, they may play with less outfielders.
- f. The outfield is determined as the grass area of the field. All outfielders must begin each at-bat in the grass and cannot move into the infield until a ball has fairly been put into play.

### 8. **Coaches On Field**

- a. Two coaches are allowed in the outfield (left-center and right-center). Coaches are not allowed in the defensive infield.
- b. A coach (offensive or defensive team) should assist the catcher by throwing balls back to the pitcher. Any coach that is in the catcher's position must wear a umpire mask or catcher's helmet.

### 9. **Infield Fly**

- a. The infield fly rule is NOT enforced.

### 10. **Calling Time**

- a. Time-out will be granted by the umpire when the defensive team has possession of the ball in the infield and requests time-out. To request time-out, players must raise their arm vertically and verbally call "time".
- b. Any player can request time-out; they must be in the infield with possession of the ball to declare time-out.
- c. Timeout may be granted in fair or foul territory as long as the player requesting timeout has possession of the ball in the infield.



## ***Game Management***

### **11. Pre-Game**

- a. Teams may not warm up on the infield prior to the game.
- b. Both teams must submit a lineup card to the umpire and the opposing bookkeeper.

### **12. Coaches In the Dugout**

- a. Teams may have a maximum of four coaches in the dugout.

### **13. Scorebook**

- a. Each team should keep a scorebook to track batting order game score. The official book will be kept by a Recreation Department staff member.

### **14. Umpires**

- a. An umpire will be assigned to each game by the Baseball Official Assignor.
- b. Umpires will have complete control of the game. All umpire decisions on calls will be final.

### **15. International Tiebreaker (Postseason tournament only)**

- a. Games that are tied upon completion of the time or innings limit will use the international tiebreaker for any extra innings.
- b. The offensive team will start with a runner on 2<sup>nd</sup> base – the runner will be the player who made the last out in the previous inning.
- c. The scoring limits per inning will remain in effect for any extra innings.
- d. In the postseason, additional innings will be played as needed until a winner is determined.

### **16. Supporting Rulebook**

- a. Any rules in question will default to the National High School Federation Softball Rulebook

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# 10U Softball Rules (Modified Player Pitch)

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## Field Dimensions

Base Distance: 60 ft.      Pitching Rubber: 35 ft.      Ball: 11 in.

## Game Time / Innings Limit

Time Limit: No new inning will start after 65 minutes of gameplay. Any inning started must be finished.

Innings Limit: 6 Innings      In case of rain, two full innings must be played to constitute a full game.

## Scoring Limit

Each inning will have a score limit. Once the score limit is reached, the inning ends immediately, regardless of if other runs would score. The maximum score limit per inning is determined by the formula: Inning Number x 5.

i.e., 1<sup>st</sup> inning (1x5) = 5, 2<sup>nd</sup> inning (2x5) = 10, 3<sup>rd</sup> inning (3x5) = 15

Therefore, teams may score more than five runs in an inning **ONLY** if they did not reach the limit in previous innings.

If a game is tied at the conclusion of the time or innings limit in the regular season, the game will be considered a tie.

If a game is tied at the conclusion of the time or inning limit in the postseason tournament, additional innings will be played as needed using the international tiebreaker and the maximum score limit would remain in effect.

## **Participation**

### **1. Minimum Number of Players**

- a. Teams must have seven (7) players present to begin any game. However, teams must have eight (8) slots listed in the batting order. If the 8<sup>th</sup> position is not filled at the time of at-bat, it will constitute an out.

### **2. Batting Order**

- a. Every player that is present at game time must be listed in the batting lineup and the batting line up and players must bat in the order listed. Players arriving after the game has started must be added at the bottom of the lineup.

### **3. Defensive Playing Time**

- a. Every player must complete at least one full inning on defense – this should be one of the first two innings

## **Offense (Modified Player Pitch)**

### **4. Batting**

- a. Players cannot receive first base via a walk. Players may only receive first base via a base hit or if they are hit by a pitch by the opposing team's player pitcher.
- b. Any time that a batter reaches a 3-ball count, the offensive team's coach will finish the at-bat by pitching to their hitter. Any pitch thrown by the coach will be considered a strike.
- c. The first fair ball will be considered a live ball and the batter must run to first base.
- d. Batters are allowed to bunt the ball off player or coach pitchers. If the batter shows bunt, they may only bunt or pull back. Batters may not show bunt and then slash or swing.
- e. A player who unintentionally throws his/her bat will be warned by the umpire. In addition, a team warning will be issued and thereafter any player who throws his bat will be declared out. This is a dead ball situation.
- f. Players are not allowed to advance to first base on a dropped third strike.

### **5. Player Pitching**

- a. Players will be subject to a maximum of six (6) innings pitched in consecutive games in the same week. A week is determined as Monday-Sunday
  - i. As soon as a pitcher delivers one pitch to a batter, they will be considered as having pitched one inning.
- b. Player pitchers may re-enter the game as a pitcher but may not re-enter in an inning they were removed.

- c. Coaches may have one conference per inning. The defensive team is not charged a conference when a pitcher is removed.
  - d. Players may have five pitches to warm-up at the beginning of an inning or when replacing a removed pitcher.
  - e. Balks are not called in the 10U age division.
6. **No Walk Rule (Modified Player Pitch)**
- a. Any point that a batter reaches a 3-ball count, the offensive team's coach will replace the pitcher for the remainder of the at-bat; excluding the possibility of a walk.
  - b. Pitchers will slide into a defensive position next to but no closer than the coach pitcher for any pitches thrown by the coach pitcher
  - c. Any pitch thrown by the coach pitcher will be considered a strike
7. **Coach Pitching**
- a. A coach who is at least 16 years old will be used to pitch to their team's batters.
  - b. Coaches may pitch from the pitching rubber.
  - c. If a batted ball makes contact with the pitcher, the defensive team will play the ball as a live ball.
    - i. The coach pitcher must make every attempt to avoid hindering the defensive team's ability to make a play on the ball.
8. **Baserunning**
- a. Players are not allowed to lead off or steal any base. They may not leave their occupied base until the ball has been put into play.
  - b. Baserunners cannot run out of the baseline to avoid being tagged out and cannot run into a fielder with possession of the ball with the intent of dislodging the ball; they will be considered out
  - c. Headfirst sliding (diving) is not allowed when advancing bases. Players may dive when returning to a base.
  - d. Offensive teams may substitute a runner for their catcher at any point the catcher is a baserunner; it is required when there are two outs.
    - i. The offensive player who recorded the last out will replace the catcher.
  - e. Offensive teams may have one coach in the first base coaches' box and one coach in the third base coaches' box
    - i. Coaches may not make physical contact with baserunners to begin or stop the baserunner. Any contact between an offensive coach and the baserunner will result in the runner being out.

## **Defense**

9. **Defensive Alignment**
- a. Teams will play 10 defensive players in the field.
  - b. Teams may have a maximum of 6 players in the infield which includes a catcher and one pitcher's helper.
  - c. Defensive players may not take a position in front of the mid-point of the pitcher's circle.
  - d. Teams will have 4 outfielders.
  - e. If teams have less than 10 players present, they may play with less outfielders.
10. **Infield Fly**
- a. The infield fly rule is NOT enforced.

## ***Game Management***

### **11. Pre-Game**

- a. Teams may not warm up on the infield prior to the game.
- b. Both teams must submit a lineup card to the umpire and the opposing bookkeeper.

### **12. Coaches In the Dugout**

- a. Teams may have a maximum of four coaches in the dugout.

### **13. Scorebook**

- a. Each team should keep a scorebook to track batting order game score. The official book will be kept by a Recreation Department staff member.

### **14. Umpires**

- a. An umpire will be assigned to each game by the Baseball Official Assignor.
- b. Umpires will have complete control of the game. All umpire decisions on calls will be final.

### **15. International Tiebreaker (Postseason tournament only)**

- a. Games that are tied upon completion of the time or innings limit will use the international tiebreaker for any extra innings.
- b. The offensive team will start with a runner on 2<sup>nd</sup> base – the runner will be the player who made the last out in the previous inning.
- c. The scoring limits per inning will remain in effect for any extra innings.
- d. In the postseason, additional innings will be played as needed until a winner is determined.

### **16. Supporting Rulebook**

- a. Any rules in question will default to the National High School Federation Softball Rulebook

# 13U Softball Rules (Player Pitch)



## **Field Dimensions**

Base Distance: 60 ft.      Pitching Rubber: 40 ft.      Ball: 12 in.

## **Game Time / Innings Limit**

Time Limit: No new inning will be started after 80 minutes of gameplay. Any inning started must be finished.

Innings Limit: 6 Innings                      In case of rain, two full innings must be played to constitute a full game.

## **Scoring Limit**

Each inning will have a score limit. Once the score limit is reached, the inning ends immediately, regardless of if other runs would score. The maximum score limit per inning is determined by the formula: Inning Number x 5

i.e., 1<sup>st</sup> inning (1x5) = 5, 2<sup>nd</sup> inning (2x5) = 10, 3<sup>rd</sup> inning (3x5) = 15

Therefore, teams may score more than five runs in an inning **ONLY** if they did not reach the limit in previous innings.

If a game is tied at the conclusion of the time or innings limit in the regular season, the game will be considered a tie.

If a game is tied at the conclusion of the time or inning limit in the postseason tournament, additional innings will be played as needed using the international Tie-breaker and the maximum score limit would remain in effect.

## ***Participation***

### **1. Minimum Number of Players**

- a. Teams must have seven (7) players present to begin any game. However, teams must have eight (8) slots listed in the batting order. If the 8<sup>th</sup> position is not filled at the time of at-bat, it will constitute an out.

### **2. Batting Order**

- a. Every player that is present at game time must be listed in the batting lineup and the batting line up and players must bat in the order listed. Players arriving after the game has started must be added at the bottom of the lineup.

### **3. Defensive Playing Time**

- a. Every player must complete at least one full inning on defense – this should be one of the first two innings.

## ***Offense***

### **4. Batting**

- a. Bunting is allowed but if the batter shows bunt, they may only bunt or pull back. Batters may not show bunt and then slash or swing.
- b. A player who unintentionally throws his/her bat will be warned by the umpire. In addition, a team warning will be issued and thereafter any player who throws his bat will be declared out. This is a dead ball situation.
- c. Players are not allowed to advance to first base on a dropped third strike.

### **5. Pitching**

- a. Player pitchers may re-enter the game as a pitcher but may not re-enter in an inning they were removed.
- b. Coaches may have one conference per inning. The defensive team is not charged a conference when a pitcher is removed.
- c. Players may have no more than five pitches to warm-up at the beginning of an inning or when replacing a removed pitcher.
- d. Pitchers may waive a batter to first on an intentional walk.

## 6. **Baserunning**

- a. Players may steal bases but may not leave their base until the pitch leaves the pitcher's hand.
  - i. If a player leads off before the ball leaves the pitcher's hand, the ball will be dead and the runner will be called out
- b. Baserunners may **NOT** steal home or advance home on a passed ball. They may only score by a batted ball or when forced to advance
- c. Baserunners cannot run out of the baseline to avoid being tagged out and cannot run into a fielder with possession of the ball with the intent of dislodging the ball; they will be considered out
- d. When the pitcher has possession of the ball in the circle and is not making a play, all runners off their bases must immediately attempt to advance or retreat. Runners may only advance to the next base when advancing if the pitcher has possession of the ball in the circle.
- e. Headfirst sliding (diving) is not allowed when advancing bases. Players may dive when returning to a base.
- f. Offensive teams may substitute a runner for their catcher at any point the catcher is a baserunner; it is required when there are two outs.
  - i. The offensive player who recorded the last out will replace the catcher.
- f. Offensive teams may have one coach in the first base coaches' box and one coach in the third base coaches' box.
  - i. Coaches may not make physical contact with baserunners to begin or stop the baserunner. Any contact between an offensive coach and the baserunner will result in the runner being out.

## **Defense**

### 7. **Defensive Alignment**

- a. Teams will play 10 defensive players in the field.
- b. Teams will have 4 outfielders.
- c. If teams have less than 10 players present, they may play with less outfielders.

### 8. **Infield Fly**

- a. The infield fly rule is enforced on any fly ball in fair territory (not a line drive or bunt) which can be caught by an infielder with ordinary effort when runners are forced to advance with less than two outs.

## **Game Management**

### 9. **Pre-Game**

- a. Teams may not warm up on the infield prior to the game.
- b. Both teams must submit a lineup card to the umpire and the opposing bookkeeper.

### 10. **Coaches In the Dugout**

- a. Teams may have a maximum of three coaches in the dugout.

### 11. **Scorebook**

- a. Each team should keep a scorebook to track batting order game score. The official book will be kept by a Recreation Department staff member.

### 12. **Umpires**

- a. An umpire will be assigned to each game by the Baseball Official Assignor.
- b. Umpires will have complete control of the game. All umpire decisions on calls will be final.

### 13. **International Tiebreaker (Postseason tournament only)**

- a. Games that are tied upon completion of the time or innings limit will use the international tiebreaker for any extra innings.
- b. The offensive team will start with a runner on 2<sup>nd</sup> base – the runner will be the player who made the last out in the previous inning.
- c. The scoring limits per inning will remain in effect for any extra innings.
- d. In the postseason, additional innings will be played as needed until a winner is determined.

### 14. **Supporting Rulebook**

- a. Any rules in question will default to the National High School Federation Softball Rulebook