



MEBANE RECREATION & PARKS
YOUTH BASEBALL / SOFTBALL RULES
2022

League Baseball / Softball Rules



I. **NAME:**

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 age 5-6
 - b. 8U – players age 7-8
 - c. 10U – players age 9-10
 - d. 12U Boys – players age 11-12
 - e. 13U Girls – players age 11-13
 - f. 14U Boys – players age 13-14
- C. A player may move up and play in an older league if he/she so 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 need 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>
 - a. **14U Baseball – may also use BBCOR .50 Certified bats**
- 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. PROTESTS:

- A. Protests can only be made concerning the eligibility of player's age. Any player being found ineligible due to age will result in forfeiture of all games in which this individual has participated.

X. 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

XI. 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 1st and 2nd, 2nd and 3rd, and 3rd 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

Scoring Limit

No score will be kept in this instructional league. Innings will end when 3 defensive outs have been recorded or each player on the offensive team has batted in the inning; whichever occurs first.

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 umpire grants timeout, they will be awarded the base they are advancing to
- d. 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 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 may play with 4 outfielders and a catcher or 5 outfielders and no catcher
- e. On all fields an arc should be drawn in a 60' radius from the pitching rubber. This will determine where the outfield begins. The defensive player with the ball may only call timeout when both feet are inside the arc. Some fields will use the grass line between the infield and outfield.

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

8. Infield Fly

- a. The infield fly rule is NOT used

9. 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. Defensive teams are encouraged to make an attempt to earn an out prior to calling time-out – umpires may grant time-out at any point to avoid offensive teams taking extra bases on errant throws. 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

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 umpire and 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. Umpires

- a. A Recreation Department leader will serve as the umpire for this age group
- b. Umpires 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
- c. All umpire decisions on calls will be final

14. 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 1st and 2nd, 2nd and 3rd, and 3rd 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 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., 1st inning (1x5) = 5, 2nd inning (2x5) = 10, 3rd 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 8th 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 5th 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. Defensive players may not take a position in front of the mid-point of the pitcher's circle
- d. Teams may play with 4 outfielders and a catcher or 5 outfielders and no catcher
- e. On all fields an arc should be drawn in a 60' radius from the pitching rubber. This will determine where the outfield begins. The defensive player with the ball may only call timeout when both feet are inside the arc. Some fields will use the grass line between the infield and outfield.

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

9. **Infield Fly**

- a. The infield fly rule is NOT used

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. Only infielders may request time-out; if a ball is hit to an outfielder, they must throw the ball to an infielder so that the infielder may call time-out

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 tie-breaker for any extra innings.
- b. The offensive team will start with a runner on 2nd 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

10U Baseball Rules (Modified Player Pitch)



Field Dimensions

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

Game Time / Innings Limit

Time Limit: 75 Minutes – No new inning will be started with less than 10 minutes remaining in the time limit

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., 1st inning (1x5) = 5, 2nd inning (2x5) = 10, 3rd 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 8th 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 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 used

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 tie-breaker for any extra innings.
- b. The offensive team will start with a runner on 2nd 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

12U Baseball Rules (Player Pitch)



Field Dimensions

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

Game Time / Innings Limit

Time Limit: 90 Minutes – No new inning will be started with less than 10 minutes remaining in the time limit

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., 1st inning (1x5) = 5, 2nd inning (2x5) = 10, 3rd 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 8th 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. With less than two outs and first base occupied at the time of the pitch, the batter will not be allowed to advance to first base on a dropped third strike. With two outs and first base occupied at the time of the pitch, the batter will be 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.
- 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. Pitchers must come set or balk will 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. 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

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 in effect

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 Tie-breaker

- a. Games that are tied upon completion of the time or innings limit will use the international tie-breaker for any extra innings.
- b. The offensive team will start with a runner on 2nd 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

14U Baseball Rules (Intermediate)



Field Dimensions

Base Distance: 80 ft. Pitching Mound: 54 ft.

Game Time / Innings Limit

Time Limit: 90 Minutes – No new inning will be started with less than 10 minutes remaining in the time limit

Innings Limit: 7 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., 1st inning (1x5) = 5, 2nd inning (2x5) = 10, 3rd 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

4. 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 8th position is not filled at the time of at-bat, it will constitute an out.

5. 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.

6. 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)

6. Batting

- a. Bunting is allowed.
- 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. With less than two outs and first base occupied at the time of the pitch, the batter will not be allowed to advance to first base on a dropped third strike. With two outs and first base occupied at the time of the pitch, the batter will be allowed to advance to first base on a dropped third strike.

7. Player Pitching

- a. Players will be subject to a maximum of seven (7) innings pitched in consecutive games in the same week. A 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. Pitchers must come set or balk will be called – at the discretion of the umpire.

7. Baserunning

- a. Players may steal any base and are allowed to lead off.
- 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. 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.
 - ii. 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
 - ii. 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 9 defensive players in the field
- b. If teams have less than 9 players present, they may play with less outfielders

10. Infield Fly

- a. The infield fly rule is in effect

Game Management

15. 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

16. Coaches In The Dugout

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

17. 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.

18. 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

19. International Tie-breaker

- a. Any time that a team is scheduled to play a double-header that night, games may end in a tie and no extra innings will be played.
- b. Games that are tied upon completion of the time or innings limit will use the international tie-breaker for any extra innings.
- c. The offensive team will start with a runner on 2nd base – the runner will be the player who made the last out in the previous inning.
- d. The scoring limits per inning will remain in effect for any extra innings
- e. In the regular season, only one additional inning will be played. If the score remains tied, the game is considered a tie.

20. 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 1st and 2nd, 2nd and 3rd, and 3rd 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 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., 1st inning (1x5) = 5, 2nd inning (2x5) = 10, 3rd 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 8th 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 5th 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. Defensive players may not take a position in front of the mid-point of the pitcher's circle
- d. Teams may play with 4 outfielders and a catcher or 5 outfielders and no catcher
- e. If teams have less than 10 players present, they may play with less outfielders
- f. On all fields an arc should be drawn in a 60' radius from the pitching rubber. This will determine where the outfield begins. The defensive player with the ball may only call timeout when both feet are inside the arc. Some fields will use the grass line between the infield and outfield.

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

9. **Infield Fly**

- a. The infield fly rule is NOT used

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. Only infielders may request time-out; if a ball is hit to an outfielder, they must throw the ball to an infielder so that the infielder may call time-out

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

- a. Games that are tied upon completion of the time or innings limit will use the international tie-breaker for any extra innings.
- b. The offensive team will start with a runner on 2nd 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.

16. Supporting Rulebook

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

10U Softball Rules (Modified Player Pitch)



Field Dimensions

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

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: 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., 1st inning (1x5) = 5, 2nd inning (2x5) = 10, 3rd 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 8th 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 used

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

- a. Games that are tied upon completion of the time or innings limit will use the international tie-breaker for any extra innings.
- b. The offensive team will start with a runner on 2nd 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.

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: 75 Minutes – No new inning will be started with less than 10 minutes remaining in the time limit

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., 1st inning (1x5) = 5, 2nd inning (2x5) = 10, 3rd 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 8th 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

- d. 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.
- 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. 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 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
- g. 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 in effect

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 Tie-breaker

- a. Games that are tied upon completion of the time or innings limit will use the international tie-breaker for any extra innings.
- b. The offensive team will start with a runner on 2nd 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 Softball Rulebook