



# Rule Book



# Table of Contents

## 1. League Equipment and Field Dimensions:

1a. Equipment

1b. Field dimensions by division:

1c. Parents, Players, and Coaches Code of conduct

## 2. Game Rules

2a. Line up:

2b. INNINGS/ Time Limits:

2c. Run Rule:

2d. Run rules per inning:

2e. Pitching limits:

2f. TIEBREAKER RULES:

2g. Slide rule

## 3. ALL-STARS:

## 4. Divisions Specific Rules:

4a. Baseball

4b. Softball:

For rules not found in rule book refer to the USSSA rulebook:

[www.ussa.com/docs/Fastpitch/Fastpitch\\_Rules.pdf](http://www.ussa.com/docs/Fastpitch/Fastpitch_Rules.pdf)

[ussarec.com/ussarec-baseball-rules](http://ussarec.com/ussarec-baseball-rules)

# **1. League Equipment and Field Dimensions:**

## **1a. Equipment**

### **Bats:**

Baseball bats must have USSSA stamp or USA stamp, and must not have a barrel dimension bigger than 2 3/4 inch.

Pre K/ K (6U) the bat may not be lighter than a drop 13

1<sup>st</sup>/ 2<sup>nd</sup> Grade (8U) the bat may not be lighter than a drop 13 and cannot have a TBALL stamp on the bat

3<sup>rd</sup> / 4<sup>th</sup> Grade (10U) the bat may not be lighter than a drop 12 and cannot have a TBALL or coach pitch stamp on the bat.

5<sup>th</sup> / 6<sup>th</sup> Grade (12U) the bat may not be lighter than a drop 10.

7<sup>th</sup> / 8<sup>th</sup> Grade (14U) divisions the bat must be marked with the BBCOR stamp and have a drop of 5 or less.

Any bat that is altered in anyway, missing stamps, or markings are not legible, are considered Illegal and cannot be used.

### **Uniforms:**

All players on a team must have alike uniforms with a number visible on the back.

There cannot be two of the same numbers on the field or in the batting line-up at the same me.

### **Catchers Equipment:**

All Catchers must wear protective equipment (catchers' equipment), to include a mask that covers the ears (hockey style) and has throat protective on built onto the helmet or added to the helmet.

Cups are optional in divisions 3<sup>rd</sup>/4<sup>th</sup> Grade (10U) and below. Cups are required in divisions 5<sup>th</sup> / 6<sup>th</sup> Grade (12U) and 7<sup>th</sup>/ 8<sup>th</sup> Grade (14U)

1b. Field Dimensions by Division:

**Baseball:**

**PRE K/ K (6u) MCP and 1<sup>st</sup> / 2<sup>nd</sup> Grade (8U) Coach Pitch:**

base paths need to be set at 60 feet

coach pitching mound rubber set at 38 feet with a 10-foot circle around the mound.

**3<sup>rd</sup>/4<sup>th</sup> Grade (10U) Baseball:**

base paths need to be set at 65 feet

pitching mound rubber set at 46 feet 5<sup>th</sup>/

**5<sup>th</sup>/6<sup>th</sup> Grade (12U) Baseball:**

base paths need to be set at 70 feet

pitching mound rubber set at 50 feet

**7<sup>th</sup> / 8<sup>th</sup> Grade (14U) Baseball:**

base paths need to be set at 90 feet

pitching mound rubber set at 60 feet

**Softball:**

**PRE K/ K (6u) MCP and 1<sup>st</sup> / 2<sup>nd</sup> Grade (8U) Coach Pitch:**

base paths need to be set at 60 feet

coach pitching mound rubber set at 33 feet with a 10-foot circle around the mound.

**3<sup>rd</sup>/ 4<sup>th</sup> Grade (10U) MCP:**

base paths set at 60 feet

pitching rubber set at 33 feet

**5<sup>th</sup>/ 6<sup>th</sup> grade (12U) Softball:**

base paths set at 60 feet

pitching rubber set at 40 feet

## **1C. Fans, Players and Coaches Code of Conduct**

**Fans:** will be a positive influence for the youth players on the field and for the youth in the stands. Any Fan or fans found to get out of hand, will be giving a warning. If the behavior continues the fan or fans will be ejected from the game and the field complex.

If a fan or fans are found to be using profanity they will be immediately ejected from the game and field complex.

**Players:** Players need to show good sportsmanship towards their opponent and be good teammates to their team. Any player found to be exhibiting bad sportsmanship towards their opponent will be giving a warning the second offence will be restricted to the dugout. 3<sup>rd</sup> offence will be ejection and 1 game suspension. Example throwing equipment, yelling at opponent or destruction to the field.

If a player is found to be using profanity they will be immediately ejected from the game and field complex

**Coaches:** Coaches need to show strong leadership to their players and fans. Coaches are in responsible for warning their fan base if instructed by the umpire. If the coach does not warn their fan base and a fan is ejected the coach will be ejected also. If the coach does warn his fan base and fan is ejected the coach will not be ejected

If a coach gets out of hand he will be giving a warning before ejection.

If a coach uses profanity the coach will be ejected for the game and the field complex and serve a one game suspension.

**ANY PLAYER OR COACH EJECTED WILL HAVE TO SERVE A ONE GAME SUSPENSION.**

## **2.Game Rules**

### **2a. Line up:**

All divisions will bat the lineup

Free defensive subs

Must have at least 8 players to start a game and end a game.

If a player starts but does not finish a game, their batting position is recorded as an out. Unless due to injury that takes them out of the remainder of the game.

### **2b. INNINGS/ Time Limits:**

#### **Baseball/ Softball**

Pre K/K (6U) MCP 50 Minutes finish the inning

1<sup>st</sup>/ 2<sup>nd</sup> Grade (8U) 6 innings or 1 hour finish the inning

3<sup>rd</sup>/4<sup>th</sup> Grade (10U) 6 Innings or 1 hour 15 minutes finish the inning

5<sup>th</sup>/6<sup>th</sup> Grade (12U) 6 Innings or 1 hour 15 minutes finish the inning

7<sup>th</sup>/ 8<sup>th</sup> Grade (14U) 7 Innings or 1 hour 30 minutes finish

the inning.

**2c. Run Rule:**

Baseball/ Softball

20 any time

15 after 2 innings

12 after 3 innings

10 after 4 innings

8 after 5 innings

**2d. Run Rules Per Inning:**

Baseball/ Softball

7 Runs per inning continuous. All runs will count after the 7<sup>th</sup> run unless the play has ended. In all age divisions except for 14U baseball.

**2e. Pitching Limits:**

AGE DIVISION	ONE DAY MAX TO PITCH NEXT DAY	ONE DAY MAX	3 DAY MAX PITCHES
3 <sup>rd</sup> /4 <sup>th</sup> grade (10u)	50	70	90
5 <sup>th</sup> /6 <sup>th</sup> grade (12u)	50	70	90
7 <sup>th</sup> /8 <sup>th</sup> grade (14u)	75	90	120

Pitch LIMITS will be kept with the score keeper, it is also the coach's responsibility to keep track with their pitcher's innings pitched. Make up games add 10 pitches to the max for day and 3 day limits.

**Penalty for breaking a pitch limit rule:**

If a team breaks the pitch rule and it is verified threw the official scorebook, the penalty is forfeit of the game.

**2f. TIEBREAKER RULES:**

**Texas Tie Breaker:**

The last 2 outs of the previous inning are on 2<sup>nd</sup> and 3<sup>rd</sup> , with one out, and the next up in the batting order up to bat.

If no winner is declared after 2 extra innings the game will end with a tie.

## **2G. Slide Rule:**

Any base besides first if there is a play at the bag or plate, the runner must slide or give their self-up.

1<sup>st</sup>/ 2<sup>nd</sup> grade (8u) and below feet first slide only unless diving back to bag.

3<sup>rd</sup>/4<sup>th</sup> grade (10u) and up can slide head first

## **3. ALL-STARS:**

All-star teams will be filled at the end of the season for baseball and softball, to compete against other All-star teams in all age divisions.

The 1<sup>st</sup> place coach of each division will be the head coach.

There must be an equal number of representatives from each team nominated for each division's all-star team.

Teams will be picked by a committee made up of the head coach and the Rec Department.

## **4. Divisions Specific Rules:**

### **4a. Baseball**

#### **PRE K/K (6U) MCP:**

No walks "hit or sit"

Each batter gets 4 pitches from a coach. During the 4 pitches if the batter gets 3 strikes the batter is out. If the batter has any strikes left after the 4 pitches, the batter will hit off the Tee for the remaining strikes.

Foul ball on the 3<sup>rd</sup> strike is continuous.

The pitching coach must start with one foot inside the pitch circle. Pitching from a knee is highly discouraged.

2 base coaches are allowed at 1<sup>st</sup> and 3<sup>rd</sup> only

No coaches besides the pitching coach are allowed in the field of play. You may have one coach outside of the foul lines on each side of the field. This rule is excluded outside of rec play.

10 defensive players on the field 4 in the outfield and 6 in the infield

Catchers must wear mask while the ball is being pitched

### **1<sup>ST</sup>/2<sup>ND</sup> GRADE (8U) Coach Pitch:**

Batter gets 6 pitches or 3 swinging strikes, continuous foul ball of 6<sup>th</sup> pitch or 3<sup>rd</sup> strike

No walks "hit or sit"

10 defensive players on the field. 6 infield positions, 4 outfield positions.

The pitching coach cannot speak with batter. All communication to the batter should come from the base coaches. 1<sup>st</sup> infraction is a warning, 2<sup>nd</sup> infraction on the batter is out, 3<sup>rd</sup> infraction on the pitching coach will be removed.

The pitching coach must make every attempt to get out of the way of a ball hit into play. If a coach does not make an attempt to get out of the way, the batter is out. If the coach did make an attempt to avoid contact, and the ball hits the coach, it is a dead ball, and replay the pitch.

The pitching coach is in charge of removing the bat from the field of play after the ball is hit into play.

If a bat is left in the field of play (between the foul lines) and interferes with a play, coaches' interference will be called and the runner will be out.

### **3<sup>RD</sup> / 4<sup>TH</sup> GRADE (10U) Baseball**

Loose Base

Balks: Pitchers will get a warning per infraction, per pitcher before a balk is called.

### **5<sup>TH</sup> / 6<sup>TH</sup> GRADE (12U) Baseball**

Loose Base

Balks

Pitchers will get one warning per pitcher before a balk is called.

### **7<sup>TH</sup>/ 8<sup>TH</sup> GRADE (14U) baseball**

Loose Base

Balks

No warnings on balks

## **4b. Softball:**

### **PRE K/K (6U) MCP:**

No walks "hit or sit"

Each batter gets 4 pitches from a coach. During the 4 pitches if the batter gets 3 strikes the batter is out. If the batter has any strikes left after the 4 pitches, the batter will hit off the Tee for the remaining strikes.

Foul ball on the 3<sup>rd</sup> strike is continuous.

The pitching coach must start with one foot inside the pitch circle. Pitching from a knee is highly discouraged.

2 base coaches are allowed at 1<sup>st</sup> and 3<sup>rd</sup> only

No coaches besides the pitching coach are allowed in the field of play. You may have one coach outside of the foul lines on each side of the field. This rule is excluded outside of rec play.

10 defensive players on the field 4 in the outfield and 6 in the infield

Catchers must wear mask while the ball is being pitched

### **1<sup>ST</sup>/2<sup>ND</sup> GRADE (8U) Coach Pitch:**

Batter gets 6 pitches or 3 swinging strikes, continuous foul ball of 6<sup>th</sup> pitch or 3<sup>rd</sup> strike

No walks "hit or sit"

10 defensive players on the field. 6 infield positions, 4 outfield positions.

The pitching coach cannot speak with batter. All communication to the batter should come from the base coaches. 1<sup>st</sup> infraction is a warning, 2<sup>nd</sup> infraction on the batter is out, 3<sup>rd</sup> infraction on the pitching coach will be removed.

The pitching coach must make every attempt to get out of the way of a ball hit into play. If a coach does not make an attempt to get out of the way, the batter is out. If the coach did make an attempt to avoid contact, and the ball hits the coach, it is a dead ball, and replay the pitch.

The pitching coach is in charge of removing the bat from the field of play after the ball is hit into play.

If a bat is left in the field of play (between the foul lines) and interferes with a play, coaches' interference will be called and the runner will be out.

### **3<sup>RD</sup>/ 4<sup>TH</sup> GRADE (10U) MCP**

Player pitcher gets 4 pitches to strikeout the batter or for the batter to put the ball into play. If after 4 pitches the batter has not struck out or put the ball into play, the offensive pitching coach will come onto the field and has the remaining strikes up to 3, for the batter to put the ball into play. Foul ball with 2 strikes is continuous.

If a player pitcher hits the batter with the ball, the batter is awarded 1<sup>st</sup> base.

No 4 ball walks

10 players on the field 6 infield, 4 outfield.

You may advance one base on a pass ball, only with the player pitcher. The ball is considered live.

### **5<sup>TH</sup>/ 6<sup>TH</sup> GRADE (12U) Softball:**

No special playing rules. Will follow USSSA Softball rules

Rules as of 3/19/2026. Small Town Rec has the right to add or change any rules at any time.