



New Smyrna Beach Babe Ruth General League Rules All Divisions

Updated 1/13/2026



The official rules of playing shall be found in the current Babe Ruth Baseball and Softball Official Regulations and Playing Rules book. These rules are amended by the following local Ground Rules and By-Laws in accordance with Rule 3:13. All divisions play by Babe Ruth rules with the addition of local playing rules for those divisions.

1. Game Time Limits

Division	No New Inning After:
16U Juniors	2:00
12U Majors	1:45
10U Minors	1:30
8U Rookies	1:15
T-Ball	1:00 (drop dead)

- *Tie Game: In the event of a tie, or once the time-limit has expired game will be declared a tie.*
 - a. *Postseason games will revert to Texas Tie breaker when a tie is not an option.*

Note: The game clock begins at game time or after the plate meeting with the umpire. Managers, Umpires and/or Official Scorekeepers should note the start time and agree on the no new inning / cutoff time at the plate meeting.

2. Equipment:

- **Batting helmets:**
 - 10U Baseball Division and below: All players, while batting, are required to wear batting helmets (Chin Guard or Full Face Mask are optional)
- **Electronics:**
 - Players are not permitted to use or carry any electronic or communication devices on the field of play (ex. Cell phones, ear buds, smart watches, smart glasses, etc.)
- **Bats:**
 - Please see official bat regulations
 - ALL bats must have a USA bat logo or be wood. If an illegal bat is discovered prior to a batter completing his “at bat”, the bat is simply removed from play and the “at bat” batter continues. If a player uses an illegal bat or non-conforming barrel dimension and hits a fair ball, player will be ruled out. No base runners can advance and any outs during the play will stand. This is an appeal play. The “at bat” will be considered legal once a pitch is thrown to the next batter. Any bats found prior to the game that does not

conform to the SEV Babe Ruth rules, shall be removed from the dugout immediately and shall not be allowed for use during the game. Any player that is found using an illegal bat after being warned may be suspended by the SEV Babe Ruth Board of Directors.

- **Baseballs:**

- Each head coach will be given two boxes of 12 balls with their equipment bag. One box is for practice balls, and the other is to be used for games. Each coach will supply one new ball and one used ball for games. One of these may be given for game ball.

- **Equipment Bag**

- Each head coach will check out an equipment bag (if needed) that contains catchers gear and will be kept by the coach for the duration of the season. The coach will be required to return the bag before trophies will be handed out. Tees are not to be taken from the Sports Complex.

3. Game Schedules:

- All games are scheduled and approved by NSB Athletic Department
- All games are official games. If play is interrupted for any reason, an attempt to reschedule or pick up the game will be made. The game is considered complete after 4 complete innings or after 3 ½ innings if the home team is winning.

4. Forfeits / Pool play

- 8u - 16u BASEBALL: there will be no forfeits or game cancellations. Pool play will be utilized to fill any player shortages for 10u and older before game time. For 10u, 12u and 15u during the game, should the batting lineup fall to 8 batters, an out will be recorded in the place of the missing batter. For 8u, the penalty will apply if the lineup falls to 7 batters. If the game begins with only 8 players (or 7 players in 8u), the out will be recorded in place of where the #9 batter would be (#8 batter in 8u). If the lineup returns to normal, then the penalty is removed. A team will not be penalized for more than one out, regardless of the deficiency in the lineup.

5. Pool play protocol

- At the beginning of each season, the League will create and manage a pool/list of eligible players to be utilized for teams, which for valid reasons cannot field the required number of players. These players will be contacted and assigned to the teams by the League on a rotating basis. The management of the player pool list will be done by the League.
 - The goal of this regulation is to provide an additional method of ensuring games are played, rather than being rescheduled due to occasional player shortage. Obviously, the more notice that is given to the League of the shortage, the more likely a pool player(s) can be assigned in time. Pool players who are assigned to games may not pitch or catch, and must bat at the bottom of the batting order and play in the right field. All minimum play and substitution requirements still apply.

6. Slide Rule

- Babe Ruth League does not have a mandatory "must slide" rule, but runners must slide or avoid contact when a fielder possesses the ball and is waiting to make a tag. Malicious or intentional contact at any base will result in the runner being called out and ejected from the game.

7. Dugout / Field

- All Divisions: One roster coach or approved volunteer must remain in the dugout while players are present in the dugout. 8U and older while on defense two coaches (Maximum) may be outside the dugout (in the immediate area) and in foul territory. The only equipment that may be outside the dugout with the coaches during this time can be a covered bucket for each
- While batting, two (2) coaches are allowed out on the field in the position of first base coach and third base coach.
- At any time during live play, no more than two (2) coaches are permitted outside of the dugout, and they must remain within arm's reach of the dugout fence. Coaches may not leave this designated area for any reason outside of a player injury or mound visit.
 - If a coach violates this rule, the umpire has the authority to assess the infraction as either a charged mound visit or an ejection, depending on the severity and at the umpire's discretion.

8. League age:

Age	Division
4-5	T-Ball Junior
6	T-Ball Senior
7-8	Rookies
9-10	Minors
11-12	Majors
13-16	Juniors

League age is determined by **May 1 of the following calendar year.**

- Example: For the **Fall 2025 & Spring 2026 season**, player age eligibility is based on their age as of **May 1, 2026.**

*Players may choose to go to evaluations for the division one age older but must be drafted by a team **no later than the end of the 6th round.** Players must attend their correct age evaluation as well to be considered to play at the older division. Special considerations (ex. Special needs, safety concerns, etc) may be considered by the NSB Athletics Director upon request. A player's eligibility to play in post-season tournaments may be affected if they play out of their division.*

9. Uniforms

- Each player is issued a hat and shirt by the league.
- Parents will need to provide solid gray pants (no piping or pin stripes), socks, belts and athletic supporter with cup (male players) and mitt. A team may choose to wear different color pants if agreed upon by entire team and everyone matches.
- All players must be in full uniform, with no exception

10. Scorekeeping

- 6U and above: Official scorebook must be kept by the home team for each game. This includes the use of electronic scoring. 6U just needs to record the lineup for all-star eligibility
- Line-ups will be exchanged 10 minutes prior to each game. You MUST list each player's number, first initial & last name

11. Interleague

- Will be considered when a division cannot field 4 teams within the league or at the request of the district

12. Batting Cages:

- Batting cages are available for use to all teams. Players must wear tennis shoes in the cages. **NO CLEATS** Please be mindful of time spent in cages when there are others waiting.

13. Skills Assessments:

- Divisions 8U and above: All 8U and above players MUST attend one day of player evaluations. Two evaluation dates per division will be announced during the open registration period. If a player misses the evaluations, and there are open spots for players at the time of team formation, the players will be selected to the teams by random/blind draw.
- Skills Assessment: shall consist of activities necessary to evaluate players in an effort to have equal competition throughout the division.

14. Draft Procedures 8U and above:

- All teams are formed new each season. Players that participated in the evaluations will comprise the player pool eligible to be selected to a team during the draft. Draft style will be a serpentine style draft. (Example for a 6 team Draft: Round 1, teams will select Team 1 thru Team 6; Round 2 would then select Team 6 thru Team 1; Round 3 would mirror Round 1; Round 4 would mirror Round 2 and so on...) The draft order will be determined by blind draw prior to the player evaluations each season.
- Draft Protection: A manager may declare, to the league, one roster coach. For the purposes of player draft protection, this coach must be named PRIOR to the start of the evaluations. Manager's children as well as the ONE roster coach's children will be protected and automatically taken in round 3 and round 4. If there is only one protected player, they will be automatically selected in round 4
- 12U and above: A sibling of any selected player, eligible to play in the same division by virtue of league age only, will automatically be placed on the same team in the next available round. if the parents request children to be on the same team. If parents do not require children to be on the same team, the sibling will be protected from being drafted by another team for ONE CONSECUTIVE ROUND
- 10U and below: A sibling of any selected player, eligible to play in the same division by virtue of league age, will automatically be placed on the same team in the following available round.

- Please note this rule does not guarantee players who evaluate for older divisions selection to a team just because they have a sibling in that division. They must still be drafted.
- All Trades must be submitted to the league for approval within 24 hours after the start time of the draft.

15. Spring Mandatory play

- 12U and above: Every Player must play in the field for 2 consecutive innings (6 defensive outs) and bat at least once per game. Any player who does not meet minimum play in a game must start the next game and complete his or her minimum play missed and then complete the minimum for that game before being removed.
- Players who arrive to the ball field after the start of the game are not subject to the minimum play requirements.
- 8U & 10U: Each team will bat the entire roster and will have free substitutions during the spring season. Every Player must play 2 innings (6 defensive outs) per game. Any player who does not meet minimum play must start the next game and complete the remaining minimum play missed plus the current game's minimum play. Players are exempt from the 2 inning mandatory play if they show up after 1 completed inning.
 - Second half of the spring season: Each 10u player must play a minimum of 1 inning in the infield.
- *Fall Ball: Every player must play at least 2 consecutive innings in the field. No player will play more than 2 innings at the same position.*

16. Run Rule

- There will be a 5 Run per inning rule in effect for 8u and 10u divisions during spring regular season play. A half-inning will end when there are three recorded outs or when the offense scores 5 runs in their half-inning.
 - For 12u and 16u, there will be a 7-run rule limit per inning
 - For any division that has a run limit, all runs will count on a HR that goes over the fence. The ball must go over the fence and not be a inside the park HR. Example: Team has scored 3 runs in a 10u baseball game and a player hits a 3 run HR. All 6 runs will count that inning.
 - There are no unlimited runs in the final inning of the game, even if a team is down by more than 5 (or 7 runs for 12u and above). The run rule would still be in effect.
- The game will end if one team (a) has a 12-run lead after three (3) innings (or 2½ if the home team is winning) or (b) is ahead by 10 runs or more after four (4) full innings of play (or 3½ if the home team is winning).

17. Noisemakers

- The use of noisemakers is not permitted in the stands or dugouts. This includes, but is not limited to horns, drums, bells, boom boxes, and whistles.

18. On-deck batters

- For 10u and above: All on-deck batters will position themselves behind the batter against the fence in foul territory near the dugout. With a right-handed batter up they will be on the 3rd base side and with a left-handed batter up they will be on the 1st base side. Players will NOT cross over while the batter is in the box and the battery is assembled. In order to keep the game

moving along, on-deck batters may assist in retrieving foul balls and passed balls when there are no runners on base and when applicable it is not a dropped third strike.

19. Courtesy Runners

- For 12u and above with 2 outs, if the catcher of record (catcher from the previous inning) is on base, you may run for the catcher so he/she can get ready and reduce delay in between innings. For 10u and below, if the player that will be catching the next inning is on base, you may run for that player so they can get the catcher’s gear on quicker

20. Pitching Limitations / Rules

- Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game)
- 12u Major and below: A pitcher once removed from the mound cannot return as a pitcher in the same game.
- 16u and above: A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- The manager must remove the pitcher when said pitcher reaches the limit for his/her division as noted below, but the pitcher may remain in the game at another position:

Division	Max Pitches Per Day
18U	105 Pitches
16U	95 Pitches
12U	85 Pitches
10U	75 Pitches

- Exception: If a pitcher reaches the limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:*
 - That batter reaches base;*
 - That batter is put out;*
 - The third out is made to complete the half-inning.*

Note 1: A pitcher who delivers 51 or more pitches in a game cannot play the position of catcher for the remainder of that game.

- Pitchers league age 16 and under must adhere to the following rest requirements:

# of Pitches	Days of Rest
66+	4 days
51-65	3 days
36-50	2 days
1-35	0 days

- a. *Violations of pitch count may result in sanctions against the manager as determined by the League. If violated during the game and protested by the opposing team, the game will be forfeited by the team that violated the pitching rules.*
- b. *Rest period begins at the end of the day. If a team has a double header, the player may pitch up to their max daily pitches for the entire day. Required rest begins at the end of the calendar day.*

21. All – Star Eligibility

- For a player to be eligible to play All-Stars they must play 50% of the games played plus one (12 game season would mean player played at least 7 games)

22. Weather Policy

- NSB Staff will notify all coaches with weather updates in regards to game cancellations.
- The NSB Sports Complex has installed the Thor Guard Lightning Prediction & Warning System at the complex. This is to inform you of the updated inclement weather policy stemming from the Thor Guard installation.
- The Thor Guard System constantly measures the millivolts of static electricity both in the air and on the ground in a 2 mile radius. When the system detects enough electricity in the area to predict a lightning strike within an 8-20 minute window, the warning system will sound.
- The following is the procedure for all Recreational activities during inclement weather:
 - a. The first horn will sound for 15 seconds. This indicates that the Thor Guard System detects a lightning strike will occur in the 2 mile radius in less than 20 minutes.
 - b. When the horn sounds, ALL outdoor activities will cease immediately and will be cleared. All patrons are asked to seek safety in their cars, as we do not have the space to safely accommodate waiting patrons.
 - c. While there is still potential lightning within the 2 mile radius, a strobe light will continually flash.
 - d. When the Thor Guard System determines that it is safe to resume activities, the strobe light will turn off and you will hear 3 five (5) second horn blasts.
 - e. If after 20 minutes of weather delay, the game is called final.

- **Players, parents, spectators, and coaches are to immediately seek shelter in their cars in case of danger of lightning**

23. Tournament Play

- Same run rules will apply per inning and mercy rule, as per the league ground rules.
- Same pitching rules will apply to the tournament play unless otherwise stated by League Directors.
- Any player, manager or coach ejected, will be ineligible to participate for the remainder of the tournament.

- 8u will have one field umpire for the course of the tournament. 10u will have one umpire until the final, when there will be two. 12u and 16u will have two umpires throughout the tournament.
- Time limits will be the same as regular season, as per the league ground rules.
 - Championships time limits will follow the below guidelines:
 - 16U – no new inning after 2:15 of the start time
 - 12U – no new inning after 2:00 of the start time
 - 10U – no new inning after 1:45 of the start time
 - 8U – no new inning after 1:30 of the start time
 - EXTRA INNINGS: If the score is tied at the conclusion of time, or when 6 innings has been completed, a “Texas Tiebreaker” will be utilized: The last batted out will be placed on 2nd base at the beginning of the extra innings.
 - Per inning run rule is still in effect during extra innings
 - If the previous inning ended due to the 5-run limit, the runner placed on second will be the last batter to complete a plate appearance.
- Any team may start a game with 7 (8u only) or 8 (10u & above) players. The vacancies in the lineup with less than nine (9) will be recorded as outs. If a team falls below 7 (8u only) or 8 (10u & above) or cannot start a game with required players, they will forfeit. Players may not be borrowed from other teams in tournament play.
- Mandatory play rule is still in effect for the tournament.

Fall Season Additions

The following rules override the specific division rules for the Fall Season.

1. Each team will bat the entire roster in all divisions
2. 5 Run Rule in all divisions (Exception: T-Ball and Coach Pitch.) No continuous play
3. Free Substitution Rule



New Smyrna Beach Babe Ruth
8U ROOKIE DIVISION (Ages 7 and 8)
Ground RULES
Updated 8/12/25



1. Length

- A regulation game is six (6) innings or time limit whichever comes first.
- A half inning shall be complete when three (3) outs occur or immediately when five (5) runs have been scored. Exception: All runs will be scored on over-the-fence homerun.

2. Minimum Players

- A team may start or continue to play with as few as seven (7) players.

3. Pitcher Position

- Before the ball leaves the pitcher's hand, the pitcher must have one foot on the clay area of the pitcher's mound and must be even or behind the pitching coach.

4. Stealing, Lead Offs, Dropped Third Strike & Infield Fly

- Steals and advancing on passed balls are prohibited. The Batter cannot advance on a dropped third strike and there is no infield fly rule.

5. Coaches

- Offense team
 - Up to (4) Adult coaches will be allowed on the field for the offense team and stationed:
 - Each of the coach's box
 - On the mound to pitch.
 - Behind home plate to assist batters and help with ball
- Defensive team
 - One coach stationed in the outfield and one coach in foul territory in the grass behind 1st base and 3rd base.
- Coaches may not touch players or the ball during a play.

6. Batting:

- Teams will bat the entire roster
- Each batter will get five (5) pitches or three (3) swings. Whichever comes first.
- There will be no walks
- Foul balls and foul tips will count as strikes. If the batter fouls the fourth pitch, the at bat will continue until the ball is put in play or a strikeout is recorded.
- Any time after the fourth pitch, the batter shall be called out on strikes on a "taken" pitch

7. Bunting

- Bunting will be permitted. Fake bunting is not permitted. Penalty for fake bunting will be as follows (whether contact is made or not): 1) Batter will be called out. 2) Ball will be declared dead and all runners will return to bases. On the 2nd occurrence the manager will be ejected from the game. If it is the 2nd time for the same player, player will also be ejected. Bunting on the last pitch, if foul, batter is out. Pitcher cannot charge on bunts, until the ball has been released by the coach.

8. Fielding:

- Teams can play 10 players on defense. The players must be positioned with 4 outfielders with both feet in the outfield grass, 4 infielders, 1 (One) player fielding the

pitchers position and 1 catcher. The player fielding the pitchers position must be positioned on the right and left side of the pitching rubber but not in front of the coach. Each player will have a minimum of 1 inning in the infield position.

- If a team only has (8) players, the open fielding position must be an outfield position. With both Head Coaches approval, you may barrow a player from the opposing team to fill the vacant outfield position only. The barrowed player will only play defense for the opposing team. The barrowed player will not count towards the minimum eight (8) player rule.

9. Catchers:

- Each team must have a catcher in protective gear stationed behind the batter, within the catcher's box, and in the catching position. Protective gear **MUST** include a cup

10. Pitching Rules

- The pitching coach shall keep one foot on or straddle the pitcher's line.
- The pitching coach will pitch from the 40-ft marking on the field.
- The pitching coach, either standing or from the knee, shall deliver the pitch overhand and at a velocity that creates a flat-pitch to the batter (no lobbing or underhand pitches).
- The pitching coach shall not verbally or physically coach while in the pitching position. The pitching coach may instruct the batter while in the box, but may not after the ball is put in play.
- The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play one the ball has been hit. If a coach violates this rule before the ball is pitched, first offense is a warning; second offense is removal of the coach as the pitcher for the remainder of the game.
- The catcher takes a normal position in full gear and returns the ball to the coach-pitcher after each pitch (live-ball situations excepted).
- The player that assumes the pitcher's position must remain with one foot in the dirt of the mound, behind the coach that is pitching, until the ball is hit. If a pitcher violates these requirements, then (1) the play will stand, even if the pitcher is involved in the play, and (2) the umpire(s) will warn the violating pitcher's manager that if the same pitcher violates one of both requirements again, the player will be removed from the pitcher's position. The player can assume another position, but cannot re-enter as a pitcher in that game.
- If a batted fair ball hits any part of the pitching Coach without touching any defensive player, the ball is immediately dead. The batter will be awarded first base. All other runners return to the base they last occupied before the ball was hit, unless forced to advance as a result of the batter being awarded first base. If a batted fair ball is first touched by a defensive player and then hits any part of the pitching Coach, it is a live ball. If a thrown ball hits any part of the pitching Coach, it is a live ball.
- Each batter receives a maximum of FIVE (5) pitches. If the batter strikes out, or if the ball has not been hit into play after five pitches, the batter is out.
- NO INTENTIONAL WALKS.
- If the batter fouls the fifth (5th) pitch, the batter will receive pitches if the batter continues to foul pitches. (Note: Any foul bunt after two strikes is an out.) The batter is out if a batter swings on a third strike and misses the ball.
- HIT BY PITCH - If the batter is hit by a pitch from the Pitching Coach, the batter will not be awarded first base.

- INFIELD FLY RULE - There is NO infield fly rule.

11. **Mandatory play:** if a team has more than 11 players, no player will sit out more than 1 consecutive inning. Less the 11 players No player will sit out 2 consecutive defensive innings. No player will play more than 2 innings in the same position.

12. Dead Ball:

- The ball will be declared dead (time out) by the umpire when the defensive team stops the lead runner and all succeeding runners abandon their effort to advance. It will be up to the umpire to determine when the ball is dead and to cease play by holding both arms in the air.

13. Overthrows

- Definition: An overthrow shall be defined as a thrown ball that is not caught and travels into foul territory or is not recovered by the intended fielder.
- Only one (1) base advance is possible on an overthrow. One (1) overthrow per play. The runner is at risk to be put out if advancing on an overthrow.

14. Out of Play:

- A non-deliberate overthrow that goes out of play (e.g., dugout, over the fence, under the backstop, through a gate) results in:
 - Two bases if the runner was advancing: the base they were going to plus one extra base.
 - One base if the runner was not advancing: just one extra base.
 - Example:
 - If the ball is thrown out of play before the batter reaches first base, the batter is awarded second base.
 - If a runner had already rounded second before the ball went out of play, that runner is awarded third and home.
 - This is an umpire judgment call and cannot be challenged.
- Live Ball Example
 - Batter hits and runs to first.
 - Center fielder throws to shortstop, who misses. Runner may advance at their own risk.
 - The miss by the shortstop is considered the one possible overthrow for a play
 - Third baseman retrieves and throws to second; second baseman misses. If the runner goes past second, they must return to second.
 - The ball remains live, and the runner is always at risk when not touching a base.

15. Umpire:

- The Umpire will be stationed behind the pitching coach in a position as to not obstruct the fielders.

16. Late Arrivals:

- If listed on the lineup card turned into the scorekeeper prior to the game as “substitute,” late players are added at the bottom of the batting order.

17. Injured Players:

- If a player becomes sick or injured and is removed from the lineup, he may not return and his place in the batting order will be skipped without penalty. If the batter is injured and unable to continue the next batter shall inherit the at-bat.



New Smyrna Beach Babe Ruth

T-Ball DIVISIONS (Ages 4 thru 6)

Ground RULES



1. A game is regulation after 2 complete innings.
2. Bunting, stealing, and lead-offs are not permitted.
3. Three (3) Adult coaches will be allowed on the field for the offense. One Adult Coach is to be stationed at the plate to put the ball on the tee, while the other coaches may be positioned in the coach's boxes at first or third base. A coach or approved adult volunteer must remain in the dugout. Two (3) Adult coaches will be allowed on the field for the defense stationed either in the outfield or foul territory. Adult coaches may not touch players or the ball during a play, and should make every effort to avoid becoming physically involved in the play. (Two Adult coaches will be allowed on the field as long as one adult coach is in the dugout at all times. **NO EXCEPTIONS**)
4. Teams will field all players each inning. Players shall be stationed as the catcher, pitcher, first baseman, second baseman, third baseman, shortstop (all positioned on the infield grass near the base paths), left field, left center field, right center field, right field. Extra players will be placed as (1) roving infielder and the remainder will be placed as roving outfielders. Rovers are to be positioned in the clay, midway between bases. Outfielders may be positioned no closer to home plate than the edge of the outfield grass. The players must rotate traditional correct positions each inning.
5. All players present are placed on each team's batting lineup. All players bat in order each inning. Reverse batting order alternating innings. For example, top to bottom in the first inning, bottom to top in the second inning. Substitutions are not permitted. An "at bat" will be completed at the end of the play caused by the last batter having batted for the offensive team.
6. T-Ball **Junior 5U** - The batter shall use a batting tee situated on home plate. The batter will be given five (5) attempts to hit a fair ball. If the last attempt passes the arc and then goes foul the batter will be awarded another attempt. Since the objective of T-Ball is to give every player an opportunity to participate in all aspects of the game, strict adherence to the number of attempts is not appropriate unless, in the opinion of the manager of the team on offense, it is obvious the batter has no chance of hitting a fair ball.
7. T-Ball **Senior 6U only** - Coaches will have the option to throw **ONLY** 3 pitches to each batter or 5 attempts off the tee. This must be done from a knee & overhand. If the batter doesn't hit a pitch, he/she then must hit off of the tee. If the ball is not put into play on by the third attempt off the tee, the batter is out. The coach must move off the field of play once the ball is placed on the tee. When batting off of the tee the catcher moves to the back of the box. (Note for post season play (All-Stars) all batter will be hitting off a tee)
8. When the ball is hit, this coach must immediately move away from the play into foul territory. Baseball Coach Pitchers will pitch from no closer than 25 feet.
9. An arc will be established approximately fifteen (15) feet from home plate. Any batted ball not advancing past the arc will be counted as a miss.
10. Runners will be called out & removed from the base. Coaches are responsible for safe/out calls.
11. The ball will be considered dead under these circumstances:
 - A: The runner is out & ball is in the infield
 - B: The ball is overthrown (1 base per runner)
 - C: The batter has reached 1st base & ball is in infield without a play to be made.
 - D: The ball hit into the outfield is thrown back into infield (doesn't have to be in possession).
12. Players cannot play pitcher & 1st base more than 1 inning each

13. If the pitcher fields the ball with any body part within the pitching circle he/she must throw the ball to record an out. They may not run and tag the runner with the exception of plays at home. Only one (1) base advance is possible on an overthrow. One (1) overthrow per play. The runner is at risk to be put out if advancing on an overthrow.
- a. Definition: An overthrow shall be defined as a thrown ball that is not caught and travels into foul territory or is not recovered by the intended fielder.
 - b. Example: Batter hits ball and runs to first base, center fielder fields the ball and throws to the shortstop, the shortstop misses the ball, the runner can now advance at his or her own risk to second base. The third baseman retrieves the ball and throws to second base and the second baseman misses the ball; if the runner advances beyond second base, the runner must return to second base. The runner is always at risk of being put out when not touching a base and the ball is live.
14. Scores will not be officially kept. Remember this is an instructional league meant to prepare them for future baseball or softball.

No umpires or 5 run Rule in this division