



RULES PACKET

Summer Rec Baseball Leagues



7 & 8 Yr Old Rec League Machine Pitch Baseball Playing Rules

The Game:

1. Players: Age is determined as of May 1st of the current year. Players may not be 9 years old before May 1st.
2. Length of Game: Games shall consist of 5 innings or 1 hour time limit, whichever comes first. NO new inning will start after 55 minutes. GAMES CAN END IN A TIE.
3. Score: Score will be kept. There is a run limit of 6 runs scored per inning. 3 outs or 6 runs will constitute an inning. Game ends if the team is winning by 7 runs when the time has expired.
4. Team Minimum: Teams must have 7 players present to play a game. If a team does not have 7 players, the game will be declared a forfeit. The team short players may then borrow players from the opposing team so they can play a game.
5. Field Dimensions: 65 ft. bases and 46 ft. pitching distance will be used in this league. A safety 1st base will be used.

Offense:

1. Batting: Each batter will receive 5 pitches, unless a normal 3 swing strike-out has occurred first. If the batter fouls off the 5th pitch, he/she will be allowed one more pitch. The batter can strike-out. The batter cannot walk. Bunting is not allowed. A batted ball that hits the machine shall be declared a dead ball, and the batter and all runners will advance one base. Machines will be set at a 5 speed.
2. Batting Order: Every player present shall be in the batting order.
3. Base Running: Stealing is not allowed. No bases can be advanced except on a fair hit call. Runners must not leave the base until the ball is hit. If the runner does leave early, time will be called and the play will be re-played. The Dropped Third Strike and the Infield Fly Rules are not played in this league. "Squeeze plays" or suicide plays are not allowed. Runners are allowed a limit of one base on an overthrow.
4. Courtesy Runner: A courtesy runner may be used for the catcher of the batting team if he reaches base. The courtesy runner will be the last batter to make an out. If there are no outs in the inning, then the batter who made the last out of the previous inning will serve as the courtesy runner. Please inform the umpire that you are making the substitution.

Defense:

1. Fielders: Ten players may take the field on defense, using 4 outfielders. All players must play at least two defensive innings each game.
2. Pitcher: The pitcher must stand within 6 ft. of the pitching machine. The pitcher should take all throws from the field.
3. Time Out: Time will be called when an infielder has control of the ball and all play has been completed. The ball will then be thrown to the pitcher and handed to the coach operating the pitching machine.
4. Coaches: One coach from the defensive team can take a position in the outfield to help coach, but must not interfere with play.



9 & 10 Yr Old Rec League Baseball Playing Rules

The Game:

1. Players: Age is determined as of May 1st of the current year. Players may not be 11 years old before May 1st.
2. Length of Game: Games shall consist of 5 innings or 1 hour time limit, whichever comes first. NO new inning will start after 55 minutes. Games can end in a tie.
3. Score: Score will be kept. There is a run limit of 6 runs scored per inning. 3 outs or 6 runs will constitute an inning. Same as 8U MP.
4. Team Minimum: Teams must have 7 players present to play a game. If a team does not have 7 players, the game will be declared a forfeit. The team short players may then borrow players from the opposing team so they can play a game.
5. Field Dimensions: 65 ft. bases and 46 ft. pitching distance will be used in this league. A safety 1st base will be used.
6. Cleats: No metal cleats allowed.

Offense:

1. Batting Order: Every player present shall be in the batting order.
2. Base Running: The Dropped Third Strike and the Infield Fly Rules are not played in this league. "Squeeze plays" or suicide plays are not allowed. Runners are allowed a limit of one base on an overthrow.
3. Stealing: Stealing is allowed, however the base runner may not lead off and may not leave the base until the ball has crossed home plate.
 - a. Enforcement: If a player obviously leaves the base before the ball crossed home plate, he will be warned the first time, and called out the second time. Both are dead ball situations and the runner(s) will be returned to their bases.
 - b. A base runner may steal 2nd & 3rd base, but not home. A runner may advance home by a batted ball, a walk, or an overthrow at a base.
 - c. A baserunner stealing 3rd base may not advance home on an overthrow from the catcher to the 3rd baseman.
 - d. A base runner may not advance home on an overthrow from the catcher to the pitcher.
4. Courtesy Runner: A courtesy runner may be used for the catcher of the batting team if he reaches base. The courtesy runner will be the last batter to make an out. If there are no outs in the inning, then the batter who made the last out of the previous inning will serve as the courtesy runner. Please inform the umpire that you are making the substitution.

Defense:

1. Fielders: Ten players may take the field on defense, using 4 outfielders. All players must play at least two defensive innings each game.
2. Pitcher: A pitcher may pitch a maximum of 3 innings per calendar week. One pitch constitutes an inning. Pitchers may not throw "junk pitches." A "junk pitch" thrown will be called a ball and the pitcher warned. On the second occurrence, the pitcher will be removed from the position.
3. Time Out: Time will be called when an infielder has control of the ball and all play has been completed.
4. Coaches: One coach from the defensive team can take a position in the outfield to help coach, but must not interfere with play.



11 & 12 Yr Old Rec League Baseball

Playing Rules

The Game:

1. Players: Age is determined as of May 1st of the current year. Players may not be 13 years old before May 1st.
2. Length of Game: Games shall consist of 5 innings or 70 minute time limit, whichever comes first. No new inning will start after 65 minutes, unless the game is tied. In the event of a tie, teams will play 1 extra inning. If the game is still tied after the extra inning, the game will end in a tie. In case of weather, 3 innings of play, 2.5 if the home team is ahead, is considered an official game.
3. Score: Score will be kept. There is a run limit of 6 runs scored per inning. 3 outs or 6 runs will constitute an inning. There is a 10 run rule after 4 innings, 3.5 if the home team is ahead. Same as 8U MP.
4. Team Minimum: Teams must have 7 players present to play a game. If a team does not have 7 players, the game will be declared a forfeit. The team short players may then borrow players from the opposing team so they can play a game.
5. Field Dimensions: 70 ft. bases and 50 ft. pitching distance will be used in this league.
6. Cleats: No metal cleats allowed.

Offense:

1. Batting Order: Every player present shall be in the batting order. Line-ups must be turned into the scorekeeper 10 mins prior to game time. Once the line-up has been turned in, players may only be added to the end of the batting order.
2. Base Running: Runners may lead off and steal any base but home. Runners can advance home on a wild pitch or passed ball. Base runners may not intentionally distract the pitcher (warning on first offense, called out on second offense). Crash plays are not allowed, and the penalty is ejection of the player.
3. Courtesy Runner: A courtesy runner may be used for the catcher of the batting team if he reaches base. The courtesy runner will be the last batter to make an out. If there are no outs in the inning, then the batter who made the last out of the previous inning will serve as the courtesy runner. Please inform the umpire.
4. Bats: Only official baseball bats will be allowed in this league. A batter who throws their bat shall be issued a warning first, and then called out after that.

Defense:

1. Fielders: Ten players may take the field on defense, using four outfielders. All players must play at least two defensive innings each game.
2. Pitcher: A pitcher may pitch a max of 5 innings per calendar week. One pitch constitutes an inning. Pitchers may not throw "junk pitches." A "junk pitch" thrown will be called a ball and the pitcher warned. On the second occurrence, the pitcher will be removed from the position.
3. Re-Entry: A pitcher may be removed from the pitching position, and come back in to pitch in the same game, as long as they are not in violation of the weekly max number of pitching inning.
4. Substitutions: Changes in the defensive positions do not have to be reported, except for pitching changes.