



# Rules and Guidelines

(Revised February 2024)

Section I:	Facility and Gameplay Rules, and Uniforms/Equipment
Section II:	Team Roster Procedures
Section II:	Inclement Weather, Heat and Cold Policies
Section IV:	Sportsmanship Policy
Section V:	Little Sluggers Tee-Ball Rules
Section VI:	5-6 Co-ed Intro to Coach Pitch Rules
Section VII:	7-8 Coach Pitch Baseball Rules
Section VIII:	7-8 Coach Pitch Softball Rules
Section IX:	9-10 Baseball Rules
Section X:	9-10 Softball Rules
Section XI:	11-12 and 13-15 Baseball Rules
Section XII:	11-12 and 13-16 Softball Rules

## League Contact Information:

**Recreation Coordinator:**  
660.627.1485 Ext: 3

**Luke Callaghan**  
[lcallaghan@kirksvillecity.com](mailto:lcallaghan@kirksvillecity.com)

**League Commissioner:**  
660.864.6851

**Hank Janssen**

**Kirksville Parks and Recreation Rain-Out Notification:** [www.kirksvillecity.com/p/alerts](http://www.kirksvillecity.com/p/alerts)

**Website (Schedules, Standings, Rules):** [www.teamsideline.com/kirksvillemo](http://www.teamsideline.com/kirksvillemo)

**Facebook:** facebook.com/KirksvilleParksandRecreation

## Section I:

### Facility Rules

- The official game time will start based on the scheduled game time for tee-ball and coach pitch divisions. Official game time divisions ages 10 and older will start at the first warm-up pitch, or when the umpire announces the games time. Games that finish due to time, rather than completed innings will still be considered a full and complete game.
- Both teams involved in the game will clean out their receptive dugout and place all trash in provided trash receptacles at the conclusion of their scheduled game.
- Dogs are not allowed at North Park, or at the Jaycee Park or Patryla Park ball fields during game play unless the dog is a service animal as defined by the Americans with Disabilities Act, Title III, Section 36.104.
- Smoking is not allowed in any Kirksville Parks and Recreation facility.
- Coaches and parents should also follow all posted rules and regulations at fields in Kirksville and surrounding communities where games may be held.

### General Gameplay Rules

- One out constitutes 1/3 of an inning for the purpose of pitching in divisions ages 11 and older.
- If an illegal or damaged bat is found in use, the bat will be removed and the game will continue. All bats should have a USSSA or USA stamp. Large barrel baseball bats will be permitted in baseball divisions, provided that a current stamp is present. Umpires and league officials will determine if a bat is not legal.
- Any ball hit bouncing over, going through, around or going under the fence in fair territory is a ground rule double (for applicable leagues).
- Pitchers will receive no less than 3 warm-up pitches between innings for returning pitchers, and 5 warm-up pitches for new pitchers. Additional warm-up pitches may be allowed at the umpire's discretion.
- Pitching limitations may be expanded for tournament play by league officials. Pitching rules will be communicated to the coaches before the start of the tournament.
- Whenever a tag play is evident, runners must slide OR seek to avoid contact with the fielder. Malicious contact shall suspend all obstruction penalties. Malicious contact by the runner and obstruction by a fielder are both judgment calls to be made by the league official and team coaches.
- The runner/batter is out on a dropped 3<sup>rd</sup> strike in all divisions.
- No player can be added to a team roster by a coach after teams are set. The Parks and Recreation Department must authorize the addition of any player to a team.
- In all divisions, the batting order will consist of all players eligible for game play at the start of the game. Late arrivals shall be inserted at the end of the batting order. All players on the roster shall bat before returning to the top of the order.
- Players not filling their spot in the batting order will not constitute an out.
- A team may start and finish the game with 8 players. Tee-ball and coach pitch divisions will not have a minimum number of players to play the game.
- All teams who know that they will not be able to field 8 players to start a game should contact the Parks and Recreation Department as soon as possible. Teams will be permitted to borrow a player from a team one division lower, but only to fill the minimum number of players to field a full team (9 or 10 players depending on the division). Borrowed players are only permitted to play in the outfield while on defense, and they must assume the last positions in the batting order. Borrowing players is not intended to strengthen a team, but rather avoid forfeits and late season rescheduled games. A borrowed player is required to wear their original team uniform that has been assigned by the league, to indicate that they are both a member of the league, and show that they are being used as a borrowed player. Teams must be able to field at least 6 of their original rostered players, or the game will be rescheduled.
- All rulings made by league officials are final, and no in-game protests will be permitted. Coaches may pause a game to discuss a rule or speak with a league official when appropriate.
- Mercy Rules:

Run Differential	Inning
12	After 4 innings
10	After 5 innings
8	After 6 innings

- At the end of regulation play (innings), if the game is tied and there is not at least 15 minutes left in the official game time, the game will end in a tie. If there is at least 15 minutes left at the end of regulation play, one additional inning will be added. If the game is tied at the end of the additional inning, the game will end in a tie.
- During tournament play additional inning(s) will be added to determine a winner. During extra innings, the batting team will start with a runner on 2<sup>nd</sup> base. The runner will be the player in the lineup immediately preceding the first batter of the new inning.
- A double first base may be used when available. If a double first base is provided, the batter/runner will use the orange base when advancing to first base and all defensive plays will be made on the white base.
- A catcher's box is not required to be drawn for play in any division.
- Coaches are required to encourage players to hustle on and off the field so that more innings can be played within the time limit of each game.

For all other rules questions not covered in this section, or in each division specific set of rules, please refer to USSSA Baseball and Softball rules which can be found at [www.ussa.com](http://www.ussa.com).

## Uniforms and Equipment

- The official uniform consists of a baseball cap or softball visor (visor optional), team shirt/jersey with a number. The team uniform must be worn to all games.
- Batters and base runners are required to wear approved head protection. Helmets with ear covering must be worn at all practices and games. Softball helmets with face masks are required for all softball divisions ages 9 and older.
- Tennis shoes or athletic cleats should be worn by all players. Metal cleats are only allowed in the 13-15 baseball and 13-16 softball divisions.
- Each team will be provided division appropriate equipment including batting helmets, bats, catching equipment, practice/game balls and a tee by the Parks and Recreation Department.
- All bats should have a USSSA or USA stamp.
- Game balls will be provided by the umpire or league official for each game for divisions ages 9 and older. All game balls should be returned to the umpires before leaving the field.
- Catchers, assuming the standard catching position, shall wear leg guards, a chest protector, and a catching helmet. The catching helmet shall have a faceguard, extended throat guard or a separately attached throat guard, and shall fully cover both ears in divisions through age 12. 13 and older division catchers may wear masks that do not fully cover both ears.
- All boys catching are encouraged to wear a protective cup.
- All other personal protective gear and other equipment, such as a field glove, shall be provided by the players.

## Section II:

### Team Roster Procedures

The Kirksville Parks and Recreation Department has draft rules set to ensure fair play between share-play communities for the older divisions. In all divisions except for Little Sluggers Tee Ball and 5-6 Intro to Coach Pitch leagues, coaches will be permitted to roster a maximum number of players based on the following scenarios:

- Head Coach's child, Assistant Coach's child – starts with 2 players on a roster
- Head Coach's child, Assistant Coach's child, player associated with a sponsor who has requested a specific coach – starts with 3 players on a roster
- Head Coach's children (multiple children in division, twins, triplets, etc.), Assistant Coach's children (multiple in same division, player associated with a sponsor who has requested a specific coach – starts with 4 or more players on a roster

The remaining registered players in each division will be entered into a coach's draft. If a team starts with more than two players on the roster due to a coach having multiple children in the division, or a player attached to a sponsor requesting a specific coach, that team will not be permitted to make a draft pick during their draft turn until the point in the draft when all teams have an equal number of players. Multiple assistant coaches will not be considered for the purpose of drafting teams. League officials will encourage coaches to make selections to assist with balanced play based on age, experience, and/or talent level. Additionally, league officials may require coaches to select a player based on an associated team sponsorship at the league official's discretion.

During registration, there will be an option for parents or guardians to indicate special circumstances. These will not be shared with any of the coaches and will not be taken into consideration for the draft except to ensure that siblings within the same division are placed on the same roster.

Rosters for Little Sluggers Tee Ball and 5-6 Intro to Coach Pitch divisions will include all the children of team coaches, and then will be randomly created before the preseason coaches' meetings. The Parks and Recreation Department will prepare rosters with the goal of ensuring that all players have a positive and fun recreational league experience.

In effort to ensure the safety of all program participants, head coaches and one assistant coach for each team in all KBSL divisions will be required to complete a background screening once every two years. Additionally, all coaches will be required to attend a preseason rules and safety meeting.

Team colors will be assigned based on requests from team sponsors when available. Coaches are all volunteers for this league, and will have the ability to select practices based on their schedules. The Parks and Recreation Department appreciates the generosity of our league sponsors, coaches, and volunteers who allow this league to be affordable and fun for our community.

## Section III:

### Inclement Weather

- The Rain-out Line is posted on the first page of these rules. It is the responsibility of the coaches and parents to contact the rain-out line or check the Kirksville Parks and Recreation Facebook page the day the game is being played. Rain-out lines are updated starting at 4:00pm each weekday, and as needed on the weekends. Please note that the line may be updated multiple times based on current conditions.
- Delays due to lighting, rain, or inclement weather will be determined by a league official.
- Games will be delayed a minimum of 30 minutes from the last observed lighting strike.
- Incomplete games called due to inclement weather, field conditions, time limits, or park curfew by a league official shall be rescheduled at the discretion of the Parks and Recreation Department.
- No game will start 15 minutes after scheduled time unless the delay is caused by a field conflict or weather conditions.

### Heat Policy

The Kirksville Parks and Recreation Department has implemented the following guidelines to deal with extreme heat for outdoor activities. It is designed to provide participants with a standard for safe play in situations of extreme heat.

The two values that will be considered when modifying or canceling games or practices are air temperature and relative humidity. The combination of these two elements reflects the heat index. We will rely on the heat index reading that is updated hourly by the National Weather Service from Kansas City/Pleasant Hill, MO.

The Kirksville Parks and Recreation Department will follow the same guidelines as the Missouri State High School Activities Association (MSHSAA). These guidelines are followed by area school districts for their activities as well.

If the heat index is between 95 and 104 degrees, practices and game conditions will be altered. This can include, but is not limited to, at the discretion of Parks and Recreation Department:

- Shortening game times, or delaying/postponing the start of games
- Requiring longer breaks between innings to properly hydrate
- Restricting the number of innings that any one player can play the position of catcher

If the heat index is 105 degrees or higher, practices and games will be cancelled and rescheduled.

All players should bring ice water to every practice and game. Coaches are encouraged to provide frequent water breaks at all practices. Please note that the heat index readings used can change or be different depending on the location of your game or practice. League officials will take into consideration travel time and projected game-time heat index values to make the best possible determination for safe playing conditions.

### Cold Policy

For cold weather games played in the Fall or early Spring Seasons, the only value that will be considered when modifying or canceling games or practices for cold is air temperature. We will again rely on the readings that are updated hourly by the National Weather Service from Kansas City/Pleasant Hill, MO.

Practices and games will be cancelled and rescheduled when the air temperature is projected to be below 40 degrees at the scheduled game/practice time.

## Section IV:

### Sportsmanship Policy

We encourage positive reinforcement from coaches, officials, parents and teammates for every player. Harassing, shouting, or engaging in any sort of emotional or physical harm to an opposing coach, parent, league official, or any player will not be permitted. Individuals who fail to comply with this policy will be asked to leave the game or, at the discretion of the Parks and Recreation Department, will be removed from the league. We thank you for your cooperation with this matter as we strive to provide a safe and fun environment for the children in our communities to learn the fundamentals of youth sports.

- A coach, player, parent or bench volunteer shall not:
  - Deliberately throw a bat, helmet or team equipment
  - Call "Time" or use any command or commit any act for the purpose of trying to cause the players on the opposing team to commit an error or mistake
  - Use words to act to incite or try to incite spectators to demonstrations, or use profanity or remarks which reflect upon opposing player, league official, umpire, or spectator
  - Enter the area behind the catcher while the opposing pitcher and catcher are in their positions.
  - Use amplifiers, speakers or bull horns on the bench or on the field during the course of the game
  - Maliciously run into a fielder, even if the fielder is out of position
  - Be outside the vicinity of the designated dugout or bull pen area if not a batter, runner, on deck batter, in the coach's box or one of the eligible players or coaches on defense
  - Verbalize in any way with the opposing team for the purpose of intimidation
  - Exhibit behavior that is not in accordance with the spirit of fair play
- Umpires and league officials have the right to restrict a coach to his/her dugout for the remainder of the game if they feel that the coach is not following the rules of the game or acting in accordance with the spirit of fair play. The coach will be able to continue to coach his/her team from the dugout as long as the coach follows the rules for the remainder of the game. A coach that has been restricted to the dugout will not take the field to coach a base, talk to a pitcher, or discuss any calls with an umpire or official. A dugout restriction will be treated the same as a warning, and the coach will not be suspended for any future games.
- If a coach, player, or spectator is ejected from a game/asked to leave the facility, the offender will be suspended for a minimum of one additional game. The one game suspension will be served at the next scheduled league game. League officials reserve the right to suspend individuals for more than one game if the Parks and Recreation Department deems it necessary, or the offender has been suspended before.
- Any coach, player, or spectator that threatens, or is involved in a physical altercation with an umpire, league official, opposing coach, spectator, or player, will be removed from the league.
- Any parent, coach, spectator, or player who witnesses any type of abusive behavior should immediately contact the Parks and Recreation Department, or the Kirksville Police Department.

## Section V:

### Little Sluggers Tee-Ball Rules

<b>Inning Definition:</b>	All present batters will bat each inning
<b>Game Length:</b>	1 hour
<b>Field Dimensions:</b>	50' base paths, 10' diameter pitching circle at 35', 10' safety arc, 30' fielding tabs

\*No score or standings will be kept for this division

#### General Rules:

- Coaches will start and monitor the flow of the game.
- Defensive coaches will be allowed on the field of play. Coaches will be positioned outside the 4-base dimensional square. The 4-base dimensional square is defined as follows: (The area inside the 4-base dimensional. Foul line to second base).
- Coaches should use one of the league provided tees and balls for game play.

#### Offensive Rules:

- The batting order shall constitute all players on the team roster at the beginning of the game. Late arrivals shall be inserted as the last batter.
- All players on the roster shall bat before returning to the top of the order.
- Batters will continue to take turns at bat until all batters have hit.
- Batters will have three (3) swinging attempts to hit the ball off the Tee. The ball must go further than the 10' safety arc directly in front of the Tee or will otherwise be considered a "strike". Each unsuccessful swing or foul ball will be considered a "strike." After the 3<sup>rd</sup> strike, the coach will assist the batter in completing the at-bat by reminding the batter of proper mechanics.
- Base runners will be able to advance once the ball is hit and put in play. A base runner who leaves the base before the ball is hit will be put back on their current base. No stealing is allowed. Base runners will advance one base at a time in beginner's tee-ball. When the final batter of the inning reaches first, all runners will continue through home plate to finish the inning.
- No advancement will be allowed on an overthrow. All batters/runners only advance one base per at bat.
- Any attempt by a base runner to advance illegally after the ball has been returned inside the baselines will result in a "dead ball" situation with that runner, and they will be returned to their previous base.

#### Defensive Rules:

- All players will play in the field with 1 pitcher, 4 infielders and the remainder of the players will be placed outside the 4-base dimensional square and be considered as outfielders.
- All outfielders must stay behind the baseline.
- The defensive player designated as pitcher cannot leave the pitching circle until the ball is hit.
- Defensive infield players must be placed behind the 30' tabs or safety arc before the ball is hit.
- The defense will attempt to record three (3) outs to complete each respective defensive inning, but the offensive team will still complete the inning regardless of outs recorded.
- Any attempt by a base runner to advance illegally after the ball has been returned inside the baselines will result in a "dead ball" situation with that runner, and they will be returned to their previous base.

## Section VI:

### 5-6 Intro to Coach Pitch Rules

<b>Inning Definition:</b>	All present batters will bat each inning
<b>Game Length:</b>	1 hour
<b>Field Dimensions:</b>	50' base paths, 10' diameter pitching circle with the front of the circle at 30', 30' fielding tabs. Half-way lines will be marked between both 1 <sup>st</sup> and 2 <sup>nd</sup> , and 2 <sup>nd</sup> and 3 <sup>rd</sup> bases.

\*No score or standings will be kept for this division

#### General Rules:

- Coaches will start and monitor the flow of the game.
- Defensive coaches will be allowed on the field of play. Coaches will be positioned outside the 4-base dimensional square. The 4-base dimensional square is defined as follows: (The area inside the 4-base dimensional. Foul line to second base).
- Coaches should use one of the league provided tees and balls for game play.

#### Offensive Rules:

- The batting order shall constitute all players on the team roster at the beginning of the game. Late arrivals shall be inserted as the last batter.
- All players on the roster shall bat before returning to the top of the order.
- Batters will continue to take turns until all players have hit.
- Batters will have six (6) swinging attempts to hit the ball pitched by a coach. If the ball is not successfully put into play, a tee will be provided for the batter.
- Base runners will be able to advance once the ball is hit and put in play. A base runner who leaves the base before the ball is hit will be put back on their current base. No stealing is allowed.
- Balls hit into the outfield or outside the infield diamond will allow the batter and all runners to advance bases until the ball returns (thrown or ran) into the infield diamond. The ball does not need to be controlled by the defensive team inside the infield diamond to stop runners from advancing bases.
- No advancement will be allowed on an overthrow from the infield.
- Any attempt by a base runner to advance after the ball has been returned inside the baselines will result in a "dead ball" situation with that runner, and they will be returned to their previous base.

#### Defensive Rules:

- All players present will play in the field with 1 pitcher, 4 infielders in standard positions and the remainder of the players will be placed outside the 4-base dimensional square and be considered as outfielders.
- All outfielders must stay behind the baseline, or in the outfield depending on field size.
- The defensive player designated as the pitcher must have one foot in the pitching circle until the ball is hit.
- Defensive infield players must be placed behind the 30' tabs or safety arc before the ball is hit.
- The defense will attempt to record three (3) outs to complete each respective defensive inning, but the offensive team will still complete the inning regardless of outs recorded.
- Any attempt by a base runner to advance illegally after the ball has been returned inside the baselines will result in a "dead ball" situation with that runner, and they will be returned to their previous base.
- A double first base may be used when available. If a double first base is provided, the batter/runner will use the orange base when advancing to first base and all defensive plays will be made on the white base.



## Section VII:

### 7-8 Coach Pitch Baseball Rules

<b>Inning Definition:</b>	3 outs or 5 runs scored (second half of season)
<b>Game Length:</b>	4 innings or time limit reached
<b>Time Limit:</b>	No new inning will start after 1 hour 15 minutes
<b>Field Dimensions:</b>	50' bases, 10' diameter pitching circle (front of circle at 42'), 30' fielding tabs/pitchers safety mark

\*Score will be kept by the home team to keep track on innings only, no standings will be kept for this division.

- All players present will play defense each inning. Players will assume the six standard infield positions, including catcher, with all other players assuming positions in the outfield. All outfielders must start each play behind the chalked outfield marks on larger fields, and on the grass on the pee-wee fields.
- Defensive players must line up behind the 30' fielding tabs prior to the ball being batted.
- All players present will bat each inning for the first half of the season. In the second half of the season, all players present will bat until 3 outs are made, or 5 runs are scored. If a team is not ready to advance to playing "outs", this can be discussed prior to the first pitch, and teams may continue to bat around the order.
- The batting order shall constitute all players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
- A batter shall receive a maximum of six (6) pitches, or three (3) swinging strikes. The batter will receive an additional pitch for a foul ball batted on the sixth pitch. Subsequent pitches will be provided for subsequent foul balls. A player who does not put the ball in play after six (6) pitches will be out and shall return to the dugout.
- There will be no walks in this division.
- The home team will supply the official book keeper and will keep track of innings played, and the official game time.
- A base runner should be returned to the base when leaving the base before the ball is hit or reaches home plate. Stealing is not allowed.
- When a batted ball hits the pitching coach the ball is dead, the batter is awarded first (1st) base and all runners advance one (1) base.
- A batted or thrown ball striking a pitcher, coach, or player(s) off the field or striking a player in the "On Deck" area shall be called a dead ball.
- The pitching coach will call "time" after every play and declare the ball dead. The pitching coach will also serve as the "umpire" for all defensive plays.
- Overthrows - An overthrow is a ball that is thrown to an infielder covering a base that is not cleanly caught. Only one base advancement will be permitted on an overthrow, even if the ball remains in play. If a second overthrow occurs, the play will be called dead by the pitching coach, and all runners will return to the base they occupied following the first overthrow.
- Except for the above rule on overthrows, the ball will remain live until returned to the pitcher's circle.
- Teams may use free substitution for position players between innings for defense but the batting order must remain the same.
- The infield fly rule is not in effect for this division.
- The player in the pitching position is to stand to one side of the pitching coach, and must have one foot inside of the pitching circle until ball is played by batter.
- Two defensive coaches will be allowed on the field of play, with one standing in the outfield behind all the fielders, and the other standing at the backstop next to the catcher. To help move the game along more quickly, the defensive coach at the backstop should return pitched balls that are not caught by the catcher.
- The pitching coach must pitch between the front of the pitcher's circle and the 30' safety mark.

#### Other Notes:

- Standard 9" baseballs will be used for this division.
- If the game time reaches 1 hour 15 minutes while the visitors are batting, the home team will be given the opportunity to bat in the bottom half of the inning as well. All innings will be fully completed.

## Section VIII:

### 7-8 Coach Pitch Softball Division Rules

<b>Inning Definition:</b>	3 outs or 5 runs scored (second half of season)
<b>Game Length:</b>	4 innings or time limit reached
<b>Time Limit:</b>	No new inning will start after 1 hour 15 minutes
<b>Field Dimensions:</b>	50' bases, 35' pitching plate with a 16' diameter circle, and 30' fielding tabs

\*Score will be kept by the home team to keep track on innings only, no standings will be kept for this division.

- All players present will play defense each inning. Players will assume the six standard infield positions, including catcher, with all other players assuming positions in the outfield. All outfielders must start each play behind the chalked outfield marks on larger fields, and on the grass on the pee-wee fields.
- Defensive players must line up behind the 30' fielding tabs prior to the ball being batted.
- All players present will bat each inning for the first half of the season. In the second half of the season, all players present will bat until 3 outs are made, or 5 runs are scored. If a team is not ready to advance to playing "outs", this can be discussed prior to the first pitch, and teams may continue to bat around the order.
- The batting order shall constitute all players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
- A batter shall receive a maximum of six (6) pitches. The batter will receive an additional pitch for a foul ball batted on the 6<sup>th</sup> pitch. Subsequent pitches will be provided for subsequent foul balls.
- There will be no walks in this division.
- Home team will supply the official book keeper and will keep track of innings played and the official game time.
- Stealing is not allowed. Base runners who leave the base before the ball is hit or crosses the plate will be returned to the base.
- When a batted ball hits the coach who is pitching the ball is dead, the batter is awarded first (1st) base and all runners advance one (1) base. The coach will try his/her best to avoid getting hit by a batted ball.
- A batted or thrown ball striking a pitcher, coach, or player(s) off the field or striking a player in the "On Deck" area shall be called a dead ball.
- Overthrows - An overthrow is a ball that is thrown to an infielder covering a base that is not cleanly caught. Only one base advancement will be permitted on an overthrow, even if the ball remains in play. If a second overthrow occurs, the play will be called dead by the pitching coach, and all runners will return to the base they occupied following the first overthrow.
- Except for the above rule on overthrows, the ball will remain live until returned to the pitcher's circle.
- Teams may use free substitution for position players between innings for defense but the batting order must remain the same.
- The infield fly rule is not in effect for this division.
- The defensive player who assumes the position of catcher will not wear traditional catching gear or assume the regular catching position, but rather wear a helmet with a face mask (batting or catching) and stand by the defensive coach at the backstop.
- The player in the pitcher position is to stand to one side of the coach who is pitching and must have one foot inside of the pitching circle until ball is played by batter.
- Defensive coaches will be allowed on the field of play, but must position themselves in the outfield behind the players. One defensive or offensive coach should stand by the catcher at the backstop to help move the game along by returning balls to the pitcher.
- The coach pitching should pitch from the pitching plate to provide consistency for the batter. The coach is allowed to move up to the front of the pitching circle if they feel they batter requires them to do so to be successful in putting the ball in play.

#### Other Notes:

- 10" softballs with a soft inner core will be used in the coach pitch softball division. When 10" softballs are not available, 11" optic yellow fastpitch softballs will be used. Balls provided with team bags will be used for games.
- If the game time reaches 1 hour 15 minutes while the visitors are batting, the home team will be given the opportunity to bat in the bottom half of the inning as well. We do not keep score or standings in this division, so all innings will be fully completed.
- A double first base may be used when available. If a double first base is provided, the batter/runner will use the orange base when advancing to first base and all defensive plays will be made on the white base.

## Section IX:

### 9- 10 Baseball Division Rules

<b>Inning Definition:</b>	3 outs or 5 runs scored
<b>Game Length:</b>	5 innings (3.5 inning minimum for complete game)
<b>Time Limit:</b>	No new inning after 1 hour 20 minutes
<b>Field Dimensions:</b>	60' bases, pitching mound used with pitcher's plate set a 43'

- Ten (10) defensive players will play in the field with four (4) outfielders. The fourth (4th) outfielder may not be allowed to assume an infield position. All outfielders must start each play behind the baselines in the grass area of the outfield or chalked outfield marks.
- All players present will bat each inning until three (3) outs are made or five (5) runs are scored. The five (5) run limit will be waived in the last inning of tournament games.
- The batting order shall constitute all players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
- The home team will supply the official book keeper and will keep track of the official score and number of innings played. Umpires will keep track of the official game time.
- Teams may use free substitution for position players between innings for defense, but the batting order must remain the same.
- A runner may not advance from 3<sup>rd</sup> base to home unless done so in a live ball situation created by the batter hitting the ball, a throw by a fielder, or by being forced to advance home with a balk or walk.
- The catcher must receive the pitch lined up behind home plate in a normal manner.
- Defensive coaches are not allowed on the field of play and must coach from the dugout.
- The Infield Fly Rule is not in effect for this division.
- Stealing: Players may not lead off, but stealing is allowed except for stealing of home and/or if the offensive coach is pitching. Only one base may be stolen per pitch, the runner may not leave the base until the ball crosses the plate.
- Pitching Limitations: The pitcher will not be allowed to pitch more than three (3) innings in one game, and eight (8) innings in one week. A week will be defined as 12:01am on Monday through 12:00pm on Sunday. Pitchers that pitch two consecutive days will have to rest the third day regardless of innings pitched or day of the week.
- It is the responsibility of the team coach and parents to make sure that players are not pitching more then allowed.
- At Bat Scenarios:
  - Batter strikes out (strike zone may be larger for this division at the umpire's discretion)
  - Batter hits fair ball.
  - Batter is hit by the player-pitcher and is awarded first base.
  - If the player-pitcher walks the batter, there will be no walk issued, instead one of the batter's on-field Coaches will pitch up to 3 additional pitches to give the batter an opportunity to put the ball into play. Foul balls are included in 3 coach pitches, but the batter will not be called out on a foul ball and instead be provide subsequent pitches for a foul ball on the final coach pitch(s). The at-bat is over after the 3 coach-pitches regardless of balls or strikes, and the player will be called out. The player pitcher will stand with one foot parallel to the pitching plate next to the mound, and the offensive coach will pitch from the front of the mound.
- Balks: Pitchers will be called only for major violations at the discretion of the umpire, and a warning will be provided prior to calling the first balk. The umpires will be encouraged to stop the game to explain to the pitcher why a balk was called.
- Coach visits to the Mound: When a team is charged with its second visit to the mound in the same inning to the same pitcher, the pitcher must be removed from the pitching position for the remainder of the game. The pitcher may be moved to another defensive position.
- Pitching rules take effect after the 1st official pitch of the game is thrown.

#### Other Notes:

- Standard baseballs will be used in this division.
- If the game time reaches 1 hour 20 minutes while the visitors are batting, and the visiting team is unable to score enough runs to at least tie the game in the current inning then the game will be over. If the game time reaches 1 hour and 30 minutes and the visiting team is winning the game, the home team will be afforded the opportunity to complete their at-bats in the bottom of the inning, regardless of the score of the game.

## Section X:

### 9-10 Softball Division Rules

<b>Inning Definition:</b>	3 outs or 5 runs scored
<b>Game Length:</b>	5 innings (3.5 inning minimum for complete game)
<b>Time Limit:</b>	No new inning after 1 hour 20 minutes
<b>Field Dimensions:</b>	60' bases, pitching plate set at 35' with a 16' diameter pitching circle.

- Ten (10) defensive players will play in the field with four (4) outfielders. The fourth (4th) outfielder may not be allowed to assume an infield position. All outfielders must start each play behind the baselines in the grass area of the outfield or outfield chalk marks.
- All players present will bat each inning until three (3) outs are made or five (5) runs are scored. Five (5) run limit will be waived in the last inning of tournament games.
- The batting order shall constitute all players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
- The home team will supply the official book keeper and will keep track of the official score and number of innings played. Umpires will keep track of the official game time.
- Teams may use free substitution for position players between innings for defense but the batting order must remain the same.
- A runner may not advance from 3<sup>rd</sup> base to home unless done so in a live ball situation created by the batter hitting the ball, or by being forced to advance home with a balk or walk. A throw from the catcher to 3<sup>rd</sup> base does not allow the runner to advance home unless the catcher is fielding a ball that has been put into play by the batter.
- Overthrows - An overthrow is a ball that is thrown to an infielder covering a base that is not cleanly caught. Only one base advancement will be permitted on an overthrow, even if the ball remains in play. If a second overthrow occurs, the play will be called dead by the pitching coach, and all runners will return to the base they occupied following the first overthrow.
- The catcher must receive the pitch lined up behind home plate in a normal manner.
- Defensive coaches are not allowed on the field of play and must coach from the dugout.
- The Infield Fly Rule is not in effect for this division.
- Stealing: Players may steal one base per pitch. An overthrow from the catcher on a stolen base results in a dead ball. Runners may not steal home.
- A runner will be returned to the base for leaving before the ball crosses the plate.
- Pitching Limitations: Pitchers will be allowed to pitch a maximum of nine (9) innings per week. Pitchers may only re-enter each game once. The pitcher shall not wear any item on the pitching hand, wrist, arm, or thigh that the umpires deem distracting to the batter.
- At Bat Scenarios:
  - Batter strikes out (strike zone will be larger for this division at the umpire's discretion)
  - Batter hits fair ball.
  - Batter is hit by the player-pitcher and is awarded first base.
- If the player-pitcher walks the batter, there will be no walk issued, instead one of the batter's on-field Coaches will pitch up to 3 additional pitches to give the batter an opportunity to put the ball into play. Foul balls are included in 3 coach pitches, but the batter will not be called out on a foul ball and instead be provide subsequent pitches for a foul ball on the final coach pitch(s). The at-bat is over after the 3 coach-pitches regardless of balls or strikes, and the player will be called out. The player pitcher must stand completely within the pitching circle, and the offensive coach will pitch from the pitching plate. The coach is allowed to move up to the front of the pitching circle if they feel they batter requires them to do so to be successful in putting the ball in play.
- Coach visits to the Pitcher: When a team is charged with its second visit to the pitcher in the same inning to the same pitcher, the pitcher must be removed from the pitching position for the remainder of the inning. The pitcher may be moved to another defensive position.
- Illegal pitches will be called at the discretion of the umpires. Umpires will be encouraged to give warnings and correct the pitcher when an illegal pitch occurs.

#### Other Notes:

- Standard 11" fastpitch optic yellow softballs will be used in this division.
- If the game time reaches 1 hour 20 minutes while the visitors are batting, and the visiting team is unable to score enough runs to at least tie the game in the current inning then the game will be over. If the game time reaches 1 hour and 30 minutes and the visiting team is winning the game, the home team will be afforded the opportunity to complete their at-bats in the bottom of the inning, regardless of the score of the game.

## Section XI:

### 11-12 and 13-15 Baseball Divisions Rules

<b>Inning Definition:</b>	3 outs or 5 runs scored
<b>Game Length (11-12):</b>	6 innings (3.5 inning minimum for complete game)
<b>Game Length (13-15):</b>	7 innings (4.5 inning minimum for complete game)
<b>Time Limit (11-12):</b>	No new inning after 1 hour 35 minutes
<b>Time Limit (13-15):</b>	No new inning after 1 hour 50 minutes
<b>Field Dimensions (11-12):</b>	70' bases, pitching mound used with pitcher's plate set at 50'
<b>Field Dimensions (13-15):</b>	90' bases, pitching mound used with pitcher's plate set at 60'6"

- Ten (10) defensive players will play in the field with four (4) outfielders. All outfielders must stay behind the baselines in the grass area of the outfield.
- All players present will bat each inning until 3 outs are made or 5 runs are scored. 5 run limit will be waived in the last inning of tournament games.
- The batting order shall constitute all players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
- The home team will supply the official book keeper and will keep track of the official score and number of innings played. Umpires will keep track of the official game time.
- Teams may use free substitution for position players between innings for defense but the batting order must remain the same.
- The catcher must receive the pitch lined up behind home plate in a normal manner.
- Defensive coaches are not allowed on the field of play and must coach from the dugout.
- The Infield Fly Rule is in effect – runners may advance at their own risk. The umpire(s) may use their judgement to call the infield fly when there are less than 2 outs and there are runners on first and second or first, second and third. The fly ball cannot be a bunt or a line drive, and the infielder must be able to catch the ball with ordinary effort.
- Stealing: Players may lead off and stealing is allowed, including home.
- Pitching Limitations 11-12: A pitcher will not be allowed to pitch more than 4 innings in one game, and 9 innings in one week. Players who pitch in more than three (3) innings in a game must rest for at least one full day before pitching in another game.
- Pitching Limitations 13-15: A pitcher will not be allowed to pitch more than 5 innings in one game, and 10 innings in one week. Players who pitch in more than four (4) innings in a game must rest for at least one full day before pitching in another game.
- Pitchers that pitch two consecutive days will have to rest the third day regardless of innings pitched.
- A week will be defined as 12:01am on Monday through 12:00pm on Sunday.
- It is the responsibility of the team coach and parents to make sure that players are not pitching more then allowed.
- Balks: Pitchers will be called for balks at the discretion of the umpire. The umpires will be encouraged to stop the game to explain to the pitcher why a balk was called. Balk warnings are not required to be given.
- An intentional walk may take place by announcement from the catcher or pitcher.
- Coach visits to the Mound: When a team is charged with its second visit to the mound in the same inning to the same pitcher, the pitcher must be removed from the pitching position for the remainder of the game. The pitcher may be moved to another defensive position.
- Pitching rules take effect after the 1st official pitch of the game is thrown.

#### Other Notes:

- Standard 9" baseballs will be used in both divisions.
- If the game time reaches the limits indicated at the top of this rules sheet while the visitors are batting, and the visiting team is unable to score enough runs to at least tie the game in the current inning then the game will be over. If the game times reach the limits indicated above and the visiting team is winning the game, the home team will be afforded the opportunity to complete their at-bats in the bottom of the inning, regardless of the score of the game.
- Metal cleats are only allowed to be worn in the 13-15 baseball division.

## Section XII:

### 11-12 and 13-16 Softball Divisions Rules

<b>Inning Definition:</b>	3 outs or 5 runs scored
<b>Game Length: (11-12)</b>	6 innings (3.5 inning minimum for complete game)
<b>Game Length: (13-16)</b>	7 innings (4.5 inning minimum for complete game)
<b>Time Limit:</b>	No new inning after 1 hour 20 minutes
<b>Field Dimensions (11-12):</b>	60' bases, pitching plate set at 40' with a 16' diameter pitching circle.
<b>Field Dimensions (13-16):</b>	60' bases, pitching plate set at 43' with a 16' diameter pitching circle.

- Ten (10) defensive players will play in the field with four (4) outfielders.
- All players present will bat each inning until 3 outs are made or 5 runs are scored. 5 run limit will be waived in the last inning of tournament games.
- The batting order shall constitute all players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
- The home team will supply the official book keeper and will keep track of the official score and number of innings played. Umpires will keep track of the official game time.
- Teams may use free substitution for position players between innings for defense but the batting order must remain the same.
- The catcher must receive the pitch lined up behind home plate in a normal manner.
- Defensive coaches are not allowed on the field of play and must coach from the dugout.
- The Infield Fly Rule is in effect for these divisions. Runners may advance at their own risk. The umpire(s) may use their judgement to call the infield fly when there are less than 2 outs and there are runners on first and second or first, second and third. The fly ball cannot be a bunt or a line drive, and the infielder must be able to catch the ball with ordinary effort.
- Stealing: Players may steal, including home.
- A runner will be called out for leaving the base before the ball is pitched.
- Pitching Limitations: A pitcher may only re-enter once per game.
- The pitcher shall not wear any item on the pitching hand, wrist, arm, or thigh that the umpires deem distracting to the batter.
- An intentional walk may take place by announcement from the catcher or pitcher.
- Coach visits to the Pitcher: When a team is charged with its second visit to the pitcher in the same inning to the same pitcher, the pitcher must be removed from the pitching position for the remainder of the inning. The pitcher may be moved to another defensive position.
- Illegal pitches will be called at the discretion of the umpires. Umpires will be encouraged to give warnings and correct the pitcher when an illegal pitch occurs.

#### Other Notes:

- Standard 12" fastpitch optic yellow softballs will be used in both divisions.
- If the game time reaches 1 hour 20 minutes while the visitors are batting, and the visiting team is unable to score enough runs to at least tie the game in the current inning then the game will be over. If the game time reaches 1 hour and 30 minutes and the visiting team is winning the game, the home team will be afforded the opportunity to complete their at-bats in the bottom of the inning, regardless of the score of the game.
- Metal cleats are only allowed to be worn in the 13-16 softball division.