

2024 TUMWATER BASEBALL

Rules



General:

- Three divisions of play: K/1st, 2nd/3rd, and 4th/5th.
- Rules apply to each division as specified.
- Tumwater Baseball prides itself on playing the game with sportsmanship. Coaches, we ask that you fully support sportsmanship in every way. **Example:** Players should be encouraged to cheer on their teammates while at bat and in the field with positive coach and parent support throughout the games. We appreciate your cooperation.

Kindergarten/ 1st Grade Division

Equipment:

- 2 ¾" barrel bat is the maximum diameter allowed.
- Metal cleats are not allowed.
- Base distance is 60'.
- **K/1st:** 9" 5-ounce Safe-soft baseball is used.
- **Batting Tee** for use if ball is not put into play with coach pitch

Pre-game info:

- It is the home team's responsibility to provide a volunteer umpire/parent behind home plate.
- Coaches will have a pre-game conference with the volunteer umpire before every game to discuss ground rules specific to each field and to clarify any rules prior to the game.
- Home team provides game balls.

Pitching:

- Coaches are encouraged to pitch overhand from either a standing or kneeling position at a distance from which they can successfully throw strikes.
- Coaches should not field live balls, as the defensive team will assign a player to field the pitching position.
- Coach pitch: The batter gets 6 pitches to put the ball in play.
- If the ball is not put in play by the 6th pitch, a tee is used until the ball is hit into play.
- Please note: You can speed up the game immensely by having the coach take 6 baseballs to the mound. Do not have catchers throw each pitch back to the mound. Rather, have the umpire hold each ball that is pitched until all 6 baseballs have been pitched or the batter puts a ball into play.

During the game:

- There will be one team warning on a thrown bat. The batter/runner will be ruled out with each succeeding offense. The play proceeds as a live ball.
- No courtesy base-runners allowed except for an injured player.
- No headfirst slides except to return to a base. Base-runner will be ruled out for failure to comply with this rule.

- All attempts must be made to slide and/or avoid contact. Incidental contact occurs in baseball; however, an obvious lack of effort to slide and/or avoid contact may cause the base-runner to be ruled out by the umpire.
- Maximum of 10 defenders can be used in the field. The 4 outfielders must be positioned in the outfield. Teams may play with a minimum of 6 players.
- The minimum number of players a team may field on defense is 6. Late arriving players may be added to the end of the batting line-up.
- Players must play at least one inning on defense unless the time limit is reached after only one inning of play has been completed.
- Unlimited substitutions are allowed on defense. Exception: Once a player is removed from the pitcher's position for any reason, that player may not return to the pitcher's position again during that same game.

K/1st Only In-Game Rules:

- Bat the entire line-up.
- Bunting is not allowed.
- A player that is put out on the bases can continue to proceed around the base path. Base runners may stay on base until they reach home or the entire line-up has batted.
- Coaches should rotate defensive players through the positions so kids gain experience at both infield and outfield positions.

Inning length:

- An inning ends after all batters on both teams have had an at-bat in that inning. The final batter will be treated the same as any other batter in the line-up. Once the hit or "out" is recorded the remaining base runners are allowed to run the base path to home as the teams transition. This enables all players in the line-up an opportunity to run the bases.

Game length:

- Game length: 1 hour 15 minutes
- An official game is 1 complete inning.
- If the first full inning is completed prior to the time allowance of 1 hour and 15 minutes, a second inning may be played.
- Maximum of 3 innings per game if time allows.
- No new inning will start after the time limit has been reached, unless both coaches and volunteer umpire agree to do so.

After the game:

- Tied games will end in a tie unless time allows for an additional inning to be played.
- Standings: wins & losses are not recorded.
- The home team is responsible for reporting a game cancellation due to poor weather or field conditions to Charlie Groth at Tumwater Parks & Recreation. Please provide a few potential make-up dates that work for both teams involved and the game will be rescheduled accordingly.

2nd / 3rd Grade Division

Equipment:

- 2 ¾" barrel bat is the maximum diameter allowed.
- Metal cleats are not allowed.
- Base distance is 60'.
- Pitch distance is 35' - 38' for 2nd/3rd
- **2nd/3rd:** 9" 5-ounce Safe-soft **level #5** baseball is used.

Pre-game info:

- It is the home team's responsibility to provide a volunteer umpire/parent behind home plate.
- Coaches will have a pre-game conference with the volunteer umpire before every game to discuss ground rules specific to each field and to clarify any rules prior to the game.
- Home team provides game balls.

Pitching:

- Coach pitch: The batter gets 6 pitches to put the ball in play. Coach pitch rules apply for all games in April.
- **For 2nd/3rd only:** Each player gets 6 pitches to put the ball in play. If unsuccessful, an out is recorded.
- Kid pitch will begin during the third week of play and continue for the remainder of the season.
- Modified kid/coach pitch is an acceptable alternative to strictly kid pitch. Coaches and players may alternate or combine pitching at-bats to increase the likelihood of balls being put into play by hitters. (This exception must be agreed upon by both coaches prior to the start of the game).
- Pitching distance for kid pitch is 35-38 feet. This distance can vary based upon the pitcher's ability.
- All return throws to pitcher are dead balls.
- A batter that is hit by a pitch thrown by a player pitcher will be awarded first base. A batter hit by a pitch thrown by a coach will continue the at bat.
- After 4 balls are issued, the offensive team's coach/volunteer continues pitching the at bat, with a reset count, until an out is recorded or the batter reaches base safely on a hit ball. (No walks). The batter will have a maximum of 6 additional pitches from a coach to put the ball in play. If unsuccessful, the batter is out.
- Player pitchers hitting a total of 3 batters in a game will be replaced immediately after the 3rd batter has been struck by the pitch.
- Pitchers must not throw more than 2 innings in a calendar day and a total of 4 innings per week (Mon-Sun). A 40-hour rest period is required for anyone pitching 2 innings in a calendar day. A single pitch in any given inning is considered a full inning pitched.
- Not all players are required to pitch.

During the game:

- There will be one team warning on a thrown bat. The batter/runner will be ruled out with each succeeding offense. The play proceeds as a live ball.
- No courtesy base-runners allowed except for an injured player.

- No headfirst slides except to return to a base. Base-runner will be ruled out for failure to comply with this rule.
- All attempts must be made to slide and/or avoid contact. Incidental contact occurs in baseball; however, an obvious lack of effort to slide and/or avoid contact may cause the base-runner to be ruled out by the umpire.
- Maximum of 10 defenders can be used in the field. The 4 outfielders must be positioned in the outfield. Teams may play with a minimum of 6 players.
- The minimum number of players a team may field on defense is 6. Late arriving players may be added to the end of the batting line-up.
- Players must play at least one inning on defense unless the time limit is reached after only one inning of play has been completed.
- Unlimited substitutions are allowed on defense. Exception: Once a player is removed from the pitcher's position for any reason, that player may not return to the pitcher's position again during that same game.

2nd/3rd Only In-Game Rules:

- Bunting is allowed.
- Strikeouts are recorded.
- All overthrows are dead balls; base-runners advance 1 base. (Exception: Catchers throw to 1st base in a pick-off attempt, see rule that follows).
- Catchers may throw to bases after a pitch, in an attempt to pick off a base-runner. The base-runner may not advance on an overthrow in this situation.
- Secondary lead-offs are encouraged. (ie: baserunner can leave the base after the ball leaves the pitcher's hand but stealing is not permitted; see rule that follows).
- No base stealing.
- Coaches should rotate players through the positions so kids gain experience at both infield and outfield positions.

Inning length:

- An at-bat ends after 3 outs are recorded OR 3 runs scored, whichever comes first.
- Coaches may also agree to bat through the line-up each inning.

Game length:

- Game length: 1 hour 15 minutes
- An official game is 2 complete innings.
- If the 2nd inning has been completed prior to the time allowance of 1 hour and 15 minutes, a third inning may be played.
- Maximum of 3 innings per game if time allows.

After the game:

- Tied games will end in a tie unless time allows for an additional inning to be played.
- Standings: wins and losses are not recorded.
- The home team is responsible for reporting a game cancellation due to poor weather or field conditions to Charlie Groth at Tumwater Parks & Recreation. Please provide a few potential make-up dates that work for both teams involved and the game will be rescheduled accordingly.

4th / 5th Grade Division

Equipment:

- 2 ¾" barrel bat is the maximum diameter allowed.
- Metal cleats are not allowed.
- Base distance is 60'.
- Pitch distance is 35' - 38' for 4th/5th.
- **4th/5th:** 9" 5-ounce Safe-soft **level #5** baseball is used.

Pre-game info:

- It is the home team's responsibility to provide a volunteer umpire/parent behind home plate.
- Coaches will have a pre-game conference with the volunteer umpire before every game to discuss ground rules specific to each field and to clarify any rules prior to the game.
- Home team provides game balls.

Pitching:

- Kid pitch will begin with the first game of the season.
- Teams must rotate players through the pitching position. Pitchers cannot pitch in consecutive games.
- Volunteer umpires will call balls and strikes.
- A batter is out after 3 strikes have been called.
- Pitching distance for kid pitch ranges from 35 to 38 feet. Players can adjust based on their needs. Pitching rubber will be set at 35 feet
- All return throws to pitcher are dead balls.
- A batter that is hit by a pitch thrown by a player pitcher will be awarded first base. Batters are not permitted to continue their at-bat once hit.
- After 4 balls are issued, the batter walks.
- Player pitchers hitting a total of 3 batters in a game will be replaced immediately after the 3rd batter has been struck by the pitch.
- Pitchers must not throw more than 80 pitches in a calendar day and may not pitch in consecutive games. A 48-hour rest period is required for anyone pitching 2 innings in a calendar day. A single pitch in any given inning is considered a full inning pitched.
- Not all players are required to pitch, but the idea is to rotate pitchers to give all players an opportunity.

During the game:

- There will be one team warning on a thrown bat. The batter/runner will be ruled out with each succeeding offense. The play proceeds as a live ball.
- No courtesy base-runners allowed except for an injured player.
- No headfirst slides except to return to a base. Base-runner will be ruled out for failure to comply with this rule.
- All attempts must be made to slide and/or avoid contact. Incidental contact occurs in baseball; however, an obvious lack of effort to slide and/or avoid contact may cause the base-runner to be ruled out by the umpire.
- Maximum of 10 defenders can be used in the field. The 4 outfielders must be positioned in the outfield. Teams may play with a minimum of 6 players.

- The minimum number of players a team may field on defense is 6. Late arriving players may be added to the end of the batting line-up.
- Players must play at least one inning on defense unless the time limit is reached after only one inning of play has been completed.
- Unlimited substitutions are allowed on defense. Exception: Once a player is removed from the pitcher's position for any reason, that player may not return to the pitcher's position again during that same game.

4th/5th Only In-Game Rules:

- Bunting is allowed.
- Strikeouts are recorded.
- All overthrows are dead balls; base-runners advance 1 base.
- Catchers may throw to bases after a pitch, in an attempt to pick off a base-runner. The base-runner may only advance one base on an overthrow in this situation.
- Secondary lead-offs are encouraged. (i.e.: base-runner can leave the base after the ball crosses home plate).
- Players are allowed to steal 2nd and 3rd base. A player may not steal more than one base at a time even if a ball is overthrown in an attempt to catch the player stealing.
- Players are not allowed to steal home plate.
- A maximum of two bases can be taken on any hit by the batter or any players on the bases. Exception: On a homerun, the batter and all base-runners round the bases.
- Coaches are encouraged to help players find positions in which they excel (i.e.: players with stronger arms may be great outfielders or players with more accuracy in throwing may be better infielders). Coaches are still encouraged to allow players to try different positions in order to best find their strengths.

Inning length:

- An at-bat ends after 3 outs are recorded OR 4 runs scored, whichever comes first.

Game length:

- Game length: 1 hour 30 minutes or 3 completed innings.
- Game length: An official game is 3 complete innings. An additional inning can be added later in the season.
- If the 3rd inning has been completed prior to the time allowance of 1 hour and 30 minutes, additional innings may be played.
- Maximum of 5 innings per game, if time allows.

After the game:

- Tied games will end in a tie unless time allows for an additional inning to be played.
- Standings: K/1st and 2nd/3rd: standings are not recorded. 4th/5th: standings are kept as needed.
- The home team is responsible for reporting a game cancellation due to poor weather or field conditions to Charlie Groth at Tumwater Parks & Recreation. Please provide a few potential make-up dates that work for both teams involved and the game will be rescheduled accordingly.