

# **ROCKWALL BASEBALL LEAGUE RULES**

## **All Age Groups**

1. Uniforms must have numbers on the back by the second week.
2. At game time the clock will start, a forfeit will happen after 10 minutes.
3. Maximum 7 runs per inning in all age groups.
4. Games can end in a TIE, if time runs out, finish the inning.
  - a. Finish the inning Unless it is mathematically impossible to win (down by more than 7 runs)
  - b. No drop-dead time.
5. In combined divisions the game will be played following the older age groups rules.
6. Coaches must submit two copies of their line- up card before the start of the game. 1 copy goes to the opposing coach and 1 copy is turned in with the score card.
7. The home team is responsible for keeping home book the visiting team is responsible for providing a "scoreboard operator".
8. All coaches must have their City of Rockwall issued coaches badge on them when on the field and must present it when requested.
9. No more than 4 coaches in the field/dugout during the game.
10. Voluntary ending of a game with regulation time left will be logged as a 7-0 forfeit
11. Once Scorecards are signed by both coaches and turned in, the game is official and no changes or discussions will be allowed. Be sure to check the scorecard before signing it and ensure necessary changes are made before signing.
12. When playing at Leon Tuttle Athletic Complex it is mandatory to leave the complex when the lightning detection system provides instruction, this is not optional.
13. Suspended games rule: if a game is impacted by inclement weather causing a game to be cancelled, the game will be restarted from the beginning at a later date, unless the game had completed the third inning in which case the game will be considered complete with the final score being the score at the end of the last inning completed before the inclement weather ended the game.
14. Protest Rules:
  - a. Cannot protest a judgement call, only to be used to dispute an interpretation or application of a rule.
  - b. In the case of a protest, coach must pay \$100 cash to the umpire prior to the next pitch. Record the inning and situation on the official protest form. Continue play of the game until completion. If your team wins the game you have protested your team will automatically be voided and money will be returned.
  - c. Only one protest per team per game.
  - d. League director will establish a meeting with head officials and one or both coaches. The meeting will occur no more than 7 days following the protest.
  - e. If your protest is upheld you will receive the \$100 protest fee and replay the game from the point of the protest.
  - f. If your protest is not upheld you will forfeit the \$100 fee and the game will be recorded as it was completed.

## T-Ball (4/5U)

1. Tball balls (AD STARR - STARR 5) will be used for all tball games not regular baseballs and refusing to use the tballs will not be tolerated.
2. There will be no umpires for this division. Coaches will act as the umpire since there is no score taken. As the coach you will be responsible for keeping up with the game time.
3. Games will be 50 minutes long. When time expires, finish the current inning.
4. No outs or score will be recorded in this division.
5. Each team will bat through its entire lineup each inning.
6. Must throw rule- Plays to 1<sup>st</sup> base must be an attempt to throw (overhand) to 1<sup>st</sup> base. Players may not run down the runner to 1<sup>st</sup> base.
7. You may use free substitution on defense, but batting order should remain unchanged.
8. Base runners may only advance one base per hit. On the last batter all players will run the bases crossing home.
9. 5 Swing Rule – T-Ball players will have **5 swings** to put the ball in play regardless of misses or fouls. A player can only strike out if they miss or foul on their 5<sup>th</sup> swing attempt.
10. No more than five players in the infield at any time. There will be no catcher. All remaining players must be positioned in the outfield (on the grass) and should not encroach the infield.
11. Outfielders may not make a play in the infield. Outfielders must throw the ball to the infield. If an outfielder tags a runner out, time will be called, all runners will be safe.
12. A pitcher must throw to a base on a fielded ball. A pitcher may not tag a runner out. If a pitcher tags a runner out, time will be called, all runners will be safe.
13. Teams are required to use the City issued game tee.
14. The base of the game tee shall be placed completely inside the perimeter of Home plate.

## 6U – Modified Coach Pitch Division

1. Games will consist of 6 innings or 55 minutes, whichever comes first. If time expires finish the inning.
2. You may freely substitute on defense but the batting order should not change.
3. Coach Pitcher must follow (rule 8.04-8.06.04.A) in regards to positioning while pitching. If a ball is hit the pitching coach must exit the field as quickly as possible.
4. Games will be played with regular baseballs; we will not use level 5 soft compression t-balls.
5. Batters will be given 3 pitches by the coach. If the batter is unable to put the ball into play off the pitching, then they will be given 3 attempts to put the ball in play off the tee. (this is changed to accommodate those players coming over from the tball league that did not make)
  - a. All base runners may only advance 1 base after a ball is batted off of the tee.
6. Players can't strike out on the pitching, but will only get 3 attempts off the tee.
  - a. If the third attempt off the tee is hit foul the player will be out.
7. Adult Pitcher cannot instruct any player on the field while he is in the field of play.
  - a. First offense- Warning from umpire
  - b. Second offense- Removal from the game
  - c. What constitutes as an offense is up to the umpires discretion
8. A Pitcher must throw to a base on a fielded ball. A pitcher may not tag a runner out. If a pitcher tags a runner out time will be called, and all runners will be safe.
9. Outfielders may not make a play in the infield. Outfielders must throw the ball to the infield.
10. No Infield fly rule, No bunting, No intentional walking.
11. Defensive coach permitted in the outfield
12. No more than 4 coaches should be on the field at any time per team
13. You will play 4 outfielders and a catcher

14. In the instance that a Tee is used, it will be the tee provided by the city and the base of the tee will be placed inside the perimeter of the home plate.

### **Coach Pitch (7/8U)**

1. Games will consist of 6 innings or 75 minutes, whichever comes first. If time expires finish the inning.
2. Stay Alive Rule – In coach pitch, the batter is not out on a foul ball on pitch #6. Batter will get additional pitches until the batter either: swings and misses, has a pitch go by looking, or hits the ball in fair territory. Any subsequent fouls, the batter will be awarded another pitch until the ball crosses the plate untouched by the batter or the ball is put into play in fair territory.

### **9U Draft Division (9U)—**

1. Runner on 3<sup>rd</sup> base may advance on a wild pitch/passed ball.
2. Runners shall not lead-off, but can advance at their own risk (steal) once a pitched ball has crossed the plate
3. No dropped 3<sup>rd</sup> strike rule- On a dropped 3<sup>rd</sup> strike the batter is out and may not advance.
4. No balks

### **10U Draft Division (10U)**

1. Runner may lead off and advance at their own risk (steal) once a pitched ball is released by the pitcher.
2. Dropped 3<sup>rd</sup> strike rule in effect- On a dropped 3<sup>rd</sup> strike the batter is may try to advance to first base.
3. 1 warning about balk per pitcher

### **10U Select Division (10U).**

1. Dropped 3<sup>rd</sup> strike rule in effect.

### **13/14U Division**

1. 13U batters may use a max -5 or -8 bat, 14U batters must use a max of -5 bat
2. You must indicate your 14U Batters on your lineup card

**\*Note: 9U-14U select will follow USSSA and MLB rules and guidelines\***

### **Uniforms**

All teams are responsible for personal team uniforms (catcher's gear is available while supplies last.)