

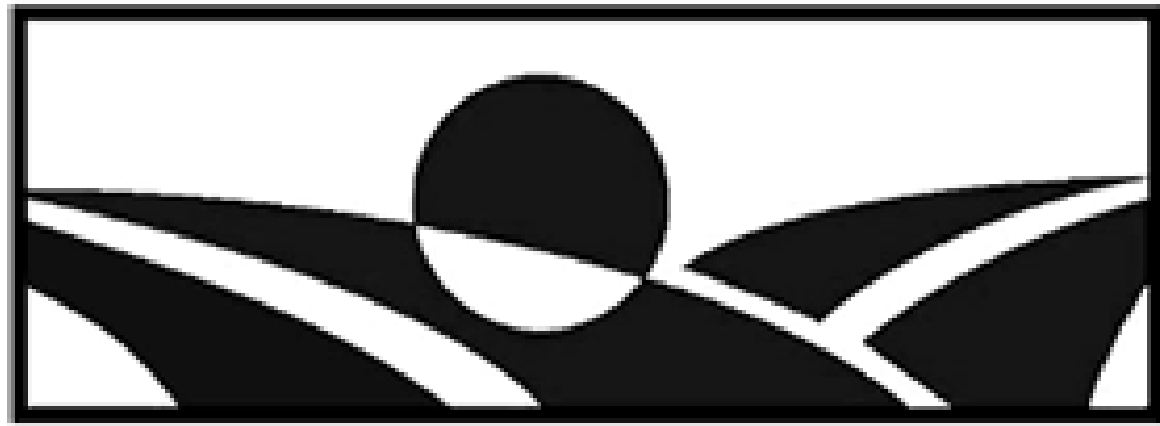
# YOUTH BASEBALL & SOFTBALL

## LEAGUE RULES +INFO



**Parks & Recreation**

PLATTE CITY



MISSOURI

PEOPLE • PROGRESS • QUALITY



**SMITHVILLE**

PARKS & RECREATION

# GENERAL RULES

## ADMINISTRATION

This league is formed from three organizations: Smithville Parks & Recreation, Kearney Parks & Recreation, and Platte City Parks and Recreation. There will be some travel for games. All practices will be held at the home organization. The USSSA Baseball and Softball Rule Books are the governing body of rules for our leagues unless superseded by specific youth baseball and softball program rules as set forth by the Parks and Recreation Departments.

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#### Heritage Park

320 East Main Street, Smithville

#### Mack Porter Park

1001 N HWY 33, Kearney

#### Platte Ridge Park

17130 MO-371, Platte City

## PROTESTS

Officials' decisions in all matters are final. There shall be no protests except in cases of violation of the minimum playing requirements. Intent to protest must be so noted in the scorebook by an umpire at the request of the coach within five minutes of the conclusion of the game. The protest must then be reported to the Parks and Recreation Department(s) by the protesting coach the next working day. Report may be made in person or by phone.

## GAME TIME

Games will start promptly as scheduled. A team must have seven (7) uniformed players to start or continue a game. A 5-minute grace period is allowed from the scheduled starting time. The umpire's watch is official.

## COACHES

- Shall, above all, have the welfare of each child as his or her main objective.
- Must have reasonable knowledge of the game.
- Shall act as an example of good conduct and sportsmanship to his or her team in all league matters.
- Shall place emphasis of coaching on learning rules and fundamentals, participation, and personal enjoyment.

## SPORTSMANSHIP

Team members, coaches and spectators shall exhibit appropriate behavior toward other players, coaches, spectators, and officials. Unsportsmanlike conduct from team members and/or associates, including spectators, will result in one or more of the following:

- Player, coach or spectator ejection from the game
- Player, coach or spectator ejection from the league
- Player, coach or spectator suspension
- Forfeit of game

During the game, the officials have the authority to eject players, coaches and spectators. The Parks and Recreation Department(s) have the final authority on determining the duration of suspension or other penalty. Any player (if he/she has a way home) and/or coach ejected from the game must leave the playing area. Failure to do so may result in forfeit of game. Anyone ejected from a game will be suspended for the next game.

# 8U COACH PITCH

## General Rules + Field Dimensions

- There will be a limit of 1 hour and 30 minutes or 6 innings, whichever comes first.
  - Field dimensions will consist of 60 ft. bases and 40 ft. pitching rubber will be used in this league.
- Softball size 11 ball
- Coaches will act as pitchers in 8U softball and baseball.
- No player may sit the bench for more than 2 consecutive innings.
- Every child plays at least 3 innings.
- The official scorekeeper is to be notified of all substitutions in the field.

## Batting Rules

- All players will be placed in the batting order. However, only 10 players will play the field each inning.
- A team's "at bat" shall end after 3 outs or they have scored 5 runs in an inning, whichever comes first. Once the play has ended after the 5th run has scored, the umpire will call time out and the inning is over.
- Every player present at the games will bat regardless of whether they are playing defense.
- Batters throwing their bat will be called out.
- No bunting will be allowed. If batter attempts to bunt, they will be called out.
- Each batter will receive a maximum 5 pitches, unless a normal 3 swing strike out has occurred first. If the batter fouls off the 5th pitch, they are out.
- No walks allowed.
- The coach must pitch overhand for baseball and underhand for softball. Each good pitch will count as a strike whether the batter swings (umpire determines good/bad pitches).
- Underhand pitching is defined as the pitching arm moving from behind the hip in one motion to a forward throw, releasing the ball below shoulder height. The batter either strikes out or puts the ball into play.

## Fielding Rules

- Games will be played by the coach pitch method. A player from the defensive team will play defense within 8 feet of the coach/pitcher's position.
- All throws from the field will be taken by the defensive player. The umpire will then call time and the ball will be handed to the coach/pitcher. The coach/pitcher should not interfere with the live ball until it is handed to him/her.
- Ten players will take the field on defense. Four outfielders and six infielders.
- Outfielders must stay in the grass. A team can start/end with 7 players.
- One coach from the defensive team can take a position in the outfield to help coach but must not interfere with the play. The team in the field may also place a coach behind the catcher to help chase balls to help speed up the game.
- To be awarded an out at any base, the ball must be thrown to teammate. Exceptions may be made with flow of the game based on umpire's judgment.
- No infield fly rule will be used.

## Base Running Rules

- No stealing is allowed.
- No bases can be advanced except on a fair hit ball. A runner's foot must remain on base until the ball is hit. If not, the play will be called back and re-played.
- A dropped 3rd strike is an out, runners may not advance.
- If a ball is hit to the outfield the player may take an extra base until the ball has been thrown back to the infield and the umpire rules play dead. The ball will be declared dead by the umpire when the ball is inside the base path and play has been stopped by the umpire. This is the umpire's judgment that no further play is taking place. There will be a limit of one base on an overthrow.

# 10U LIVE PITCH

## General Rules + Field Dimensions

- There will be a time limit of 1 hour and 30 minutes or 5 innings whichever comes first. If the score is tied at the end of five innings, the game will be over.
  - Baseball baseline shall be 60 FT and 40 FT pitching rubber
  - Softball baseline 60 Ft bases and 35 FT pitching rubber
- Softball size 11 ball
- Free substitution after playing requirements has been met.
- No player may sit the bench for more than 2 consecutive innings.
- Every child plays at least 3 innings.
- The home team official scorekeeper is to be notified of all substitutions in the field.

## Batting Rules

- All players will be placed in the batting order. However, only 9 players will play the field each inning.
- Each batter and base runner must wear a batting helmet.
- Batter is automatically out on a dropped third strike.
- Each offensive team remains at bat until 3 outs occur or 7 runs are scored.
- Bunting is allowed.
- There are no walks after fourth ball; the offensive coach will take the pitchers position on the rubber and no closer. From the rubber they will take up where the pitcher left off in the count.
- The coach must pitch overhand for baseball and underhand for softball.
- Each pitch will count as a strike whether or not the batter swings.
- Underhand pitching is defined as the pitching arm moving from behind the hip in one motion to a forward throw, releasing the ball below shoulder height. The batter either strikes or puts the ball into play.

## Fielding Rules

- A team shall have three (3) outfielders, and six (6) infielders.
- Teams can start/end with a minimum 7 players.
- Catcher interference is awarded a walk.

## Base Running Rules

- Coach interference with runner (touching) causes runner to be out.
- No two people can occupy one base. Therefore, the following runner will be called out. The preceding runner is entitled to the base unless forced to move up.
- Sliding is permitted; however, when sliding if a person has the ball and a runner runs into them, that runner will be called out.
- Malicious contact will not be tolerated. Players shall not block a base without possession of the ball.
  - Softball Stealing: There will be no stealing allowed.
  - Baseball Stealing: Stealing is allowed to second & third base only. The base runner may not leave the base until the ball crosses home plate. Base runner may not steal home but may take home only after being forced in by a walk or because of a fairly hit ball.
- A runner cannot advance on a passed ball thrown by the catcher to the pitcher.

## Pitching Rules

- No pitcher/catcher may pitch/catch more than four innings per game. They may play separate or consecutive innings. One pitch will count as having pitched an entire inning.
- A new pitcher may take a total of 7 warm up pitches at the beginning of an inning as a replacement.
- A pitcher returning to the mound from a previous inning may take a total of 5 pitches before play begins.
  - Softball: Once both feet are on the rubber, the first step must be forward. There will be no rocking back to gain momentum.

# 12U LIVE PITCH BASEBALL

## General Rules + Field Dimensions

- There will be a time limit of 1 hour and 30 minutes or 6 innings whichever comes first. If the score remains tied after 6 innings the game is over.
  - Baseline shall be 70FT and pitching rubber at 50 FT
- Free substitutions after the playing requirements are met.
- No player may sit the bench for more than 2 consecutive innings.
- Every child plays at least 3 innings.
- The official scorekeeper is to be notified of all substitutions in the field.

## Batting Rules

- All players will be placed in the batting order. However, only 9 players will play the field each inning.
- Each batter and base runner must wear a batting helmet.
- Batter is automatically out on a dropped third strike.
- Each offensive team remains at bat until 3 outs occur or 7 runs are scored.
- Bunting is allowed.

## Fielding Rules

- Player position: A team shall have three (3) outfielders, and six (6) infielders. Teams can start/end with 7 minimum players.
- The infield fly rule will be in effect, with runners on first and second or with the bases loaded and less than 2 out, the batter is out.
- Catcher interference is awarded a walk.

## Base Running Rules

- Stealing will be allowed except to home.
- Coach interference with runner (touching) causes runner to be out.
- No two people can occupy one base. Therefore, the following runner will be called out. The preceding runner is entitled to the base unless forced to move up.
- Sliding is permitted; however, when sliding if a person has the ball and a runner runs into them, that runner will be called out.
- Malicious contact will not be tolerated.

## Pitching Rules

- No pitcher/catcher may pitch/catch more than four innings per game. They may play separate or consecutive innings.
- One pitch counts as having pitched one inning.
- A new pitcher may take a total of 7 warm up pitches at the beginning of an inning as a replacement.
- A pitcher returning to the mound from a previous inning may take a total of 5 pitches before play begins.

# 12U LIVE PITCH SOFTBALL

## General Rules + Field Dimensions

- There will be a time limit of 1 hour and 30 minutes or 6 innings whichever comes first. If the score is tied at the end of six innings the game is over.
  - Baseline shall be 60 FT and rubber 40 FT
- Softball size 12 ball
- Free substitutions after playing requirements have been met.
- No player may sit the bench for more than 2 consecutive innings.
- Every child plays at least 3 innings.
- The official scorekeeper is to be notified of all substitutions in the field.

## Batting Rules

- All players will be placed in the batting order. However, only 9 players will play the field each inning.
- Each batter and base runner must wear a batting helmet.
- Batter is automatically out on a dropped third strike.
- Each offensive team remains at bat until 3 outs occur or 7 runs are scored.
- Bunting is allowed.
- There are no walks after fourth ball; the offensive coach will take the pitchers position on the rubber and no closer. From the rubber they will take up where the pitcher left off in the count.
- The coach must pitch underhand for softball.
- Underhand pitching is defined as the pitching arm moving from behind the hip in one motion to a forward throw, releasing the ball below shoulder height.
- Each good pitch will count as a strike whether or not the batter swings. The umpire determines The batter either strikes or puts the ball into play.

## Fielding Rules

- Player position: A team shall have three (3) outfielders, and six (6) infielders.
- Teams can start/end with 7 minimum players.
- Catcher's interference is awarded a walk.

## Base Running Rules

- Stealing will be allowed to second & third base only. The base runner may not leave the base until the ball crosses home plate. Base runner may not steal home but may take home only after being forced in by a walk or because of a fairly hit ball.
- Base runners may not lead off any base and can only steal 2nd & 3rd when the ball has crossed home plate. Also, a runner cannot advance on a passed ball thrown by the catcher to the pitcher.
- Coach interference with runner (touching) causes runner to be out.
- No two people can occupy one base. Therefore, the preceding runner will be called out unless the lead runner is forced to move up in which case the lead runner will be called out.
- Sliding is permitted; however, when sliding if a person has the ball and a runner runs into them, that runner will be called out.
- No malicious contact will be tolerated.

## Pitching Rules

- No pitcher/catcher may pitch/catch more than four innings per game. They may play separate or consecutive innings.
- One pitch will count as having pitched an entire inning.
- A new pitcher may take a total of 7 warm up pitches at the beginning of an inning as a replacement.
- A pitcher returning to the mound from a previous inning may take a total of 5 pitches before play begins.

# FIELD MAPS

