

# 6U BASEBALL

- 60 Minute Game time or 8 Innings (whichever comes first) - Finish the Inning. If there is time left on the umpire's clock after the 3<sup>rd</sup> out is made, you start another inning. IF there is still room for the score to change and affect the end result.
- 4 runs per inning
- Game's will be played coach pitch style with 5 pitches per batter, after 5 pitches or 3 strikes, the batter will get one swing off a tee. If a batter hits from the tee, the batter and other runners may only advance one base.
- There is a 10' foul ball arc.
- If the pitcher catches the ball anywhere in the circle, even one foot on the chalk, they must make a throw and not run the ball
- If a player hits off the tee and the ball does not go past the 10' foul arc, the batter is out.
- Coach Pitching may pitch from the knee. The pitching distance for a pitcher is anywhere from the edge of the circle back to the pitching rubber. 36-40'
- If the Coach pitching gets hit with the ball, it is automatically a dead ball, no runners advance, and the batter goes back to bat with the same count.
- If a ball is hit to the pitcher, the pitcher must make a baseball move to make an out at first. This means that if a ball is hit down the first base line and the pitcher gets it and tags the runner its an out, but chasing someone down the line to tag them because they are slower is not a baseball move; they must throw the ball to make an out.
- A player in the pitcher's position must have one foot inside the pitcher's circle until the ball is hit.
- The ball is dead once the ball is controlled and secured by an infielder in the dirt. Runners cannot advance bases. If runners are less than halfway, they go back; if runners are over halfway, they keep going to the next base. Umpires' discretion, No arguing with Umpires
- A batter may only advance to second base on an overthrow to first. All other runners are not restricted.
- Outfielders must throw the ball into the infield; they are not allowed to run the ball in
- All players will play in the field, 6 players in the infield, and the rest in the outfield. No player should sit on the bench
- No intentional walks allowed
- Teams can play with 8 players without taking an out. If fewer than 8 players, teams must take an out for each player less than 8
- Must bat the full lineup
- Only one coach is allowed in the outfield and must be between the fence and the deepest player.



# 8U BASEBALL

- 60 Minute Game time or 8 innings (whichever comes first) - Finish the Inning. If there is time left on the umpire's clock after the 3rd out is made, you start another inning. IF there is still room for the score to change and affect the end result.
- 4 runs per inning
- Coach Pitching may pitch from the knee, pitching distance for the pitcher is anywhere from the edge of the circle back to the pitching rubber. 36-40'
- If the Coach pitching gets hit with the ball, it is automatically a dead ball, no runners advance, and the batter goes back to bat with the same count. The batter will get 3 strikes or 5 pitches. If the ball is fouled on the 5th pitch batter will continue.
- A player in the pitcher's position must have one foot inside the pitcher's circle until the ball is hit. If the pitcher catches the ball anywhere in the circle even one foot on the chalk, they must make a throw and not run the ball.
- The ball is dead once the ball is controlled and secured by an infielder in the dirt. Runners cannot advance bases. If runners are less than halfway, they go back; if runners are over halfway, they keep going to the next base. Umpires' discretion, No arguing with Umpires
- Outfielders must throw the ball into the infield and not run it in.
- A batter may only advance to second base on an overthrow to first. All other runners are not restricted.
- All players will play in the field, 6 players in the infield and the rest in the outfield. No player should sit on the bench
- Teams can play with 8 players without taking an out. If fewer than 8 players, teams must take an out for each player less than 8
- No intentional walks allowed
- No stealing
- Must bat the full lineup
- Only one coach is allowed in the outfield and must be between the fence and the deepest player.

# 10U BASEBALL

75 Minute Game time or 8 innings (whichever comes first) - Finish the Inning. If there is time left on the umpire's clock after the 3<sup>rd</sup> out is made, then you start another inning. If there is still room for the score to change and affect the end result.

- 4 runs per inning
- Drop 3<sup>rd</sup> strike will NOT be in effect
- No lead off on bases, runners cannot steal until the ball crosses the plate.
- The ball is dead when it is in control on the infield and umpire's discretion
- Warning for all Balks
- NO infield fly rule. Balls must be caught
- Must bat the full lineup
- Teams can play with 8 players without taking an out. If fewer than 8 players, teams must take an out for each player less than 8
- Pitching – Pitch count will be in effect
- 1-20 pitches = 0 days rest
- 21-35 = 1 days rest
- 35-50 = 2 days rest
- If Pitcher hits 50 pitches, he will finish the batter

A pitcher cannot return to pitch in the same game once they have been removed

# 12U BASEBALL

- 75 Minute Game time or 6 innings (whichever comes first) - Finish the Inning. If there is time left on the umpire's clock after the 3<sup>rd</sup> out is made, you start another inning. IF there is still room for the score to change and affect the end result.
- 6 runs per inning
- Drop 3<sup>rd</sup> strike will NOT be in effect until halfway through the season (3rd week of games)
- Bases will be 70' and lead-offs will be in effect
- Warning for all Balks
- Infield fly rule IS in effect.
- Must bat the full lineup
- Teams can play with 8 players without taking an out. If fewer than 8 players, teams must take an out for each player less than 8
- Pitching – Pitch count will be in effect
- 1-20 pitches = 0 days rest
- 21-35 = 1 days rest
- 35-50 = 2 days rest
- 51-65= 3 days rest
- A pitcher cannot return to pitch in the same game once they have been removed

# 6U Softball

- 60 Minute Game time or 8 Innings (whichever comes first) - Finish the Inning. If there is time left on the umpire's clock after the 3<sup>rd</sup> out is made, you start another inning. IF there is still room for the score to change and affect the end result.
- 4 runs per inning
- Game's will be competitive tball style with a soft 10" ball
- There is a 10' foul ball arc.
- If the pitcher catches the ball anywhere in the circle, even one foot on the chalk they must make a throw and not run the ball
- If a player hits off the tee and the ball does not go past the 10' foul arc it is a foul ball.
- If a ball is hit to the pitcher, the pitcher must make a baseball move to make an out on first. This means that if a ball is hit down the first base line and the pitcher gets it and tags the runner its an out, but chasing someone down the line to tag them because they are slower is not a baseball move; they must throw the ball to make an out.
- A player in the pitcher's position must have one foot inside the pitcher's circle until the ball is hit.
- The ball is dead once the ball is controlled and secured by an infielder in the dirt. Runners cannot advance bases. If runners are less than halfway, they go back; if runners are over halfway, they keep going to the next base. Umpires' discretion, No arguing with Umpires
- A batter may only advance to second base on an overthrow to first. All other runners are not restricted.
- Outfielders must throw the ball into the infield; they are not allowed to run the ball in
- All players will play in the field, 6 players in the infield, and the rest in the outfield. No player should sit on the bench
- No intentional walks allowed
- Teams can play with 8 players without taking an out. If fewer than 8 players, teams must take an out for each player less than 8
- Must bat the full lineup
- Only one coach is allowed in the outfield and must be between the fence and the deepest player.

# 8U SOFTBALL

60 Minute Game time or 8 innings (whichever comes first) - Finish the Inning. If there is time left on the umpire's clock after the 3<sup>rd</sup> out is made, you start another inning. If there is still room for the score to change and affect the end result.

- 4 runs per inning
- If the Coach pitching gets hit with the ball, it is automatically a dead ball, no runners advance, and the batter goes back to bat with the same count. The batter will get 3 strikes or 5 pitches. If the ball is fouled on the 5th pitch batter will continue.
- Games will be played with an 11" hardball
- A player in the pitcher's position must have one foot inside the pitcher's circle until the ball is hit. If the pitcher catches the ball anywhere in the circle, even one foot on the chalk, they must make a throw and not run the ball.
- If a ball is hit to the pitcher, the pitcher must make a softball move to make an out at first. This means that if the ball is hit down the first base line and the pitcher gets it and tags the runner, it's an out, but chasing someone down the line to tag them because they are slower is not a softball move; they must throw the ball to make an out. This is the Umpires' Discretion, NO arguing with the Umpires.
- The ball is dead once the ball is controlled and secured by an infielder in the dirt. Runners cannot advance bases. If runners are less than halfway, they go back; if runners are over halfway, they keep going to the next base. Umpires' discretion, No arguing with Umpires
- Outfielders must throw the ball into the infield and not run it in.
- Pitchers and Infielders must wear a mask
- A batter may only advance to second base on an overthrow to first. All other runners are not restricted.
- All players will play in the field, 6 players in the infield, and the rest in the outfield. No player should sit on the bench.
- Teams can play with 8 players without taking an out. If fewer than 8 players, teams must take an out for each player less than 8
- No intentional walks
- No Stealing
- Must bat the full lineup

- Only one coach is allowed in the outfield and must be between the fence and the deepest player.



# 10U SOFTBALL

- 75 Minute Game time or 8 innings (whichever comes first) - Finish the Inning. If there is time left on the umpire's clock after the 3<sup>rd</sup> out is made, you start another inning. IF there is still room for the score to change and affect the end result.
- 4 runs per inning
- Drop 3<sup>rd</sup> strike will NOT be in effect
- NO infield fly rule. Balls must be caught
- Pitch from 35'
- You CAN steal when the ball crosses the plate
- Pitchers and all Infielders must wear a face mask
- 10 players play in the field, 6 players in the infield and the rest in the outfield. Teams can play with 8 players without taking an out. If less than 8 players teams must take an out for each player less than 8.
- Must bat the full lineup
- Pitchers may be taken out and put back in at anytime
- Kids must pitch 1,3,5 innings.
- Coach pitch 2,4,6 they must pitch from the rubber. If Coach pitching gets hit with the ball, it is automatically a dead ball, no runners advance, and the batter goes back to bat with the same count. The batter will get 3 strikes or 5 pitches. If the ball is fouled on the 5th pitch the batter will continue.

# 12U SOFTBALL

- 75 Minute Game time or 8 innings (whichever comes first) - Finish the Inning. If there is time left on the umpire's clock after the 3rd out is made, you start another inning. IF there is still room for the score to change and affect the result.
- 4 runs per inning
- Drop 3<sup>rd</sup> strike will NOT be in effect
- Pitch from 40'
- Free Substitutions, including pitchers.
- NO Infield fly rule, the ball must be caught
- You CAN steal when the ball crosses the plate
- Must bat the full lineup
- 10 players play in the field, 6 players in the infield, 4 in the outfield
- Pitchers and all Infielders must wear a face mask
- Teams can play with 8 players without taking an out. If fewer than 8 players, teams must take an out for each player less than 8.
- Pitchers may be taken out and put back in at anytime

# 14U SOFTBALL

- 75 Minute Game time or 8 innings (whichever comes first) - Finish the Inning. If there is time left on the umpire's clock after the 3rd out is made, you start another inning. IF there is still room for the score to change and affect the result.
- 4 runs per inning
- Drop 3<sup>rd</sup> strike will NOT be in effect
- Pitch from 43'
- Free Substitutions, including pitchers.
- NO Infield fly rule, the ball must be caught
- You CAN steal when the ball leaves the pitcher's hand
- Must bat the full lineup
- 10 players play in the field, 6 players in the infield, and the rest in the outfield.
- Pitchers and all Infielders must wear a face mask
- Teams can play with 8 players without taking an out. If fewer than 8 players, teams must take an out for each player less than 8.
- Pitchers may be taken out and put back in at anytime

# **Tee Ball**

- 2 Inning Games
- All players in the field: 5 in the infield and the rest in the outfield.
- Each player will bat in every inning, but if a baseball move is made and a player is out, they must go to the dugout
- Must bat the full lineup
- No score