

T-BALL RULES

1. Three innings will constitute a game.
2. Players are required to rotate positions. They may only play one position, one time during the game.
3. The umpire will adjust the Batting Tee if necessary to fit a player's batting position.
4. A runner must remain on the base until the ball is hit.
5. The defensive player in the pitchers position must keep at least one foot on the pitching rubber until the ball is hit.
6. Runners can advance one base only on an overthrow. All play will be frozen when the pitcher has position of the ball at the pitchers plate or when the ball is in the general area. **If the batter is out they must go to the dugout.**
7. Pitching rubber is at 46' and bases are 70'.
8. If bat is thrown, there will be ONE team warning and the next offense will be an out.
9. Six players will be on the infield. Pitcher, Catcher, 1st, 2nd, SS and 3rd baseman. If you would like to put more than four outfielders in the outfield you may. They must be on the grass though. Coaches will be allowed to assist on the field when their teams on defense.
10. No score will be kept.
11. If a player is not in satisfactory attendance at practice with the coach, the coach is not obligated to bat or play that player.

PEE WEE COACH PITCH BASEBALL RULES

1. Coaches must pitch from 35' and bases will be placed at 70'. There will be no walks. The batter has 5 pitches to hit the ball or they will be called out. Foul balls count as strikes and the batter can strike out. If the 5th pitch is a foul ball, then the batter will get one more pitch. If the ball hits the Coach pitching, it will be a NO pitch/dead ball.
2. Five innings or one hour thirty minutes will constitute a game. No new inning will begin after one hour thirty minutes. Each team is limited to 5 runs per inning except for the last inning which there will be no limit on runs. Games can end in a tie. If the game is called before the third inning due to inclement weather, it will be replayed from the beginning on the first available day to reschedule a game.
3. No infield practice before the game.
4. Unlimited defensive substitution for any player in the field. All players showing up late may be added to the bottom. All players present must bat.
5. A base runner may not remain on his feet and deliberately attempt to knock the ball out of the possession of a defensive player. In the event of a, "crash play" the base runner causing the crash play is out and all other runners must return to the base last touched at the time of the collision. If the crash, in the judgment of the umpire is determined to be flagrant, the player will be ejected from the game.
6. Pee Wee may field 4 outfielders and must play on the outfield grass until the ball is hit.
7. If a player is not in satisfactory attendance at practice with the coach, the coach is not obligated to bat or play that player.

LITTLE LEAGUE BASEBALL RULES

1. Five innings or one hour forty-five minutes will constitute a game. No new inning will begin after one hour forty-five minutes. Each team is limited to five runs per inning except for the last inning which there will be no limit on runs. Games can end in a tie. Three innings constitute a full game with inclement weather. If the game is called before the three innings it will be replayed from the beginning on the first available day to reschedule a game.
2. No infield practice before the game.
3. The pitching rubber will be placed at **46 feet** and the bases at 70 feet. A pitcher may only pitch 3 innings per game.
4. Base runners must remain on the base until the ball has crossed the plate. Once the ball has crossed the plate the base runners may advance at their own risk. **NO LEAD OFF.**
5. A base runner may not remain on his feet and deliberately attempt to knock the ball out of the possession of a defensive player. In the event of a “crash play” the base runner causing the crash is out and all other runners must return to the base last touched at the time of the collision. If the crash, in the judgment of the umpire is a determined to be flagrant, the player will be ejected from the game.
6. Batters may run on a third strike dropped ball by the catcher. Unless there is 1 or no outs and first base is occupied. **All players present must bat.**
7. Overthrows which go out of play are governed by the one plus one rule, which gives the runner the base he is going to, plus the next base.
8. All boys are required to play at least two innings per game that are in good standing with the coach. Little League may field 4 outfielders and must play on the outfield grass until the ball is hit.
9. If a player is not in satisfactory attendance at practice with the coach, the coach is not obligated to bat or play that player.

COACH PITCH SOFTBALL RULES

1. Five innings or one hour fifteen minutes will constitute a game. No new inning will begin after one hour fifteen minutes. Each team is limited to five runs per inning except for the last inning which there will be no limit on runs. Game can end in a tie.
2. No infield practice before the game.
3. The coach will pitch to their own players. The pitching rubber will be placed at 35 feet. If the coach moves up to pitch, the defensive pitcher moves up as well, but must be within two feet of the coach pitching.
4. The bases will be placed at 65 feet. A team may start with less than 10 players. No walks allowed. Players can strike out by swinging only. Seven pitch limit.
5. Teams will bat all present on their team.
6. Catchers must wear a protective mask.
7. Overthrows which go out of play will be governed by the one plus one rule which give the runner the base they are going to plus the next base. On overthrows which do not go out of play runners may advance at their own risk.
8. Three innings shall constitute a game in the event of rain or any other causes which in the umpire's judgment interferes with further play. Games which are called before the completion of three innings will be replayed from the start on the first available day to reschedule.
9. If a player is not in satisfactory attendance at practice with the coach, the coach is not obligate to bat or play that player.

MIDGET SOFTBALL RULES

1. Five innings or one hour fifteen minutes will constitute a game. No new inning will begin after one hour fifteen minutes. Each team is limited to five runs per inning except for the last inning, which there will be no limit on runs. Games can end in a tie.
2. No infield practice before the game.
3. The pitching rubber will be placed at 35' and bases at 65'.
4. After the 3rd walk in the inning, all batters will hit or strike out.
5. The ball must be delivered by the pitcher with an arch of at least 3' from the release of the ball and not reach a height of more than 10' from the ground.
6. If coaches interfere with base runner they will be called out.
7. Catchers must wear a protective mask.
8. Overthrows which go out of play will be governed by the one plus one rule. On overthrows which do not go out of play, runners may advance at their own risk.
9. Three innings shall constitute a game in the event of rain or any other causes which in the umpire's judgment interferes with further play. Games which are called before the completion of three innings will be replayed from the start on the first available day to reschedule a game.
10. A line up of ten girls must be turned into the scorekeeper. All girls who are in good standing are required to play two innings per game.
11. If a player is not in satisfactory attendance at practice with the coach, the coach is not obligated to bat or play that player.

