

## **6U Division**

**1.01** - The limitation of two (2) rostered coaches does not apply to the 6U Division.

**2.00 Inning** - The offensive side has completed their half inning when all players on the roster have batted one time.

**2.00 Strike** - Strikeouts will not be permitted.

**3.13** - The Home team shall line the field and set up the pitching machine if scheduled for the first game of the evening.

**3.13** - The Visiting team shall take down the pitching machine if scheduled for the last game of the evening.

**4.01** - Teams may place their entire roster in defensive positions. The pitching position should never be occupied by a player. The catching position will be unoccupied, and a coach will retrieve the balls to keep up the pace of the game.

**4.05** - An unlimited number of coaches are allowed in fair territory during play. These coaches are encouraged to be active in helping the players learn their positions and the role they play during the game.

**4.10** - Games will be limited to 1 hour or four (4) innings, whichever occurs first.

**4.16** - Teams may start and finish a game with any number of players.

**5.07** - All rostered players shall bat in an inning. No player will be permitted to bat more than once in an inning. The batting order will remain the same throughout the game.

**PITCHING MACHINE/TEE** - The pitching machine will be fed by the batting team's coach using the soft baseballs provided by the league for use during games. The speed of the pitching machine shall be 25 miles per hour for all games.

If the pitching machine is inoperable, a coach may pitch to his own team.

A batter shall use the hitting tee after failing to hit a fair ball after four (4) pitches have been delivered by the pitching machine. The batter shall be declared out if he/she cannot hit the ball after three attempts to hit the ball off the tee.

A batted ball that strikes the pitching machine or the coach feeding the machine is a dead ball. The batter shall be awarded a single and any base runners shall advance one base.

## 8U Division

**2.00 Base on Balls** - There are no intentional walks allowed at any time during the 8U Division regular and postseason.

**2.00 Infield Fly** - The Infield Fly Rule does not apply in the 8U.

**3.01** - The first and third baselines as well as the halfway lines between first and second base, between second and third base, and between third base and home must be clearly marked. The batter's box DOES NOT need to be marked as batters in certain occasions may be moved in accordance with how the pitching machine is delivering pitches.

**3.13** - The Home team shall line the field and set up the pitching machine if scheduled for the first game of the evening, occupy the third base dugout, take infield practice 15 minutes prior to game time for 15 minutes and be responsible for keeping the official score (including operating the scoreboard) and will reconcile the score with the Visiting team after each ½ inning.

**3.13** - The Visiting team shall take down the pitching machine if scheduled for the last game of the evening, occupy the first base dugout, and take infield practice 30 minutes prior to game time for 15 minutes.

**4.01** - Teams may field nine (9) defensive players, four of which may be outfielders. The pitching position will be unoccupied, and no infielder may assume the area normally reserved for the pitcher. The catching position must be occupied in all games.

**4.03** - Outfielders must start each pitch in the outfield. Having both feet in the outfield grass constitutes being in the outfield.

**4.10** - Regular season games have a time limit of 1 hour and 30 minutes.

**4.10** - If a regular season game is tied after nine (9) innings the game shall be complete and recorded as a tie game.

**4.10** - Postseason Tournament Games will be limited to 1 hour and 45 minutes, while the Championship Game will have no time limit.

**4.10** - If a team begins their turn at bat with a lead of ten (10) runs or more, they are limited to scoring only four (4) runs in that turn at bat.

**4.10** - Any game that enters extra innings will have each team place the player who is listed in the lineup immediately preceding that inning's leadoff hitter on second base.

**4.10** - There are no run rules that would end a game early. During the postseason tournament games there is a 10-run rule in effect after 4 innings of play.

**4.16** - A team failing to have at least eight (8) uniformed players within 15 minutes of start time shall forfeit the game. If both teams have less than eight (8) uniformed players, both teams forfeit, and the game is considered a tie.

**4.16** - If a team starts a game with eight (8) players, there will not be an automatic out for the 9th position in the batting order. If a team drops to eight (8) or seven (7) players, the position(s) vacated in the batting order is an automatic out (unless the vacancy is due to injury or illness).

**4.16** - A team may finish a game with seven (7) players.

**5.07** - A maximum of ten (10) players shall bat in an inning. The batting order will remain the same throughout the game. If a team has less than ten (10) players present for the game, a player(s) may bat more than once in an inning.

**7.05** - There is a maximum of one base advance by all runners on overthrows on a play at any base that stay within the field of play, even if the ball remains in fair territory. An overthrow is different from a dropped ball, fumbled catch, etc. and will be judged by the umpire. The defense may play on the advancing runner(s) after the initial overthrow, but a second overthrow does not result in an additional allowance of bases (even if the ball goes out of play). Overthrows that occur when there is not a play at a base, such as during a rundown between bases or on throws coming in from the outfield that are not a play at a base are exempt from this rule and the ball remains live.

**7.13** - A runner may not steal or advance on a passed ball.

**7.13** - Base runners must stay in contact with the base until the ball is hit.

**BASERUNNERS** - A runner must have completely passed the halfway hash mark between bases prior to an infielder having control of the ball with both feet on the infield dirt in fair territory and both hands raised above their head to be awarded the advance base at the end of playing action.

**EXAMPLE:** Batter hits ball to the fence in center field and is just rounding second base when the ball is received in the infield by the 2nd baseman. At this point, the 2nd baseman has two options: 1) hold the ball and raise their hands above their head upon which play becomes dead and the batter-runner must return to 2nd base, or 2) make a play on the runner at third and the ball remains live.

**NOTE:** All runners are entitled to attempt an advance of one base on balls remaining on the infield.

If a following runner has acquired a base (other than 1st base) when play is stopped by the defense as described in the previous rule, but a runner(s) preceding them has not acquired their next base, the following runner(s) must return to the base last occupied. The award of a following base runner may not benefit the advance of a preceding base runner.

**EXAMPLE:** Runners on 1st (R1) and 2nd (R2) with no outs and ball is hit to the outfield. When the ball is thrown into the infield effectively stopping play, R2 is not quite halfway to home, while R1 has reached 3rd base and the batter has just rounded 1st base. Runners should be placed at 1st, 2nd and 3rd base prior to resuming play.

**PITCHING MACHINE** - The umpire shall be the person feeding the pitching machine during games. If for any reason an umpire is not available to feed the machine, the coach of the team up to bat shall feed the machine. The speed of the pitching machine shall be 34 miles per hour for all games. The umpire (or coach) may adjust the pitching machine at will if it is pitching out of the strike zone. Adjusting the machine to complement each hitter's preference is forbidden.

If the pitching machine is inoperable, a coach may pitch to his own team and all rules apply as if the pitching machine was being used.

A batter shall be declared out after failing to hit a fair ball after six (6) pitches have been delivered. The batter is out if there are three strikes before the 6th pitch. Missed swings, foul balls and foul tips are counted as strikes. A batter cannot be called out on a foul ball or a foul tip.

If a ball delivered by the pitching machine is clearly “not hittable” and the batter does not swing, the pitch shall be considered “no pitch” and does not count toward the batter’s six (6) pitches.

A batted ball that strikes the pitching machine, the coach feeding the machine, or the umpire is a dead ball. The batter shall be awarded a single and any base runners shall advance one base.

## 10U Division

**2.00 Base on Balls** - There are no intentional walks allowed in the 10U Division during the regular season.

**2.00 Base on Balls** - A batter may not advance to second base immediately following a base on balls.

**3.04** - Teams must utilize a courtesy runner for the catcher only when there are two outs in an inning. This player must be one that was not playing the field the last time on defense. If a team does not have an extra player not playing the field, the last batter not on base can become the courtesy runner.

**3.13** - The Home team shall line the field if scheduled for the first game of the evening, occupy the third base dugout, take infield practice 15 minutes prior to game time for 15 minutes and be responsible for keeping the official score (including operating the scoreboard) and will reconcile the score with the Visiting team after each ½ inning.

**3.13** - The Visiting team shall occupy the first base dugout and take infield practice 30 minutes prior to game time for 15 minutes.

**4.03** - Outfielders must start each pitch in the outfield. Having both feet in the outfield grass constitutes being in the outfield.

**4.10** - A regulation game is five (5) innings.

**4.10** - Regular season games have a time limit of 1 hour and 30 minutes.

**4.10** – All Summer League Postseason Tournament Games will have no time limit. In the Fall League only the Championship Game will have no time limit.

**4.10** - In the 1st, 2nd and 3rd innings, the maximum number of runs per ½ inning is five. If a team is trailing in the 4th inning at the time their at-bat begins, that team can score a number of runs that inning until their run total is 5 more than the other team. If a team is leading in the 4th inning at the time their at-bat begins, the team is limited to five runs in that inning. In the 5th inning each team can score an unlimited number of runs.

**4.10** - Any game that enters extra innings will have each team place the player who is listed in the lineup immediately preceding that inning's leadoff hitter on second base.

**4.10** - The ten-run rule also applies after 1 hour and 15 minutes of play.

**4.16** - A team failing to have at least eight (8) uniformed players within 15 minutes of start time shall forfeit the game. If both teams have less than eight (8) uniformed players, both teams forfeit, and the game is considered a tie.

**4.16** - If a team starts a game with eight (8) players, there will not be an automatic out for the 9th position in the batting order. If a team drops to eight (8) or seven (7) players, the position(s) vacated in the batting order is an automatic out (unless the vacancy is due to injury or illness).

**4.16** - A team may finish a game with seven (7) players.

**7.13** - Base runners shall not leave their bases until the ball has been delivered and has reached the batter.

**7.13** - There shall be no stealing of home. A runner on third may only score when the ball is put in play or when a play is made on a runner at another base (i.e., steal of second, pick-off attempt at first).

## 12U Division

**3.01** - The infield foul lines will be painted. DO NOT CHALK THE GRASS.

**3.04** - Teams must utilize a courtesy runner for the catcher only when there are two outs in an inning. This player must be one that was not playing the field the last time on defense. If a team does not have an extra player not playing the field, the last batter not on base can become the courtesy runner.

**3.13** - The Home team shall line the field if scheduled for the first game of the evening, occupy the third base dugout, take infield practice 15 minutes prior to game time for 15 minutes and be responsible for keeping the official score (including operating the scoreboard) and will reconcile the score with the Visiting team after each ½ inning.

**3.13** - The Visiting team shall occupy the first base dugout and take infield practice 30 minutes prior to game time for 15 minutes.

**4.03** - Outfielders must start each pitch in the outfield. Having both feet in the outfield grass constitutes being in the outfield.

**4.10** - Regular season games have a time limit of 1 hour and 30 minutes.

**4.10** – All Summer League Postseason Tournament Games will have no time limit. In the Fall League only the Championship Game will have no time limit.

**4.10** - Any game that enters extra innings will have each team place the player who is listed in the lineup immediately preceding that inning's leadoff hitter on second base.

**4.10** - The ten-run rule also applies after 1 hour and 15 minutes of play. An 8-run rule applies after 5 innings of play in the Fall League only.

**4.10** - There is a 12-run rule after three (3) innings of play in the Fall League only.

**4.16** - A team failing to have at least eight (8) uniformed players within 15 minutes of start time shall forfeit the game. If both teams have less than eight (8) uniformed players, both teams forfeit, and the game is considered a tie.

**4.16** - If a team starts a game with eight (8) players, there will not be an automatic out for the 9th position in the batting order. If a team drops to eight (8) or seven (7) players, the position(s) vacated in the batting order is an automatic out (unless the vacancy is due to injury or illness).

**4.16** - A team may finish a game with seven (7) players.