



# BASEBALL RULES & POLICIES

UPDATED JULY 2026

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## SECTION 1 — LEAGUE AUTHORITY & RULE HIERARCHY

Establishes the governing authority for FBSA Baseball and defines how league rules, official baseball rules, and approved amendments are applied and enforced.

### Rule 1.1 — PRIMARY RULE SET

*Applies to: **ALL** Leagues; **ALL** Divisions*

- FBSA Baseball rules are the primary authority for all league games.
- Any situation not addressed in FBSA rules will follow Official Baseball Rules (OBR).
- OBR modifications approved by the FBSA Baseball Rules Committee supersede standard OBR language.
- Coaches and umpires are responsible for applying FBSA rules first, then OBR when needed.

### Rule 1.2 — AMENDMENTS

*Applies to: **ALL** Leagues; **ALL** Divisions*

- No umpire, coach, or team official may create, modify, waive, or reinterpret any FBSA rule during a game.
- All amendments to these rules must be formally approved by the FBSA Board and authorized by the League Commissioner before taking effect.
- Any deviation from the approved rule set is invalid unless explicitly issued through an official FBSA policy update.



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## SECTION 2 — EQUIPMENT & SAFETY

Defines approved equipment standards, player safety requirements, uniform regulations, injury procedures, and conduct related to safe participation in games and practices.

### Rule 2.1 — APPROVED BATS

*Applies to: **ALL** Leagues; **ALL** Divisions*

- All bats must display a valid certification mark for the player's division as shown below.
- Bats must not exceed the maximum drop weight for the player's division.
- All bats must be unaltered and free of cracks, dents, or tampering of any kind.

| Division | Required Certification | Maximum Drop |
|----------|------------------------|--------------|
| 7U – 12U | USSSA, USA             | –12          |
| 13U      | USSSA, USA, or BBCOR   | –8           |
| 14U      | USSSA, USA, or BBCOR   | –5           |
| 18U      | Wood bats only         | N/A          |

### Rule 2.2 — PLAYER SAFETY EQUIPMENT

*Applies to: **ALL** Leagues; **ALL** Divisions*

- Batters and base runners must always wear a protective helmet while on the field.
- Catchers must wear full protective gear, including “hockey-style” catcher's helmet (with integrated face mask), chest protector, shin guards, and a protective cup.
- A catcher's mitt is required for all catchers in divisions 10U and above.
- Full catcher's gear is required during games, practices, and bullpen warm-ups.
- Coaches are responsible for ensuring all equipment is properly fitted and worn correctly.
- Metal cleats or spikes are not permitted in any division.
- Molded cleats are permitted for all age groups.



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## Rule 2.3 — UNIFORMS

*Applies to: **ALL** Leagues; **ALL** Divisions*

- All players must wear a team-provided uniform consisting of a jersey, cap, baseball pants, and socks.
- Uniforms must match the rest of the team.
- Jerseys must bear a unique number and may not be altered.
- Jerseys must remain tucked in during the game.
- Legs must be fully covered by pants and socks during play.
- Pitchers may not wear white long sleeves, jewelry, sweatbands, batting gloves, or sunglasses.

## Rule 2.4 — EQUIPMENT USE DURING PLAY

### 2.4.1 – Training Equipment

*Applies to: **ALL** Leagues; **ALL** Divisions*

- No training or warm-up equipment — including nets, tees, or weighted balls — may be used on the field during a game.
- The on-deck batter may use a bat weight (donut) for warm-up swings in the on-deck area.
- All other warm-up activities must occur outside the field of play.

### 2.4.2 – Thrown Equipment

*Applies to: **ALL** Leagues; **ALL** Divisions*

- Throwing a bat or helmet may result in ejection, at the umpire's discretion.
- If a thrown bat strikes the catcher or umpire, the batter is automatically out, regardless of intent.
- Umpires may issue warnings or immediate penalties based on the severity of the action.



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## Rule 2.5 — MEDICAL & INJURY PROTOCOLS

*Applies to: **ALL** Leagues; **ALL** Divisions*

- Any player with visible bleeding must immediately leave the field.
- The player may return only after the bleeding has stopped and the affected area is properly covered.
- Free substitution is permitted while the player is being treated; there is no automatic out if the player is due to bat while being treated.
- Any injury involving an FBSA participant — player, coach, umpire, or spectator — must be documented.
- The manager, coach, or responsible official must submit an accident report to the FBSA Board within 24 hours of the incident.

## Rule 2.6 — NO CONTACT RULE

*Applies to: **ALL** Leagues; **ALL** Divisions*

- Base runners must avoid contact with defensive players.
- “No contact” **does not mean** “must slide.”
- This rule applies even if the defensive player is out of position or obstructing the base path.
- If the umpire determines the contact was intentional, the runner is called out and ejected from the game.
- If the contact is deemed unintentional, the runner is called out but not ejected.



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## SECTION 3 — CONDUCT & BEHAVIOR

Sets expectations for sportsmanship and behavior for coaches, players, and spectators, including disciplinary actions and standards for the game environment.

### Rule 3.1 — GENERAL CONDUCT

*Applies to: **ALL** League; **ALL** Divisions*

- Coaches are accountable for their own behavior and that of their players and fans.
- Umpires may eject a coach, player, or spectator for unruly behavior.
- Game forfeiture may occur if behavior interferes with safe or fair play.
- Any coach ejected from a game must serve a mandatory one-game suspension.
- Additional discipline may be imposed by the League Director or Rules Committee.

### Rule 3.2 — BANNED SUBSTANCES

*Applies to: **ALL** Leagues; **ALL** Divisions*

- Smoking, vaping, and all tobacco use are prohibited at all FBSA events.
- Alcohol and illegal drugs may not be used, possessed, or consumed at any FBSA activity.
- These restrictions apply to coaches, parents, players, and spectators.
- This policy covers games, practices, team events, and all other FBSA-related activities.
- Violations may result in removal from the premises and further disciplinary action.



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## Rule 3.3 — GAME ENVIRONMENT STANDARDS

*Applies to: **ALL** Leagues; **ALL** Divisions*

- No artificial noisemakers of any kind are permitted, including but not limited to train horns, air horns, whistles, cowbells, or amplified sound effects.
- Warm-up and walk-up music is permitted.
- Music may be controlled only by the offensive team during their half-inning.
- Volume must remain reasonable and must not delay play or interfere with umpire communication.
- Chants may not be derogatory, mocking, or directed at any opposing player.
- Chants must not occur during live play — defined as the period from when the pitcher becomes set until the play has fully ended.
- Razzing, screaming at, taunting, or verbally targeting any opposing team, coach, or player is strictly prohibited.



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## SECTION 4 — ADMINISTRATIVE POLICIES

Provides rules for scorekeeping, player eligibility, lineup management, fair play requirements, scheduling, standings, reporting, and protest procedures.

### Rule 4.1 — SCORE KEEPING & REPORTING

#### 4.1.1 – Official Score Keeping

*Applies to: **ALL** Leagues; **ALL** Divisions*

- The Home Team must provide the official scorekeeper.
- All games must be scored using the **GameChanger app**, with all active players entered with correct names and uniform numbers before the plate meeting.
- Each team must provide the official scorekeeper with a scannable or clearly readable lineup before the game begins.
- The Visiting Team must provide a scoreboard operator for the duration of the game.

#### 4.1.2 – Pitch Tracking

*Applies to: **ALL** Leagues; **9U, 10U, 11U, 12U, 13U, 14U, 18U** Divisions*

- All pitching changes must be reported to the official scorekeeper at the time of the change.
- Both teams are responsible for tracking and monitoring pitch counts throughout the game.
- If pitch counts are disputed, head coaches and the official scorekeeper must reconcile the count between innings or at the next reasonable stoppage.
- The pitch count recorded by the official scorekeeper is the official count of record, unless corrected by the League Director or another designated FBSA representative.
- When a pitcher reaches the daily maximum or a rest threshold during an at-bat, and finishes the at-bat, the pitch count is recorded at the threshold, not the total pitches thrown to that batter (**see** 5.6.1 – Daily Pitch Limit & Rest Requirement).



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## 4.1.3 – Reporting Results

*Applies to: **ALL** Leagues; **ALL** Divisions*

- The Home Team coach must record the final score for both teams in TeamSideline within 24 hours of the game's scheduled start time.
- The Home Team must also enter pitch counts for all pitchers from both teams, including player name, jersey number, and total pitches thrown.
- Failure to report pitch counts will result in a maximum pitch count being applied to all Home Team pitchers for the next game.

## Rule 4.2 — PLAYER ELIGIBILITY & PICK-UP PLAYERS

### 4.2.1 – Eligibility

*Applies to: **ALL** Leagues; **ALL** Divisions*

- All players must be registered with FBSA and rostered to participate.
- Players may not be rostered in more than one FBSA league during the same season.
- Lineups must meet minimum player requirements as outline below or must forfeit.

| Division | Full Lineup Size     | Minimum Lineup Size |
|----------|----------------------|---------------------|
| 7U – 8U  | 10 Players (or more) | 9 Players           |
| 9U – 18U | 9 Players (or more)  | 8 Players           |



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## 4.2.2 – Pick-up Player Requirements

*Applies to: **Recreational** Leagues; **ALL** Divisions*

- Teams without enough players to field a full lineup may add up to two (2) pick-up players, not to exceed the full lineup size.
- Pick-up players must be rostered in the same league and in the same division, or one division below.
- Pick-up players must wear the uniform of the team for which they are officially rostered.
- Pick-up players may only play in an outfield position.
- Pick-up players must bat at the end of the lineup and may not be added to the lineup after the game has started.
- Pick-up players **may not be used** in Competitive divisions.

## 4.2.3 – Penalty For Use of Ineligible Player

*Applies to: **ALL** Leagues; **ALL** Divisions*

- Use of an ineligible player results in immediate forfeiture of the game.
- The head coach receives a mandatory one-game suspension for any ineligible player violation.

## Rule 4.3 — LINEUPS

*Applies to: **ALL** Leagues; **ALL** Divisions*

- All players bat in a continuous rotation, regardless of if they are playing defensively.
- Players arriving late must be added to the end of the lineup.
- Defensive substitutions are unlimited.
- Pitchers removed from the mound may not return as a pitcher in the same game.
- Coach Pitch divisions (7U – 8U) field a defense of 10 (adding a 4<sup>th</sup> Outfielder).



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## Rule 4.4 — FAIR PLAY

### 4.4.1 – Sitting Out

*Applies to: **ALL** Leagues; **ALL** Divisions*

- No player may sit out two (2) consecutive innings during a game.
- No player may sit out more than two (2) total innings in a regulation game.
- A player may not sit out a second inning until every other player has sat out at least one (1) inning.
- Pitchers of record are exempt from the rotation requirement while actively pitching.

### 4.4.2 – Attendance Exception

*Applies to: **ALL** Leagues; **ALL** Divisions*

- If a player attends less than 50% of scheduled team practices, the coach may sit that player for up to two (2) consecutive innings, but no more than four (4) total innings per game.
- Before applying this exception, the coach must notify both the player's parents and the League Director.

### 4.4.3 – Penalty For Violating Fair Play

*Applies to: **ALL** Leagues; **ALL** Divisions*

- Coaches who violate Fair Play rules may face disciplinary action, including game forfeiture and/or suspension.

## Rule 4.5 — PLAYOFF TIEBREAKERS

*Applies to: **ALL** Leagues; **ALL** Divisions*

- When teams finish the regular season with identical records, standings and tournament seeding are determined using the following sequence:
  1. Winning Percentage
  2. Head-to-Head Record (all tied teams must have played each other)
  3. Average Runs Allowed
  4. Average Runs Scored
  5. Coin Toss (conducted by the League Director or designee)



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## Rule 4.6 — GAME SCHEDULING & CANCELLATIONS

### 4.6.1 – Delays & Shortened Games

*Applies to: **ALL** Leagues; **ALL** Divisions*

- Umpires or the League Director may delay or shorten a game due to weather or unsafe field conditions.
- A delay may last up to thirty (30) minutes before the game is canceled.
- A shortened game is considered official once 60% of regulation time has been played.
- When a game becomes official, the score from the last completed inning is recorded as final.

### 4.6.2 – Make-Up Games

*Applies to: **ALL** Leagues; **ALL** Divisions*

- Incomplete games or rainouts may be rescheduled when possible.
- The League Scheduler determines whether a game can be made up, based on field availability and scheduling constraints.
- Some games may not be rescheduled due to time or field limitations.

## Rule 4.7 — PROTESTS

*Applies to: **ALL** Leagues; **ALL** Divisions*

- No protest will be allowed on a judgment call by an umpire. Protests are accepted only on the misapplication of a rule.
- A protest must be declared to the head umpire, opposing coach, and official scorekeeper immediately following the disputed call, before any play is resumed.
- The protest must then be submitted in writing within 24 hours to the League Director via email.
- Resolution will be made by league officials after hearing from the protesting coach, the opposing coach, and the umpire. A meeting may or may not be required.
- If a meeting is required, no more than two (2) representatives from each team shall attend.



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## SECTION 5 — GAMEPLAY

Outlines the rules governing game structure, mercy rules, coach participation, base running, pitching, and division-specific gameplay modifications.

### Rule 5.1 — GAME LENGTH & STRUCTURE

*Applies to: **ALL** Leagues; **ALL** Divisions*

- The umpire is the official timekeeper and will announce the game's official start time to both coaches at the conclusion of the plate meeting.
- An inning ends after 3 outs or when the run limit (below) is reached.
- No new inning may begin after the time limit has expired.
- If time expires during an inning, that inning will be completed unless the trailing team is mathematically unable to tie or take the lead within the run limit.
- Extra innings may be played in the case of a tie, unless the game clock has expired.
- **Playoff Exception:** Extra innings may be played in the case of a tie regardless of the game clock – playoff game may not end in a tie.

| Division  | Time Limit | Max Innings | Run Limit Per Inning |
|-----------|------------|-------------|----------------------|
| 7U – 8U   | 70 minutes | 6           | 7 runs               |
| 9U – 12U  | 90 minutes | 6           | 5 runs               |
| 13U – 18U | 90 minutes | 7           | 5 runs               |

### Rule 5.2 — PREGAME WARM-UPS

*Applies to: **ALL** Leagues; **ALL** Divisions*

- No pregame warm-ups are allowed on the infield, including the pitcher's mound and home plate area.
- All warm-ups must take place in the outfield or designated shared warm-up areas.
- Teams must keep the infield clear to protect field conditions and maintain game readiness.



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## Rule 5.3 — MERCY RULE

*Applies to: **ALL** Leagues; **ALL** Divisions*

- The Mercy Rule ends a game early when one team has built an insurmountable lead. This rule applies at the end of innings, based on the run differential, as outlined below.

| Division        | Mercy Rule Run Differentials                                             |
|-----------------|--------------------------------------------------------------------------|
| <b>7U – 8U</b>  | 15 runs after 3 innings, 12 runs after 4 innings, 8 runs after 5 innings |
| <b>9U – 18U</b> | 12 runs after 3 innings, 8 runs after 4 innings                          |

## Rule 5.4 — COACH PARTICIPATION

### 5.4.1 – Coach Limitations

*Applies to: **ALL** Leagues; **ALL** Divisions*

- All coaches must be registered, rostered and badged. The maximum number of coaches (on-field and/or in-dugout) varies by division as outlined below.

| Division        | Coaches Allowed                                 |
|-----------------|-------------------------------------------------|
| <b>7U – 8U</b>  | Maximum of five (5) total coaches are permitted |
| <b>9U – 18U</b> | Maximum of four (4) total coaches are permitted |

### 5.4.2 – On-Field Positioning

*Applies to: **ALL** Leagues; **ALL** Divisions*

- Offensive coaches may stand in the first-base and third-base coaching boxes.
- Offensive coaches may not leave the coaching box or enter the field without first requesting and receiving "time" from an umpire.
- All other coaches must remain inside the dugout or within five (5) feet of the dugout entrance unless granted "time" by an umpire.
- Coach Pitch (7U – 8U) Divisions Only** - One (1) coach-pitcher and one (1) defensive coach will be stationed behind the catcher to retrieve balls and speed up play. These coaches may not participate in or direct their team in any way during live play.



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## 5.4.3 – Discussions with Umpires

*Applies to: **ALL** Leagues; **ALL** Divisions*

- Only the head coach (manager) may request and discuss a rule interpretation or call with an umpire.
- Assistant coaches, players, and team personnel may not join the discussion unless specifically invited by the umpire.

## 5.4.4 – Mound Visits

*Applies to: **ALL** Leagues; **9U, 10U, 11U, 12U, 13U, 14U, 18U** Divisions*

- Coaches are allowed one (1) mound visit per inning per pitcher.
- If a coach visits the same pitcher twice in one inning, the pitcher must be removed from the mound.
- Removed pitchers may continue playing at another defensive position.

## Rule 5.5 — BASE RUNNERS

### 5.5.1 – Courtesy Runners

*Applies to: **ALL** Leagues; **9U, 10U, 11U, 12U, 13U, 14U, 18U** Divisions*

- A courtesy runner may be used for the pitcher or catcher of record when they reach base.
- The courtesy runner must be the most recent offensive player who made a batted out.
- If no batted outs have occurred, the last batter in the lineup is used as the courtesy runner.
- Courtesy runners are intended to maintain pace of play and reduce delays between innings.

### 5.5.2 – Lead Off Modification

*Applies to: **Recreational** Leagues; **9U** Divisions*

- A baserunner must remain in contact with the base until the pitch crosses Homeplate.

### 5.5.3 – Dropped 3<sup>rd</sup> Strike Modification

*Applies to: **Recreational** Leagues; **9U, 10U** Divisions*

- The batter is automatically out after incurring three (3) strikes, and may not advance, even if dropped by the catcher.



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## 5.5.4 – Safety Base at First Base

*Applies to: **All Leagues; All Divisions***

The safety base is intended to reduce the risk of collisions and unnecessary contact between the batter-runner and defensive players on plays at first base. The white portion of the base is located in fair territory and the colored portion is located in foul territory.

### Initial Play at First Base

- On the initial play at first base, the batter-runner must use the colored portion of the safety base when running to or through first base.
- The defensive player must use the white portion of the safety base while receiving a throw or otherwise making a play at first base.
- Failure to use the appropriate portion of the safety base may result in an out, interference, or obstruction ruling, at the umpire's discretion.
- A batter-runner advancing beyond first base on an extra-base hit may use either portion of the safety base while rounding first base.

### Dropped Third Strike

- When the batter becomes a runner following a dropped or uncaught third strike, the safety-base rule remains in effect for any subsequent play at first base.
- When the throw to first base originates from the foul side of the first-base line, either player may use either portion of the safety base.
- In such situations, the defensive player and batter-runner should use opposite portions of the base whenever possible. The intent of this rule is to provide separate paths for the runner and fielder and reduce the potential for contact.

### After the Initial Play

- Once the batter-runner has legally acquired first base and the initial play has ended, the white portion shall be considered the primary base for all subsequent action.
- A runner returning to first base, tagging up, leading off, or otherwise occupying first base shall use the base in accordance with applicable playing rules and the requirements of the play.

### Umpire Judgement

- The umpire shall have final judgment regarding the application of the safety-base rule, including the proper use of each portion of the base and any ruling involving interference, obstruction, or contact.
- Player safety shall take precedence in the enforcement of this rule.



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## Rule 5.6 — PITCHERS

### 5.6.1 – Daily Pitch Limit & Rest Requirement

*Applies to: ALL Leagues; 9U, 10U, 11U, 12U, 13U, 14U, 18U Divisions*

- Pitchers must follow age-specific daily pitch limits and required rest days outlined below.
- A rest day is defined as a full calendar day, beginning the day after pitching occurred.
- If a pitcher reaches the daily maximum or a rest threshold during an at-bat, they may continue pitching until that at-bat ends.
  - When this occurs the pitch count is recorded at the threshold, not the total pitches thrown to that batter.

| Division         | Daily Maximum | 0 Rest Days Required | 1 Rest Days Required | 2 Rest Days Required | 3 Rest Days Required | 4 Rest Days Required |
|------------------|---------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| <b>9U – 10U</b>  | 75 pitches    | 1 – 20 pitches       | 21 – 35 pitches      | 36 – 50 pitches      | 51-65 pitches        | 66+ pitches          |
| <b>11U – 12U</b> | 85 pitches    | 1 – 20 pitches       | 21 – 35 pitches      | 36 – 50 pitches      | 51-65 pitches        | 66+ pitches          |
| <b>13U – 14U</b> | 95 pitches    | 1 – 20 pitches       | 21 – 35 pitches      | 36 – 50 pitches      | 51-65 pitches        | 66+ pitches          |
| <b>15U – 18U</b> | 95 pitches    | 1 – 30 pitches       | 31 – 45 pitches      | 46 – 60 pitches      | 61-75 pitches        | 76+ pitches          |



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## 5.6.2 — Balk Modification

*Applies to: **Recreational Leagues; 9U, 10U, 11U, 12U, 13U, 14U, 18U Divisions***

- A pitcher may not attempt to pick-off a runner by **faking to 3B and throwing to 1B** – this will be considered a balk.
- **9U Only** – the balk rule is not in affect.

## 5.6.3 – Balk Warning

*Applies to: **Recreational Leagues; 10U, 11U, 12U Divisions***

- Each pitcher will be given one warning before being called for a balk.

## Rule 5.7 — SLASH BUNTING

*Applies to: **ALL Leagues; 9U, 10U, 11U, 12U, 13U, 14U, 18U Divisions***

- **Slash bunting**, in which the batter squares to bunt then pulls back and swings, is not allowed – The batter will be considered out, and any base runners must return to the base previously occupied.

## Rule 5.8 — COACH PITCH MODIFICATION

### 5.8.1 – Coach-Pitcher Modification

*Applies to: **ALL Leagues; 7U, 8U Divisions***

- Pitching will be performed by one of the batting team's coaches.
- The coach may deliver the pitch from anywhere along Pitcher's Line (between 30 and 42 feet) and must remain inside the Pitching Circle throughout the entire pitching motion, including follow-through.
- The ball must be delivered overhand from a position that allows fielders to make a play.
- If the coach-pitcher fails to position themselves so that fielders can make a play, or if the ball strikes the coach-pitcher, the ball becomes dead and the pitch counts as one (1) of the six (6) total pitches allowed.
- The coach-pitcher may not participate in or direct their team in any way after the pitch is thrown.



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## 5.8.2 – Defense Modification

*Applies to: **ALL** Leagues; **7U, 8U** Divisions*

- The defense consists of ten (10) players: pitcher, catcher, first baseman, second baseman, third baseman, shortstop, and four (4) outfielders.
- Teams playing with fewer than ten (10) players must field a pitcher and catcher at minimum; remaining positions are at the coach's discretion.
- Infielders may not advance more than ten (10) feet toward home plate before the ball is pitched.
- Outfielders must be positioned no less than twenty (20) feet behind the baseline, in the outfield grass at minimum.

## 5.8.3 – Defensive Pitcher Modification

*Applies to: **ALL** Leagues; **7U, 8U** Divisions*

- The defensive player in the pitcher position must remain even with or behind the pitching rubber, positioned three (3) to four (4) feet to the right or left of the coach-pitcher.
- Both feet must remain within the Pitching Circle until the ball is hit.

## 5.8.4 – Stopping Play Modification

*Applies to: **Recreational** Leagues; **7U, 8U** Divisions*

- Umpires will call "Time" when a defensive player has gained control of the ball within the baselines. The ball is then declared dead.
- Base runners must return to the last base legally touched, unless they had made a discernible turn toward the next base prior to the dead ball being called.
- On an attempted defensive play, runners may advance at their own risk.

## 5.8.5 – Batter Modification

*Applies to: **ALL** Leagues; **7U, 8U** Divisions*

- Batters will attempt to hit pitches from their coach-pitcher and have up to three (3) swinging strikes or six (6) total pitches to put the ball in play.
- If the sixth (6th) pitch is fouled off, the batter continues the at-bat unless the ball is caught in the air.
- Batters are not permitted to bunt or swing easy. Doing so results in a dead ball and the loss of one (1) of the six (6) total pitches allowed.
- A batted ball must pass the Fair Ball Arc to be considered fair.



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## 5.8.6 – Base Runner Modification

*Applies to: **ALL** Leagues; **7U, 8U** Divisions*

- Base runners may not steal or lead off. They must remain in contact with the base until the ball is hit.
- If a runner leaves the base early, the result is a dead ball.
- On an overthrow of an infield play, the base runner may attempt to advance to the next base at their own risk.
- If the resulting play produces another overthrow, the base runner must stop at the base they were advancing to.
- If an outfielder throws to a cut-off (infielder) who then makes an overthrow, this is deemed a continuation of an outfield play, and the runner may continue to advance.



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## SECTION 6 — FACILITIES & LOGISTICS

Defines field specifications, age-appropriate field dimensions, league facility requirements, and dugout assignments.

### Rule 6.1 — FIELD SPECIFICATIONS

#### 6.1.1 – Field Dimensions

*Applies to: **ALL** Leagues; **ALL** Divisions*

- Field dimensions (pitching and base distance) are modified for youth baseball as outlined below.

| Division         | Pitching Distance | Base Distance |
|------------------|-------------------|---------------|
| <b>7U – 8U</b>   | 30-42 ft          | 60 ft         |
| <b>9U – 10U</b>  | 46 ft             | 65 ft         |
| <b>11U – 12U</b> | 50 ft             | 70 ft         |
| <b>13U</b>       | 54 ft             | 80 ft         |
| <b>14U</b>       | 60 ft             | 90 ft         |
| <b>18U</b>       | 60 ft             | 90ft          |

#### 6.1.2 – Fair Ball Arc

*Applies to: **ALL** Leagues; **7U, 8U** Divisions*

- A twenty (20) foot arc is drawn between the first and third baselines, in front of home plate.

#### 6.1.3 – Pitching Circle

*Applies to: **ALL** Leagues; **7U, 8U** Divisions*

- A thirty (30) foot arc is drawn between the first and third baselines, in front of home plate.

#### 6.1.4 – Pitcher's Line

*Applies to: **ALL** Leagues; **7U, 8U** Divisions*

- Pitcher's Line: A line is drawn from the Pitching Circle to the Safety Arc.



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## Rule 6.2 — DUGOUT ASSIGNMENTS

*Applies to: **ALL** Leagues; **ALL** Divisions*

- The Home team uses the First Base dugout.
- The Visiting team uses the Third Base dugout.
- During live play, only the following may be outside the dugout: the batter, the on-deck hitter, and active base runners.
- All other offensive players must remain inside the dugout.