

# BASEBALL LEAGUE RULES – UPDATED 6/19/23

## FIELD DIMENSIONS

<u>AGES</u>	<u>BASE LENGTH</u>	<u>MOUND</u>	<u>LIVE BASEBALL (LEAD OFF)</u>
8U	60 feet	40 feet	No
9U & 10U	60 feet	46 feet	No
11U & 12U Lower	65 feet	50 feet	No
12U Upper	70 feet	50 feet	Yes
13U & 14U Lower	80 feet	55 feet	Yes
14U Upper	90 feet	60 feet 6 inches	Yes

## UMPIRES

- **8U:** Coaches will assist with helping umpire games
- **9U & 10U:** Two umpires recommended – one behind the plate and one out in the field *(if only one is available they will call the game from behind the pitcher's mound)*
- **11U – 14U:** Two umpires – one behind the plate and one out in the field

## GAME LENGTH & TIME LIMITS

- Games consist of 6 innings, except 14U Upper which will play 7 innings
- 80-minute time limit – new inning can't be started after 80 minutes have expired *(determined by last out made in the previous inning)*
- Mercy Rule: 10 run rule after 4 innings & 15 run rule after 3 innings
- 5:30pm games will be suspended at 7:00pm *(final score from last full inning played)*
- 7:00pm games will be suspended at 8:30pm *(final score from last full inning played)*  
*\*Dead stop time is enforced only when another league game is scheduled after*  
*\*A new inning started within the 80-minute time limit should be completed when dead stop is not being utilized*

## BATTING ORDER & DEFENSIVE SUBSTITUTIONS

- 8U-10U teams will bat their full roster & play with 4 outfielders
- 11U-14U teams are encouraged to bat their full roster, but may choose not to
- Free substitution is allowed when batting full roster
- 11U-14U: E/H rule is optional if not batting their full roster. E/H rule allows 10 players in the batting lineup, free substitution on defense with 10 players in the batting lineup

## STEALING

- **8U:** No stealing allowed / Runners may advance bases while ball is in the outfield & will stop advancement once ball returns to the infield / No advancing on overthrows to the pitcher or 1<sup>st</sup> baseman

## **STEALING continued**

- **All 9U & 10U:** Stealing allowed after one strike is reached & the ball crosses the plate / Runners will be called out for leaving early & the pitch will not count / No delayed steal
- **All 9U & 10U:** No advancing on overthrows to the pitcher / Runner may only steal one base at a time unless a play is made on them / Runners at 3<sup>rd</sup> base can only score if walked in, batted in or a play is made on them
- **11U/12U Lower:** Stealing allowed once the ball leaves the pitcher's hand / Runner will be called out for leaving early & the pitch will not count
- **12U Upper, 13U & 14U:** Leading off & stealing allowed
- **ALL AGES:** Runners can't steal or advance a base unless batted or walked around if team is up by 10 or more runs (*runners will be called out if rule is violated*)

## **RUN & WALK LIMIT RULES** (8U only)

- No score will be kept, so no run rule is in effect
- Teams will bat their full roster each inning
- **MAXIMIZE GAME PACE** – Full bucket of balls should be on the field by the pitcher/empty bucket by the back stop (*any balls not caught can be put in the bucket*)
- **NO WALKS:** once the batter reaches ball 3, the following will occur:
  - Batting team coach will come in to pitch the remainder of the at bat
  - Coach must pitch from the mound
  - **Hit by Pitch:** Coach will pitch to that batter with a new count
  - **NO STRIKEOUTS:** Once a batter reaches 3 strikes, they will hit off a tee  
*\*Starting July 5<sup>th</sup> no tee will be used, and strikeouts will occur*

## **RUN & WALK LIMIT RULES** (9U & 10U)

- **6 RUN LIMIT:** only 6 runs can be scored per inning for first 3 innings of play
  - **WALK LIMIT:** after 3 walks per inning (*not consecutive*), the following will occur:
  - Batter reaches ball 4, hitting teams coach will come into pitch
  - Strike count continues until the batter strikes out or puts the ball in play
  - Coach must pitch from the mound & no bunting if coaches are pitching
  - **Hit by pitch counts towards the walk total**
  - **Hit by Pitch:** Coach pitches to that batter with a new count if walk limit is reached

## **PITCHERS**

Age	Max Pitch Count Per Day	Recommend Days of Rest				
		No Rest	1 Day	2 Day	3 Day	4 Days
7-8 years old	50	1-20	21-35	36-50	-	-
9-10 years old	75	1-20	21-35	36-50	51-65	66+
11-12 years old	85	1-20	21-35	36-50	51-65	66+
13-14 years old	95	1-20	21-35	36-50	51-65	66+
15-18 years old	100	1-30	31-49	50-75	76-100	-

## **BUNTING**

- Bunting is allowed for all age levels except 8U
- Slash bunting (*fake bunt & then swing*) is not allowed / Slash bunts will result in an out & ejection

## **DROPPED 3<sup>RD</sup> STRIKE**

- Only in play for 11U-14U

## **INFIELD FLY RULE**

- Only in effect for 11U-14U

## **COURTESY RUNNERS**

- Courtesy runner may be used at anytime for the pitcher or catcher
- Courtesy runner must be used for the catcher with 2 outs
- Courtesy runner can be a player not in the game or player that made the last out

## **BALKS**

- Balks will be called for all 12U-14U (*pitcher's will receive 1 balk warning per game*)

## **DEFENSIVE & OFFENSIVE CONFERENCES**

- 3 defensive conferences allowed per game (*after 3, a change must be made each time*)
- 1 offensive conference allowed per inning

## **SAFETY**

- Helmet must be worn by an offensive player while on the playing field
- Players are not allowed to be base coaches
- Catcher's must have a face mask with throat protector
- Bat boys must have helmets
- Jewelry is not allowed
- Blood/Bleeding: Players must leave the game until it is stopped & uniform is clean
- Headfirst sliding is not allowed (8U-10U Age Levels)

## **SPIKES**

- Metal spikes are only allowed in 13U & 14U

## **BAT INFORMATION**

- Officially stamped USSSA & USA Bats are allowed
- 8U – Max diameter 2 ¾ inches, unlimited length & unlimited weight differential
- 9U-11U – Max diameter 2 ¾ inches, unlimited length & unlimited weight differential
- 12U – Max diameter 2 ¾ inches, max length 36 inches & max weight differential (-10)
- 13U – Max diameter 2 ¾ inches, max length 36 inches & max weight differential (-8)
- 14U – Max diameter 2 ¾ inches, max length 36 inches & max weight differential (-5)
- Other approved bats include: BBCOR & wood



# **SOFTBALL LEAGUE RULES- UPDATED 6/19/23**

## **FIELD DIMENSIONS**

<b><u>AGES</u></b>	<b><u>BASE LENGTH</u></b>	<b><u>PITCHING MOUND</u></b>
8 & Under	60 feet	32 feet
10 & Under	60 feet	35 feet
12 & Under	60 feet	40 feet
14 & Under	60 feet	40 feet
High School	60 feet	43 feet

## **UMPIRES**

- **8U:** One umpire per game – will call the game from behind the pitcher's mound
- **9U & 10U:** Two umpires recommended – one behind the plate and one out in the field *(if only one is available they will call the game from behind the pitcher's mound)*
- **11U – 14U:** Two umpires – one behind the plate and one out in the field
- **High School:** Two certified umpires preferred – one behind the plate and one out in the field

## **OFFICIAL GAME BALL**

- 8 & Under/10 & Under will use an 11 inch yellow optic cover ball (Cor. 47)
- 12 & Under – High School will use a 12 inch yellow optic cover ball (Cor. 47)
- Each team must provide a game ball for each game

## **GAME LENGTH & TIME LIMITS**

- All ages will play 6 innings per game, except High School will play 7 innings
- 80-minute time limit – new inning can't be started after 80 minutes have expired *(determined by last out made in the previous inning)*
- Mercy Rule: 10 run rule after 4 innings & 15 run rule after 3 innings
- 5:30pm games will be suspended at 7:00pm *(final score from last full inning played)*
- 7:00pm games will be suspended at 8:30pm *(final score from last full inning played)*  
*\*Dead stop time is enforced only when another league game is scheduled after*  
*\*A new inning started within the 80-minute time limit should be completed when dead stop is not being utilized*

## **BATTING ORDER & DEFENSIVE SUBSTITUTIONS**

- 8/10 & Under teams will bat their full roster & play with 4 outfielders *(no infield floaters)*
- 12 & Under – High School teams are encouraged to bat their full roster, but have the option to only bat 9 or 10 *(based upon number of defensive players allowed)*
- Free substitution is allowed, but if a player leaves the batting lineup, they must re-enter in the same batting position

## **PITCHERS**

- Allowed to pitch unlimited innings

## COURTESY RUNNERS

- Courtesy runner may be used at anytime for a pitcher or catcher
- Courtesy runner must be used for the catcher with 2 outs
- Courtesy runner can be a player not in the game or player that made the last out

## SPIKES

- Metal spikes are only allowed for the 14 & Under – High School Divisions

## DEFENSIVE & OFFENSIVE CONFERENCES

- 3 defensive conferences allowed per game (*after 3, a change must be made each time*)
- 1 offensive conference allowed per inning

## SAFETY

- All players must wear helmets with facemasks
- Helmets must be worn by offensive players while on the playing field
- Players are not allowed to be base coaches
- Jewelry is not allowed
- Blood/Bleeding: Players must leave the game until it is stopped & uniform is clean
- **Headfirst sliding is not allowed (8U & 10U Age Levels)**

## BAT INFORMATION

- All bats must be within the following measurements: 2 ¼ inch barrel diameter, maximum length of 34 inches & maximum weight of 31.5 ounces
- ASA approved certified stamped bats/USSSA approved bat not exceeding a BPF of 1.20



## **AGE SPECIFIC SOFTBALL RULES**

### 8 & UNDER

- Runners will be allowed to advance while ball is in the outfield, but will stop advancement once the ball returns to the infield
- No advancement on overthrows to the pitcher or 1<sup>st</sup> baseman
- No score will be kept, so no run rule is in effect
- Teams will bat through their entire line-up each inning & bases do not need to be cleared once 3 outs are recorded
- **MAXIMIZE GAME PACE** – Full bucket of balls should be on the field by the pitcher/empty bucket by the back stop (*any balls not caught can be put in the bucket*)
- **PITCHING OPTIONS:** If teams have players that can or would like to pitch in the live game, please do so. Regarding game pace, teams can choose to play with all coach pitch during the game as well.
- **NO WALKS:** once the batter reaches ball 3, the following will occur:
  - Batting team coach will enter to pitch the remainder of the at bat from the mound
  - Strike count started will continue until the batter strikes out or puts the ball in play
  - **Hit by Pitch:** Coach will pitch to that batter with a new count
  - **NO STRIKEOUTS:** Once a batter reaches 3 strikes, they will hit off a tee

**\*Starting July 5<sup>th</sup> no tee will be used, and strikeouts can occur**

## **10 & UNDER**

- No stealing or bunting allowed
- No designated hitters allowed
- Batters may not run on a dropped 3<sup>rd</sup> strike
- No infield fly rule
- **6 RUN LIMIT:** only 6 runs can be scored per inning for first 3 innings of play
- **NO WALKS:** after the batter reaches ball 3, the following will occur:
  - Batting team coach will enter to pitch the remainder of the at bat from the mound
  - Strike count started will continue until the batter strikes out or puts the ball in play
  - **Hit by Pitch: Coach will pitch to that batter with a new count**

## **12 & UNDER**

- Runners may lead off & steal when the ball crosses the plate
- Designated hitters are allowed
- Infield fly rule is used
- Bunting is allowed
- Batters may not run on a dropped 3<sup>rd</sup> strike
- No stealing if up by 10 or more runs
- All teams will play with 4 outfielders (*no infield floaters allowed*)
- **12 & UNDER LOWER ONLY**
  - **6 RUN LIMIT:** only 6 runs can be scored per inning for the first 3 innings of play
  - **WALK LIMIT:** after 3 walks per inning (*not consecutive*), the following will occur:
    - Batter reaches ball 4, hitting teams coach will come into pitch
    - Strike count continues until the batter strikes out or puts the ball in play
    - Coach must pitch from the mound & no bunting if coaches are pitching
    - **Hit by pitch counts towards the walk total**
    - **Hit by Pitch: Coach pitches to that batter with a new count if walk limit is reached**

## **14 & UNDER**

- Runners may lead off & steal when the ball leaves the pitcher's hand
- Designated hitters are allowed
- Bunting is allowed
- Batters may run on a dropped 3<sup>rd</sup> strike
- No stealing if up by 10 or more runs
- All teams will play with 3 outfielders

## **HIGH SCHOOL DIVISION**

- High School rules will be utilized within both divisions
- All players must have high school eligibility to participate