

ARTICLE 21

Baseball Rules

Boys T-Ball

Pitching Distance: 38 feet

Base Distance: 50 feet

Time limit: 55 minutes or 6 innings

Run Rule: 11 run lead after 4 innings, 6 run lead after 5 innings

Five (5) runs per ½ inning maximum allowed

The Game

- If a game is suspended because of weather and cannot be completed in the same night it shall resume at a reschedule date. Exception: if at least three (3) innings have been completed at the time of suspension of play and cannot be finished, it will be considered a complete game and the team ahead during the last completed inning will be declared the winner.
- If during the regular season, at the end of regulation time OR 6 innings completed, the game is tied, it will end in a tie.
- The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game. (Run Rules still apply)
- If a player becomes injured or ill during an at bat or while on base, the player may be removed from the game and the offensive team will take an out. The lineup will be compressed so that the team will not have to take any additional outs for the missing player in the lineup. (If this forces a team to drop below 8 players, see below)
- Short-handed rule: a team will be allowed to play with 8 or 9 players without taking an out in missing spots in the lineup.
- A regulation game cannot be played with less than 8 players. With less than 8 players a forfeit will be declared.

The Playing Field

A 10 foot arc drawn from the back tip of home plate from foul line to foul line. The batted ball must clear the chalk line to be a fair ball. Any batter balls stopping short of or on the arc shall be ruled a foul ball.

Batters

- All players present must bat. In the event a player has to leave, or is injured, he will be skipped in the lineup and the batting order will be compressed. No out recorded for his spot in the lineup, unless leaving the game during an at bat or while on base.
- If a player shows up late, player is added to the bottom of the lineup.
- There will be free defensive substitution.
- Stealing not allowed.
- A batter may advance to 2nd base on an over throw at 1st base at his/her own risk of being put out.
- All other base runners, other than the batter, can advance an unlimited number of bases on an overthrow to first base.

Runners

- Should more than one runner occupy the same base after time is called by the umpire, the rear runner will be sent back to the base he was running from.
- Runners who are already over half way to a base when the ball becomes dead may continue to the next base. If the running is less than half way to base when the ball becomes dead, they must return to the last base occupied.
- Play is dead when the lead runner stops and the ball is in control in the infield.

Defense

- No defensive player, except the fielding pitcher, is able to position themselves closer than 45 feet from home plate. There should be lines on the 1st and 3rd baselines. If no lines are drawn then the umpire's discretion (judgment) will be used.
 - **Penalty: 1st offense**— warning to defensive coach. **2nd offense**--offensive coach may choose to take the result of the play, OR have the umpire award the batter 1st base.
- A throw is required by an infielder to 1st base on a batted ball for the out to be official on batter at 1st base. Exception: 1st baseman may field a ball hit directly or in defensive proximity to him/her and step on 1st base to record the out. Umpire judgment will be used to determine defensive proximity. An overhand throw is required outside of 15 feet from 1st base by infielder.
- Players on the mound in the pitching position are required to wear a facial guard.
- Players in the pitcher position shall simulate a pitch to the batter swinging from the tee and may not leave the pitching rubber until the ball is hit.
 - **Penalty:** The offensive coach may elect to take the result of the play or have the umpire declare "no pitch". If "no Pitch is declared then no runners may advance and batter will be given another swing from the tee.
 - **Violation:** 1st offense a warning will be issued. 2nd offense the player will be removed from the pitching position for the remainder of the game.
- Four players can play the outfield, but must be at least 15 feet behind the bases.
 - The four outfielders will remain behind baselines until the ball has been hit into fair territory. Violation of this rule will allow the offensive coach to take the resulting play or advance the batter to first base and all other base runners may advance one base.

Coaching Staff

The following coaching positions allowed:

- Offensive coach 1st base and 3rd base.
- Defensive coach 15 ft. behind 1st and 3rd bases in foul territory.
- Offensive coach behind home plate to coach batters.
- All other coaches must remain in the dugout area. No more than 3 coaches are allowed outside the dugout area at any time.

Umpire

One umpire positioned behind home plate.

**Boys T-ball shall be governed by USSSA rules. The above Addendums shall precede

all other rules**

**** For Tournament play only:** If time has expired and/or six (6) full innings have been played, the umpire will refer to the home scorebook and the winner will be decided based on put-outs. If still tied at that point then the winner will be based on all outs. If still tied at that point then the winner will be based on all outs. If still tied at that point: international tie-breaker will be used until a winner is declared **

8U BASEBALL RULES

Coach Pitch

Pitching Distance: 38 feet

Base Distance: 60 feet

Time limit: 55 minutes or 6 innings

Run Rule: 11 run lead after 4 innings/6 runs after 5 innings

Five (5) runs per ½ inning maximum allowed

Drop 10 bat is allowed

The Game

- The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game. (Run Rules still apply)
- Each Batter is allowed six (6) pitches or three (3) strikes, whichever comes first. An unlimited number of foul balls allowed on the 6th pitch.
- If a player becomes injured or ill during an at bat or while on base the player may be removed from the game and the offensive team will take an out. The lineup will be compressed so that the team will not have to take any additional outs for the missing player in the lineup. (If this forces a team to drop below 8 players...see below)
- Short-handed rule: A team will be allowed to play with 8 or 9 players without taking an out in missing spots in the lineup.
- A regulation game cannot be played with less than 8 players. With less than 8 players a forfeit will be declared.
- If a game is suspended because of weather and cannot be completed in the same night it shall resume at a rescheduled date. Exception: if at least 3 innings have been completed at the time of suspension of play and cannot be finished, it will be considered a complete game and the team ahead during the last completed inning will be declared the winner.

Coaching Staff

The following coaching positions will be allowed:

- Offensive coach pitcher mound.
- Offensive coach 1st base and 3rd base.
- Defensive coach 15ft. behind 1st and 3rd base.
- One offensive coach behind home plate to get pass balls and throw back to the pitcher.
- No more than 3 defensive coaches are allowed on the field at any time. All other coaches must remain in the dugout.

Pitching

- The manager of the team at bat will appoint a member of his/her coaching staff to pitch to his/her batters. There will be only one switch of coach pitchers allowed per inning.
 - The coach pitcher must pitch from the pitcher's plate.
 - **Penalty:** Dead ball; add 1 pitch to count. After the 5th pitch, the batter will be declared out.
- The coach pitcher is allowed to coach or talk to the batter prior to the pitch delivery, but must not leave the pitching rubber while the batter is in the batter box before the pitch.
 - **Violation:** Warning on 1st offense. 2nd offense Removal of coach pitcher for the remainder of the game.
- The coach pitcher will try to avoid interfering with the play after the ball has been hit, by moving to foul territory, away from the play. If in the judgment of the umpire, the coach pitcher **intentionally interferes** with the play:
 - The ball is dead.
 - The batting team given an out.
 - No runners advance.
- Unintentional interference by Coach Pitcher:
 - Dead Ball
 - Batter advances to 1st base. No runners may advance unless forced. If a run would be forced home then a "No pitch" declared and no runners may advance
 - No out charged.
- The coach pitcher will be given one ball for use by the umpire. That ball will be returned to the coach pitcher after each pitch.
- Player on the mound in the pitching position is required to wear a facial guard
- A 16 feet circle shall be established, starting at the center of the mound and flowing out 8 feet

Runners

- Should more than one runner occupy the same base after umpire declares the ball is dead, the rear runner returns to the base he was running from without liability of being put out.
- Runners who are already over half way to a base when the ball becomes dead may continue to the next base. If the runner is less than half way to base when the ball becomes dead, they must return to the last base occupied.
- If runner fails to maintain foot contact with a base while the Coach pitcher has the ball, a dead ball will be called and the umpire will issue a warning to the offensive coach for the **first offense. Second offense**, the runner failing to maintain foot contact with the base will result in the runner being called out. **Only one** warning will be issue per team per game.

Batters

- All players present must bat. In the event a player has to leave, or is injured, he will be skipped in the lineup and the batting order will be compressed. No out recorded for his spot in the lineup, unless leaving the game during an at bat or while on base.
- If a player shows up late, player added to the bottom of the lineup.
- There will be free defensive substitution.
- Stealing not allowed.

- Bunting is not allowed.
- If there is an overthrow to 1st base, the runner can advance with potential of being put out

Equipment

- There will be no bat restrictions except that they will be made of wood or metal only.
- Catchers must wear full catchers gear. Soccer type kneepads and shin guards are allowed but the shin and knee must be covered.
- No metal cleats of any kind are allowed on the field.

Defense

- Four players can play the outfield, but must be at least 15 feet behind the bases.
 - The four outfielders will remain behind baselines until the ball has been hit into fair territory. Violation of this rule will allow the offensive coach to take the resulting play or advance the batter to first base and all other base runners may advance one base.
- The defensive player/pitcher may be to either side of the coach pitcher in close proximity, even with or behind the pitchers plate until the ball has been hit. Player may not position himself/herself behind the Coach Pitcher.
- The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the Umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there shall be a warning issued. If the act continues after the warning, the player shall be removed from the catcher position for the remainder of the game.
- No defensive player, except the fielding pitcher, shall position themselves closer than 45 feet from home plate. There should be lines on the 1st and 3rd baselines. If no lines are drawn then the umpire's discretion (judgment) will be used.
 - **Penalty: 1st offense**— warning to defensive coach. **2nd offense**--offensive coach may choose to take the result of the play, OR have the umpire award the batter 1st base.
- The umpire shall declare Play is Dead when the lead runner stops and the ball is in control in the infield.

Umpire

- One umpire positioned behind home plate.

Tie Breaker

- No new inning will start after 55 minutes of play or 6 innings, with the exception of tie games. **If game is tied at the end of regulation
- At the end of the game, due to time regulation or due to 6 innings completed, in the event of a tie, extra inning(s) played as follows:
 - International Tie-Breaker will be used
 - Play will continue this way until a winner is declared

****8u Boys coach pitch shall be governed by USSSA rules. The above Addendums shall precede all other rules****

10U BASEBALL RULES

Pitching Distance: 44 feet

Base Distance: 60 feet

Time limit 1 hour 30 minutes or 6 innings

Run Rule: 11 run after 4 innings, 6 runs after 5 innings

Drop 10 bat is allowed

- No metal cleats allowed
- Free defensive substitutions
- Five (5) runs per $\frac{1}{2}$ inning per team
- If a player comes late, he will be added to the end of the roster and will bat in that order
- If a player becomes injured or ill during an at bat or while on base the player may be removed from the game and the offensive team will take an out. The lineup will be compressed so that the team will not have to take any additional outs for the missing player in the lineup. (If this forces a team to drop below 8 players...see below)
- Short-handed rule: A team will be allowed to play with 8 players without taking an out in missing spot in the lineup.
- A regulation game cannot be played with less than 8 players. With less than 8 players a forfeit will be declared
- 10u age group will pitch from the mound
- Games that are tied after time expires or the completion of 6 innings will use the international tie-breaker to decide a winner
- Any pitcher that pitches 55-69 in 1 day will require 1 calendar day of rest. Any pitcher that pitches 70 in a day will require 2 calendar days of rest. No pitcher can exceed 70 pitches in a day unless they reach 70 pitches in the middle of an at bat. They can legally finish that at bat. Any pitch throw to a new batter that exceeds 70 pitches is a violation and will result in a forfeit.
- No pitcher shall exceed 105 pitches in a week (Sunday to Sunday = 1 week) unless they reach 105 pitches in the middle of an at bat. They can legally finish the at bat. Any pitch throw to a new batter that exceeds 105 pitches is a violation and will result in a forfeit.
- If a game is suspended because of weather and cannot be completed in the same night it shall resume at a rescheduled date. Exception: if at least 3 innings have been completed at the time of suspension of play and cannot be finished, it will be considered a complete game and the team ahead during the last completed inning will be declared the winner.
- Sunglasses are allowed to be worn by pitchers while on the mound.

See rules for all age groups for explanation of international tie-breaker

12U BASEBALL RULES

Pitching distance: 48 feet

Base distance: 70 feet

Time limit 1 hour 30 minutes or 6 innings

Run rule: 22 run lead after 3 innings, 15 runs after 4 innings, 8 runs after 5 innings

Drop 10 bat is allowed

- No metal cleats allowed
- 7 run limit per ½ inning per team
- 12u age group will pitch from a pitching mound
- Games that are tied after time expires or 6 innings are completed will use the international tie-breaker to decide a winner
- If a player becomes injured or ill during an at bat or while on base the player may be removed from the game and the offensive team will take an out. The lineup will be compressed so that the team will not have to take any additional outs for the missing player in the lineup. (If this forces a team to drop below 8 players...see below)
- Short-handed rule: A team will be allowed to play with 8 players without taking an out in missing spot in the lineup.
- A regulation game cannot be played with less than 8 players. With less than 8 players a forfeit will be declared
- If a game is suspended because of weather and cannot be completed in the same night it shall resume at a rescheduled date. Exception: if at least 3 innings have been completed at the time of suspension of play and cannot be finished, it will be considered a complete game and the team ahead during the last completed inning will be declared the winner.
- Sunglasses are allowed to be worn by pitchers while on the mound.

Pitching Limits

- Any pitcher that pitches 65-79 in 1 day is required to rest for 1 calendar day. Any pitcher that pitches 80 in a day is required to rest for 2 calendar days. No pitcher can exceed 80 pitches unless they exceed in the middle of an at bat. They can legally finish the at bat. Any pitch thrown to a new batter that exceeds 80 pitches is a violation and will result in a forfeit.
- No pitcher shall exceed 120 pitches in a week (Sunday to Sunday = 1 week) unless they reach 120 pitches in the middle of an at bat. They can legally finish the at bat. Any pitch throw to a new batter that exceeds 120 pitches is a violation and will result in a forfeit.

See rules for all age groups for explanation of the international tie-breaker.

14U BASEBALL RULES

Pitching distance: 54 feet

Base distance: 80 feet

Time limit 1 hour 30 minutes or 7 innings

Run rule: 15 runs after 5 innings, 8 runs after 6 innings

Drop 5 bat is allowed

- No metal cleats allowed
- 14u age group will pitch from a pitching mound
- 7 run limit per ½ inning per team
- Games that are tied after time expires or 7 innings are completed will use the international tie-breaker rule to decide a winner
- If a player becomes injured or ill during an at bat or while on base the player may be removed from the game and the offensive team will take an out. The lineup will be compressed so that the team will not have to take any additional outs for the missing player in the lineup. (If this forces a team to drop below 8 players...see below)
- Short-handed rule: A team will be allowed to play with 8 players without taking an out in missing spot in the lineup.
- A regulation game cannot be played with less than 8 players. With less than 8 players a forfeit will be declared
- If a game is suspended because of weather and cannot be completed in the same night, it shall resume at a rescheduled date. Exception: if at least 3 innings have been completed at the time of suspension of play and cannot be finished, it will be considered a complete game and the team ahead during the last completed inning will be declared the winner.
- Sunglasses are allowed to be worn by pitchers while on the mound.

Pitching Limits

- Any pitcher that pitches 75-89 in 1 day will require 1 calendar day of rest. Any pitcher pitching 90 pitches in a 1 day will require 2 calendar days of rest. No pitcher can exceed 90 pitches in a 1 day unless they exceed 90 pitches in the middle of an at bat. Any pitch thrown to a new batter that exceeds 90 pitches is a violation and will result in a forfeit.
- No pitcher shall exceed 135 pitches in a week (Sunday to Sunday = 1 week) unless they reach 135 pitches in the middle of an at bat. They can legally finish the at bat. Any pitch throw to a new batter that exceeds 135 pitches is a violation and will result in a forfeit.

See rules for all age groups for explanation of the international tie-break rule

ARTICLE 22

Softball Rules

Girls T-Ball Rules

Pitching distance: 35 feet

Base distance: 50 feet

Time limit 55 minutes or 6 innings

6 runs per ½ inning per team

Game

- If during the regular season, at the end of regulation time OR 6 innings completed, the game is tied, it will end in a tie.
- The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game. (Run Rules still apply)
- If a player becomes injured or ill during an at bat or while on base the player may be removed from the game and the offensive team will take an out. The lineup will be compressed so that the team will not have to take any additional outs for the missing player in the lineup. (If this forces a team to drop below 8 players...see below)
- Short-handed rule: A team will be allowed to play with 8 or 9 players without taking an out in missing spots in the lineup.
- A regulation game cannot be played with less than 8 players. With less than 8 players a forfeit will be declared.
- If a game is suspended because of weather and cannot be completed in the same night, it shall resume at a rescheduled date. Exception: if at least 3 innings have been completed at the time of suspension of play and cannot be finished, it will be considered a complete game and the team ahead during the last completed inning will be declared the winner.

The Playing Field

- A 10-foot arc will be drawn from the back tip of home plate from foul line to foul line.
 - The batted ball must clear the chalk line to be a fair ball. Any batted balls stopping short of or on the arc shall be ruled a foul ball

Batters

- All players present must bat. In the event a player must leave or is injured, she will be skipped in the lineup and the batting order will be compressed. No out will be recorded for her spot in the lineup unless leaving the game during an at bat or while on base.
- If a player shows up late, she will be added at the bottom of the lineup.
- A batter may advance to second base on an overthrow at first base at his/her own risk of being tagged out.
- All other base runners other than the batter can advance an unlimited number of bases on an overthrow to first base.

Runners

- Should more than one runner occupy the same base after time is called by the umpire, the rear runner will be sent back to the base she was running from.

- Runners who are already over halfway to a base when the ball becomes dead may continue to the next base. If the runner is less than halfway to base when the ball becomes dead, they must return to the last base occupied.
- Stealing is not allowed.

Defense

- Four players can play the outfield but must be at least 15 feet behind the bases.
 - The four outfielders will remain behind baselines until the ball has been hit into fair territory. Violation of this rule will allow the offensive coach to take the resulting play or advance the batter to first base and all other base runners may advance one base.
- No defensive player, except the fielding pitcher, be able to position themselves closer than 45 feet from home plate before the ball is hit. There should be lines on the 1st and 3rd baselines. If no lines are drawn then the umpire's discretion (judgment) will be used.
 - **Penalty: 1st offense**— warning to defensive coach. **2nd offense**--offensive coach may choose to take the result of the play OR have the umpire award the batter 1st base.
- A throw will be required by an infielder to 1st base on a batted ball for the out to be official on batter at 1st base. Exception: 1st baseman may field a ball hit directly or in defensive proximity to him/her and step on 1st base to record the out. Umpire judgment will be used to determine defensive proximity. An overhand throw is required outside of 15 feet from 1st base by infielder.
- Player on the mound in the pitching position is required to wear a facial guard.
- Player in the pitcher position shall simulate a pitch to the batter swinging from the tee and may not leave the pitching rubber until the ball is hit. If the pitcher leaves the pitching rubber early...
 - **Penalty:** The offensive coach may elect to take the result of the play or have the umpire declare "No Pitch". If "No Pitch" is declared, then no runners may advance, and batter will be given another swing from the tee.
 - **Violation:** 1st offense a warning will be issued. 2nd offense the player will be removed from the pitching position for the remainder of the game.
- There will be free defensive substitution.
- Play is dead when the pitcher has control of the ball inside the circle and making no attempt at another play OR the lead runner stops and the ball is in control in the infield.
- Should the ball be hit directly back to the defensive pitcher on the ground, and the pitcher chooses to hold the ball in the circle rather than make a play, all runners will be allowed to advance one base.

Coaching Staff

The following coaching positions will be allowed:

- Offensive coach (pitching mound) if pitching to batter
- Offensive coach first base and third base.
- Defensive coach 15 ft. behind 1st and 3rd bases in foul territory.
- Offensive coach allowed behind home plate to help position batters.
- No more than 3 defensive coaches allowed on the field at any time. All other coaches and assistants must remain in the dugout.

Umpire

One umpire positioned behind home plate.

**Girls t-ball shall be governed by USSSA rules. The above Addendums shall precede all other rules **

** For tournament play only: If time has expired and/or six full innings have been played, the umpire will refer to the home scorebook and the winner will be decided based on put-outs. If still tied at that point then the winner will be based on all outs. If still tied at that point the following procedure shall be used: international tie-breaker until a winner is declared **

8U SOFTBALL RULES

Coach Pitch

Pitching distance 35 feet

Base distance 60 feet

Time limit 55 minutes or 6 innings

Six runs per ½ inning maximum allowed

- No metal cleats are allowed
- If a game is suspended because of weather and cannot be completed in the same night it shall resume at a rescheduled date. Exception: if at least 3 innings have been completed at the time of suspension of play and cannot be finished, it will be considered a complete game and the team ahead during the last completed inning will be declared the winner.
- The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game. (Run Rules still apply)
- If a player becomes injured or ill during an at bat or while on base the player may be removed from the game and the offensive team will take an out. The lineup will be compressed so that the team will not have to take any additional outs for the missing player in the lineup. (If this forces a team to drop below 8 players...see below)
- Short-handed rule: A team will be allowed to play with 8 or 9 players without taking an out in missing spots in the lineup.
- A regulation game cannot be played with less than 8 players. With less than 8 players a forfeit will be declared.

The Playing Field

- A sixteen-foot circle will be placed around the pitching mound, with the pitching rubber in the center.

Equipment

- There will be no bat restrictions except that they will be made of wood or metal only.
- An 11" ball must be used with a .47 core
- All players batting must wear a batting helmet equipped with a chinstrap. 8/U players must wear a **face guard** attached to the batting helmet that meets USA safety requirements.
- Catchers must wear full catchers' gear. Soccer type knee pads and shin guards are

allowed. The knee and shin must be covered.

Coaching Staff

The following coaching positions allowed:

- Offensive coach pitcher mound.
- Offensive coach 1st base and 3rd base.
- Defensive coach 15 ft. behind 1st and 3rd bases.
- Offensive coach behind home plate to get passed balls and throw back to the pitcher.
- No more than 3 defensive coaches are allowed on the field at any time. All other coaches and assistants must remain in the dugout.

Defense:

- No defensive player, except the fielding pitcher, can position themselves closer than 45 feet from home plate. There should be lines on the 1st and 3rd baselines. If no lines are drawn then the umpire's discretion (judgment) will be used.
- The four outfielders will remain behind baselines until the ball has been hit into fair territory. Violation of this rule will allow the offensive coach to take the resulting play or advance the batter to first base and all other base runners may advance one base.
- Player on the mound in the pitching position is required to wear a facial guard.
- Player in the pitcher position shall remain with both feet inside the back half of the circle and may not leave until the ball is hit. If the pitcher leaves the circle early...
 - **Penalty:** The offensive coach may elect to take the result of the play OR have the umpire declare "No Pitch". If "No Pitch" is declared, then no runners may advance, and batter will be given another pitch.
 - **Violation:** 1st offense a warning will be issued. 2nd offense the player will be removed from the pitching position for the remainder of the game.
- There will be free defensive substitution.
- Play is dead when the pitcher has control of the ball inside the circle and making no attempt at another play OR the lead runner stops and the ball is in control in the infield.
- Should the ball be hit directly back to the defensive pitcher on the ground, and the pitcher chooses to hold the ball in the circle rather than make a play, all runners will be allowed to advance one base.

Pitching

- The manager of the team at bat will appoint a member of his/her coaching staff to pitch to his/her batters. A team will not be allowed to change a coach pitcher until the inning is over.
- The coach pitcher must pitch from the pitchers plate.
 - **Penalty:** Dead ball; add 1 pitch to count. If after the 4th pitch, batter will be declared out.
- The coach pitcher is allowed to coach or talk to the batter, but must not leave the circle, once the batter is in the batters box before the pitch.
 - **Violation:** 1st offense--warning. 2nd offense--Removal of coach pitcher for the remainder of the game.
- The coach pitcher will try to avoid interfering with the play after the ball has been hit, by moving to foul territory away from the play. If in the judgment of the umpire, the coach pitcher **intentionally interferes** with the play:
 - The ball is dead.

- The batting team given an out.
- No runners advance.
- Unintentional interference by Coach Pitcher:
 - Dead Ball
 - Batter advances to 1st base. No runners may advance unless forced. If a run would be forced home then a “No pitch” declared and no runners may advance
 - No out will be charged.
- The defensive pitcher will give the ball to the coach/pitcher at the end of each play.

Batter

- Bunting is not allowed
- No chopping down on ball
- No slap Bunting/Hitting
- If there is an overthrow to 1st base, the runner may advance with potential of being put out.
- All players present must bat. In the event a player has to leave, or is injured, she will be skipped in the line-up and the batting order will be compressed. If a player shows up late, she will be added at the bottom of the line-up. No out recorded for her spot in the lineup, unless leaving the game during an at bat or while on base.

Runners

- Should more than one runner occupy the same base after the ball declared dead, the rear runner shall be returned to the base she was running from.
- Runners who are already over halfway to a base when the ball becomes dead may continue to the next base. If the runner is less than halfway to base when the ball becomes dead, they must return to the last base occupied.
- If runner fails to maintain foot contact with a base while the Coach pitcher has the ball, a dead ball will be called, and the umpire will issue a warning to the offensive coach for the **1st offense. 2nd offense**, the runner failing to maintain foot contact with the base will result in the runner being called out. **Only one** warning will be issued per team per game.
- Stealing not allowed.

Umpire

- One umpire positioned behind home plate.

Tie Breaker

- No new inning will start after 55 minutes of play or 6 innings, except for tie games.
**If game is tied at the end of regulation
- INTERNATIONAL TIE-BREAKER WILL BE USED UNTIL A WINNER IS DECLARED.

** Girls 8u Softball shall be governed by USA rules. The above Addendums shall precede all other rules **

10U SOFTBALL RULES

- Base Distance 60 feet-Double Base used at 1st base.
- Pitching Distance/35 feet.
- Game Time Limit - Six (6) innings or 1 hour and 30 minutes.
 - No new inning may start after the time limit is up unless the game is tied.) **If the game is tied at the end of regulation...the international tie-breaker will be used to determine a winner.
- Helmets with chin straps and NOCSA approved Face Guards are required for batters and Base Runners.
- Softball- 11 inch. (.47 Core)
- Illegal pitch may be called.
- Six runs per team per ½ inning
- Refer to USA Softball rulebook for pitcher substitutions.
- Infield Fly Rule is in effect.
- No metal cleats allowed

The Game

- If a game is suspended because of weather and cannot be completed in the same night, it shall resume at a rescheduled date. Exception: if at least 3 innings have been completed at the time of suspension of play and cannot be finished, it will be considered a complete game and the team ahead during the last completed inning will be declared the winner.
- The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game. (Run Rules still apply)
- If a player becomes injured or ill during an at bat or while on base the player may be removed from the game and the offensive team will take an out. The lineup will be compressed so that the team will not have to take any additional outs for the missing player in the lineup. (If this forces a team to drop below 8 players...see below)
- Short-handed rule: A team will be allowed to play with 8 or 9 players without taking an out in missing spots in the lineup.
- A regulation game cannot be played with less than 8 players. With less than 8 players a forfeit will be declared.

Base Stealing

- On a base on balls a runner is allowed 1st base only.
- Runners starting at first base are entitled to steal one (1) base only, per pitch, with liability to be put out.
- A runner, attempting to advance beyond the one base they are entitled to steal, may be put out while between bases. A runner cannot be put out while in sole contact with a base.
- After all play ceases, and the ball becomes dead, if the runner occupies a base beyond the one the runner is entitled to steal, the runner will be returned to the correct base without liability to be put out.
- A runner on third base may steal home on a pass ball or if the catcher attempts a pickoff move at third.
- When first and third are occupied and the catcher attempts a pickoff at second, then the runner on third base cannot steal home.

- A runner stealing to third may not advance home if there is an overthrow by the catcher at third base. The runner must wait until the next pitch to steal home.
- When a batter reaches 4 balls the coach will enter to finish pitching for the rest of the at bat. If the batter has no strikes when the pitching coach enters the batter receives 3 pitches from the coach. If the batter has 1 strike when the pitching coach enters the batter receives 2 pitches from the coach. If the batter has 2 strikes when the pitching coach enters the batter 1 pitch from the coach.
 - All kid pitch softball the pitcher (including Coach coming in to pitch to finish the strike count) must start with both feet on the pitching rubber.
- Drop 3rd strike the batter is out.

All play will be governed by the USA rules of softball except where the above mentioned addendum applies.

12U SOFTBALL RULES

Base Distance 60 feet-Double Base to be used at first.

Pitching Distance/40 feet.

Game Time limit-Six (6) innings or 1 hour and 30 minutes.

- No metal cleats allowed
- Infield Fly Rule is in effect.
- Helmets with chinstraps and NOCSA approved Face Guards are required for batters and Base Runners.
- Softball- 12 inch. .47 Core
- Illegal pitch may be called.
- Seven runs per team per ½ inning
- Run Rule: 22 Runs after 3 innings, 15 Runs after 4 innings, 8 Runs after 5 innings

The Game

- The game is over, when the opposing team is mathematically eliminated from scoring
- No new inning may start after time limit is up unless the game is tied
 - **If game is tied at the end of regulation, International Tie-breaker will be used to determine a winner enough runs to win or tie the game. (Run Rules still apply)
- If a player becomes injured or ill during an at bat or while on base the player may be removed from the game and the offensive team will take an out. The lineup will be compressed so that the team will not have to take any additional outs for the missing player in the lineup. (If this forces a team to drop below 8 players...see below)
- Short-handed rule: A team will be allowed to play with 8 or 9 players without taking an out in missing spots in the lineup.
- A regulation game cannot be played with less than 8 players. With less than 8 players a forfeit will be declared.
- If a game is suspended because of weather and cannot be completed in the same night, it shall resume at a rescheduled date. Exception: if at least 3 innings have been completed at the time of suspension of play and cannot be finished, it will be considered a complete game and the team ahead during the last completed inning will be declared the winner.

All play will be governed by the USA rules of softball except where the above-mentioned

addendum applies.

15U SOFTBALL RULES

Fast Pitch

Base Distance 60 feet-Double Base to be used at first.

Pitching Distance/43 feet.

Game Time limit-Seven (7) innings or 1 hour and 30 minutes.

Run Rule: 22 Run lead after 4 innings, 15 Run lead after 5 innings, 8 Run lead after 6 innings.

- No metal cleats allowed
- No new inning may start after time limit is up, unless the game is tied
 - **If game is tied at the end of regulation, the International tiebreaker will be used to determine a winner.
- Infield Fly Rule is in effect.
- Helmets with chinstraps and NOCSA approved Face Guards are required for batters and Base Runners.
- Softball- 12 inch. .47 Core
- Illegal pitch may be called.
- 7 runs per ½ inning.
- Refer to USA Softball rulebook for pitcher substitutions.

The Game

- If a player becomes injured or ill during an at bat or while on base the player may be removed from the game and the offensive team will take an out. The lineup will be compressed so that the team will not have to take any additional outs for the missing player in the lineup. (If this forces a team to drop below 8 players...see below)
- Short-handed rule: A team will be allowed to play with 8 or 9 players without taking an out in missing spots in the lineup.
- A regulation game cannot be played with less than 8 players. With less than 8 players a forfeit will be declared.
- If a game is suspended because of weather and cannot be completed in the same night, it shall resume at a rescheduled date. Exception: if at least 3 innings have been completed at the time of suspension of play and cannot be finished, it will be considered a complete game and the team ahead during the last completed inning will be declared the winner.

All play will be governed by the USA rules of softball except where the above-mentioned addendum applies.

ARTICLE 24

All Age Groups Age Eligibility

6U Boys Division

Players who turn 7 prior to May 1 are not eligible unless they are in Kindergarten. Also, any player turning 8 prior to August 1 will not be eligible. Players who are 6u are eligible for this division regardless of their grade.

6U Girls Division

Players who turn 7 as of December 31 of the previous year are not eligible unless they are in Kindergarten. Also, any player turning 8 prior to August 1 will not be eligible. Players who are 6u are eligible for this division regardless of their grade.

8U Boys Division

Players who turn 9 prior to May 1 are not eligible unless they are in the 2nd grade. Also, any player turning 10 prior to August 1 will not be eligible. Players who are 8u are eligible for this division regardless of their grade.

8U Girls Division

Players who turn 9 as of December 31 of the previous year are not eligible unless they are in the 2nd grade. Also, any player turning 10 prior to August 1 will not be eligible. Players who are 8u are eligible for this division regardless of their grade.
Players born AFTER December 31, 2013 are eligible

10U Boys Division

Players who turn 11 prior to May 1 are not eligible unless they are in the 4th grade. Also, any player turning 12 prior to August 1 will not be eligible. Players who are 10u are eligible for this division regardless of their grade.

10U Girls Division

Players who turn 11 as of December 31 of the previous year are not eligible unless they are in the 4th grade. Also, any player turning 12 prior to August 1 will not be eligible. Players who are 10u are eligible for this division regardless of their grade.
Players born AFTER December 31, 2011 are eligible

12U Boys Division

Players who turn 13 prior to May 1 are not eligible unless they are in the 6th grade. Also, any player turning 14 prior to September 1 will not be eligible. Players who are 12u are eligible for this division regardless of their grade.

12U Girls Division

Players who turn 13 as of December 31 of the previous year are not eligible unless they are in the 6th grade. Also, any player turning 14 prior to August 1 will not be eligible. Players who are 12u are eligible for this division regardless of their grade.
Players born AFTER December 31, 2009 are eligible

14U Boys Division

Players who turn 15 prior to May 1 are not eligible unless they are in the 8th grade. Also,

any player turning 16 prior to August 1 will not be eligible. Players who are 14u eligible are eligible for this division regardless of grade.

15U Girls Division

Players who turn 15 as of December 31 of the previous year are not eligible. Also, any player turning 16 prior to August 1 will not be eligible. Players who are 14u eligible are eligible for this division.

Players born AFTER December 31, 2007 are eligible

For t-ball and baseball - reference USSA Baseball Rules and Regulations

For fast-pitch softball - reference USA Rules of Fast Pitch Softball

East Fork Exceptions to the References:

Fifteen (15) minutes after the scheduled game time and a team does not have enough players to begin play the plate umpire will declare the game a forfeit

Any rainouts or suspensions of a game will be brought to the attention of participating team's director(s) within forty-eight (48) hours of said game.

**** 9th Player Rule****

If a team has not gone through the complete batting lineup when the extra player arrives, this player may be added to the bottom of the line-up as long as the player was entered on the books and on the umpire's line-up sheet before the start of the game. If the team has gone through the batting lineup then the late player arrives, the play may be used as a substitute as long as the player was entered on the books and is on the umpire's lineup sheet before the start of the game.

****Extra Player Rule****

If a team is going to be "shorthanded", that team is allowed to pull up a player(s) from the next age group below in order to field a complete lineup. Notification of the player(s) being pulled up will be made known by the coach to the EastFork Board via his/her town commissioner prior to the start of the game. This rule is intended as a courtesy to allow teams to play with complete lineups.

Example - a 10u team that only has 8 players available to start a game will be allowed to pull one 8u player up in order to have a complete lineup of 9 players.

****Shorthanded****

8u - 9 players or less

10u - 8 players or less

12u - 8 players or less

14u - 8 players or less

****Baseball bats used in all age groups are to be no larger than 2 ¾ barrel width and will phase in baseball regulations for BBCOR stamp (or current USSSA regulations) for season****

****There will be no appeal plays on missed bases. If seen by the umpire, he will make the**

call as soon as the play is dead**

Games that are tied after time expires or the maximum number of innings have been completed, the international tie-breaker will be used to break the tie

International Tie Breaker

- The last batted out from the previous inning will take second base and the offense team starts with no outs.
- The offensive team brings the next scheduled batter in the lineup up to bat then subsequent batters in the lineup until 3 outs are recorded.
- The home team will play their half in the same manner
- The game proceeds in this manner for one inning
- The second extra inning - the last batted out from the previous inning will take second base and the second to last batted out will take third base
- The game proceeds in this manner until a winner is determined

Thrown bat will get one warning, second time bat is thrown it will be an automatic out

**A "No Contact" Rule will be in effect, meaning:

- If a defensive player initiates contact with an offensive player and is deemed to be intentional, the defensive player will be ejected from the game
- If an offensive player initiates contact with a defensive player and is deemed to be intentional, the player will be called out and ejected from the game.
- While a player is sliding, if they initiate contact on "back of base" with the defensive player, and is deemed intentional, the offensive player will be called out and ejected from the game

Any play umpire deems a potential serious injury has occurred to a player, will be declared a dead ball and all runners advance 1 base and the batter is awarded 1st base

Ejection of Player

- If a player is ejected for unsportsmanlike behavior, he/she will serve a 2-game suspension.
- If a player is ejected during tournament, that player will not be allowed to attend any further games in the tournament.

ARTICLE 25

Association Rules

Any and/or all Indian Creek Sports Association, Inc. DBA East Fork Sports Association playing rules shall take precedence over any official publication rule during association competition.

As substitutes are made, the umpire must be informed and the appropriate changes must be noted in the official scorebook. All changes made, including the inning the change was made, must be clearly indicated.

Scorebooks must be signed by the umpire.

Any scorebook is subject to review by the Board of Directors at any time.

The condition of the playing fields must be maintained in an acceptable condition for team competition.

ARTICLE 26

Draft Selection Procedures

- Each individual town is responsible for determining who will coach the individual teams. Obviously, the association could take action if necessary, regarding the coaches in individual towns; however, it still remains the individual town's responsibility to determine who will coach each team. There will be no seniority involved in the draft. A drawing will be held to determine the positions in which the coaches will draft players.
- Each individual town will draft players in age groups as one group.
 - Example - In the mustang age group, the nine- and ten-year old's will be mixed together whereby a coach could draft nine year old's or ten year old's anytime during the draft.

- Each town will draft players in the following drafting order for the different number of teams listed and will do so in the order in which the coaches have drawn for drafting positions.

Two teams

1 2

4 3

5 6

Three teams

1 2 3

6 5 4

7 8 9

Four teams

1 2 3 4

8 7 6 5

9 10 11 12

- Assistant coaches can be named or not named by the head coach. It will be up to the individual coach as to whether or not an assistant is named. The head coach's child shall be drafted by the 4th pick in the draft. If named, an assistant coaches' child shall be the number one pick in the draft. Should a head coach have two or more children, his children shall be 4th, 5th, 6th, etc. players in the draft. If an assistant coach has two or more children in the draft, his children shall be 1st, 2nd, 3rd, etc. players in the draft.
- This section is regarding drafting brothers, sisters and other persons living in the same household. If the age group is drafted together, when the first brothers, sisters and other players living in the same household are drafted, the next siblings or persons shall be the coaches of the next drafts until they are taken.
- Coaches with no children playing in an individual age group or in Indian Creek Sports Association, Inc. DBA East Fork Sports Association will receive no special treatment

- as far as draft picks are concerned.
- Each individual town will be responsible for holding tryouts if one coach of any age group excluding t-ball desires to have player try-outs. Any player, no exceptions, not participating in the try-outs or have not signed up by the time of try-outs shall be placed in a hat for random drawing, unless they are coaches or assistant coaches children. The order in which the additional players are drawn from the hat will be as the drafting position is determined with the next coach, had there been players remaining to draft, drawing first from the hat. The order in which more than one player will be drafted will be as spelled out in section 3 of this article.
 - Trading of players between coaches can be made on draft day. However, once the draft is over and the coaches leave the drafting location, no trades shall be made.
 - There will be a Draft Day scheduled where all towns can meet on common ground and get their drafts completed easily and quickly. This way it is done with multiple overseers and there are no mistakes made.

ARTICLE 27

Code of Conduct

Coaches, fans and players code of conduct.

Each decision will be on a case-by-case basis. There are exceptions to the rule. Each decision will be handled on the field where the incident occurred. If a decision cannot be determined at the point, then it will be brought before the Commissioners in the group chat. If a decision is still unsuccessful then the Board will make a decision based on the facts.

If a coach is ejected, we will not punish the child. But if a spectator is ejected, their child may face a similar ejection.

2024 SEASON AMENDMENT

In the chance that you are not able to complete a team, you can have under 75% town/school capacity before looking outside your jurisdiction. This Amendment is in place, especially for Community, Cumby, Campbell, Commerce, and Wolfe City.