



## General League Information

- All players, coaches and spectators will be positive to promote good sportsmanship and provide guidance for all players.
- Umpires have authority. Please treat them with respect.
- Provided shirts must be worn for each game.
- If there is bad weather, coaches will be notified of cancellations by the Park Director. Games will be rescheduled as time allows.
- Medals will be given to all participants.

## 3/4 T-Ball Rules and Regulations

1. Every child plays on the field and bats each inning.
2. Game time is 30 minutes. If an inning has been started, it will be finished. No new innings will be started with less than 10 minutes left in the game.
3. Your lineup must change each game so that multiple kids get the opportunity hit the “home run”.
4. You may have up to 5 adults on the field when playing defense and one at each base when you are batting.
5. A minimum of 6 players is required for each team to start the game.

## 3/4 T-Ball Game Play

1. Each child takes a turn to hit off the tee and advances one base.
2. A coach or parent may help the batter if they are struggling.
3. The last batter of the inning will advance around all the bases so that everyone scores every inning.
4. No sliding or base stealing is allowed.
5. Encourage your players to play in actual positions throughout the infield and outfield.
6. If an out is made in the field, the runner still remains on base and scores.
7. The play is over once the ball reaches a coach in the field of play.



## 5/6 T-Ball Rules and Regulations

1. Every child plays on the field and bats each inning.
2. Game time is 45 minutes. If an inning has been started, it will be finished. No new innings will be started with less than 10 minutes left in the game.
3. Your lineup must change each game so that multiple kids get the opportunity hit the “home run”.
4. You may have up to 5 adults on the field when playing defense and one at each base when you are batting.
5. A minimum of 6 players is required for each team to start the game.

## 5/6 T-Ball Game Play

1. Each child takes a turn to hit off the tee and advances one base.
2. The coach MAY pitch if the batter is comfortable with it.
3. A coach or parent may help the batter if they are struggling.
4. The last batter of the inning will advance around all the bases so that everyone scores every inning.
5. No sliding or base stealing is allowed.
6. Encourage your players to play in actual positions throughout the infield and outfield.
7. If an out is made in the field, the runner still remains on base and scores.
8. The play is over once the ball reaches a coach in the field of play.



## 7/9 Coach-Pitch Softball Rules and Regulations

1. Game time is 60 minutes. No new inning will start with less than 10 minutes left in the game.
2. 12 inch .47 core optic yellow softball will be used.
3. Coaches pitch to their own team. Pitches will be thrown underhand.
4. All players will be in the batting lineup.
5. Fielders will have players in all 9 defensive positions.
6. Teams will switch sides after 3 outs.
7. A 6 run rule will be allowed per inning. After any team scores 6 runs, the teams will switch sides.
8. Catcher's gear and helmets will be provided; teams may use their own gear if preferred.
9. Base coaches are allowed for the batting team in foul territory and must stay further from the plate than the base. Base coaches are to be adults only.
10. No coach may intentionally interfere with the ball during play. If the pitching coach unintentionally interferes the play will be called dead and the batter gets another pitch. If the pitching coach continuously interferes, a new pitcher will be required.

## 7/9 Coach-Pitch Softball Game Play

1. Batters get 5 pitches to hit the ball. If the 5<sup>th</sup> pitch is a foul, they can continue until they get a hit or swing and miss.
2. Helmets are required when batting and running the bases. Any runner who removes their helmet before returning to the dugout will be called out. There will be no warnings.
3. A batter will be warned one time for throwing the bat. Any further throwing of the bat will result in an immediate out.
4. There is no leading off or stealing of bases. There will be no advancement on passed balls.
5. All slides must be feet first.
6. Steel spikes will NOT be allowed.
7. Fielders cannot intentionally block the path of the baserunner.
8. Any thrown ball that leaves the field of play will be ruled dead and each runner will advance one base.
9. The fielding team will have a person playing in the position of pitcher that stands next to the pitching rubber. No infielder may play closer than the pitcher until the ball is batted.
10. At the conclusion of a play, the ball should be thrown back to the pitcher. Once the pitcher has the ball, the umpire will call time. No runners may advance after time has been called.
11. Outfield players need to be in the outfield.



## 7/9 Coach-Pitch Baseball Rules and Regulations

1. Game time is 60 minutes. No new inning will start with less than 10 minutes left in the game.
2. Coaches pitch to their own team. Pitches will be thrown overhand.
3. All players will be in the batting lineup.
4. Fielders will have players in all 9 defensive positions.
5. Teams will switch sides after 3 outs.
6. A 6 run rule will be allowed per inning. After any team scores 6 runs, the teams will switch sides.
7. Catcher's gear and helmets will be provided; teams may use their own gear if preferred.
8. Base coaches are allowed for the batting team in foul territory and must stay further from the plate than the base. Base coaches are to be adults only.
9. No coach may intentionally interfere with the ball during play. If the pitching coach unintentionally interferes the play will be called dead and the batter gets another pitch. If the pitching coach continuously interferes, a new pitcher will be required.

## 7/9 Coach-Pitch Baseball Game Play

1. Batters get 5 pitches to hit the ball. If the 5<sup>th</sup> pitch is a foul, they can continue until they get a hit or swing and miss.
2. Helmets are required when batting and running the bases. Any runner who removes their helmet before returning to the dugout will be called out. There will be no warnings.
3. A batter will be warned one time for throwing the bat. Any further throwing of the bat will result in an immediate out.
4. There is no leading off or stealing of bases. There will be no advancement on passed balls.
5. All slides must be feet first.
6. Steel spikes will NOT be allowed.
7. Fielders cannot intentionally block the path of the baserunner.
8. Any thrown ball that leaves the field of play will be ruled dead and each runner will advance one base.
9. The fielding team will have a person playing in the position of pitcher that stands next to the pitching rubber. No infielder may play closer than the pitcher until the ball is batted.
10. At the conclusion of a play, the ball should be thrown back to the pitcher. Once the pitcher has the ball, the umpire will call time. No runners may advance after time has been called.
11. Outfield players need to be in the outfield.



## 10/13 Player-Pitch Baseball Rules and Regulations

1. Game time is 75 minutes. No new inning will start with less than 10 minutes left in the game.
2. Pitches will be thrown overhand.
3. A minimum of 7 players is required to begin a game. A 5-minute grace period will be allowed. After 5 minutes, the game will be a forfeit. The teams will be permitted to play a scrimmage but it must end 10 minutes prior to the next scheduled game.
4. All players will be in the batting lineup.
5. Fielders will have players in all 9 defensive positions.
6. Teams will switch sides after 3 outs.
7. A 6 run rule will be allowed per inning. After any team scores 6 runs, the teams will switch sides.
8. Catcher's gear and helmets will be provided; teams may use their own gear if preferred.
9. Base coaches are allowed for the batting team in foul territory and must stay further from the plate than the base. Base coaches are to be adults only.
10. No coach may intentionally interfere with the ball during play.

## 10/13 Player-Pitch Baseball Game Play

1. Helmets are required when batting and running the bases. Any runner who removes their helmet before returning to the dugout will be called out. There will be no warnings.
2. A batter will be warned one time for throwing the bat. Any further throwing of the bat will result in an immediate out.
3. Leading off and stealing is permitted. Batters may steal first base on a dropped 3<sup>rd</sup> strike if it is not occupied and there are less than 2 outs.
4. Infield fly rule is in effect. (Runners on at least first and second base with less than 2 outs and a ball popped up on the infield)
5. When a tag play is expected, runners must slide to avoid contact with the fielder. The only base exempt from this rule is first base.
6. All slides must be feet first.
7. Steel spikes will NOT be allowed.
8. Free substitution is allowed for defensive players except the pitcher. Once a pitcher is removed, they cannot re-enter as a pitcher but can play a different position in the field.
9. A coach is allowed one mound visit per inning per pitcher.
10. Any new pitcher will get 5 warm-up pitches.
11. Fielders cannot intentionally block the path of the baserunner.
12. Any thrown ball that leaves the field of play will be ruled dead and each runner will advance one base.
13. The fielding team will have a person playing in the position of pitcher that stands next to the pitching rubber. No infielder may play closer than the pitcher until the ball is batted.
14. At the conclusion of a play, the ball should be thrown back to the pitcher. Once the pitcher has the ball, the umpire will call time. No runners may advance after time has been called.
15. Outfield players need to be in the outfield.