



2020 Youth Baseball Rules

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Playing Rules not specifically covered herein shall follow the Official Rules of Baseball (National League) as published by Major League Baseball on MLB.com. The League Director also has the authority to administer rules as deemed appropriate for experience level at anytime.

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1 INTRODUCTION

This document has been developed by the Springfield Greene County Park Board Athletics Section in order to familiarize coaches, parents and employees with policies, procedures and league rules for the youth baseball program.

1.1 Purpose

The purpose of the Springfield Greene County Park Board's youth baseball program is to provide the youth of the Springfield Greene County area the opportunity to have fun, learn sportsmanship, rules of the game, and develop the skills needed to be a successful player.

1.2 Youth Athletics Philosophy

The Springfield Greene County Park Board Athletics staff believes that youth athletic programs serve an important part in the development of physical, emotional, and mental abilities of children. The main emphasis for all youth athletic programs is participation, increasing individual skill levels and aiding in character development. This philosophy can be achieved by teaching our youth the following concepts:

- **Fundamentals of the game**
Regardless the sport, the primary concern of coaches should be to teach the basics. Each child should receive individual instruction and encouragement to increase his/her personal skill level.
- **Sportsmanship**
Participants should be taught the qualities of sportsmanship and fair play. The emphasis should be on each child doing their best and having fun, not on winning or losing.
- **Team concept**
In team sports, each member should feel that he/she is valuable to the team and can contribute to the team effort. Learning to work with others as a team is essential for successful teams and team members.
- **Respect for Officials**
Coaches should teach children to respect the game officials. Participants should not be led to believe that the actions of an official determined the outcome of an athletic event. The example that is set by coaches (and parents) speaks much louder than the words that are spoken about sportsmanship and respect for others.

2 LEAGUE MANAGEMENT

All leagues will be under the direction of the Springfield Greene County Park Board Athletics Section. The Athletics Section will be responsible for game schedules, league communication, athletics staff, and the supervision of all aspects of the youth baseball program.

2.1 Communication Methods

Communicating information to participants, coaches, and staff will be primarily via telephone and e-mail. Cancellation of games due to inclement weather/field conditions will be communicated via the weather hotline, 417-864-1379. Please make sure all coaches and parents are aware of the hotline number and utilize it when needed.

2.2 League Schedules

League Schedules will be prepared by Athletics Staff. Game schedules will be distributed at the coaches meeting prior to the season beginning. Any requests to view or pick up the schedule prior to the meeting time will be denied. Once the meeting is over, schedules will be released.

2.3 Website Information

League information can be found on the Springfield Greene County Park Board website at www.parkboard.org. League schedules and standings will be posted on the eteamz.com/PARKBOARD website. Revised schedules will first be emailed out to the coaches, then published on the website. League standings will be updated regularly throughout the season.

***Weather Hotline Telephone Number: 864-1379.** Including your up-to-the-minute details on weather related cancellations. Rain make-ups will be posted at www.eteamz.com/parkboard.*

2.4 Important Telephone Numbers

Killian Sports Complex Office 417-837-5817
Athletics Section Fax 417-837-5829
Weather Hotline 417-864-1379

2.5 Field Locations

- Killian Softball Complex 2141 E Pythian, Springfield MO
- Cooper Baseball Complex 2701 E Pythian, Springfield MO
- Ewing Baseball Complex 1400 S Scenic, Springfield MO
- Meador Softball Complex 2500 S Fremont, Springfield MO

3 LEAGUE POLICIES

Welcome to the Springfield-Greene County Park Board youth baseball leagues. The primary objective of this youth sports program is to provide a fun, positive, safe learning experience for everyone involved. To accomplish this objective, we will need the assistance and understanding of every parent and coach.

There is currently a major problem occurring in youth sports. These involve win-at-all-cost coaches, overzealous parents and unruly spectators because they are pushing kids from playing fields in alarming numbers. Sports are the greatest tool we have today to help children develop positive character traits and life values. However, when the focus shifts from what is best for young participants to what is best for others that is when major problems begin.

What's a parent to do? Research shows the value of youth sports. The four cornerstones of self-esteem can be enhanced through youth sports: a sense of belonging, a sense of feeling worthwhile as a person, a sense of dignity, and a sense of control. Research also shows the longer kids play sports, the better their chance of staying in school, getting better grades, and having fewer behavior problems. Positive parent support has been found as one of the major reasons why kids join, and continue to play youth sports.

3.1 League Age

Participant's "League Age" is determined by their age on May 1st of the current year.

- 14 or under as of May 1st, 2017 to participate in Player Pitch or Competitive 14
- 12 or under as of May 1st, 2017 to participate in Player Pitch or Competitive 12
- 11 or under as of May 1st, 2017 to participate in Player Pitch or Competitive 11
- 10 or under as of May 1st, 2017 to participate in Player Pitch or Competitive 10
- 9 or under as of May 1st, 2017 to participate in Player Pitch 9
- 9 or under as of May 1st, 2017 to participate in Modified Player Pitch 9
- 9 or under on May 1st, 2017 to participate in Coach Pitch 9
- 8 or under on May 1st, 2017 to participate in Coach Pitch 8

3.2 General Ordinance #5197 (offenses related to sporting events)

- Section #1: The term "Sports Official" means any referee, umpire, scorekeeper, timekeeper, field or arena security personnel, field or arena manager or person serving in a similar management or supervisory capacity.
- Section #2: Assault on sports official.
- Section #3: Harassment of a sports official.
- Section #4: Peace disturbance at a sports event.
- Section #5: Property damage related to a sporting event.

- Section #6: Trespass at a sporting event.
- Section #7: Penalty Clause. Any person found guilty of violating this ordinance shall be penalized in accordance with Section 1 – 7 of the Springfield City Code.

3.3 Ejections (Revised for 2019)

There is no place for unsportsmanlike conduct in youth sports. Our leagues are designed with the purpose of encouraging kids to be active and develop a knowledge base and love for sports. Calls and decisions may not go in favor of your team, but we ask you to be respectful of all players, spectators and sports officials. Please review the following:

- Ejections by an umpire or a member of the sports staff will be final.
- If you are ejected from a game, you are required to leave the complex immediately. (Must be outside the complex fence). You can wait in the parking lot for your player(s)
- If ejected from a league game, you will receive an automatic 2 WEEK suspension. To avoid suspension, you will be allowed to officiate a game with a qualified official for (1) full night of play.
- If ejected from a tournament game, it will be the Supervisor's discretion on how many games will be missed. If the action is severe in nature, as determined by the sports staff, further action and suspensions could occur.
- Multiple ejections could result in a longer suspension.

3.4 Being A Model Youth League Parent

The primary objective of this sports program is to provide a fun, positive, safe learning experience for everyone involved. To accomplish this objective, we will need the assistance and understanding of every parent.

Tips on Becoming a Model Youth Sport Parent include:

- Remember that where we practice & play games is like your child's classroom – respect the classroom.
- Make only positive, encouraging comments to the players on both teams.
- Remember, making mistakes is part of the learning process – don't criticize.
- Discuss your concerns away from the players and, away from your child.
- Respect the Officials.
- Ask your child if they had fun. Then ask why or why not?
- Control your emotions.
- Get interested in your child's sport and participate in team activities.
- Learn the rules of your child's sport.
- Make every effort to get your child to practice on time.
- Reinforce the coach's instructions when practicing with your child at home.
- Positive reinforcement is the key to improvement.
- Don't undermine team morale.
- Let the coach know if your child will be missing practice or a game.
- Pick your child up promptly after practice and games.
- Remember that tobacco and alcohol use at the complexes are not permitted – remember this is your child's classroom.

3.5 Certification and Background Screening

AT LEAST ONE COACH MUST BE NYSCA CERTIFIED. THIS IS A PARK BOARD POLICY TO COACH IN OUR YOUTH LEAGUES. NYSCA training and designation includes liability insurance at a nominal cost and gives the coach access to coaching techniques and drills. All coaches that are NYSCA certified will receive free tickets into the sports complexes. We will also accept the ACE certification.

- The Athletics Section will run backgrounds on all coaches who will be interacting with the team throughout the season. Any coaches who will be in the dugout or on the field will be screened. Please list ALL coaches on the team's registration form with current address and contact number.

3.6 Team Composition

Rosters can have a maximum of 15 players and a minimum of 6. (Recreational leagues only)

A completed roster must be filled out, including parent signature, and turned in before the first game of the season. Teams will not be allowed to play until the roster is turned in to the Killian Sports Office or the complex manager on site. Players may be added to a roster. An "add on form" must be filled out and turned in before the new player can play. If you should fall short of players you can contact the Killian offices to get information about picking up players on the waiting list.

3.7 Inclement Weather

Cancellation Procedure

Maintenance staff will inspect field conditions to determine whether to open fields for game play up to game time. Once games begin, athletics staff will determine if play needs to be suspended due to poor playing conditions. If a game is suspended and has not reached completed game status, it will be rescheduled.

- A complete game will consist of 4 innings (3 ½ if the home team is ahead) or
 - a. 15 minutes are left on the clock for 60 minute games
 - b. 25 minutes are left on the clock for 70 minute games
 - c. 30 minutes are left on the clock for 75 minute games
 - d. 35 minutes are left on the clock for 80 minute games
 - e. 45 minutes are left on the clock for 90 minute games

If a game is considered not complete due to weather conditions, it will be rescheduled and played from the beginning.

Team Managers and parents can learn of any cancellations for their games by calling the Weather Hotline, 417-864-1379. If the games are cancelled before 2pm, an email will be sent out notifying coaches of the schedule change.

Lightning/Inclement Weather Policy for Games

If during pre-game warmups or gameplay, lightning is showing to be within a distance of 0-3 miles from the complex, the following procedures will take effect:

- All on field activities will be suspended immediately and everyone must leave the field and dugout for a safe location such as a car or shelter.
- There will be a delay of thirty (30) minutes after every lightning indicator within the 0-3 mile range.
- If the game has not started at the time of the delay, and the thirty (30) minute delay does not push the starting time back, the game may begin when the weather is clear of the area.
- If the game has already begun at the time of the lightning delay, that game will be stopped and either marked as an official game or rescheduled depending on the innings/clock. This is done to ensure that the rest of the night's games will begin on time.

3.8 Uniforms

All teams must have matching color uniforms with a visible number on the back.

3.9 Equipment

- All offensive players shall use a double ear flap batting helmet whenever at bat, on deck, on base or any other time outside of the dugout and the ball is live and in play. *****NEW 2020*****
- Metal spikes or metal cleats will not be allowed until the 14u divisions. The 14 and under division may have metal spikes. **However, NO metal spikes can be worn on the pitching mound. If a pitcher is discovered to be wearing metal spikes on the mound he will be removed from the pitching position immediately and will not be allowed to continue pitching the rest of that game.** The Park Board retains the right to revoke metal spikes if there is an increase in injuries from their use.
- All catchers will be required to wear protective gear. This includes helmet and mask, chest protector and shin guards. Play will continue while catchers are getting dressed, a coach will need to fill in.
- Two baseballs will be provided by each team (one new and one used). Teams will hit their own baseballs. **Lettering must be clearly visible for officials to approve any used baseballs.**

3.10 Awards

Participation ribbons will be handed out to all players in the Tball and CP6 divisions. Any team winning their division in league or tournament play from CP 7 - COMP 14 will receive up to twelve (12) medals.

3.11 Safety

The Park Board seeks to provide safe facilities, and will prepare fields for play in accordance with acceptable industry standards. Coaches are to keep the safety of participants in mind during practices and games.

4 UNIVERSAL PLAYING RULES

Playing Rules not specifically covered herein shall follow the Official Rules of Baseball (National League) as published by Major League Baseball on MLB.com The League Director also has the authority to administer rules as deemed appropriate for experience level at any time.

4.1 The Game Is Over for CP7 & Up

When the clock hits 00:

- Home team is batting and ahead the game is over.
- Home team is batting and is behind by more than 5 runs the game is over. (COMP is 8 runs)
- Visitor team is batting and ahead by more than 5 runs the game is over. (COMP is 8 runs)
- Visitor team is batting and is ahead by 5 or fewer runs the game continues until the home teams finishes last bats. (COMP is 8 runs)

4.2 Courtesy Runners

Courtesy runner rule: A courtesy runner may be used for the pitcher and catcher only. The replacement runner must be the batter that made the last out, either from the current inning or the previous inning. Coach must let the official know who the runner will be. The player must be the pitcher or catcher for the next inning.

4.3 Base Distance, Pitching Distance, & Max Innings

All Coach Pitch Leagues must be pitched from the pitching plate or behind the pitching plate. **Exception for CP6 who may stand no closer than the front of the circle.** In the event that a pitching plate is not present, the coach must stay within the circle at all times.

Every field will use a double first base and both bases can be used by defense and offense.

Age	Bases	Pitching	Time	Innings	Starting Clock	Max runs per inning
Tee Ball	50ft	*35ft	60 Minutes	6 Inning Max	55 minutes	n/a
CP 6	50ft	*35ft	60 Minutes	6 Inning Max	55 minutes	n/a
CP 7	50ft	*35ft	60 Minutes	6 Inning Max	55 minutes	5
CP 8/9	65ft	*35ft	60 Minutes	6 Inning Max	55 minutes	5
MOD 9	65ft	46ft	1 Hr 15 min	6 Inning Max	70 minutes	5
PP 9-10	65ft	46ft	1 Hr 15 min	6 Inning Max	70 minutes	5
PP 11-12	70ft	50ft	1 Hr 15 min	6 Inning Max	70 minutes	5
PP 14	80ft	54ft	1 Hr 15 min	6 Inning Max	70 minutes	5
COMP 9	65ft	46ft	1 Hr 15 min	7 Inning Max	70 minutes	8
COMP 10	65ft	46ft	1 Hr 15 min	7 Inning Max	70 minutes	8
COMP 11	70ft	50ft	1 Hr 20 min	7 Inning Max	75 minutes	8
COMP 12	70ft	50ft	1 Hr 20 min	7 Inning Max	75 minutes	8
COMP 14	80 ft	54 ft	1 Hr 20 min	7 Inning Max	75 minutes	8

4.4 Non Collision Rule

“Non-Collision Rule” – when the ball is in the process of being **caught by the fielder** and is in proximity of any base/plate and in the umpire’s discretion a play is eminent, it is the responsibility of the runner to avoid collision with the fielder either by sliding or avoiding the tag. The fielder cannot block a base or plate completely and must give access to a portion of the base or plate to the runner. If in the umpire’s discretion, the collision is deliberate or malicious the runner will be called out. If in the umpire’s discretion the collision is malicious, the player will be called out and ejected from the game. This is not a must slide rule but a non-collision rule. ***In some cases, contact will be unavoidable. In those cases, it shall be the decision of the umpire to rule as such. ***

4.5 Tie Games/Tie Breakers

Tied games in league play will go into the standings as a 1/2 win and 1/2 loss for each team. In tournament bracket play, if a game is tied at the end of regulation, the international tie breaker rules will take effect. This means that the last out for each team will begin at 2nd base at the start of each half inning.

LEAGUE/TOURNAMENT CHAMPIONSHIP TIE BREAKERS: The baseball staff will determine league winners. If a two-way tie exists, the winner will be determined by head-to-head competition. If more than two teams are involved in a tie or a two-way tie can’t be determined, the winner will be determined using the following tie-breakers:

- Head to head competition.
- The teams shall be ranked according to the fewest runs allowed per game played.
- If a tie still exists, the teams shall be ranked according to the most runs scored per game played.
- If a tie still exists, by a coin toss.

4.6 Protests

Protests will only be allowed on player eligibility. If a team wishes to protest, they must notify the umpire immediately. At the moment a protest is called, the protesting team must present a \$25 check to the complex manager only. The team with the protested player has 24 hours to provide documentation that the player is legal. If the player is found to be illegal, the game will be declared a forfeit and the \$25 check will be returned. If the protested player is found to be legal, the game will be considered official and the \$25 check will not be refunded. For tournaments, proof of age is required to be on site to help in determining these issues.

4.7 Umpire/Coach Interaction

Umpires will only work directly with the coaches who are on the field during the game. Bench coaches are not to address the umpire.

NOTE: To ensure the maximum amount of playing time, use proper game management and reduce the amount of discussions with the umpire(s). Consistent arguing or questioning of calls could be determined as unsportsmanlike conduct.

4.8 Home and Visitor Designation

Home and visitor will be listed on the schedule. Home team assumes the 1st base dugout and visitor assumes the 3rd base dugout in baseball.

4.9 Forfeits

Game time is forfeit time. There is a 10-minute grace period for the first games of the evening. Games can begin with 6 players.

All forfeits will be recorded by the league supervisor. Any team who chooses to forfeit a game must notify the league supervisor in a timely manner so that all teams can be contacted. **Any team with more than two (2) forfeits during the season could be subject to removal from its remaining scheduled games.**

4.10 Coaches Positioning

Defensive coaches will not be allowed to position themselves any closer to the field of play than the opening of the dugout, one warning will be issued. Upon second offense coaches will be ejected for the duration of that game. **(You may not sit on a bucket past the opening of the dugout).** Two (2) offensive coaches may position themselves in the coach's boxes along the baselines. All other offensive coaches cannot be closer to the field of play than the dugout opening. This rule is in effect while the game is in play only, not during timeouts or dead ball situations.

5 LEAGUE-SPECIFIC PLAYING RULES

5.1 General League Rules for Tball & CP 6

- Two baseballs will be provided by each team (one new and one used). Teams will hit their own baseballs. **Lettering must be clearly visible for officials to approve any used baseballs.** They must be a RIF level 5 baseball or MLB training Level 5 baseballs.
- Each team will bat their entire line-up. Once they have completed batting, teams will switch.
- Score will not be kept.
- Home runs will not be allowed. Coaches must stop their batter-runner at 3rd base. **NOTE: To get more kids involved in the game and more at bats, please consider moving your runners one base at a time. These leagues are designed for fun and for learning the game.**
- A maximum of 4 coaches may be positioned in the outfield but cannot interfere with any play.

- The ball will be dead, or play is over when:
 - If any batted ball contacts the coach pitcher before the fielding team has a chance to make a play, the play will be called dead. If the coach **DID NOT** try to get out of the way of the batted ball, the batter will be called out. If the coach did not intentionally interfere with the play, the play will be recorded as a “NO PITCH”. **This is a judgement call by the umpire.**

In TBall:

- A neutral zone will be marked in an arc about 10 feet in front of home plate and a coach from the batting team will make any height adjustments for each batter.
- The coach will set the ball on the tee and the batter will step into the batter’s box and swing when ready.
- The umpire will move the tee out of the way in the event a play develops resulting in a possible play at the plate.
- When the ball is at a base, the play is stopped. The coach is not allowed to touch the ball except to place it on the tee. The batter will be called out if there is any adult interference.
- All players can play defense. Coaches must have players representing the outfield positions standing within the grass area. All players may be placed on defense. The “extra players” will be placed in the outfield. 6 players are considered infield that includes pitcher and catcher.

In CP6:

- The coach shall pitch to his/her own players. The coach may pitch overhand or underhand. The coach may defend themselves if the ball is hit directly at them. If a coach pitcher is hit with the ball, the ball is still considered live and play will continue.
- A coach from the batting team may stand behind the catcher to speed the game up by returning a pitch from the pitching coach.
- The defensive team will have a “Pitcher”. This player will stand with at least one foot in the pitching circle around the mound. The player may move out of the circle once play has begun.
- Each batter will receive a maximum of 5 pitches. A batter can strike out before reaching the maximum number of pitches.
- A maximum of 10 players can play defense. Coaches must have players representing the outfield positions stand in the outfield grass and there should be no more than 6 infielders. Catchers and pitchers are considered infielders.
- Every child will receive a participation Ribbon

5.2 General Rules for CP 7, CP8, & CP9

- Coach pitch 7, 8 & 9 must use a RIF 10 baseball.
- A maximum of 10 players can play defense. Coaches must have players representing the outfield positions stand in the outfield grass and there should be no more than 6 infielders. Catchers and pitchers are considered infielders.
- Each inning will last until 3 outs are made or 5 runs are scored.
- No Stealing, no bunting, and **no infield fly rule will be in effect** for all coach pitch leagues.
- Each batter will receive a maximum of 5 pitches. A batter can strike out before reaching the maximum number of pitches.
- This league will use a continuous batting order, with all players present listed in the batting order. If a player arrives late, he/she shall be added to the bottom of the lineup. If a player must leave the game for any reason other than ejection, the player’s position in the batting order will be skipped with no out being charged. Should a player be ejected from the game, an out will be charged each time his/her position comes up in the batting order.
- The coach shall pitch to his/her own players. The coach may pitch overhand or underhand. The coach may defend themselves if the ball is hit directly at them.
- If the last pitch by the coach is hit foul, the batter is out.
- A coach from the batting team may stand behind the catcher to speed the game up by returning a pitch from the pitching coach. **No coach will be allowed in the outfield.**

- The defensive team will have a “Pitcher”. This player will stand with at least one foot in the pitching circle around the mound. The player may move out of the circle once play has begun.
- Players are permitted to leave the base **when the ball crosses home plate**. If the ball is not hit, the player must immediately return to their base.
- The ball will be dead or play is over when:
 - Coach Pitch 7, 8 & 9-the fielders must stop the runner before the play is considered over. Once the coach pitcher has touched the baseball, the play is over. **The batter will be called out if there is any adult interference.**
- Run ahead rule will be in effect when a team is ahead by 15 runs after 3 innings, 12 runs after 4 innings, and 8 runs after 5 innings. **At this point, the score will stop being kept and the game will continue until the clock hits 0. When the clock hits 0, the batter will finish their at bat and the game will be over.**
- In Coach Pitch 7,8, 9, home runs are not allowed. Coaches must stop their batters at 3rd base. The only home run that will be honored is one that is hit over the fence. **NOTE: to get more players involved in the game and more at bats, please consider moving your players one base at a time. These leagues are designed for fun and learning.**

5.3 General Rules for Player Pitch Divisions

- Two baseballs will be provided by each team (one new and one used). Teams will hit their own baseballs. **Lettering must be clearly visible for officials to approve any used baseballs.** Baseballs must be marked with “CUSHIONED CORK CENTER” and must be approved for youth leagues.
- **No metal cleats will be allowed on the mound.**
- Player Pitch 9-10 there will be no stealing **UNTIL AFTER** the ball has crossed home plate. If a base runner leaves early, play continues but the base runner is declared out. This is not a dead ball situation.
- This league will use a continuous batting order, with all players present listed in the batting order. If a player arrives late, he/she shall be added to the bottom of the lineup. If a player must leave the game for any reason other than ejection, the player’s position in the batting order will be skipped with no out being charged. Should a player be ejected from the game, an out will be charged each time his/her position comes up in the batting order.
- There is no hidden ball play allowed in our leagues. The ball becomes dead.
- **Infield fly rule will be in effect for all player pitch divisions:** *A fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule.*
- 5 warm up pitches are allowed per inning. New pitchers will be granted 5 warm up pitches. To progress the games please warm up pitchers outside the fence before taking the mound.
- The Balk rule is not in effect for Player Pitch 9-10 leagues. It will be enforced in Player Pitch 11-14 leagues.
- Player Pitch 9-10, a batter is declared out on a dropped third strike.
- Player Pitch 11-14, a batter may attempt to run on a dropped third strike as long as 1st base is not occupied, with less than 2 outs.
- Run ahead rule will be in effect when a team is ahead by 15 runs after 3 innings, 12 runs after 4 innings, and 8 runs after 5 innings. **At this point, the score will stop being kept and the game will continue until the clock hits 0. When the clock hits 0, the batter will finish their at bat and the game will be over.**

Modified 9 Rule Exceptions

- All players begin with 9U player pitch rules. There are **NO WALKS**. When 4 balls are called on the batter, **coach pitch rules will apply.**
- A batter hit by the player pitcher will be awarded first base. A batter hit by the coach pitcher will not and the ball will become dead.
- Stealing is not allowed in Modified 9 when the coach is pitching. Players may steal against a player pitcher once the ball has crossed home plate. The runner will be limited to one (1) base per pitch. Stealing home is allowed if the player is pitching.
- When the coach is pitching, coach pitch rules will be in effect.

- Coaches pitch to their batters and must pitch with one foot touching mound. Any release is acceptable. The fielder must stay behind the coach pitcher.
- The maximum # of pitches from the coach is 4 minus the # of strikes called. (Example: 2 strikes, then 2 pitches only and if the players swing at the 1st pitch and misses, then this is the 3rd strike.) If the adult pitcher fields the ball the player is declared out.
- If the last pitch by the coach is hit foul, the batter is out.
- The infield fly rule WILL NOT be in effect for Modified leagues.

PITCHING REGULATIONS

No innings restriction for pitchers. Coaches discretion and the honor system will be used.

Sunglasses can be worn while pitching, however, no reflective lenses may be used.

Pitchers will not be allowed to wear white sleeves or a white batting glove while on the mound.

Pitchers/Conferences

- Two visits to the same pitcher during the game and the pitcher will be removed.

5.4 Competitive Division Rules

- Two baseballs will be provided by each team (one new and one used). Teams will hit their own baseballs. **Baseballs must be marked with a “CUSHIONED CORK CENTER” and must be approved for youth leagues.**
- Under no circumstances will coaches or players argue judgment calls, including balls and strikes. If a coach or player is warned for arguing and they continue to argue, they will be ejected for the night.
- Sunglasses can be worn while pitching, however, no reflective lenses may be used.
- Pitchers will not be allowed to wear white sleeves or a white batting glove while on the mound.
- All batting line-ups must be turned in no later than 5 minutes before the game is set to begin. If a player is in the batting order, but not present for their at bat, that position will be declared an out. If that player is present for their next at bat, they will be allowed to bat. Player’s uniform number and name must be listed on lineup card.
- Game time is forfeit time. There is a 10-minute grace period for the first games of the evening. Games will begin with 8 players.
- Max of 9 players will be used on defense and all players can be placed in the batting order. If a coach wishes to bat 9 players or 10 with an E.H. they must notify the umpire before the start of the game. If a player must leave for any reason, and there is no player to sub in, his/her position in the lineup will be an out.
- **Infield fly rule will be in effect for all competitive divisions:** *A fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule.*
- There is a maximum of 8 runs allowed per inning.