



General Rules:

1. 10 positions will be fielded. Catcher, pitcher, 1st base, 2nd base, 3rd base, short stop, 4 outfielders. (Positioned evenly throughout the outfield. No rovers) The only exception would be if a team fields less than 10 players.
 - a. If a team has less than 8 players, it must call up players from farm or utilize players from the other team.
2. All players must play. Player cannot sit a 2nd time in a game unless all other players have sat at least 1 inning.
3. Maximum of 5 runs can be scored per inning except the 6th inning, 6th inning is unlimited runs
4. Games will be max of 6 innings unless the game is tied after 6 innings.
 - a. The game will continue in extra innings until the game is won.
5. No inning will start after 8:00PM on a school night. Games still resulting in a tie after this time will end in a tie.
6. Mercy Rule will come into play when Winning by 10 runs after 4 innings, 3 ½ if home team is up by 10 runs.
7. Only a manager can call a timeout and discuss a rules interpretation. Judgement calls cannot be discussed. No other coaches are permitted to call a timeout or discuss rule interpretation with umpires.
8. No more than 1 manager and 3 assistant coaches will be permitted in dugout.

Batting:

1. No big barrel bats unless it is an approved bat by the USA Bat Standard (USABat)
2. All players will bat in consecutive order, regardless if they play in the field or not.
3. Bunting is allowed.

Pitching:

1. Pitchers cannot pitch more than 2 innings per game
2. Once a pitcher has been removed from the game they cannot pitch again in that game.
3. Pitchers must be removed from the game if they hit 2 players in an inning or 3 players in a game.
4. A manager or coach is permitted 3 trips to the mound in any inning. After the 3rd trip the pitcher must be removed. Injury visits do not count into the total.
5. You must pitch a 9-year-old at least 2 innings per game.
6. Pitch counts are in the table below:

First Half of season	Second Half of Season	Playoffs
0-20=0 days rest	0-25=0 days rest	0-30=0 days rest
21-35=1 days rest	26-40=1 days rest	31-45=1 days rest
36-50=2 days rest	41-55=2 days rest	46-60=2 days rest
51-65=3 days rest	56-70=3 days rest	61-75=3 days rest
66-75=4 days rest	71-80=4 days rest	76-85=4 days rest

Baserunning:

1. Batters may steal bases with less than two outs when the ball is caught by the catcher or the ball lands in the catcher's box
2. Catchers box is a 2 ½ feet deep box drawn from the middle back line of each batters' boxes.
3. Runners cannot advance on a wild pitch or pass ball with less than 2 outs
4. Runners may advance with 2 outs once the ball crosses home plate including pass balls and wild pitches
5. Regardless of outs player must remain on base until the ball crosses the plate before stealing
6. No pinch runners are permitted except for an injury or for a catcher with 2 outs. The last player to make an out will be inserted as pinch runner.

Overthrows:

1. Runners can continue to advance as far as they choose on overthrows during a hit ball, until the play has stopped. If the ball leaves the playing field, the runners will be awarded 1 base.
2. A runner at any time can advance 1 base (except home) on an overthrow to the pitcher regardless of outs

Catchers Interference:

1. If the catcher is interfered with, the runner to whom the catcher was attempting to make a play on will be called out.
2. If a catcher interferes with a hitter, it will be a dead ball and batter will be awarded 1st base. Runners can be advanced only if forced.

