



**Alpharetta Youth Softball Association  
(AYSA)**

**Recreational Softball**

**LOCAL RULES AND REGULATIONS**

**Spring 2011**

**North Park  
13450 Cogburn Rd  
Alpharetta, Georgia 30004**

## **Table of Contents**

<b>TABLE OF CONTENTS .....</b>	<b>2</b>
<b>ALPHARETTA YOUTH SOFTBALL ASSOCIATION LOCAL RULES .....</b>	<b>3</b>
<b>1. INTRODUCTION.....</b>	<b>3</b>
<b>2. TEAM ORGANIZATION.....</b>	<b>3</b>
2.1 ROSTERS .....	3
2.2 PLAYER ELIGIBILITY .....	3
<b>3. EQUIPMENT .....</b>	<b>4</b>
3.1 AYSA SUPPLIED EQUIPMENT .....	4
3.2 PLAYER SUPPLIED EQUIPMENT .....	4
<b>4. GENERAL RULES.....</b>	<b>4</b>
4.1 A.S.A RULES .....	4
4.2 FIELD DIMENSIONS .....	4
4.3 REGULATION GAMES .....	4
4.4 PLAYING STRENGTH.....	5
4.5 GAME RULES .....	5
4.6 PROTESTS.....	6
4.7 PRACTICE LIMITATIONS .....	6
4.8 RULES OF CONDUCT.....	6
4.9 SPECIAL SAFETY RULES FOR PLAYERS.....	7
4.10 DUGOUTS AND TEAM RESPONSIBILITIES .....	7
<b>5. SOFTBALL FIELD LAYOUT 6U AND 8U AGE GROUPS.....</b>	<b>8</b>
<b>6. 6U SPECIAL RULES (AGES 4-6 – SPRING ONLY).....</b>	<b>9</b>
6.1 DEFENSIVE PLAY .....	9
6.2 OFFENSIVE PLAY .....	9
6.3 SPECIAL BASE RUNNING RULES.....	9
<b>7. 8U SPECIAL RULES (AGES 7-8 - SPRING, 6-8 - FALL).....</b>	<b>10</b>
7.1 DEFENSIVE PLAY .....	10
7.2 OFFENSIVE PLAY .....	10
7.3 SPECIAL BASE RUNNING RULES.....	10
<b>8. 10U SPECIAL RULES (AGES 9 – 10).....</b>	<b>11</b>
8.1 DEFENSIVE PLAY .....	11
8.2 OFFENSIVE PLAY .....	11
8.3 SPECIAL BASE RUNNING RULES.....	11
<b>9. 12U SPECIAL RULES (AGES 11 – 12).....</b>	<b>12</b>
9.1 DEFENSIVE PLAY .....	12
9.2 OFFENSIVE PLAY .....	12
9.3 SPECIAL BASE RUNNING RULES.....	12

# **Alpharetta Youth Softball Association Local Rules**

## **1. Introduction**

The purpose of the Recreational league is to provide quality instruction, develop strong character and establish good sportsmanship. Every attempt should be made to enhance the experience for the players in everything that is done, be it by a board member, coach, parent, fan or other player.

## **2. Team organization**

### **2.1 Rosters**

*Rosters:* Recreational league teams will be determined by the AYSA Board using the draft procedure. The Board's main objective is to establish teams with as even of strength as possible (with the available information from the evaluations). Rosters will be posted on the [www.alpharetta softball.com](http://www.alpharetta softball.com) website after the team formation.

*Coaching Staff:* Coaches can request up to one assistant coach. The daughters of the coach and assistant coach will be frozen to the respective team. Should an assistant coach's daughter/player result in an imbalance among teams, the request for the specific assistant will be denied by the AYSA Board.

*Team Size:* Teams will be formed with no less than 9 players and no more than 13 players, if at all possible. Teams will be as equal in size as registration will allow. In the discretion of the Board, a team's size may be increased or decreased in accordance with registration numbers. The Board will attempt to accept all players who register before the season starts, but may limit the number of players, if necessary, to control the number of teams and the number of players per team.

*Out-of-Age-Placement* (play-up or play-down): At the request of a player's parent, a player may be considered to play in a younger or older age group. The player **MUST** evaluate in **BOTH** the appropriate age group **AND** the requested age group. You must check-in and receive evaluation numbers for both groups. Failure to participate in both evaluations will result in the request being denied.

After evaluations, the Board will assess the player's skills in both age groups. Play-up consideration: The player must be in the top 30% of the age appropriate group and cannot be in the lower 20% of the older age group. Play-down consideration: The player must be in the lower 20% of the age appropriate group and cannot be in the top 30% of the lower age group. No player will be moved if it will result in another player not being able to participate in an age appropriate group.

The intent of this out-of-age placement is to provide an appropriate skills opportunity for the player.

*Specials:* A parent may request to be placed on the same team as one other player. The request must be made in writing, on the "Special Request" form at evaluations. No emails or other requests will be considered. The Board will attempt to meet the special request and will utilize the priority indicated on the form, but there is no guarantee that the special will be granted. Requests for: more than one player, daisy chained players, a specific coach, annually repeated requests will not be considered.

### **2.2 Player Eligibility**

- A. Any player found not in good standing with AYSA will be suspended and ineligible to participate. Examples include inappropriate behavior, financial standing, attendance/participation, etc. Any ineligible player that participates in a game will result in the team's forfeiture of all games in which the ineligible player(s) appeared in the lineup. If a coach knowingly utilizes a ineligible player, the coach will be suspended.
- B. A recreational player may be temporarily added to a 'same age' or 'older' Travel team provided that:
  - It is an AYSA affiliated team,
  - The team does not have more than 10 players, including the added player,
  - It does not interfere with the player's recreational team schedule, and
  - The recreational coach has been notified.
  - If any of the above criteria is not followed, the player and/or coach will be disciplined at the Board's discretion.
  - NOTE: the added player is eligible to play any position when subbing on a Travel team.

### 3. EQUIPMENT

#### 3.1 AYSA Supplied Equipment

- A. Each team will be supplied a set of catcher’s gear and a selection of bats and batting helmets to share as a team. The batting helmets will have attached masks and chin straps.
- B. Teams will be supplied Tees, practice balls, and wiffle balls for practices.
- C. Softball (Optical Yellow having a COR of 0.47 & compression of 375) size:
  - 11 inch ball will be used by all age groups 9-10 and under.
  - 12 inch ball will be used by all age groups 11-12 and above.

#### 3.2 Player Supplied Equipment

- A. Players must wear cleats (NO metal cleats allowed) and have a softball glove.
- B. Players may use their own equipment, such as bat and helmets as long as they are ASA approved. Batting helmets must have attached masks and chin straps.
- C. Players playing the pitcher position must have a mouth guard or face masks (such as the Game Face). AYSA strongly recommends all players use a mouth guards or face masks (such as the Game Face) when playing in the infield and should consider using while playing outfield.
- D. Players may wear black shorts or pants. If players will be sliding, pants or shorts with sliders are recommended.

### 4. General Rules

#### 4.1 A.S.A Rules

These Rules and Regulations serve as a supplement to the A.S.A Girls Softball Rule Book, and will override any A.S.A Rule if there is a difference between the two.

#### 4.2 Field Dimensions

<i>Team</i>	<i>Age Group</i>	<i>Pitching Distance</i>	<i>Bases Distance</i>
A	6U (4-6)	25 feet/T-Ball	50 feet
B	8U (6-8, 7-8)	25 feet	50 feet
C	10U (9-10)	35 feet	60 feet
D	12U (11-12)	40 feet	60 feet
E, F	14U, 13+	40 feet	60 feet

#### 4.3 Regulation Games

- A. Grace Period: There is a 10 minute grace period for ONLY the first scheduled game per day, per field.
- B. Game Duration

<i>Team</i>	<i>Age Group</i>	<i>Max. Innings</i>	<i>Game Time Limit</i>	<i>Open Inning (whichever comes first)</i>
A	4-6 (6U)	4 innings	65 min.	50 min OR 4 <sup>th</sup> inning
B, C, D, E, F	8U and above	7 innings	70 min.	55 min OR 5 <sup>th</sup> inning

- 1) No new regulation inning may begin after the *game time limit* is reached.
- 2) Open inning will be called at the designated time or inning, whichever comes first. If the *game time limit* has not been reached at the conclusion of the open inning, additional inning(s) will be played (regular inning run limits will apply).
- 3) Any inning starting prior to the *game time limit*, must play to completion. If the Game Time Limit is reached and the inning ends in a tie, the score will be recorded as such – no tie-breaker inning will be played during regular season.

- C. Run Limits

<i>Team</i>	<i>Age Group</i>	<i>Regular Inning Run Limits</i>	<i>“Open” Inning Run Limits</i>
A	6U (4-6)	5	8
B	8U (7-8, 6-8)	3	8
C	10U (9-10)	3	8

D	12U (11-12)	3	8
E	14U (13-14)	3	8
F	13+ (13-18)	3	8

D. Mercy Rule

A game will be called if the following run leads occur, however, the home team will always get their last at bat if needed.

Team(s)	Age Group	# Runs after Inning			
		3	4	5	6
A	4-6 (6U)	12	9	-	-
B, C, D, E, F	8U and above	-	12	9	9

E. Weather/Field Related Cancellations

- 1) There are NO suspended games.
- 2) A-6U Age Group: If a game is cancelled prior to the completion of 3 innings (2 ½ innings if the home team is leading), due to weather/field issues, the game will be rescheduled/replayed, if field space is available.
- 3) 8U and above Age Groups: If a game is cancelled prior to the completion of 4 innings (3 ½ innings if the home team is leading), due to weather/field issues, the game will be rescheduled/replayed, if field space is available.

F. Tournament Games

- 1) Game time limits, max innings and open inning rules remain in effect.
- 2) Run rules and mercy rules remain in effect.
- 3) Tournament Games must be played until a winner is determined. More than one inning will be played in case of a tie.
  - a. Run limits for regular innings will apply. If game remains tied after one inning of play, additional innings will be played until a winner is determined.
  - b. The International Tie Breaker (ITB) will be in effect. To begin the inning, each team, when on offense, will place the last batted out (the last batter charged with an out at bat) from the previous inning, on 2<sup>nd</sup> base.
- 4) Weather/Field Related Cancellation rules (4.3.F) remain in effect.

### 4.4 Playing Strength

- A. AYSA’s goal is to have no forfeits. Coaches are expected to strive to field a team of no less than five players.
- B. If a team does not show up, they will forfeit game. If neither team shows up, both teams will record a loss.
- C. Player Call Up: To assist coaches in the ability to field teams in case of player absence, AYSA has implemented a Call Up Process.
  - 1) A team may borrow (call up) a maximum of 2 players from the next lower age group in order to bring team strength up to a maximum of 10 players.
  - 2) A borrowed player may play in no more than 3 games per day.
  - 3) In the event that a regular team member arrives once the game begins, the regular team member must replace a borrowed player unless playing strength remains at or below 10 players.
  - 4) No borrowed player may play up while their team is playing a game.
  - 5) There will be no call ups of a player during the tournament until that player’s team has been eliminated.

**Examples of call ups for team strength:**

<i>If your team strength is...</i>	<i>You ...</i>	<i>For a total team strength of...</i>
5 players	Can call up 2 players	7 players
6 players	Can call up 2 players	8 players
7 players	Can call up 2 players	9 players
8 players	Can call up 2 players	10 players
9 players	Can call up 1 player	10 players
10+ players	Cannot call up any players	10+ players

### 4.5 Game Rules

Prior to each game, a pre-game conference must be held at home plate. This conference shall include: Coach/Umpire introductions, any rule questions, exchange of batting order with other team, and player positions line-up must be

provided to the umpire. Coaches should NOT make “Gentlemen Agreements” at the plate which override the rules, the umpires will follow the rules as laid out by ASA and AYSA. Each coach is REQUIRED to complete the line-up spreadsheet for **six** innings, demonstrating their compliance with the rotational rules (see A and B below). A copy of this line-up (with **player name and number**) MUST be handed to the **umpire** (*not* the opposing coach) during the pregame meeting. Non submission of the lineup is considered non compliance. Board members will periodically come to the field and ensure compliance (stick to your plan!). In the Spring 6U age group, an indication of any “T” players should also be noted.

NOTE: Coaches, do not focus your efforts, another coach’s efforts or one of your parents efforts on the other team’s compliance as this will only heighten tensions on the field. The Board will manage this.

#### A. Offensive Play

- 1) All teams will bat a continuous batting order with all players batting for the entire game.
- 2) If a player gets hurt/sick and cannot bat, that batter will be skipped over in the lineup and an out will NOT be charged. If the player is able to continue the game, the player will be re-inserted in the previous batting order.
- 3) If a player leaves the game early, for reasons other than injury/sickness, an automatic out will be charged every time that player is to bat for the remainder of the game. If the player returns they must be re-inserted in their previous batting order.
- 4) Any team that has a player leave must notify the umpire and the other coach.
- 5) If a player arrives late, the player will be placed in the last batting position.
- 6) At the first incidence of a thrown bat (as determined by the umpire), the umpire shall warn both teams. Any additional occurrences of a thrown bat, the batter shall be called out and any runners returned to their original bases (see special rules for 6U and 8U age groups).

#### B. Defensive Play

- 1) Sitting the Bench:
  - a. No player may sit a second inning in a game until all players have sat one inning on defense.
- 2) Playing in the Field:
  - a. All players must play at least 2 innings per game in the field on defense
  - b. For the first 6 innings, a player may not play the same position for more than 3 innings. If a 7<sup>th</sup> inning is played, players may be played in any position. NOTE: 8U age groups: for the first 6 innings, a player may not play the same position for more than 2 innings. If a 7<sup>th</sup> inning is played, players may be played in any position.
  - c. All players must play 1 complete inning in outfield and 1 complete inning in infield by completion of 4th inning. For purposes of this rule, infield positions include: pitcher, 1B, 2B, short stop, 3B, and catcher.  
**NOTE: 8U age group: the catcher is not considered an infield OR an outfield position.**
- 3) Should a coach have a concern about the safety of a player, prior to breaking the rotation rules, the coach must notify the Recreation Vice Commissioner, have a discussion with the parents, and email both parties of the request in order to receive an exception to the rule
- 4) The intentional rolling of a ball in an attempt to get a runner out is NOT allowed. If, in the judgment of the umpire, the ball is rolled intentionally, then all forced runners shall be safe.

### 4.6 Protests

Games cannot be protested. If there is a question about a ruling on the field, provide the written rule in question to the home plate umpire. At which time, the umpire will explain the interpretation of the rule and determine if a call should be overruled. Concerns about a ruling should be made to the Board Member on Duty – AFTER the game and AWAY from players AND parents. The information will be reviewed by the appropriate AYSA Board Members.

### 4.7 Practice Limitations

- A. A team cannot have more than 4 meetings in a calendar week. A meeting of a coach or other appointed individual with more than 3 players will constitute a team meeting.
- B. This rule is in place for the regular season.

### 4.8 Rules of Conduct

- A. The purpose of this league is to provide quality instruction, develop strong character and establish good sportsmanship. The outcome of any contest is secondary to the development of quality character in our youth.
- B. The AYSA Board will exercise its authority to assure proper discipline is maintained.
- C. No player, coach, parent or fan will threaten physical harm to, touch, accost, curse or ridicule any other player, coach, umpire or fan. Any violation of this rule will cause an automatic two game suspension.

- D. Any player, coach, parent or fan removed from a game by an umpire will be suspended from the next game. On a second offense, this person is suspended indefinitely.
- E. Any team not supporting their concessions duty with a minimum of 3 ADULT volunteers for the ENTIRE scheduled duty will forfeit their next game.
- F. Each coach is required to fairly rotate players to ensure appropriate growth opportunities for all players (Section 4.5).
  - 1) As described in section 4.8.B, in the event of violations to these rules, the AYSA Board will exercise its authority for discipline, including, but not limited to: forfeiture of the game, suspension of the coach, etc.
- G. Positive cheering for your own team is encouraged; however NO negative cheering will be tolerated. (No chattering at the batter or distractive cheers/noises made to the pitcher or other defensive players.)

#### **4.9 Special Safety Rules for Players**

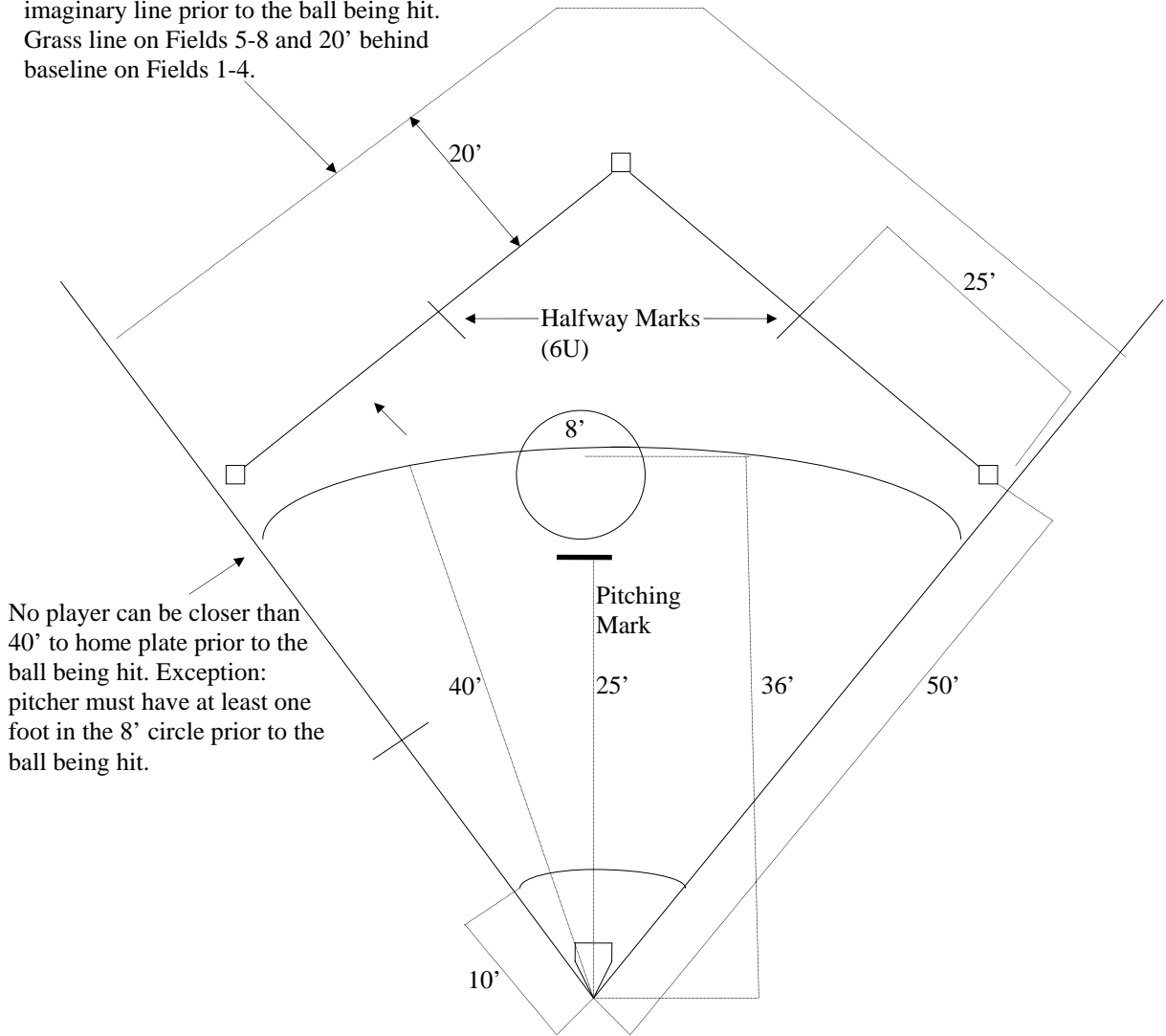
- A. Mouth Pieces/Facemasks:
  - 1) Due to the close proximity of the pitcher to the batter, AYSA REQUIRES that all pitchers wear a mouthpiece while playing defense on the mound. Any player without a mouthpiece will not be allowed to play the pitcher's position.
  - 2) AYSA recommends that all parents consider the following safety equipment: Mouth pieces for all players, Facemasks (ex. "Game Face") for all infielders.
- B. Batting helmets:
  - 1) All batters must have a fastened chin strap on their helmets when batting, in the on deck circle, running the bases, in the batting cages, and during soft-toss or anytime batting drills are being conducted. If the player does not have a fastened chin strap, each team will receive one warning from the umpire. On the second and subsequent offense(s), the batter and/or runner in question will be called out.
  - 2) Batters must wear a batting helmet with an approved face guard.
- C. No player may participate with jewelry. This includes earrings, bracelets, necklaces, etc.; coaches should include a pre-game check to ensure compliance. Newly pierced earrings should be covered with tape or band aids.

#### **4.10 Dugouts and Team Responsibilities**

- A. Dugouts
  - 1) **Assignments:** Home team will occupy the 1<sup>st</sup> base dugout.
  - 2) **Cleanup:** Teams must remove all equipment and trash from the dugouts immediately at the completion of the game.
  - 3) **Vacate Immediately:** Dugouts are to be vacated immediately upon the completion of the game when another game is scheduled on the same field. Post-game team meetings must be held outside and away from the dugout to allow the following teams to prepare for their game.
- B. Team duties
  - 1) **Electronic Scoreboard:** The visiting team is responsible for keeping score on the electronic scoreboard.
  - 2) **Official Scorebook:** The home team is responsible for keeping the official scorebook.

### 5. Softball Field Layout 6U and 8U Age Groups

Outfielders must be behind this imaginary line prior to the ball being hit. Grass line on Fields 5-8 and 20' behind baseline on Fields 1-4.



No player can be closer than 40' to home plate prior to the ball being hit. Exception: pitcher must have at least one foot in the 8' circle prior to the ball being hit.

## 6. 6U Special Rules (ages 4-6 – spring only)

All other General Rules with the following exceptions apply for this age group.

### 6.1 Defensive Play

- A. All members of a team will play in the field for defensive play.
- B. There can only be 5 players in the infield before a batter hits. Four (4) players must be at least 40' from home plate prior to the ball being hit. The 5<sup>th</sup> infield player will be the player/pitcher. The player/pitcher must have both feet inside the 8 foot pitcher circle when the ball is hit.
- C. All other defensive players must be to the edge of the grass (on fields 5-8) or at least 20 feet behind the base paths (on fields 1-4).
- D. A player catcher is not allowed. A helper from the offensive team will be used to return the ball to the "T" or pitcher.
- E. The infield fly rule is NOT in effect.
- F. Two coaches will be allowed on the field to help instruct the defense. Both coaches **must stand behind** the deepest defensive player and **cannot move in front** of players during a live ball.

### 6.2 Offensive Play

- A. The continuous batting order, with all players batting, is in effect for the entire game.
- B. Batting: Players will receive 4 coach pitches, if the ball is not put in play, the player will receive two opportunities off the "T". (as described in section E. below).
- C. The adult pitcher must exit the field in the opposite direction of the defensive play or an out may be called.
- D. "T" batters: Up to three players can be designated at this offensive position for the first half of the season. "T" batters will be allowed 5 swings off the "T". If on the 5<sup>th</sup> swing a ball is fouled, a player is allowed a final 6<sup>th</sup> swing.
- E. At the halfway mark of the season (as determined by the AYSA Board ) all batters will be pitched to by an adult pitcher from the offensive team.
  - 1) The adult pitcher must pitch from the 25 foot mark. There are no arc requirements.
  - 2) A player will receive 4 pitches. If a 4<sup>th</sup> swing is missed or fouled, the player will be allowed two swings off the "T". If this "T" swing is not hit fair or is missed, the player is out.
  - 3) If a batted ball hits the adult pitcher, the ball is dead and the girl must hit again as if nothing happened.
  - 4) The adult pitcher must exit the field in the opposite direction of the defensive play or an out may be called.
- F. In the event of a thrown bat, the player will be warned, however no outs will be called.
- G. A hit ball not leaving the 10 foot semi-circle fair line is foul. A hit ball lying on or touching the circle is fair.
- H. Bunting is NOT allowed.

### 6.3 Special Base Running Rules

- A. No base shall be taken on a ball overthrown to any base. The intent of this rule is to encourage correct defensive plays via throws to the defensive base.
- B. If a batted ball does not leave the infield area and is returned to the pitcher/circle area, time will be called. A runner must be at or beyond the halfway point of the bases to receive the base when time is called. If a player runs through the circle with the ball in an attempt to get a player out, time will not be called.
- C. If a batted ball goes through the infield boundaries, time will be called when the ball is thrown or run across the base paths in the infield. If a ball is thrown wildly into foul territory or in any manner so as not to cross the base line, time shall not be called.
- D. If a ball is returned directly to a base, and in the umpire's judgment there is a play to be made at this base, then the calling of time shall be suspended until after the attempt, however runners on other bases should stop on their current base.

## 7. 8U Special Rules (ages 7-8 - Spring, 6-8 - Fall)

All other General Rules with the following exceptions apply for this age group.

### 7.1 Defensive Play

- A. Maximum of 10 players will play in the field for defensive play.
- B. A maximum of 6 players can be in the infield before a batter hits. Four (4) players must be at least 40' from home plate prior to the ball being hit. The 5<sup>th</sup> infield player will be the player/pitcher. The player/pitcher must have both feet within the 8 foot pitcher circle when the ball is hit. The 6<sup>th</sup> player will play in the catcher position.
- C. It is required to have a player/catcher if there are 9 or more players in the field. A catcher is optional with 8 or less players. If a catcher is not used or if assistance is needed to return balls to the pitcher, a helper may be requested to stand behind the plate and help return balls to the adult pitcher, but ***may not coach*** from this position. Catchers should be taught correct catching skills, including squatting behind the plate.
- D. All other defensive players must be to the edge of the grass (on fields 5-8) or at least 20 feet behind the base paths (on fields 1-4).
- E. One coach is allowed on the field to help instruct the defense. The coach must **stand behind** the deepest outfield player and **cannot move in front** of players during a live ball.
- F. The infield fly rule is NOT in effect.

### 7.2 Offensive Play

- A. The continuous batting order with all players batting is in effect for the entire game.
- B. An adult pitcher from the offensive team will be used to pitch to the players.
- C. The adult pitcher must pitch from at least the 25 foot mark. There are no arc requirements.
- D. The adult pitcher must exit the field in the opposite direction of the defensive play or an out may be called.
- E. Each batter receives 5 pitches. If a batter fouls the 5<sup>th</sup> pitch, she will receive a 6<sup>th</sup> and final pitch. If the 6<sup>th</sup> pitch is fouled or missed, the batter is out.
- F. If a batted ball hits the adult pitcher, the ball is dead and the girl must hit again as if nothing happened.
- G. In the event of a thrown bat, the player will be warned, however, no outs will be called.
- H. A hit ball not leaving 10 foot semi-circle fair line is foul. A hit ball lying on or touching the circle is fair.
- I. Bunting is NOT allowed.

### 7.3 Special Base Running Rules

- A. No base shall be taken on a ball overthrown to any base (this is in effect for the first half of the season). The intent of this rule is to encourage correct defensive plays via throws to the defensive base. After the first half of the season, as determined by the AYSA Board, one base can be taken on a ball overthrown to any base, but the runner must make the base safely.
- B. Time will be called when a defensive player has control of the ball inside the infield baselines and there is no intent to try to make a play to get a runner out. If the runner is between bases, the base in front of the runner will be awarded if the runner is over ½ way to the base. Calling Time Examples:
  - Time will be called when the ball is hit to the infield, a play is made to a base and the ball is in control of a defensive infield player and no additional put out attempts are being made.
  - Time will be called when the ball is hit to the outfield and is returned to the infield and is in control of a defensive infield player.
  - Time will ***not*** be called when the ball is hit to the infield and the ball is fielded (in control) and the player attempts to make a play to a base (when a play is made to the base, time will be called as indicated above).
  - Time will ***not*** be called when ball is hit to the outfield UNTIL the ball is in control of a defensive infield player inside the infield baselines. If an outfielder fields the ball and holds it, not getting it back to the infield, runners may continue until ball is in control in the infield.
- A. Coaches should not aggressively run their players. It is the head coach's responsibility to ensure that base coaches are not over-aggressively running the players. Examples:
  - Runner on 2<sup>nd</sup> - ball hit to pitcher - pitcher fields ball and makes throw to first – Runner on 2<sup>nd</sup> should not be instructed to score (unless there is an overthrow on first).
  - Runner on 1<sup>st</sup> – ball fielded by an infield player and makes the play to first – Runner from 1<sup>st</sup> should stop at 2<sup>nd</sup> not run to 3<sup>rd</sup> (unless there is an overthrow on first).

## 8. 10U Special Rules (ages 9 – 10)

All other General Rules with the following exceptions apply for this age group.

### 8.1 Defensive Play

- G. Maximum of 10 players will play in the field for defensive play.
- A. The player pitcher will be allowed a **maximum of 5 pitches only**.
- B. All balls pitched to a batter shall count as a pitched ball.
- C. Pitches for strikes will be counted as a strike, whether a called strike, swinging strike or foul ball, and accrue in the pitched ball count. Three strikes and the batter is out.
- D. Pitches for non-strikes (balls) will be counted in the pitched ball count. There will be no walks.
- E. If the batter has not struck out, or has not put the ball into play in fair territory within 5 pitches, an adult pitcher will replace the player pitcher.
- F. The player pitcher will then assume the player/pitcher position, behind the rubber (or an imaginary line extending beyond the rubber) and within 6 feet of the rubber. The adult pitcher must pitch from the pitching rubber. The adult pitcher must exit the field in the opposite direction of the defensive play or an out may be called. If a batted ball strikes the adult pitcher, the play is called dead and a new pitch is awarded, as if the pitch did not happen. If the adult's pitch hits the batter, a base is not awarded.
- G. The adult pitcher will be allowed pitches equivalent to the number of strikes remaining for the batter. All adult pitches counts as a strike, regardless if the pitch is a strike or a ball. (See examples below) The final adult pitch must be put in play or hit foul. If neither circumstance is met, the batter is declared out (in the case of no swing, the batter is declared out). If the final pitch is a foul ball, the batter is entitled to another pitch. The batter may foul off multiple pitches, except in the instance of an attempted bunt. If a player attempts to bunt with two strikes and the bunt is foul, the batter will be called out.
  - Examples of player pitches:**
    - 1) 5 pitches, 0 strikes – adult pitcher gets 3 pitches
    - 2) 5 pitches, 1 strike – adult pitcher gets 2 pitches
    - 3) 5 pitches, 2 strikes – adult pitcher gets 1 pitch
    - 4) 5 pitches, 2 strikes (the fifth player pitch is fouled off, i.e. 2-2 count) – adult pitcher gets 1 pitch
- H. During the 1<sup>st</sup> half of the season, one coach is allowed on the field to help instruct the defense. The coach must **stand behind** the deepest outfield player and **cannot move in front** of players during a live ball.
- I. The infield fly rule is NOT in effect.

### 8.2 Offensive Play

- A. A coach may not instruct a player not to swing at a pitch, i.e. give a take sign.
- B. Bunting is allowed during player pitch and adult pitch.
- C. If a player has two strikes and attempts to bunt, if the ball is bunted foul the player will be out.

### 8.3 Special Base Running Rules

- A. Stealing of one base per pitch is allowed while the player is pitching. If a defensive attempt is made on the steal, the base runner may not advance an additional base, even if the ball is overthrown.
- B. Leadoffs: The runner may not leave the base until the pitched ball has left the pitcher's hand.
- C. Stealing home is not allowed.
- D. Although a player may not steal home, the player may lead off third base, but is in jeopardy of being thrown out.
- E. A dropped third strike is recorded as an out and the batter may not attempt to advance to first base.
- F. Look back rule – Special enforcement – An out will not be called except when a player is clearly violating the intent of the rule by playing chicken, or attempting to draw a throw. All other violations will be called a dead ball situation, with the runner returning to the last base occupied. The umpires will call the violation and instruct the player and coach as to the infraction and use it as a teaching moment.
- G. A courtesy runner (the last batted out) will be allowed for the pitcher and catcher in order to speed up play. It is mandatory with two outs.
- H. Coaches should not aggressively run their players. It is the head coach's responsibility to ensure that base coaches are not over-aggressively running the players. Examples:
  - Runner on 2<sup>nd</sup> - ball hit to pitcher - pitcher fields ball and makes throw to first – Runner on 2<sup>nd</sup> should not be instructed to score (unless there is an overthrow on first).
  - Runner on 1<sup>st</sup> – ball fielded by an infield player and makes the play to first – Runner from 1<sup>st</sup> should stop at 2<sup>nd</sup> and not run to 3<sup>rd</sup> (unless there is an overthrow on first).

## **9. 12U, 13+ Special Rules (ages 11 – 12, 13+)**

*All other General Rules with the following exceptions apply for this age group.*

### **9.1 Defensive Play**

- A. Maximum of 10 players will play in the field for defensive play.
- B. Infield fly rule is in effect.

### **9.2 Offensive Play**

- A. The continuous batting order with all players batting is in effect for the entire game.
- B. Bunting is allowed.
- C. If a player has two strikes and attempts to bunt, if the ball is bunted foul the player will be out.

### **9.3 Special Base Running Rules**

- A. Stealing 2<sup>nd</sup> on a walk is allowed.
- B. Stealing of multiple bases is allowed.
- C. Stealing home is allowed.
- D. Leadoffs: The runner may not leave the base until the pitched ball has left the pitcher's hand.
- E. If the catcher drops the third strike, the batter can attempt to advance to first. If the ball reaches first base before the batter, the batter is out. (If the batter does not begin to move to first base and instead turns toward the dugout, the batter will be called out).
- F. Look back rule – Special enforcement – An out will not be called except when a player is clearly violating the intent of the rule by playing chicken, or attempting to draw a throw. All other violations will be called a dead ball situation, with the runner returning to the last base occupied. The umpires will call the violation and instruct the player and coach as to the infraction and use it as a teaching moment.
- G. A courtesy runner (the last batted out) will be allowed for the pitcher and catcher in order to speed up play. It is mandatory with two outs.