



2023

Baseball

Rulebook

Edition 1.0

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33 Sports Baseball

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This is the 33 Sports specific rulebook. The rules listed in the 33 Sports 2023 rulebook are specific to 33 Sports tournaments. For rules not listed in this rulebook, we will refer back to major league baseball rules.

Section 1. Playing Field

Age Group	Pitching Distance	Base Length
T-Ball	N/A	60 ft
5/6U	N/A	60 ft
7/8U Coach Pitch	42 ft	60 ft
9/10U	46 ft	65 ft
11/12U	50 ft	70 ft
13U 54/80	54 ft	80 ft
13-18U	60 ft 6 in	90 ft

1. Coach Pitch Specific Playing Field Dimensions

- A. Pitching Circle: A 10 foot in diameter circle with the front edge at 42 feet measured from the back of home plate.
- B. Pitching Line: A line needs to be from the pitcher's circle to the safety arc.
- C. Safety Arc: A Line measured at 30 feet from the back of home plate down the first and third base lines. Fielders are NOT allowed to cross the safety arc until a ball is hit.
- D. Fair Ball Arc: A line measured at 20 feet from the back of home plate down the first and third base lines. A batted ball must go past this line to be considered fair.

(Note: If no arcs are available, it will be up to the umpire's discretion)

(Field layouts, park rules, park conditions will differ from location to location. All park rules must be followed and accepted by all those in attendance).

Section 2. 33 Sports Point Structure

Tournament	Win	Tie	Loss	Shutout
Qualifier	20	10	5	50
2X Points	40	20	10	75
3X Points	60	30	15	100
State	75	50	25	100
Super Regional	75	50	25	100
Summer Games	100	75	50	200
World Series	100	75	50	200

Section 3. Rosters & Player Eligibility

1. Rosters

- A. All teams participating in a 33 Sports Event will need to sanction their team via www.33-sports.com. You will be allowed to create a team roster at the time of sanctioning your team. The online roster must be created prior to your participation in a 33 Sports tournament. Copies of each player's birth certificate that is listed on your roster must be available at any 33 Sports event (for protest purposes only).
- B. All rosters can consist of no more than 15 eligible players.
- C. All Players participating in events, tournaments, or leagues must be on the participating team's online roster before the start of the first game of the event.
 - a. All rosters will be frozen the morning that tournament starts. No players can be added to that roster for that tournament. (If issue see Rule 16).
 - b. Any player additions MUST be submitted to the tournament director in writing prior to their first pool game.
- D. Once a player is frozen on a team's roster, that player shall NOT be listed on any other team's roster or be eligible to play for another

team in a 33 Sports sanctioned event in the same age division unless the manager from the original team releases that player.

Note: Any Player that actively participates in a game, and is not on that team's online roster or submitted on written timestamped email or document, will result in a forfeit (If Protested).

- E. A player may become a "pick-up" player for another team other than his original team if the player's original team is not participating in the same event, EXCEPT in ages 8 and under. If this team qualifies for the World Series, this player will NOT be included on this team's frozen roster (unless the player's original team releases him).
 - a. Any player that is on a AAA/Elite roster, cannot play down on any A or AA team in the same age group without the Tournament Director's approval.
 - b. Any team playing in the AA division may not have more than 3 AAA players on their roster or they will be required to play in the AAA division. 33 Sports Directors can/will decide if the AAA rostered players are truly AAA caliber or not. Please request approval from directors before adding any AAA players. (Rule E also applies to players that play up an age group and are eligible to play down an age group Example: John Smith plays on team A 11U AAA and would like to play 10AA) This rule also applies to players that are eligible to play down an age group.
- F. A player who is frozen on a team's roster does not have to be released if the player decides to play for another team in another age division, provided he is eligible to play in another age division.
- G. A player may not play on two different teams in two different divisions in the same tournament in any player pitch divisions.
- H. No player can play on two different teams in two different tournaments in the same weekend in any player pitch divisions.
- I. Directors reserve the right to allow a special needs player to play down in a lower division/age group.

Rosters are open during the fall season (August 1st – December 31st) but all participating players must be on their team's official online roster.

Age Based with Grade Exceptions Divisions:

4U Division: Players who turn 5 prior to May 1 of the current season are not eligible unless they are in Pre-Kindergarten-4. Also, any player turning 6 prior to September 1 will not be eligible. Players who are 4u are eligible for this division regardless of their grade.

5U Division: Players who turn 6 prior to May 1 of the current season are not eligible unless they are in Pre-Kindergarten. Also, any player turning 7 prior to September 1 will not be eligible. Players who are 5u are eligible for this division regardless of their grade.

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

7U Division: Players who turn 8 prior to May 1 of the current season are not eligible unless they are in the 1st grade. Also, any player turning 9 prior to September 1 will not be eligible. Players who are 7u are eligible for this division regardless of their grade.

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

9U Division: Players who turn 10 prior to May 1 of the current season are not eligible unless they are in the 3rd grade. Also, any player turning 11 prior to September 1 will not be eligible. Players who are 9u are eligible for this division regardless of their grade.

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

11U Division: Players who turn 12 prior to May 1 of the current season are not eligible unless they are in the 5th grade. Also, any player turning 13 prior to September 1 will not be eligible. Players who are 11u are eligible for this division regardless of their grade.

12U Division: Players who turn 13 prior to May 1 of the current season 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.

13U Division: Players who turn 14 prior to May 1 of the current season are not eligible unless they are in the 7th grade. Also, any player turning 15 prior to September 1 will not be eligible. Players who are 13u are eligible for this division regardless of their grade.

14U Division: Players who turn 15 prior to May 1 of the current season are not eligible unless they are in the 8th grade. Also, any player turning 16 prior to September 1 will not be eligible. Players who are 14u eligible are eligible for this division regardless of grade.

15U Division: Players who turn 16 prior to May 1 of the current season are not eligible unless they are a freshman in High School. Also, any player turning 17 prior to September 1 will not be eligible. Players who are 15u are eligible for this division regardless of their grade.

16U Division: Players who turn 17 prior to May 1 of the current season are not eligible unless they are a sophomore in High School. Also, any player turning 18 prior to September 1 will not be eligible. Players who are 16u are eligible for this division regardless of their grade.

17U Division: Players who turn 18 prior to May 1 of the current season are not eligible unless they are a junior in High School. Also, any player turning 19 prior to September 1 will not be eligible. Players who are 17u are eligible for this division regardless of their grade.

18U Division: Players who turn 19 prior to May 1 of the current season are not eligible unless they are a senior in High School. Also, any player turning 20 prior to September 1 will not be eligible. Players who are 18u are eligible for this division regardless of their grade.

note: All waivers must be agreed to by all participating players via www.33-sports.com)

J. Player Requirements

- a. The season runs from August 1st – July 31st each year.
- b. Age Requirements: The age of a player on April 30th of the current season will determine what age group he may participate in. **(example: John Smith DOB 1/15/2008 will be 12 years old on April 30th, 2020 so he must play in the 12U division)**

Section 4. Equipment & Uniform Requirements

1. Catcher:

The catcher must wear the following protective gear:

- Head Protector
- Chest Protector
- Protective Cup
- Shin Guards

- Protective mask with throat guard
- Catchers must use a Catcher's Mitt (**no exceptions**)

(In Coach Pitch, any glove will suffice for the catcher)

2. Bats:

A. Baseball bats only.

B. All bats produced of wood that are not altered or defective are legal.

C. BBCOR certified bats are legal unless otherwise banned by the NFHS Association.

D. 7U – 12U: Bats must be stamped 1.15 BPF or have a certified BESR rating imprint. No restrictions on the weight/ length ratio for non-wood bats. USA stamped bats are also allowed.

E. 13U Only:

- Bats can be Drop 5 (-5) or BBCOR Drop 3 (-3), for 54/80 and 60/90.
- Fall only (Aug-Dec): -8, -5, -3
- Spring only: -5, -3

F. 14U – 18U: Can use non-wood bats but they must be BBCOR certified and have a weight/length ratio of -3.

- 14U Fall only (Aug-Dec): -5, -3
- 15U+ Fall only (Aug-Dec): -3
- 14U+ Spring only: -3

G. Any game played with 60/90 mound/base dimensions will use only BBCOR -3 Bats, this includes all 14U – 18U games played on a 60/90n field.

H. The following bats are not allowed in 33 Sports Baseball:
 (Note: The re-tooled versions are allowed and must have orange end cap and orange R in the model number.)

Manufacturer	Model	Comments/SKU
Marucci	Cat5 MCB2 33/30 BBCOR	
Nike	BT0636 CX2	light grey
DeMarini	2017 CF Zen Balanced (-8) 29"/21 oz	WTDXCBR 2129-17
DeMarini	2017 CF Zen Balanced (-8) 30"/22 oz	WTDXCBR 2230-17
DeMarini	2017 CF Zen Balanced (-8) 31"/23 oz	WTDXCBR 2331-17
DeMarini	2017 CF Zen Balanced (-8) 32"/24 oz	WTDXCBR 2432-17
DeMarini	2017 CF Zen SL 2 3/4" (-10) 28" /18 oz	WTDXCBZ 1828-17
DeMarini	2017 CF Zen SL 2 3/4" (-10) 29" /19 oz	WTDXCBZ 1929-17
DeMarini	2017 CF Zen SL 2 3/4" (-10) 30"/20 oz	WTDXCBZ 2030-17
DeMarini	2017 CF Zen SL 2 3/4" (-10) 31"/21 oz	WTDXCBZ 2131-17
DeMarini	2017 CF Zen SL 2 3/4" (-10) 32"/22 oz	WTDXCBZ 2232-17
DeMarini	2017 CF Zen Zero Dark 2 3/4" (-10) 29"/19 oz	WTDXCBZ 1929-17F1
DeMarini	2017 CF Zen Zero Dark 2 3/4" (-10) 30"/20 oz	WTDXCBZ 2030-17F1
DeMarini	Custom 2017 CF Zen 2 3/4" (-10)	WTDCCBZ17V
DeMarini	Custom 2017 CF Zen Balanced (-8)	WTDCCBR17V
Dirty South	Kamo BB KA 8 (30/22, 31/21, 32/22, 31/23, 32/24 only)	
Easton	Ghost X (30/20 only) – (USA BASEBALL MARKED)	YBB18GX10 30/20 LL18GHX 30/20 Japanese

Penalty for using illegal bats:

1st Offense - The manager of the team be removed from the game for failing to ensure his team is properly equipped. The player batting with the illegal bat will be declared out.

2nd Offence – The team using the illegal bat will forfeit the current game.

3rd Offence – The team using the illegal bat will be suspended from all 33 Sports events for a month.

(If the illegal bat is discovered after the end of the play, and the play results in the batter/runner safely reaching first base, the batter/runner will be declared out and all runners must return to the last base legally occupied prior to the play. No run may score on this play. Any out that resulted on the play will stand.)

3. Baseballs:

Baden baseballs will be provided

4. Footwear:

- 5U – 12U: No metal spikes
- 13U – 18: Metal spikes are allowed

Note: METAL SPIKE ARE NOT ALLOWED ON PORTABLE MOUNDS.

5. Gloves:

- A. First basemen are allowed to wear any glove that meets 33 Sports standards and does not have to be a first basemen's mitt.
- B. Pitcher's glove must not be white or any color that is deceiving in the umpire's discretion.

6. Helmets:

Helmets must be double-ear flapped. Helmets must be worn at all times while on offence. Coaches are not required to wear a helmet while coaching first or third base.

7. Uniforms:

All players must have different numbers. Pitchers are not allowed to wear arm sleeves that are deceiving in the umpire's discretion. No other uniform restrictions are applied.

Section 5. Pitching

1. Pitching Criteria:

- A) Once any pitcher is replaced on the mound, he MAY NOT re-enter to pitch again in the same game.
- B) Pitchers cannot wear any lightly colored sleeve on their throwing arm that may distract the hitter's vision.
- C) Umpires will track innings pitched on the 33 Sports Umpire Cards by thirds of an inning. Once coaches sign that card, it is official and will be used for protest purposes.
- D) Faking a pickoff/throw to third base is allowed in 33 Sports sanctioned events, and shall not be called a balk.

2. Max Number of Innings Per Day:

- 9U – 12U: 6 Total
- 13U – 14U: 7 Total

3. Max Number of Innings Per Tournament:

A. One day tournaments:

- 9U – 12U: 6 Innings or 18 outs
- 13U – 14U: 7 Innings or 21 outs

B. Two-day tournaments:

- 9U – 12U: 8 Innings or 24 outs
- 13U – 14U: 10 Innings or 30 outs

C. Three-day tournaments:

- 9U – 12U: 10 Innings or 30 outs
- 13U – 14U: 12 Innings or 36 outs

D. Four-day tournaments:

- 9U – 12U: 14 Innings or 42 outs
- 13U – 14U: 16 Innings or 48 outs

(15U – 18U will have unlimited pitching regardless of the length of the tournament)

4. Warm Up Pitches:

Starting pitchers and relief pitchers will only be allowed seven warm up pitches at the start of each game and in between each inning.

Section 6. Game Play

1. Pool and Bracket Play

A. Pool Play Games: A flip of a coin between the two teams determines the home team for each game.

B. Bracket Play Games: The highest seed is home team, including the Championship Game and/or "IF Game".

C. Tie Breaker: Games can end in a tie in POOL PLAY but NOT in BRACKET GAMES. In bracket games, IF the game is still tied after regulation play the California tie-breaker will be utilized by placing the last batted out on 2nd base to start the inning with 1 out. Tie breakers for seeding purposes in Pool Play as follows:

1. Record
2. Head to Head (Two teams ONLY)
3. Total Runs Allowed
4. Run Differential (Max of 7)
5. Total Runs Scored
6. 33 Sports Points
7. Coin Flip

D. In Double Elimination formats, the higher seed will be the HOME team throughout until they are eliminated.

E. If the tournament format is one pool game into bracket play, and there is an odd number of teams, the team that is chosen to play two pool games will ONLY be seeded from their first game.

2. Game Time:

The official game time will begin immediately following the meeting between the coaches and officials. The start time is to be recorded on the front of the umpire card and initialed by each team's head coach. (Plate meetings before games will only consist of all umpires assigned to that field and each head coaches/managers from both teams.)

- 5U – 8U: 6 Innings or 1:15 (May be shortened)
- 9U – 12U: 6 Innings or 1:30 (May be shortened)
- 13U – 14U: 7 Innings or 1:45 (May be shortened)

- A. There will be no time limit on a championship game during spring and summer season (unless it is late/up to director's discretion). All championship games in the fall will be timed.
- B. When time has expired with the home team batting and the home team is ahead, the game is over regardless of the score. We will NOT complete the inning. The final score is the score at the end of the time limit. Umpires will keep the official time.
- C. All teams MUST be ready to play 30 minutes prior to their scheduled game time.
- D. A team will forfeit a game if they are NOT ready to play 15 minutes after their scheduled game time.
- E. Stopping or pausing a game will not be tolerated at any time unless a player is injured, a protest is in place, weather related, or a Director seems fit to do so.

3. Official Game:

In the event of weather, field conditions, or any other situation that causes a game to be stopped and not continued, the game will be considered an official game.

- A. Games will be considered official, if the teams have played 3 ½ innings with the home team winning.

- B. There must be 4 complete innings if the home team was losing after 3 ½ innings.
- C. If a game is stopped after the 4th inning, the winner will be determined based on the last inning both teams completed an equal number of times at bat.
- D. Postponed or delayed games can be continued.
- E. Once a game has been completed each team's head coach will sign the umpire card, once the card has been signed the card is complete and the recorded score/IP is recorded the coaches must then approach the tournament director.
- F. Tournament directors have the authority to forfeit a game, rule a game complete, or suspend a game depending on circumstances and/or at the tournament director's discretion.

(In the event that the team's scorebooks do not match the umpire's card or the other team's scorebook and an agreement cannot be reached, we will refer to the home team's book. Virtual scoring apps such as game changer are not considered valid scorebooks. For instances such as this, only paper scorebooks are valid. If a team doesn't have a physical scorebook in pool play, the team that does will be considered the home team.)

4. Batting/Slash Bunting:

- A. 7u-12u ONLY: Slash bunting is illegal. Attempting to slash bunt will result in the batter being out and no pitch being recorded, any baserunners will presume the base occupied at the time of the pitch. The ball does not have to be contacted for the batter to be called out for slash bunting. See below for slash bunt definition.

- B. The act of showing bunt and in attempt to deceive the defense, pulling the bat back and swinging at the pitch.

5. Batting Order:

- A. Bat 9-straight (Can use DH in the 9u-18u ONLY)
- B. Bat 10/ Play 9 with an EP (extra player)
- C. Bat the entire lineup (Continuous batting order). Free defensive and pitching substitutions still apply.
- D. Starting pitchers may not re-enter as a pitcher.
- E. Once a substitute has entered the game and been removed, he is no longer allowed to play that game.
- F. Starting position players may re-enter the game, but the substitute player shall not re-enter once he/she has been entered and removed from the game.

6. Line-ups:

- A. Teams can start the game with 8-players provided they take an out for the ninth player.
- B. If the lineup drops below eight players, the game is declared a suspended game and is ruled a forfeit by the tournament director.
- C. If a 9u-18u team is batting their entire lineup and a player gets hurt, sick, or removed they will not take an out for that player until they fall below 9 players. If any team is batting 10 and playing 9 with an (EP) they will take an out when they fall below 10 players. (Coach Pitch 7U-8U will take an out for falling below 10 players and take another out for falling below 9)

7. Slide Rule 7U-18U:

Baserunners must attempt to slide or “peel off” (clear basepath) while running towards 2nd base while a double play is in effect.

Head first slide is NOT allowed in these divisions when player is wearing a helmet with a face guard unless returning to the bag due to a pick off from the pitcher or catcher.

*PENALTY: Player will be called out

Players NOT wearing this type of helmet may slide head first

8. Courtesy Runner:

- A. For the pitcher and catcher ONLY and ONCE they reach base
- B. The courtesy runner must be a legal sub not currently in the game, includes starters that have been substituted for but are eligible for re-entry.
- C. If batting your entire roster, the courtesy runner MUST BE THE LAST BATTED OUT. If a team only has one substitute or only 1 out has been recorded, the courtesy runner will revert to the last batted out if the substitute is on base or the last batter in the lineup if the last batted out is on base.

9. Mercy Rule:

All games including championship game:

- 15 runs after 2 innings
- 12 runs after 3 innings
- 8 runs after 4 innings

10. Illegal Player:

Will be an immediate forfeit of game.

11. Protest:

- A. If a team protests, the manager must notify the home plate umpire, the umpire will get the tournament director to the field to address the protest. The Protest is \$100 cash. The fee is returned if the protest is ruled in favor of the protesting team.
- B. Judgement calls cannot be protested. Protests should only pertain to pitching violations, roster violations, or rule infractions.

12. Intentional Walks:

Each player may be intentionally walked once per game. The opposing coach must call time and notify the home plate umpire to “put him on”. This may be done at any time before or during that player’s at-bat.

13. Fall Specific

9U Only:

- Players may advance on a pass ball but shall not score home by a pass ball
- No balks

Section 7. Sportsmanship

1. Coaches Sportsmanship Code Ethics:

- A. If a coach is ejected for any reason there will be 3 levels of penalties and these penalties will be up to the Director’s discretion.
- 1st ejection: Coach will be suspended from the next game at the tournament
 - 2nd ejection: Coach will be suspended for 3 games
 - 3rd ejection: Coach will be suspended indefinitely- suspension will be decided by the state director.
**If ejection is in the championship game, the suspension will be applied at the next tournament.
- B. Tournament director and/or UIC can override this rule by letting the manager coach in his/her next game if director/UIC so chooses.
- C. 5U-18U teams may have 3 coaches presents at all times including on the field and in the dugout.

2. Player Code of Ethics:

Any player ejected for any reason is suspended the next game at the tournament (Director’s Discretion) If it is in the championship game, the suspension at the next tournament will be decided by the state director.

3. Fan Code of Ethics:

If an umpire has a problem with a fan or parent, the umpire should see the manager of appropriate team and have the manager handle the situation. If the manager fails to handle the situation then the umpire should get the tournament director to handle the situation.

****Umpires reserve the right to eject the manger and any fans/parents.**

4. Bat Throwing:

Umpires must “warn” both coaches about throwing/slinging a bat once a player has done so. Head coach and player will be ejected if throwing/slinging of a bat happens again during that game. At any time the umpire deems the player to be throwing/slinging the bat to be intentional he/she will be ejected.

5. Fraternization:

There are no rules against fraternization. Each team’s four official coaches, assigned umpires, 33 Sports staff, park staff, and 33 Sports security may be present on the field at all times.

Section 8. Rain Out Policy & Refunds

1. Rain Out Refund Policy

If the tournament is shortened or cancelled due to weather, the following refund policy is in effect for entry fees only:

- No games: 100% refund
- 1st game started: 50% refund
- 2nd game started: 0% refund

**** All gate fees are non-refundable.**

2. Refund Policy at Time of Tournament:

- A. If any tournament is completely cancelled due to weather, each team will be issued a FULL refund unless it is a World Series event.
- B. All 33 Sports World Series events are NON-REFUNDABLE events regardless of when a team drops out or when and if the event is cancelled.

C. Ballpark/Complex field's crew/leases, 33 Sports directors, and 33 Sports umpires are the only ones authorized to deem a game/field to be "unplayable".

D. Rain/Lightning delays, cancelations due to weather, or predicted weather shall only be authorized by Ballpark/Complex field's crew/leases and 33 Sports directors.

3. Refund Policy Before Tournament:

A. If a team pulls out of a tournament after pool play (unless arranged with 33 Sports prior to the start of the tournament) the team is not eligible to participate in future 33 Sports events until a penalty equal to the tournament fee is paid to 33 Sports. Only extreme circumstances will be considered for waiving this penalty.

B. Teams that double book in two tournaments will not be added to the 33 Sports schedule without paying online upon registration.

C. Sanctioning fees are non-refundable.

Section 9. State & World Series Tournament Qualifications

1. State Tournament

Teams must play in at least 3 33 Sports qualifying tournaments and 1 33 Sports Super Regional Tournament of choice throughout the year to qualify for any of the 33 Sports State Tournaments

2. World Series Tournament

A. Teams must play in one of the offered 33 Sports state tournaments to be eligible for the 33 Sports World Series.

B. World series team entry fee MUST be paid online in FULL no later than 30 days prior to start date.

3. Free World Series Berths

Teams that win 33 Sports Super Regional tournaments and receive a FREE berth to a 33 Sports World Series MUST secure the date they plan to play with a \$100 deposit. The \$100 deposit will be refunded once the World Series tournament begins.

Section 10. Umpires

1. Umpire Membership:

- A. All umpires must pay the annual umpire membership fee to officiate with 33 Sports. Additionally, umpires will be able to purchase insurance as well as 33 Sports umpire apparel at the annual umpire clinic.
- B. All tournaments will be played under 33 Sports rules. All umpires must register and complete the 33 Sports umpire clinic each fall.

2. Pre-Game Meeting:

Umpires must go over all equipment requirements, determine home/away, point out foul lines and troubled playing areas, and get each head coach/manger to initial the official start time.

Section 11. Age Specific Rules

1. 7U & 8U Coach Pitch Specific Rules

- A. Fair ball arc: There shall be a 20-foot arc drawn from 1st baseline to 3rd baseline in front of home plate. A batted ball must go past this line to be a fair ball.
- B. Safety arc: there shall be a 30-foot arc drawn from first 1st baseline to third 3rd baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
- C. Pitching circle: There shall be a 10-foot diameter circle with the front edge set at forty-two feet from the rear point of home plate.
 - 1. The pitching coach must have at least one foot touching the pitching circle until the pitch process is completed.

2. The pitching coach shall not verbally or physically coach while in the pitching position.
3. The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.
**Penalty: If a coach violates this rule after the ball is pitched, obstruction will be called. If a coach violates this rule before the ball is pitched:
 - First offense: Warning
 - Second offense: Removal of coach as the pitcher for the remainder of the game.
- D. The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If, in the umpire's judgement, the catcher is not receiving the ball in a normal baseball manner, there will be a warning issued. If the act continues after the warning, the offending teams' manager will be ejected.
- E. Any glove can be used by the player playing the catcher position.
- F. 10 defensive players shall play in the field with 4 outfielders. The 4th outfielder shall not assume an infield position. All outfielders shall stay behind the baselines.
- G. The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.
**Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.
 - First offense: Warning
 - Second offense: Removal of player from the pitching position for the rest of the game
- H. Defensive coaches are not allowed on the field of play and must coach from the dugout.
- I. The infield fly rule shall not be in effect at any time.
- J. The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at

the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.

- K. Teams may start a game with 8 players. The 9th and 10th positions in the batting order will be declared an out each turn at bat.

*Official ruling: A 9th and 10th player and all subsequent players may be added to the bottom of the batting lineup as soon as they become available.

- L. Teams may use free substitution on defense but the batting order must remain the same.

- M. Bunting is NOT allowed.

- N. The batter shall receive a maximum of 6 pitches or 3 swinging strikes. A batter may exceed the 6-pitch maximum if the batter fouls off the 6th pitch. In this circumstance, the at bat will continue until the batter has batted the ball in fair territory or is deemed out for not contacting the ball.

- O. A player may only be intentionally walked once per game by announcement from the defensive team.

- P. Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.

- Q. A courtesy runner for catcher of record only the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game the courtesy runner shall be the previous batter not on base. If the team batting has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team.

- R. A team may score a maximum of 7 runs per inning including the last inning or record 3 outs.

- S. Umpires shall call “time” after every play and declare the ball dead. “Time” shall be called as soon as the lead runner is not attempting to advance. “Time” does not have to be called by the defense for the purpose of this rule.
- T. When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “time” shall be called.
- U. When a batted ball hits the pitching coach, the following shall apply:
1. If, in the umpires’ judgement, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.
 2. If, in the umpires’ judgement, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.

2. 6U, 7U, & 8U Machine Pitch Specific Rules

- A. Fair ball arc: There shall be a 20-foot arc drawn from 1st baseline to 3rd baseline in front of home plate. A batted ball must go past this line to be a fair ball.
- B. Safety arc: there shall be a 30- foot arc drawn from 1st baseline to 3rd baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
- C. Pitcher’s safety box: There is a safety box that extends 5-feet to either side of the pitching machine and five feet behind the pitching machine. This is considered a safety mark for the player playing pitcher. The player playing pitcher is not allowed to cross the mark until the ball has been batted.
- D. Pitching machine distance: The front of the pitching machine is to be set at forty-six feet from home plate in between home plate and second base.

E. Pitching machine speeds:

- 6U & 7U: 34-38 MPH
- 8U: 40-44 MPH

F. The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If, in the umpire's judgement, the catcher is not receiving the ball in a normal baseball manner, there will be a warning issued. If the act continues after the warning, the offending teams' manager will be ejected.

G. Ten defensive players shall play in the field with 4 outfielders. The fourth outfielder shall not assume an infield position. All outfielders must stay behind the baselines.

H. The defensive player listed as pitcher shall not leave the pitching box until the ball is hit.

****Penalty:** The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.

- First offense: Warning.
- Second offense: Removal of player from the pitching position for the rest of the game.

I. Defensive coaches shall not be allowed on the field of play and must coach from the dugout.

J. The infield fly rule shall not be in effect at any time.

K. The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.

L. Teams may start a game with 8 players. The 9th & 10th positions in the batting order will be declared an out each turn at bat.

***Official ruling:** A 9th & 10th player and all subsequent players may be added to the bottom of the batting lineup as soon as they become available.

- M. Teams may use free substitution on defense but the batting order shall stay the same.
- N. Bunting is NOT allowed.
- O. The batter shall receive a maximum of 6 pitches and 3 swinging strikes.
- P. A batter that has received less than 6 pitches and has a count of 2 swinging strikes shall have his turn at bat extended on foul balls up to the 6-pitch limit.
- Q. Intentional walk: A player may only be intentionally walked once per game by announcement from the defensive team.
- R. Runners shall not leadoff or steal bases. A runner is out for leaving the bases before the ball is hit or reaches home plate.
- S. Courtesy runner: Is for the catcher only. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in this game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team.
- T. A team may score a maximum of 7 runs per inning including the last inning or record 3 outs.
- U. Umpires shall call "time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.

V. When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “time” shall be called.

W. When a batted ball hits the pitching machine, the following rule applies:

A batted ball that hits the pitching machine during an at bat is declared a dead ball and ruled a single. All runners advance 1 base.

3. 4U, 5U, & 6U T-Ball Specific Rules

A. Fair ball arc: There shall be a 20- foot arc drawn from 1st baseline to 3rd baseline in front of home plate. A batted ball must go past this line to be a fair ball.

B. Safety arc: there shall be a 30- foot arc drawn from 1st baseline to 3rd baseline in front of home plate. Infielders must stay behind this line until the ball is hit.

C. Pitching Circle: There shall be a ten-foot diameter circle with the front edge set at 42 feet from the rear point of home plate. This is considered a safety mark for the player playing pitcher. The pitcher is not allowed to cross the mark until the ball has been batted.

D. Ten defensive players shall play in the field with four outfielders. The fourth outfielder shall not assume an infield position. All outfielders shall stay behind the baselines.

E. The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.

Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of play or no-pitch.

- First offense: Warning
- Second offense: Removal of player from the pitching position for the remainder of the game.

- F. Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.
- G. The infield fly rule shall NOT be in effect at any time.
- H. The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
- I. Teams may start a game with 8 players. The 9th & 10th positions in the batting order will be declared an out each turn at bat.
 - *Official ruling: a 9th & 10th player and all subsequent players may be added to the bottom of the batting lineup as soon as they become available.
- J. Teams may use free substitution on defense but the batting order shall remain the same.
- K. Stealing is NOT allowed.
- L. Bunting is NOT allowed. Players must take full swings.
- M. Intentional walk is NOT allowed.
- N. Runners shall not lead off or steal bases. A runner is out for leaving the base before the ball is hit.
- O. Courtesy runner is NOT allowed.
- P. A team may score a maximum of 7 runs per inning including the last inning or record 3 outs.
- Q. Umpires shall call "time" after every play and declare the ball dead.
 - "Time" shall be called as soon as the lead runner is not attempting to

advance. "Time" doesn't have to be called by the defense for the purpose of this rule.

R. When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "time" shall be called.