

Paulding County Youth Baseball Rules

Last Updated: March 11th, 2025

I. Player Registration

- A. Parks should strive to open registration on the same dates to ensure consistency across the league.
- B. Recommended Registration Windows:
 - 1. Spring: December 1st – February 7th
 - 2. Fall: July 1st – August 7th
- C. Parks must include the Braves Country waiver as part of the signup process.
- D. A player may only be rostered on one team within their designated age group in the county.
- E. A player may only play in one age group per season.
- F. A player must register for the correct age group based on their birth date. The only exception is if the player chooses to "play up" into an older age group. Players are not permitted to "play down" into a younger age group.

II. Team Formation & Rosters

- A. Recommended Team Sizes:
 - 1. Coach Pitch: 12 players
 - 2. Kid Pitch: 11 players
- B. Sanctioned Rosters
 - 1. Prior to the first official game of each season, all parks must convene to review and sanction team rosters.
 - 2. Rosters must be submitted on the official form provided by PCYBAB and must include accurate:
 - a) Player Name (must match birth certificate)
 - b) Player Birthdate (must match birth certificate)
 - c) Player Address
- C. The home park must review the roster for initial accuracy before submitting it for official sanctioning.
- D. Rosters must be reviewed and signed by an official/representative from another park and an official from the home park.
- E. Copies of the sanctioned rosters must be kept by:
 - 1. Head Coach (must carry the roster at all team activities)
 - 2. Home Park
 - 3. PCYBAB
- F. Roster Changes
 - 1. Once rosters are sanctioned, all changes must be reviewed and approved by the board.
 - 2. After approval, the full sanctioning process must be completed again to ensure accuracy and compliance.
 - 3. A roster change is not considered official until a fully sanctioned roster is on file.

4. All-Star eligibility may be affected if a late-added player does not meet the minimum number of games played.
- G. Advertising, Tryouts, Workouts, Evaluations
 1. Teams are strictly prohibited from recruiting players through:
 - a) Advertising
 - b) Tryouts
 - c) Workouts
 - d) Evaluations
 - e) Any other method that undermines fair competition
 2. Any team found violating this policy will be subject to board review.
- H. Returning All-Star Players (Effective Fall 2025)
 1. Returning All-Star players are not eligible to play for an All-Star coach (head or assistant) in the regular season unless:
 - a) They were already rostered by that coach in the previous season.
 - b) They were selected via the draft.
- I. New Team Composition Policies (Effective Fall 2025)
 1. Returning Coaches / Teams
 - a) Only players who have played for the head coach in the past three seasons are eligible to be retained.
 - b) All other open positions must be filled via the draft.
 2. New Coaches / Teams
 - a) New coaches entering the program may freeze up to 4 players.
 - b) All remaining players must be selected through the draft process.
 3. Merging of Teams
 - a) Team mergers are NOT permitted.
 - b) If two teams are combined, only the returning head coach's previously rostered players are eligible for freezing—players from the second team must enter the draft.
 4. Exceptions & Appeals
 - a) Any requests for exceptions must be submitted in writing to the board.
 - b) The request must include:
 - (1) Reason for the appeal
 - (2) Relevant player and team background to support the decision
 - c) The board will review the request and determine if an exception is warranted.

III. Coaches

- A. All coaches and team staff must successfully complete a background check before participating in any team activities.
- B. Head coaches and assistant coaches are required to complete the following NAYS Training courses:
 1. Baseball
 2. Mandated Reporter

3. Concussion Protocol
- C. Home parks are responsible for verifying that all required background checks and training certifications are completed and valid for each team.

IV. Umpires

- A. Each park is responsible for providing umpires for their games.
- B. Umpires must be properly trained and certified according to the official league rules and specifications outlined in this ruleset.
- C. Parks must ensure that all umpires are knowledgeable about league rules, game management, and enforcement of fair play.

V. Weather

- A. Rainouts
 1. Playability will be determined by each park's operations team.
 2. Parks will make best efforts to provide advance notice if a game must be canceled due to weather.
 3. The host park is responsible for rescheduling any canceled games.
 4. Failure to attempt to reschedule an outstanding game within 10 days (excluding school-related breaks) will result in a forfeit by the home team.
- B. Mid-Game Weather Delays
 1. Player safety and field conditions will be primary considerations.
 2. The official decision to suspend or cancel a game will be made by the umpire or park leadership.
 3. Weather-related delays do not have to apply to all games at a park—specific field conditions and age groups will be taken into account.
- C. Lightning Policy
 1. If lightning is detected by an umpire or park leadership:
 - a) All players must immediately leave the playing area.
 - b) All games at the park must pause, regardless of field conditions.
 2. Games must remain halted for 15 minutes from the time of the last detected lightning strike before resuming play.
- D. Temperature Guidelines
 1. 4U (Tiny Tots) games cannot be played in temperatures below 50°F.
- E. Resuming Suspended Games
 1. In the case of a game being suspended the following rules will apply.
 2. Qualified Game - a game will be considered a qualified game if one of the following applies:
 - a) 2 ½ innings complete and the home team is winning
 - b) 3 innings complete
 3. If a game is suspended before it can be considered a qualified game:
 - a) The score, base runner positions, line up position, time left, and current count are all frozen with the home team scorebook.
 - b) Pitchers

- (1) The current pitcher of record will be able to resume the game, and will assume the number of pitches thrown in the original game.
- (2) Any pitchers that pitched in the original game and substituted out will not be able to reenter as pitcher in the resumed game.
- (3) All pitchers are subject to days of rest rule if other games were played in between the suspended game and resumed game.
- c) Other player personnel
 - (1) All players present on the day of the resumed game are eligible to play, regardless of their attendance in the suspended game.
 - (2) Batting line up should be altered to include any new additions and any missing players.
 - (a) If line up has not been completed once through in full once, add players to end.
 - (b) If line up has been completed at least once, add to furthest position from current at bat.
 - (c) Missing players from the original game will not be assessed an out in resumed game. Just remove from their position in the order.

VI. Protests & Appeals

- A. Only the head coach may raise an appeal or protest. Assistant coaches are not permitted to approach an umpire to question any call.
- B. Only rule interpretations may be protested. Judgment calls made by umpires are final and cannot be protested.
- C. To initiate an appeal or protest, the head coach must call time before the next pitch and present the appeal or protest at that moment.

VII. Ejections

- A. All ejections must follow the PCYBAB Disciplinary Matrix.
- B. The degree of the violation must be determined at the time of the offense by the umpire or park leadership.
- C. All ejections must have a formal write up made and turned into the host park and a copy sent to the PCYBAB within 24 hours of incident.
- D. Appeals of an ejection must be formally submitted to the board for review.

VIII. Scorekeeping

- A. The home team is responsible for maintaining an accurate and valid scorebook throughout the game.
- B. The visiting team should assist by operating the scoreboard, where applicable.
- C. At the completion of the game, the home team must submit the final score and pitch counts (if applicable) to their respective division secretary.

1. For kid pitch games, if the pitcher started the batter before a day of rest threshold please denote with an (*) when submitting

IX. Ruleset Priorities

- A. All regular season and postseason games will be governed by the following ruleset hierarchy, in order of priority:
 1. County-Specific Rules (PCYBAB regulations)
 2. Braves Country Rules
 3. NFHS (National Federation of State High School Associations) Rules
- B. If a conflict arises between rule sets, the highest-priority applicable rule will take precedence.
- C. Postseason rules may vary from regular season rules.

X. Time Limits / Innings

- A. A 15-minute grace period will be allowed for teams running late; however, the game clock will start at the originally scheduled game time per the umpire's discretion.
- B. No new inning will begin if there are less than 5 minutes remaining in regulation time.
- C. The game clock starts according to the plate meeting with the umpire and must be recorded in the home team's scorebook.
- D. If the time to start a new inning has passed and the home team is at bat and ahead by more than can be scored in a half inning, the game will be declared over.
- E. If regulation time expires and the visiting team is at bat and unable to mathematically win the game, the game will be called.
- F. The maximum runs per inning rule is enforced even if additional runs are scored on the final play of the half-inning.
- G. A new inning officially begins at the completion of the previous inning.
- H.

Division	Max Innings	Time Limit	Max Runs / Inning
4u	2	60 minutes	0
6u	6	75 minutes	5
8u	6	75 minutes	5
10u	6	90 minutes	5
12u	6	105 minutes	5
14u	6	120 minutes	5

XI. Pitching and Pitch Counts

- A. Pitch counts must be tracked by the home team's scorebook, beginning at the 10U division.
- B. The visiting team is encouraged to keep their own pitch count and sync with the home team to ensure accuracy and consistency.
- C. If a pitcher exceeds their allowed pitch count, they must be immediately removed from the mound.
 - 1. No additional team penalty will be assessed for this violation.
- D. The coach of a pitcher who violates the pitch count rule will be subject to disciplinary action by the board, following this progressive action plan:
 - 1. First Offense: Written warning
 - 2. Second Offense: 1-game suspension
 - 3. Third Offense: Season suspension
- E. Pitching rules may be altered for postseason play to accommodate tournament long pitch limits, stricter violations, etc. Will be announced with the tournament brackets.
- F. Pitcher Removal
 - 1. Starting with the 4th charged conference/mound visit of the game, the pitcher must be changed.
 - 2. Same pitcher visited twice in a single inning must be removed.
- G. Days of Rest
 - 1. Rest is calculated as a calendar day, not inclusive of the current day and not a 24 hour period.

Example: 10u pitcher starts batter at 53 pitches and finishes the batter at 58 pitches. The pitcher will be assessed 2 days rest. If the game was on a Monday, the pitcher is not eligible to pitch Tuesday or Wednesday. Thursday the pitcher becomes available to pitch again.

- H. Pitch Counts: Rest activates at the completion of a game. A pitcher will be allowed to finish the at bat and be assessed the rest period in which he started the batter at. All pitches thrown will count towards daily max.

Example A: 10u pitcher, new batter. Pitcher delivers 35th pitch to start the at bat. Pitcher finishes the batter at 39 pitches. The pitcher will be assessed 0 days of rest, and current daily pitch count is 39 pitches.

Example B: 10u pitcher, new batter. Pitcher delivers 36th pitch to start the at bat. Pitcher finishes the batter at 41 pitches. The pitcher will be assessed 1 day of rest and is no longer eligible to pitch until the rest is completed.

	0 Days	1 Days	2 Days	3 Days	Daily Max
10u	1 - 35	36 - 50	51 - 65	66+	75
12u	1 - 35	36 - 50	51 - 65	66+	85

14u	1 - 45	46 - 60	61 - 75	76+	95
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XII. Batting Lineup

- A. Teams must bat all players present on the roster in a continuous batting order for both regular season and postseason games.

XIII. Approved Bats

- A. 12U and Under: The following bat certifications are approved for use:
 1. USSSA BPF 1.15
 2. USA Bat
 3. Wood Bats
- B. 14U:
 1. All bats must meet the BBCOR specification
 2. Must have a -3 weight ratio

XIV. Defensive Substitutions

- A. Free substitution is allowed on defense.
- B. Player Rotation Recommendation:
 1. No player should sit a second inning until all players have sat one inning.
 2. No player should sit a third inning until all players have sat two innings.
 3. This pattern continues until the completion of the game to ensure fair playtime distribution.
- C. If a violation occurs, it should be reported to the parent park to ensure it is not a recurring issue. Each park is responsible for internal management.
- D. Exceptions may be made for players who:
 1. Are not feeling well
 2. Are facing internal disciplinary action
 3. All exceptions should be discussed with the opposing team prior to the start of the game.

XV. Minimum Players

- A. A team must have at least 8 players to begin a game.
- B. Infield positions, including catcher, must be filled first before assigning players to the outfield.

XVI. Pick up players

- A. During the regular season, teams are encouraged to complete games as scheduled.
- B. If a team cannot field the minimum number of players (8), they may pick up players under the following conditions:
 1. The guest player must be registered within the county for the appropriate age group or younger.
 2. The opposing coach must be notified as soon as possible.
 3. The guest player must play in the outfield for the entire game.
 4. The guest player must bat last in the lineup.

- C. May only pick up to make the minimum roster size of 8

XVII. Forfeits

- A. Forfeits will be entered in as a 5-0 score

XVIII. Mercy Rules

- A. Coach Pitch (8U and under): Games will follow mathematical elimination (if a team cannot mathematically catch up within the remaining innings, the game is called).
- B. Kid Pitch (10U and up): The following mercy rule applies:
 - 1. 12-run lead after 3 innings
 - 2. 10-run lead after 4 innings
 - 3. 8-run lead after 5 innings

XIX. Post Season Tournaments

- A. Seeding
 - 1. Regular season records will be used to determine the seeding into postseason brackets.
 - 2. A regular season game will be credited a max differential of 5 when calculating any tie breakers.
- B. Format
 - 1. Seeded double elimination based on regular season record.
 - 2. Brackets will be formed to ensure competitive balance, with a target bracket size of 6 to 12 teams.
 - 3. Entry Fees (Due to the host park before the team's first game)
 - a) 6U: \$150
 - b) 8U: \$150
 - c) 10U: \$220
 - d) 12U: \$225
 - e) 14U: \$270
- C. Scheduling
 - 1. Once all regular season games are completed, PCYBAB will finalize bracketing, seeding, and the schedule.
 - 2. A minimum of 3 days' notice must be provided between the schedule announcement and the first game.
 - 3. Games will NOT be played on:
 - a) Wednesdays
 - b) Sundays
 - c) Holidays
 - 4. Extenuating Circumstances (e.g., Weather):
 - a) The host park may allow exceptions only if both teams can participate without issue.
 - 5. Game Limits:
 - a) A team shall not play more than 2 games in a single day.
 - 6. Tie-Breakers
 - a) Record

- b) Head-to-Head (only if two teams are tied. If three or more teams are tied, then the first tiebreaking criteria is run differential, and never reverts to head-to-head).
 - c) Run differential (the maximum run differential is 5 runs per game).
 - d) Runs allowed
 - e) Runs scored
 - f) Coin flip
- 7. Extra Innings / Extra Time
 - a) If a game reaches extra innings or needs additional time to determine a winner:
 - (1) First additional inning: Last batter in the current inning will be placed on 2nd base, inning will start with 1 out.
 - (2) Second additional inning: Last batter in the current inning will be placed on 2nd base, inning will start with 1 out.
 - (3) Each following inning: Last batter in the current inning will be placed on 2nd base, inning will start with 2 outs.
 - b) The last batter of the previous inning will start on second base.
- 8. Home Team Designation
 - a) Higher seed is the home team until the championship game.
 - b) Winner bracket team will be home for championship
 - c) In the case of an "if" game (final game of the bracket), sides will alternate home and away designation.
- 9. Pitch Counts
 - a) Regular season pitch counts and rules will be followed
- 10. Protests
 - a) All protests will be handled by the host park.
 - b) If the host park is unable to resolve the protest, it may be escalated to PCYBAB for a final decision.
- 11. Host Parks
 - a) Hosting duties rotate each season, giving each park an opportunity to select their preferred Division/Bracket.
 - b) When selecting a Division/Bracket, host parks should consider:
 - (1) Field availability (suitability for the age group and number of teams).
 - (2) Umpire coverage (availability for the number of games and level of play).
 - (3) Balancing A-Bracket tournaments to ensure sufficient umpire coverage.

XX. Allstars

- A. Coaching Selection
 - 1. Coaches must self-nominate for an All-Star coaching position.
 - 2. All nominations will be reviewed and approved by the board.
- B. Player Tryouts & Evaluation
 - 1. A minimum of two tryouts must be held for All-Star selection.

2. Tryouts should be evaluated by third-party evaluators whenever possible to ensure fairness and objectivity.
- C. Team Composition
 1. No more than three (3) players from a single team can be drafted to the same All-Star team.
 2. If unable to adhere to the 3 per team rule the board will review

XXI. 4u Rules

- A. All players will play on defense, though it is encouraged to teach true defensive positions.
- B. No defensive player may stand closer to home plate than the pitching circle.
- C. All players bat each inning (continuous lineup).
- D. Coach Pitch Option:
 1. Coaches may agree before the game to pitch to some players.
 2. If this option is used, the coach may attempt 2 pitches before the batter must hit off the tee.
- E. No catchers are used in 4U play.
- F. No scorekeeping and no umpires—games are instructional.
- G. Temperature Rule: Games cannot be played if the temperature is below 50°F.
- H. RIF/Safety balls are not allowed during gameplay.
- I. Base Running:
 1. Runners must advance one base at a time.
 2. The last batter of the inning clears the bases.

XXII. 6u Rules

- A. Per half inning run limit: 5
- B. Mercy Rule: Mathematical Elimination
- C. Game structure follows the time limits, innings, per-inning run limits, and mercy rules outlined above.
- D. Chin straps are optional for all batters.
- E. Pitcher is required to wear a mask
- F. Head first slides allowed unless player is wearing a face mask or c-flap
- G. Batting Options:
 1. The batter may hit off a tee or be pitched from behind the arc.
- H. Foul Balls Off the Tee:
 1. Determination is at the umpire's discretion.
 2. The policy should be reviewed at the plate meeting before the game.
- I. Outfielders must be at least 15 feet behind the baseline
- J. Defensive coaches allowed in left and right field foul areas

XXIII. 8u Rules

- A. Per half inning run limit: 5
- B. Mercy Rule: Mathematical Elimination
- C. Game structure follows the time limits, innings, per-inning run limits, and mercy rules outlined above.
- D. Pitcher is required to wear a mask

- E. Chin straps are optional for all batters.
- F. Head first slides allowed unless player is wearing a face mask or c-flap
- G. Outfielders must be at least 15 feet behind the baseline

XXIV. 10u Rules

- A. Per half inning run limit: 5
- B. Mercy Rule: 12 after 3 innings, 10 after 4th inning, 8 after 5 innings
- C. Pitching distance: 46'
- D. Base path distance: 65'
- E. Catchers are required to wear a catcher's mitt.
- F. Game structure follows the time limits, innings, per-inning run limits, and mercy rules outlined above.
- G. Head first slides are allowed

XXV. 12u Rules

- A. Per half inning run limit: 5
- B. Mercy Rule: 12 after 3 innings, 10 after 4th inning, 8 after 5 innings
- C. Catchers are required to wear a catcher's mitt.
- D. Game structure follows the time limits, innings, per-inning run limits, and mercy rules outlined above.
- E. Head first slides are allowed

XXVI. 14u Rules

- A. Catchers are required to wear a catcher's mitt.
- B. Per half inning run limit: 5
- C. Mercy Rule: 12 after 3 innings, 10 after 4th inning, 8 after 5 innings
- D. Pitching Distance: 54'
- E. Base Distance: 80'
- F. Innings per Game: 6
- G. Metal cleats allowed unless pitching from an artificial mound.
- H. Game structure follows the time limits, innings, per-inning run limits, and mercy rules outlined above.

	4u	6u	8u	10u	12u	14u
Rules Priority	PCYB > Braves Country > NHSA					
Base Length	60'	60'	60'	65'	70'	80'
Mound to Plate	46'	46'	46'	46'	50'	54'
Innings	2	6	6	6	6	6
Time Limit (min)	60	75	75	90	105	120
Runs Per Half Inning	5	5	5	5	5	5
No new inning after (min)	60	70	70	85	100	115
Run Rule	N/A	Mathematical	Mathematical	12-10-8	12-10-8	12-10-8
Pitching						
Pitch Limits	2 per batter	5 per batter, unlimited fouls after 5		See Pitch Counts Section		
Mound Visits	-	-	-	Pitcher removal on 2nd conference with same pitcher in same inning or on and after the 4th conference total		
Intentional Walks	N	N	N	N	N	Y
Offense						

Batting Order	Continuous order with all players in lineup					
Tee Allowed	Y	Y	N	N	N	N
Bunts	N	1 per inning	1 per inning	Y	Y	Y
Dropped 3rd Strike	N	N	N	N	Y	Y
Infield Fly Rule	N	N	N	Y	Y	Y
Lead Offs	N	N	N	N	Y	Y
Walks	N/A	N/A	N/A	Live Ball	Live Ball	Live Ball
Slashing	N	N	N	N	N	Y
Slung Bat	N/A	1 warning per player, then will be called out				
Defense						
Players	All	10	10	9	9	9
Minimum	All	8	8	8	8	8
Outfield Coaches	Y	Y	N	N	N	N