T-Ball/6U Playing Rules - Fall 2026

Base Distance - 60 feet	**Pitching Distance** - 27 feet	**Ball Size** - 10" soft
Game Time Limit: 6 innings, or 45 minutes		**Umpires -** No **Standings Kept -** No

Batting:

- Half of your roster will bat per inning. (If your roster has 11 players, you will hit 6 batters one inning, then 5 batters the next inning)
- Three outs does not constitute an inning. Every team will bat half of their roster, then switch.
- Runners successfully thrown out will return to the dugout (**mandatory**).
- The last batter is considered the "home run batter" and runs around all of the bases after hitting the ball.
- Rotate your lineup during the next at-bat, allowing for a different "home run hitter" each inning.
- **Overthrow Rule to Any Base** - Play is dead when overthrown to any base. No advancement on overthrows
- **Bunting** - No
- **Stealing** - No
- **Sliding -** Sliding feet first only at the coach's discretion.

Batted ball reaches the grass:

- Batter/existing baserunners can advance no more than two bases.
- Batter/existing baserunners advance at their own risk.
- Batter/existing baserunners that are tagged out must go back to the dugout.
- **Commit Line** - No

Baserunning: Runners may leave the base once the ball is hit by the batter.

Coach Pitching/Hitting off Tee:

- After 3 pitches from Coach and any additional fouls, batter gets 3 swings off tee **MAX**
- If the ball is not hit fair after 3 swings, the batter is out.

Defense/Players on Field:

- All, with no more than seven on the infield dirt (including pitcher, catcher, and "rover").
    - Rover will play directly in front of second base.
- Outfielders must be on the grass before the ball is put into play.
- Pitchers **MUST** wear a mask (mandatory).
- **Fielding Minimum** - Each player must play one inning on the infield per game

Managers/Coaches/Dugout Moms/Parent Helpers

- All must have a background check and a lanyard visible to be on the field or in the dugout.
- Board Members will excuse anyone without a lanyard. NO EXCEPTIONS!!

7U/8U Playing Rules - Fall 2026

Base Distance - 60 feet	**Pitching Distance -** 30 feet	**Ball Size -** 10" RIF - use new ball every game
Game Time Limit Four innings or 75 minutes	**Run Limit:** 4 runs per inning	

Offense/Batting - Continuous batting order.

- Balls hit in the infield: all existing base runners can advance one base only.
- Balls hit to the outfield: runners may advance until the ball is returned to the infield whether controlled or in the dirt. If the runner has passed the base, they can advance to the next base, but are at risk for being thrown out. **No commit line**
- **Overthrow Rule** - No advancement past the base each runner was running to, due to an overthrow.
- Once three outs are recorded, that is the conclusion of the visitor's inning.
- **No walks; No dropped 3rd strike.**
- **Bunting -** Yes, off player pitcher only. No bunting off coach pitch.

Base running - No stealing

- Lead off on player pitch release, No lead off on coach pitch, must leave the base when ball is hit. (Jr. Umpires can call runners out for leaving early.)
- Defense can attempt to "pick off" any base runners; runners can advance to the next base to not get tagged out, but will have to return to the original base when play is dead. (no stealing, no advancement on overthrows)
- Sliding feet first only at the coach's discretion
- Courtesy Runner - For injured players only. Must be the player that made the last recorded out, if no outs, revert to the prior inning. Injured player must bat and make it to 1st base.

Pitching Limits - One pitching substitution per inning **Max**

- Two innings per game - one pitch constitutes an inning
- Pitchers **MUST** wear a mask - mandatory

Catching Limits:

- Two innings per game
- The catcher must make an attempt to catch/field the ball and must throw the ball back to the pitcher. The defensive coach behind the catcher is there to help shag balls to keep motion of the game going, not to field the ball.

Players on Field

- All, with no more than seven on the infield dirt (including pitcher, catcher, and "rover").
  - Rover will play directly in front of second base.
- Outfielders must be on the grass before the ball is put into play.
- **Fielding Minimum** - Each player must play one inning on the infield per game
- Managers to exchange lineups at umpire plate meetings.
- No more than 3 defensive Coaches on the field (2 coaches in the outfield and 1 behind the catcher)

Balls & Strikes

- Pitchers must start each pitch with their (throwing arm) foot on the rubber.
- If a batter receives three strikes from the pitcher, whether swinging or called strike by the umpire, the batter is retired by strikeout. If the pitcher hits a batter in the air or on one bounce, the coach takes over with zero strikes in pitch count. **If a pitch hits a batter after two or more bounces, or the ball rolls into the batter, the umpire may call a ball if the batter makes no attempt to move**
- After pitching four called balls, with less than three strikes, the batter's coach inherits the strike count for the at-bat.
- Batter's coach begins each pitch with **both feet on rubber**. The coach will **inherit the strike count**. Ex: 2-1 count, coach gets two pitches.
- If a batted ball hits the coach pitcher, the play is dead, runners return to their bases, and the batter resumes her at-bat. The pitch does not count as one of the coach's pitches.
- Called strikeouts, whether by player or coach pitcher, will retire the batter and the batter will not advance to first base.
- Foul pitches, whether by player or pitching coach, will count as a strike, except for third strike. No third strike can be called on a foul ball.

Umpires: A junior umpire should be present at all games. If a Jr. Umpire is not available, have a volunteer call the game

Managers/Coaches/Dugout Moms/Parent Helpers: All must have a background check and a lanyard visible to be on the field or in the dugout.

10U Rec Playing Rules - Fall 2026

Base Distance - 60 feet	**Pitching Distance** - 35 feet	**Ball Size** - 11" hard, new ball each game	**Standings Kept -** N/A

Game Time Limit:

- Six innings with no new inning to be started after 75 minutes; finish the current inning. 3 full innings minimum. The new inning is considered started as soon as the 3rd out is called in the previous inning. (USA Rules also allow an umpire to add additional time if a team attempts to delay a game)

Run Limit:

- Five-run cap per inning
- If up 10 runs after completion of 5th inning, game will end

Offense: Batting is continuous

- Bunting - Yes
- No dropped 3rd strike
- No Infield Fly Rule
- No Commit Line
- **Stealing:**
  - Runners may advance when the ball leaves the pitcher's hand
  - Only one base may be stolen per pitch, and NO stealing home.
  - **Sportsmanship Rule**: NO stealing when leading by 7 runs
  - **Sliding** - Yes
- **Courtesy Runner:** For catcher, pitcher or injured player only. Must be the player who made the last recorded out; if no outs, revert to prior inning. The injured player must bat and reach 1st base.

Overthrow Rule

- USA Rule: As long as the ball is in play, baserunners can advance until the ball is returned to the pitcher in the pitcher's circle.

Defense:

- 10 players on the field
- Normal infield positions, four in the outfield (LF, LC, RC, RF)
- Players **MUST NOT** sit out more than 1 inning per game during regular season, 2 innings per game during playoffs.
- **All players must play 1 full inning at an infield position by the end of the 3rd inning**.
- Managers to exchange line ups at umpire plate meetings.

Pitching Limits:

- Pitching - three innings per game
  - 1 pitch constitutes an inning
- Pitchers MUST wear a mask - mandatory
- Pitchers must start each pitch with their (throwing arm) foot on the rubber.

Catching Limits:

- Catching - three innings per game

Umpires: Jr umpire

Managers/Coaches/Dugout Moms/Parent Helpers -

All must have a background check and a lanyard visible to be on the field or in the dugout.

MS Rec Playing Rules - Spring 2026

Base Distance - 60 feet	**Pitching Distance** - 40 feet	**Ball Size** - 12" hard, new ball each game	**Standings Kept** - N/A

Game Time Limit:

- Six innings with no new inning to be started after 80 minutes; finish the current inning (soft stop 80 minutes).
- 3 full innings minimum. The new inning is considered started as soon as the 3rd out is called in the previous inning. (USA Rules also allow an umpire to add additional time if a team attempts to delay a game.)

Run Limit:

- Five-run cap per inning
- If up 10 runs after completion of 5th inning, game will end

Offense: Batting is continuous

- Bunting - Yes
- No dropped 3rd strike
- No Infield Fly Rule
- No Commit Line
- **Stealing:**
  - Runners may advance when the ball leaves the pitcher's hand
  - **Sportsmanship Rule**: NO stealing home when leading by 7 runs
  - **Sliding** - Yes
- **Courtesy Runner:** For catcher, pitcher or injured player only. Must be the player that made the last recorded out; if no outs, revert to prior inning. The injured player must bat and reach 1st base.

Overthrow Rule

- USA Rule: As long as the ball is in play, baserunners can advance until the ball is returned to the pitcher in the pitcher's circle.

Defense:

- Standard 9 players on the field
- Player **MUST NOT** sit out more than 1 inning per game during the regular season (5th inning will reset sitting limits).
- **All players must play 1 full inning at an infield position by the end of the 3rd inning**.
- Managers must exchange line-ups at umpire plate meetings.

Pitching Limits:

- Pitching - 2 innings max in the first 4 innings per game
  - 1 pitch constitutes an inning
- Pitchers MUST wear a mask - mandatory
- Pitchers must start each pitch with their (throwing arm) foot on the rubber.

Catching Limits:

- Catching - three innings per game.

Umpires: Jr umpire

Managers/Coaches/Dugout Moms/Parent Helpers -

All must have a background check and a lanyard visible to be on the field or in the dugout.