

3B GENERAL RULES 2026

1. GAME WEEK
 - a. The official game week will be Monday through Sunday
2. SPONSORED PLAYERS
 - a. Each team will be allowed a certain number of sponsored players, as defined below. Before these youths can be officially on the roster the Division Director must approve them.
 - i. If a sponsored player remains on the same team for a second year, he/she will still be considered a sponsored player.
 - ii. Sponsored players may change teams in the second year by entering the draft or by being sponsored by another team.
 - b. Number of Sponsored Players: Farm (3), Pee Wee (3), Minor (3).
3. SIBLING RULE:
 - a. Un-sponsored siblings will play on the same team if in the same division.
 - b. If an older sibling is a sponsored player their first year, and he/she remains sponsored their second year by the same team. Their sibling joins the team un-sponsored.
 - c. If two (2) siblings are sponsored together (including twins), they are considered two (2) sponsored players. Example – if older second year sibling is a new sponsor and has a younger first year player joining the league, the younger player is considered a sponsored player also.
4. PLAYER DRAFT & ALLOCATION
 - a. All youths registered after the teams are selected will be placed in a general pool.
 - b. The assignment of players may be immediate under the following guidelines:
 - i. Players will be placed on a team with the least amount of rostered youths. (Injuries may reduce a team's roster.)
 - ii. Equal rostered team will receive players based on a pre-determined rotation by the Division Director at the draft.
 - iii. 3B President or Vice President will be responsible for placing players onto appropriate team(s) unless that person is coaching in said division.
 - c. Late signups may be permitted until April 15th. After that, late entry will need approval of both Division Director and League President. This will be contingent upon open player positions available in a Division. Wait lists may be in effect.
5. PLAYING-UP RULE:
 - a. All coaches can have one younger player from the lower division who is no more than one year younger than the minimum league age. The head coach must submit the name to the League Director no later than the draft for that Division. Exceptions to this rule requires Board approval.
 - b. Players who play up a Division will ALWAYS be considered a sponsored player, including if they are a younger sibling of an older sponsored player; the Playing-Up Rule, supersedes the sibling rules.

6. PLAYER ABSENCE

- a. If a youth misses seven (7) or more consecutive days without notifying the team head or assistant coach(es), he/she may be dropped from the roster as follows:
 - i. The Team Head Coach must notify the Division Director he wishes to drop said player.
 - ii. The Division Director will meet/contact the said player's parents/guardian and then report to the League President before a final decision is made.
 - iii. If for any reason the parents/guardian feels that this termination is unfair, they may appeal to the Board of Directors.

7. COACH RESPONSIBILITIES

- a. Abide by 3B Coaching Commitments
- b. All managers & coaches may be subject to a background check
- c. Each manager or coach should contact the players on their team, prior to first scheduled team activity. They should explain the league's function and what is expected from the parents, i.e., transportation, spectator behavior, etc.
- d. If a player(s) quits, prior to the 1st regular season game, the manager must notify the Division Director immediately and acquire a replacement player within one (1) week, only IF a player is available on the wait list.
- e. ONLY coaches, players and a scorekeeper are allowed in the dugout; spectators/fans/parents must be kept behind, or to the sides of the dugout. If, after a warning by the umpire to the coach to clear the dugout of prohibited individuals, the coach does not heed the warning, the coach can be ejected from the game and subject to Rule #20 Ejections and Progressive Discipline. If the problem persists beyond the coach ejection, the game may be forfeited to the opposing team

8. ALCOHOL < TOBACCO & ILLEGAL SUBSTANCE POLICY

- a. Intoxication or the use of alcohol by players or coaches will not be tolerated.
- b. The use of tobacco in any form by players, coaches or managers is prohibited.
- c. Anyone possessing or under the influence of alcohol or illegal substances will be ejected from the game and subject to Rule #20, Ejections and Progressive Discipline.

9. BLOOD RULE

- a. Any 3B participant who is bleeding must come out of the game as soon as:
 - i. The blood is seen and/or pointed out to the umpire.
 - ii. This participant may not return to the game until the bleeding has completely stopped and is covered.
- b. If there is blood on the participant's uniform, the player will be allowed to return to the game in another clean shirt and/or pants with no penalty.

10. INCLEMENT WEATHER

- a. Prior to the start of game, should inclement weather call player and/or spectator safety into concern, the Division Director, Umpire Supervisor and appropriate Board Member(s) will work collaboratively to determine if games can be started and completed without significant additional safety risk. Prior to the first pitch of each game, the decision to terminate and reschedule games will be left to the above mentioned 3B officials.
- b. Once the games begin (first pitch thrown), the umpires and/or Umpire Supervisor(s) are the sole judges as to whether conditions are fit for play and will have sole discretion to suspend and resume games for safety reasons. Field conditions may permit some games to resume while others may require longer suspensions.
- c. Once it is determined that games will be suspended, not resumed that day and have not met the conditions to be a completed game (see Division Rules for inning and at-bat requirements constituting a

completed game), umpires will verify the game score and situation and sign the home team scorebook. Division Directors will determine, as soon as possible, the future date at which games may be resumed.

- d. Future-date, resumed games will re-start at the exact situation – inning, score, position of runners – as when the game was initially suspended. If players are not available for the future date resumed game, who were participating in the original suspended game, all reasonable efforts, as determined by the Umpire Supervisor, Division Director and/or 3B Officials will be made to ensure the resumed game meets the conditions of the original game, as closely as possible.
- e. Lightning
 - i. If lightning is observed at the park, all games will be immediately suspended. The games will suspend play for a minimum of 30 minutes after the last, visible lightning strike or thunder. The 30 minute suspend will restart during the initial 30 minute suspension, if another lightning strike or thunder is observed. Play can be resumed after 30 continuous minutes of unobserved lightning strikes or thunder AND if the Umpires and/or Umpire Supervisor deem the fields suitable for play.
- f. Tornado
 - i. If a tornado watch or warning is in effect for Monroe County 30 minutes prior to or during any game(s), game(s) will be immediately terminated
- g. **Heat Index**
 - i. **If the heat index reaches 104 degrees by the start time of the game or during the game, the game will be cancelled.**
- h. Any suspension of play will count towards the 2 hour time limit.

11. MINIMUM PLAYERS TO START GAME

- a. A team must field a minimum of 8 players. If a team has insufficient players to start the game within (10) minutes after the regular starting time, the game will be forfeited to the opposing team. No exceptions.

12. PLAYER SUBSTITUTIONS FROM LOWER DIVISIONS

- a. If a manager is unsure of the number of players he/she will have to start a game, he/she may call a manager of the next lower division only, and arrange to have up to (4) youths play in the game. After getting the name of the youth(s), the manager must notify the opposing manager before the start of the game. NOTE: A player from the lower division may not play while a team player sits the bench. Lower division players may bat however, at the end of the batting. For the Farm Division, the Farm Division Director has final discretion on all substitute players. During Post Season Tournaments, a maximum of **3** players from a lower division may be brought up to play.
- b. If a player from a lower division starts a game in the field, he/she will be entitled to complete the inning in the field even if the regular team member(s) arrive, and will bat the rest of the game. No player from the lower division will be allowed to pitch and must play outfield only, unless the infield cannot be filled. All regular team members must bat ahead of any lower division member in the starting line-up. Note: if a regular division player shows after the start of the game, said player will go to the end of the batting line-up.

13. RESCHEDULING GAMES

- a. Two Sundays late in the season will be reserved for any rescheduled games. These days will be determined prior to the start of the season and will be communicated as part of the schedule.

14. GAME ADMINISTRATION

- a. Starting line-up including player last names and numbers must be given to the opposing manager.
- b. Coaches using ineligible player(s) will forfeit any game in which the illegal player(s) participated and the coach will be ejected and subject to Rule #20 Ejections & Progressive Discipline.
- c. Coaches on the field must remain in the coaches' box unless there is a time-out.
- d. All game scores must be turned in to the appropriate Division Director within 24 hours.

- e. A two (2) minute intermission between half innings will be allowed in all divisions to allow pitchers, new or returning, a maximum of five pitches to warm up. Additional warm-ups may be allowed by the umpire if he/she deems necessary. If a team utilizes the (2) minutes in another manner, the pitchers may not be allowed to warm up. The time may be shortened if umpire deems necessary.
- f. Home team takes third base dugout at all games
- g. All teams must use a scorebook and lineup cards.

15. PROTESTS

- a. All protests dealing with issues Other than use of illegal players OR when a player's eligibility cannot be determined before the start of a game, must be made at the time of the infraction of the rule. One (1) pitch or play later disqualifies the protest. The protest procedure to be followed is:
 - i. The manager will request time-out, tell the umpire he/she is protesting and why
 - ii. The umpire will then sign both score books and the game will proceed to completion.
 - iii. The protesting manager must notify, in writing, the Board of Director's President stating why he/she protested and the rule that was broken
 - 1. This letter plus a \$20.00 filing fee must be in the hands of the Board of Director's President no later than 72 hours after completing the game. (Exception – five (5) days will be allowed when protesting innings pitched in one (1) week)
 - 2. The fee is refundable upon an affirmative decision by the Board of Directors
 - iv. Protests can be made only on interpretation of rules – not on judgement calls
 - v. All protests will be judged & voted on by the 3B Board of Directors
 - vi. The 3B Board may require presence of all relevant parties, including but not limited to, coaches, players, umpires and parents, involved with the protest to discuss circumstances of the protest.
 - vii. All decisions made by the 3B Board, on protest, are final
- b. Protests concerning possible use of illegal players should be handled in the following manner:
 - i. Coaches are required to share line-ups of players active in the game (Rule 15a)
 - ii. Once active player lists are exchanged, a coach will approach the umpire crew to protest the suspected illegal player(s)
 - iii. If the umpires are able to determine the eligibility of the protested player(s) prior to the start of the game and the player(s) are deemed illegal, the following measures will be taken:
 - 1. The game will be immediately forfeited to the protesting team (Rule 15b)
 - 2. The player will be banned from all 3B activities for the balance of the year
 - 3. The head coach of the team submitting the line-up card of the illegal player will be ejected and subject to Rule 20 (Ejections & Progressive Discipline)
 - iv. If the umpire is not able to determine the eligibility of the player prior to the start of the game, then the protesting coach will follow steps outlined in Rule 15a for protest.

16. SPORTSMANSHIP

- a. Good sportsmanship must prevail at **ALL** times.
- b. Any persistent arguing or profanity on the part of a member of the team, manager, coach, or spectators will not be tolerated.
- c. Deliberate throwing of equipment, bats or helmets, will not be tolerated. This will result in the immediate ejection of said person.
- d. No manager, coach or other team player can assist a base runner physically. Penalty is that the base runner will be called out.

17. PLAYER & UMPIRE SAFETY

- a. The careless throwing of a bat or other equipment will not be tolerated. The first offense will result in a team warning with succeeding violators called out. The umpire has discretion to declare the incident to be Flagrant and may eject the violator at any time.

- b. All players in any division must wear a catcher's helmet with ATTACHED ear and throat protection during games and when warming up pitchers while in the squat position.
- c. Anyone under the age of 18 years old MUST wear a batting helmet if they are inside the field of play or at the batting cages, which includes batters, on-deck batters, BP Pitchers, bat-boys or base coaches. All rostered players in Rookie, Farm, Pee Wee, Minor, Colt and Knothole, when acting as a player or coach, MUST wear a batting helmet when inside the field of play or at the batting cages. If the player or participant does not comply, he/she may be asked to put on a helmet or remove themselves from the area.
- d. When warming up a pitcher in the pitching cages and in the squat position, all rostered players in Rookie, Farm, Pee Wee, Minor, Colt and Knothole MUST be properly equipped. If the player does not comply, they will be asked to leave the area until properly equipped.
- e. No swinging of bats outside of the field of play.

18. SLIDING & AVOIDING UNNECESSARY CONTACT

- a. There are two acceptable forms of sliding:
 - i. Foot first with one (1) leg extended and buttocks down.
 - ii. Head first slide with arms extended, only allowed in Colt, Knothole and Adult Divisions.
- b. Roll block, football blocks, slashing of legs and leaping or attempting to leap a player are all illegal. When contact is made and it is malicious or flagrant, the runner will be ejected from the game and subject to Rule #20, Ejections & Progressive Discipline.
- c. Any base runner when advancing, must avoid contact or slide, if there is any chance that a play can be made on him/her (umpire's judgement). Violators will be called out.

19. UNIFORM & APPEARANCE

- a. All players must wear a Baseball uniform, except the catcher who may catch without a hat. All male players will wear a protective cup (fiber or plastic cup-type supporter). Shirts must be tucked into pants at all times. No alterations may be made to uniforms as issued (i.e., cutting off sleeves, etc.). All jewelry must be removed, except breakaway "Phiten" style necklaces. Medical alert bracelets are allowed.
- b. Managers and coaches must maintain a well-dressed image at all time.
- c. All players must provide a NOCSAE certified batting helmet. Facemasks or jaw guards are optional.

20. EJECTIONS & PROGRESSIVE DISCIPLINE

- a. Coach, Parent or Spectator (CPS)
 - i. 1st Occurrence
 - 1. Any CPS ejected from a game, for any reason, will be suspended for the balance of the game from which they were ejected, PLUS a minimum of 2 games.
 - 2. The suspended CPS is prohibited from participating in, or attending, any and all 3B games, including tournaments (pre or post season) and All-Stars, during the suspension period
 - 3. This suspension also prohibits activities in other 3B Divisions, if applicable, during the suspension period
 - 4. The ejected CPS is required to immediately leave the field and spectating area defined as all of White Park, not including White Park parking lot(s)
 - 5. The ejected CPS is allowed to remove their child from the game from which they were ejected without penalty to the team, similar to Rule 22c – personal reasons
 - 6. If an ejected CPS continues to exhibit disruptive behavior, the game will be forfeited by their associated team and the CPS can be removed from White Park, by authorities and will be subjected to expulsion from the league

7. Ejected CPS MUST meet with the 3B President, Vice President and Umpire Supervisor (3B Officials) PRIOR to the end of the suspension period and BEFORE resuming/attending any 3B activities
 - ii. 2nd Occurrence
 1. Any CPS ejected from a game, for any reason, will be suspended for the balance of the game from which they were ejected, PLUS a minimum of 4 games
 2. All Rules under #20, a, I, 2-7 apply
 - iii. 3rd Occurrence
 1. Any CPS ejected from a game, for any reason, will be suspended for the balance of the game from which they were ejected, PLUS the balance of the season, including post-season tournament(s) and Fall League, if applicable.
 2. All Rules under #20, a, I, 2-7 apply
- b. Player
- i. 1st Occurrence
 1. Any player who is ejected from a game, for any reason will be suspended for the balance of the game from which they were ejected, PLUS a minimum of 1 game.
 2. The team will record an out for each at bat where an ejected player was to appear
 3. The suspended player is prohibited from participating in, or attending, any and all 3B games, including tournaments (pre or post season) and All-Stars, during the suspension period
 4. This suspension also prohibits activities in other 3B Divisions, if applicable, during the suspension period
 5. The ejected player is permitted to stay in the dugout during the suspension period. **Not permitted in the Knothole and Adult Divisions.**
 6. If removal of players, whether ejected or not ejected but associated with the ejection (see above, Rule 20a,5) drops the team below the minimum number of players needed to compete, the game will be forfeited to the opposing team.
 7. Ejected players MUST meet with 3B Officials PRIOR to the end of the suspension period and BEFORE resuming/attending any 3B activities
 - ii. 2nd Occurrence
 1. Any player who is ejected from a game, for any reason will be suspended for the balance of the game from which they were ejected, PLUS a minimum of 2 games.
 2. All Rules under #20, b, I, 2-7 apply
 - iii. 3rd Occurrence
 1. Any player who is ejected from a game, for any reason will be suspended for the balance of the game from which they were ejected, PLUS a minimum of 4 games.
 2. All Rules under #20, b, I, 2-7 apply
- c. Process
- i. Appropriate 3B personnel will complete an ejection form and present to 3B Officials immediately following the game in which the ejection transpired
 - ii. 3B Officials will notify the coach/player/parent/spectator, via mail, email, phone call or meeting, of the suspension time frame and details
 - iii. During the suspension, the coach/player/parent/spectator is required to meet with the 3B Officials, PRIOR to reinstatement and BEFORE resuming/attending any 3B activities
 - iv. **3B Officials reserve the right to modify the suspension, up to and including expulsion from the League**

- v. If the coach/player/parent/spectator fails or refuses to meet with 3B Officials during the suspension time frame, they will be suspended, indefinitely, from 3B activities and void any fees, registration or other, associated with the applicable season
- vi. Suspensions can carry over from year to year and division to division, especially when a suspension happens at the end of a season and the suspension term cannot be completed within the current season's games & activities.

21. SPECTATOR & FAN EXPECTATIONS

- a. Abide by 3B parent & Spectator Code of Ethics
- b. Remain in spectator areas during games. If after a warning by the umpire to a manager to return spectators to the spectator area, and the warning is not heeded, the umpire may forfeit the game to the opposing team.
- c. Respect decisions made by officials
- d. Be a role model by positively supporting teams and not shouting instructions from the spectator areas
- e. Make no derogatory comments or gestures to players, coaches, parents or officials

22. PLAYER PARTICIPATION

- a. All youths in all divisions must play the field at least three (3) complete innings per game. No player will sit on the bench for three consecutive innings. Players in all divisions will bat the entire game regardless if they are in the defensive line-up or not. All teams will list the entire roster on their line-up sheets prior to the start of the game. This line-up will constitute the batting order for the entire game. Free substitution is allowed between innings regardless of how many innings the player taken out has played.
- b. If the game is ended for various reasons (darkness, rain, etc.), a team is not jeopardized by forfeit due to youths not getting their allotted playing time.
- c. If a player is injured, ill, or using the restroom, he/she may be sidelined from the game (at no penalty) until the manager feels that he/she is ready to re-enter. If a player leaves for personal reason, he/she will be removed from the line-up with no penalty. Once removed, he/she may not re-enter said game.
- d. Players may not practice or play with any team if he/she has a cast or splint.
- e. All players must play 50% of the regular season games to maintain eligibility for the post season tournament, with the exception of the Adult Division. Injuries are excluded.

23. APPEALS

- a. In Farm and Pee Wee Division, Umpires reserve the right to make immediate calls on both dead and live-ball plays when infractions occur. A head-coach appeal is not needed when the Umpire(s) observe a rule infraction
- b. In the Minor, Colt, Knothole and Adult Divisions, the teams have the option of using the High School appeal procedure

24. PITCHING

- a. A pitcher cannot return to the mound after being removed, with the exceptions in Knothole and Adult Divisions
- b. Pitchers, with exceptions in Colt, Knothole and Adult Divisions, are not allowed to intentionally walk a batter (In the Colt division, each batter can only be intentionally walked a maximum of two time per game). If the umpire feels that a pitcher intentionally walked a batter, he/she will officially warn the pitcher and the pitcher's coach and inform the opposing manager of the warning. Further violation(s) will result in ejection from the game and subject the player and/or coach(s) to Rule #20, Ejections & Progressive Discipline.

25. GAME SPEED-UP RULES

- a. A manager may request time out once per inning per pitcher. Every visit after that the pitcher must be removed from the pitching position.

- b. A courtesy runner for the catcher may be used at any time. The courtesy runner will be the last out. The starting catcher in the next inning is the only player who can have a substitution runner
- c. If the time limit has been reached in a game or if a team trails in the last inning of a game, by more runs than allow to tie the score, the game will be terminated

26. TIE BREAKER RULE (ALL DIVISIONS)

- a. After completion of the regulation number of innings or when time limit has expired, and the score is still tied, the following tie breaker procedure will begin:
 - i. A single extra inning will begin with the player who had the last completed at bat, assuming a position on second base, with one out.
 - ii. Play will continue and if after one extra inning, the game is still tied, each team will be awarded a tie.
 - iii. There will be no tie breakers on field 2 and 4 if there is a night game to follow.

27. RULE EXCEPTIONS

- a. The above mentioned 3B rules take precedent over National Federation High School (NFHS) Rules.

3B ROOKIE RULES

1. AGE LIMIT
 - a. Players whose age is 5 or 6 years old prior to **MAY 1st** of the current year
2. LENGTH OF GAME
 - a. Game will be 3 innings long. If 3rd inning is completed in less than 1 hour, a 4th may be agreed upon by both coaches and played
3. OFFENSIVE LINEUP
 - a. All players bat
 - b. Each inning both teams will bat through the entire lineup 1 time regardless of outs made.
4. DEFENSIVE LINE UP
 - a. Defensive infield positions are: catcher (not mandatory), pitcher, 1st, 2nd, SS and 3rd.
 - b. Remaining players will be dispersed evenly in the outfield.
 - c. Pitcher must play within 5 feet of the pitcher's mound until ball is hit.
 - d. Infielders must position themselves out of the base path.
5. RULES
 - a. **A max of 5 overhand pitches by the coach (coach may pitch from one knee). If unsuccessful then the tee is used until player hits ball into fair territory.**
 - b. Coaches are allowed on the field to assist with fielding.
 - c. Catchers must wear full gear
 - d. No leading off or stealing. Only advance on a hit ball.
 - e. All players must rotate field positions after every inning.
 - f. All batters, on deck, and running the bases must wear a helmet.
 - g. **Pitchers must have a mask on covering their face.**
 - h. Base runners cannot advance on an overthrow.
 - i. If the ball is hit into the outfield the baserunner can advance until the ball is thrown **TOWARDS** the infield. Once the fielder has attempted to throw the ball towards the infield the runner must stop at the closest base and time is called.
 - j. No officials will be used
 - k. No bunting
 - l. When an out occurs, player may remain on the base if desired.
6. MERCY & MAX RUNS/INNING RULE
 - a. No score is kept
7. FIELD DIMENSIONS
 - a. 60 ft. base paths
 - b. Coach pitches from a safe distance from batter between the mound and plate
8. SLIDING
 - a. No head first slides into any base, with the exception of returning to a base on an attempt to retire the runner
9. BAT SIZE
 - a. Bat size is limited to 2 ¾" diameter
10. EXCEPTIONS
 - a. The above mentioned rules take precedent over General 3B Rules and the National Federation of High School Rules where these rules differ.

3B FARM RULES

1. AGE LIMIT
 - a. Players whose age is 7 or 8 years old prior to **MAY 1st** of the current year
2. LENGTH OF GAME
 - a. Complete game shall be 5 innings or limited to 75 minutes from the time of the first pitch. No new inning after 75 minutes.
3. OFFENSIVE LINEUP
 - a. All players bat
 - b. **The batting order will remain the same for both games of a double header. The first batter of the 2nd game will be the batter immediately following the last completed at bat of the 1st game. The batting lineup will consist of a number equal to the greater number of players on either team.**
4. DEFENSIVE LINE UP
 - a. Catcher, 1st Base, 2nd Base, Shortstop, 3rd Base
 - b. (1) Defensive Pitcher; pitcher must remain within 6 feet of the pitcher's mound until batter has made contact with the ball. All pitchers **MUST** wear a fielding mask.
 - c. (5) outfielders; spaced equally apart and equal distances from home plate
 - d. (1) Coach allowed in the outfield
 - e. No player can play the same position, in a game, more than (3) total innings
 - f. No player will be on the bench for (2) consecutive innings
 - g. Coach will pitch to his own team using the league provided pitching machine
5. RULES
 - a. No base on balls; batter either hits the ball or strikes out; strikes will be called by the umpire
 - b. No bunting, stealing or Infield Fly Rule
 - c. Runners may not leave the base until batter has made contact with the ball.
 - d. On balls hit to the outfield, all runners will stop at the base they are advancing to when the ball is returned to the infield from the outfield and CONTROLLED inside the baseline, including last batter.
 - e. On infield plays, runners will stop at the base they are advancing to when an infielder has control of the ball
 - f. Infield overthrows: on an overthrow from one infielder to another, runner(s) may not advance beyond the base they were advancing to, at the time of the throw
 - g. If a batted ball hits the pitching machine or ball bucket on the field prior to a player fielding the ball, it is a "dead ball" and the batter will be awarded 1st base. Runners on base will advance one base if forced by the batter.
6. MERCY & MAX RUNS/INNING RULE
 - a. The mercy rule will apply. The game is terminated if a team is ahead
 - i. 10 or more runs after 4 innings
 - b. A team's time at bat, in any given inning, will be either 3 outs or one time through the batting lineup, whichever comes first
7. FIELD DIMENSIONS
 - a. 60 ft. base paths
 - b. Pitching rubber at 46 ft
8. SLIDING
 - a. No head first slides into any base, with the exception of returning to a base on an attempt to retire the runner
9. BAT SIZE
 - a. Bat size is limited to 2 3/4" diameter
10. EXCEPTIONS

- a. The above mentioned rules take precedent over General 3B Rules and the National Federation of High School Rules where these rules differ.

3B PEE WEE RULES

1. AGE LIMIT
 - a. Players whose age is 9 or 10 years old prior to **MAY 1st** of current year
2. LENGTH OF GAME
 - a. Complete games shall be 6 innings or limited to (2) hours from the time of the first pitch, whichever comes first.
 - b. In case of darkness, rain, or inclement weather, 3-1/2 innings shall constitute a legal game if the home team is ahead.
 - c. If the time limit has been reached in a game or if a team trails in the last inning of a game by more runs than allow to tie the score, the game will be terminated.
3. OFFENSIVE LINE UP
 - a. All players bat
 - b. The batting line-up will consist of a number equal to the greater number of players on either team.
4. DEFENSIVE LINE UP
 - a. The defensive line-up for teams will consist of 10 players. The extra player will be an outfielder.
5. RULES
 - a. The catcher does NOT have to hold the third strike.
 - b. Stealing of the bases is allowed after the ball reaches the plate. Base runners shall not leave their base until the ball has been delivered and has reached the batter. If runner leaves early it is an immediate dead ball and runner will be called out. If runner misses or fails to retouch a base it will be a delayed dead ball. Runners will be called out for failing to retouch a missed base at the end of play. No appeal is required.
 - c. 1 successful steal of home is allowed per inning on a pitcher/catcher exchange. If second attempt of home is made and runner reaches safely the run will not count and the runner will be sent back to 3rd base. If runner is caught stealing the out will be upheld.
 - d. Only fastballs, changeups, knuckle balls and a natural curve are allowed. A dead ball will occur and a ball will be called in the event a pitcher throws an illegal type of pitch, as per umpire judgement
 - e. The balk rule will NOT be enforced, but the pitcher must have their pivot foot in contact with the rubber.
 - f. Pitchers are only allowed 6 consecutive outs per game. If an inning ends due to the run limit, the pitcher gets charged with 3 outs. If a pitcher enters mid-inning and the inning ends because of the run limit, they get charged with 3 outs minus any outs already recorded before they entered.
 - g. All players must play 50% of the regular season games to maintain eligibility for the post season tournament. Injuries are excluded.
 - h. Infield Fly Rule WILL NOT be used
6. MERCY & MAX BATTERS/INNING RULE
 - a. The mercy rule will apply. The game is terminated if a team is ahead
 - i. 15 or more runs after 4 innings, or
 - ii. 10 or more runs after 5 innings
 - b. A team's time at bat, in any given inning, will be either 3 outs or 7 runs scored for regular season games. For the end of season tournament, a team's time at bat will be either 3 outs or one time through the batting lineup, based on greater number of players on either team.
 - c. **In case of the last possible batter, the play will be called dead on the third out or when a defensive player has possession of the ball at home plate, whichever occurs first.**
7. FIELD DIMENSIONS
 - a. 60 ft. base paths
 - b. Pitching rubber at 46 ft.
8. SLIDING

- a. No head first slides into any base, with the exception of returning to a base on an attempt to retire the runner.

9. BAT SIZE

- a. Bat size is limited to 2 $\frac{3}{4}$ " diameter

10. EXCEPTIONS

- a. The above mentioned rules take precedent over General 3B Rules and the National Federation of High School Rules where these rules differ.

3B MINOR RULES

1. AGE LIMIT
 - a. Players whose age is 11 or 12 years old prior to **MAY 1st** of the current year
2. LENGTH OF GAME
 - a. Complete games shall be 6 innings or limited to (2) hours from the time of the first pitch, whichever comes first
 - b. In case of darkness, rain, or inclement weather, 3-1/2 innings shall constitute a legal game if the home team is ahead.
 - c. If the time limit has been reached in a game or if a team trails in the last inning of a game by more runs than allow to tie the score, the game will be terminated.
3. OFFENSIVE LINEUP
 - a. All players bat
 - b. The batting lineup will consist of a number of batters equal to the greater number of players on either team
4. DEFENSIVE LINE UP
 - a. The defensive lineup will consist of 9 players; 6 infielders and 3 outfielders
5. RULES
 - a. Pitchers are only allowed 9 consecutive outs per game. If an inning ends due to the run limit, the pitcher gets charged with 3 outs. If a pitcher enters mid-inning and the inning ends because of the run limit, they get charged with 3 outs minus any outs already recorded before they entered.
 - b. All types of pitches are allowed
 - c. 1 warning per pitcher on balks and will be an immediate dead ball, with runners going back to where they were prior to the pitch. Subsequent balks will be enforced.
 - d. The catcher does have to hold the 3rd strike. The batter runner may attempt to advance to first on a dropped 3rd strike.
 - e. A courtesy runner for the catcher may be used at any time. The courtesy runner will be the player who made the last out.
 - f. Appeals will follow the High School standard appeals process
 - g. All players must play 50% of the regular season games to maintain eligibility for the post season tournament. Injuries are excluded.
6. MERCY & MAX RUNS/INNING RULE
 - a. The mercy rule will apply. The game is terminated if a team is ahead
 - i. 15 or more runs after 4 innings, or
 - ii. 10 or more runs after 5
 - b. A team's time at bat, in any given inning, will either be (3) outs or 7 runs scored for regular season games. For the end of season tournament, a team's time at bat will either be (3) outs or one time through the batting lineup.
7. FIELD DIMENSIONS
 - a. 70 ft. base paths
 - b. 50 ft pitcher's mound
8. SLIDING
 - a. No head first slides into any base, with the exception of returning to a base on an attempt to retire the runner
9. BAT SIZE
 - a. Bat size is limited to 2 ¾" diameter
10. EXCEPTIONS

- a. The above mentioned rules take precedent over General 3B Rules and the National Federation of High School Rules where these rules differ.

3B COLT RULES

1. AGE LIMIT
 - a. Players whose age is 13, 14, or 15 years old prior to **MAY 1st** of the current year
2. LENGTH OF GAME
 - a. Complete games shall be 7 innings or limited to (2) hours from the time of the first pitch, whichever comes first
 - b. In case of darkness, rain, or inclement weather, 4-1/2 innings shall constitute a legal game if the home team is ahead.
3. OFFENSIVE LINEUP
 - a. All players bat
4. DEFENSIVE LINE UP
 - a. The defensive lineup will consist of 9 players; 6 infielders and 3 outfielders
5. RULES
 - a. All pitchers maximum of 85 pitches per day with days of rest rule enforced according to number of pitches thrown. (1-20 pitches=0 days rest; 21-35=1 day rest; 36-50=2 days rest; 51-65=3 days rest; 66-85=4 days rest
 - b. All types of pitches are allowed and balks will be enforced
 - c. Appeals will follow the High School standard appeals process
 - d. High School Freshmen who are playing on a High School athletic team are not eligible to play in the Colt division. High School athlete team members are eligible to play in the Knothole division
 - e. Metal cleats are allowed during 3B league games. The cleat rules for games played against other leagues are governed by their home field rules.
 - f. All players must play 50% of the regular season games to maintain eligibility for the post season tournament. Injuries are excluded.
6. MERCY & MAX RUNS/INNING RULE
 - a. The mercy rule will apply. The game is terminated if a team is ahead
 - i. 15 or more runs after 4 innings, or
 - ii. 10 or more runs after 5 or 6 innings
7. FIELD DIMENSIONS
 - a. 80 ft. base paths
 - b. 54 ft pitcher's mound
8. SLIDING
 - a. Head first slides are permitted and safe sliding techniques are required.
9. BAT SIZE
 - a. Bats up to 2 5/8" diameter barrel are allowed with drops between -3 to -8. All bats **MUST** display proper markings and be BBCOR, USSSA or USA certified. **Drops will be changed to -3 to -5 starting in 2027.**
10. EXCEPTIONS
 - a. The above mentioned rules take precedent over General 3B Rules and the National Federation of High School Rules where these rules differ.

3B KNOTHOLE RULES

1. AGE LIMIT
 - a. League is open to players whose age is 16-18 prior to May 1st of current year.
 - i. Exception: Players may register to play in the league if they have not reached the required age if all of the following apply:
 1. They are a member of a High School sanctioned baseball team
 2. They are prevented from participating in the age appropriate league due to High School rules
2. LENGTH OF GAME
 - a. Complete games shall be 7 innings or limited to (2) hours from the time of the first pitch, whichever comes first
3. OFFENSIVE LINEUP
 - a. Teams are required to bat their entire lineup
4. DEFENSIVE LINE UP
 - a. The defensive lineup will consist of 9 players
5. RULES
 - a. Pitchers can return to the mound if they were not removed from the game
 - b. All pitchers maximum of 115 pitches per day with days of rest rule enforced according to number of pitches thrown. (1-25 pitches=0 days rest; 26-50=1 day rest; 51-75=2 days rest; 76+=3 days rest.
 - c. A courtesy runner for the catcher may be used at any time. The runner is the last player to record an out
 - d. Colt call-up players may play any position in the field, except Pitcher. NOTE: A player from the lower division **may not** play while a team player sits the bench. Colt players must bat at the bottom of the lineup
 - e. Steel cleats are allowed
 - f. Intentional walks are permitted. The catcher or Head Coach will inform the umpire, and the batter will be awarded 1st base with no pitches thrown
 - g. A total of (3) defensive conferences (trips) to the mound are allowed in 7 innings (per High School rules)
 - h. Appeals will follow the High School standard appeals process
 - i. All players must play 50% of the regular season games to maintain eligibility for the post season tournament. Injuries are excluded.
6. MERCY & MAX RUNS/INNING RULE
 - a. The mercy rule will apply. The game is terminated if a team is ahead
 - i. 15 or more runs after 4 innings, or
 - ii. 10 or more runs after 5 innings
7. FIELD DIMENSIONS
 - a. 90 ft bases
 - b. 60 ft 6 in pitcher's mound
8. SLIDING
 - a. Head first slides are permitted and safe sliding techniques are required.
9. BAT SIZE
 - a. Bats must meet High School standards, including BBCOR certification. All bats **MUST** display proper markings and are subject to umpire inspection
10. EXCEPTIONS
 - a. The above mentioned rules take precedent over General 3B Rules and the National Federation of High School Rules where these rules differ.

3B ADULT 18 & OVER RULES

1. AGE LIMIT
 - a. Players whose age is 18 years old or greater by July 1st of current year
 - b. Players **MUST** be able to validate age if questioned by Director or Umpires
2. LENGTH OF GAME
 - a. Complete games shall be 7 innings or limited to (2) hours from the time of the first pitch, whichever comes first.
3. OFFENSIVE LINEUP
 - a. Teams **may** bat their entire lineup by using the Extra Hitter (EH) rule. Designated Hitter (DH) is **Prohibited**.
4. DEFENSIVE LINE UP
 - a. The defensive lineup will consist of 9 players
5. RULES
 - a. Pitchers can return to the mound if they were not removed from the field
 - b. A courtesy runner for the catcher may be used at any time. The runner is the last player to record an out
 - c. Knothole call-up players may play any position in the field, except Pitcher. NOTE: A player from the lower division **may not** play while a team player sits the bench. Knothole players must bat at the bottom of the lineup
 - d. Steel cleats are allowed
 - e. Intentional walks are permitted. The catcher or Head Coach will inform the umpire, and the batter will be awarded 1st base with no pitches thrown
 - f. A total of (3) defensive conferences (trips) to the mound are allowed in 7 innings (per High School rules)
 - g. Appeals will follow the High School standard appeals process
 - h. Rostered players can **ONLY** play for one team, even if their team gets eliminated in the post season tournament.
 - i. **In the event of going to a Texas Shootout, the inning will start with 0 outs.**
6. MERCY & MAX RUNS/INNING RULE
 - a. The mercy rule will apply. The game is terminated if a team is ahead
 - i. **15 or more runs after 4 innings, or**
 - ii. **10 or more runs after 5 innings**
7. FIELD DIMENSIONS
 - a. 90 ft bases
 - b. 60 ft 6 in pitcher's mound
8. SLIDING
 - a. Head first slides are permitted and safe sliding techniques are required. The runner must avoid contact.
 - b. The slide must be into and not beyond the base. Umpires discretion will determine the slide.
9. BAT SIZE
 - a. Bats must meet High School standards, including BBCOR certification. All bats **MUST** display proper markings and are subject to umpire inspection
10. EXCEPTIONS
 - a. The above mentioned rules take precedent over General 3B Rules and the National Federation of High School Rules where these rules differ.
11. SUBSTITUTE PLAYERS
 - a. Must be 18 by the date of the game and be able to validate if questioned by Director or Umpires
 - b. **CANNOT** pitch
 - c. **MUST** fill out application prior to game. EXCEPTION: if the sub is a Knothole player that is 18 there will be no need to fill out application.

- d. Must not exceed the number of registered players. I.e. 10 registered players, 11th player cannot be a sub.
- e. Player cannot play the field over a registered player

12. INELIGIBLE PLAYERS

- a. Under the age of 18 by the date of the game
- b. Did not fill out the application prior to the start of the game
- c. Any player that is not registered and exceeds the sub limit or on the line up card at the beginning of the game

***If any player is deemed ineligible, the game will be forfeited and the head coach that is listed with the director will serve a 1 game suspension for each offense.