

TEAM GENERAL BASEBALL RULES 2026

1. GAME WEEK

- a. The official game week will be Monday through Sunday.

2. SIBLING PLAY-UP RULE:

- a. Sibling(s) of an older player may play up from a lower division as long as they are no more than one grade younger than the minimum division grade. The parent or head coach must submit the name to the Commissioner at time of registration. (i.e. a 4th grade sibling of a 6th grader could play in the 5th-6th grade division, but a 3rd grade sibling cannot.)

3. COACH RESPONSIBILITIES

- a. Abide by TEAM Coaching Commitments & Obligations
- b. All managers & coaches will be subject to a background check and other required training and education.
- 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. ONLY coaches, players, and a scorekeeper or designated helper are allowed in the dugout; spectators/fans/parents must be kept behind, or to the sides of, the dugout.
 - i. If, after a warning by the umpire or league official 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 by the umpire and subject to Rule #16 Ejections and Progressive Discipline.
 - ii. If the problem persists beyond the coach ejection, security may remove the coach from the facility and the game may be forfeited to the opposing team.

4. 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 #16, Ejections and Progressive Discipline. If needed, security may remove any offenders from the facility.

5. BLOOD RULE

- a. Any participant who is bleeding must come out of the game as soon as the blood is seen and/or pointed out to the umpire.

- b. This participant may not return to the game until the bleeding has completely stopped and is covered.
- c. 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.

6. INCLEMENT WEATHER:

- a. Prior to start of game, should inclement weather call player and/or spectator safety into concern, the Commissioner, Division Directors, and appropriate TEAM official(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 TEAM officials.
- b. Once the games begin (first pitch thrown), the umpires and/or TEAM Official(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 report to TEAM officials and situation and sign the home team scorebook. TEAM officials will determine, as soon as possible, the future date at which the game will be resumed.
- d. Future-date, resumed games will re-start at the exact situation – inning, score, and 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 Division Director and/or TEAM Officials, will be made to ensure the resumed game meets the conditions of the original game, as closely as possible.
- e. One make-up game will be played per season.
- f. Lightning/Thunder:
 - i. If lightning or thunder 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 audible 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 Umpire(s) and/or TEAM officials deem the fields suitable for play.
- g. Tornado:
 - i. If a tornado watch or warning is in effect for Lucas County 30 minutes prior to or during any game(s), game(s) will be immediately terminated.

h. Excessive Heat:

- i. All TEAM Baseball activities will be suspended if there is an excessive heat warning in effect for Lucas County and/or if the heat index is above 100°F. It is up to parents to provide adequate hydration and nutrition for their players, regardless of temperatures.

7. 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, same school 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 regular team player sits the bench. Lower division player may bat however, at the end of the batting order if opposing Coach agrees to allow the player to bat.
- 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 and the lower division player will be removed from the game.

8. RESCHEDULING GAMES

- a. The Division Directors and Commissioner will coordinate re-scheduling of games with the individual responsible for maintaining master schedule as well as the Umpire Director.

9. GAME ADMINISTRATION

- a. For 3rd/4th division and higher, the 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 #16 Ejections & Progressive Discipline.
- c. Coaches on the field must remain in the coaches' box unless there is a time-out, or they are allowed on the field as per their Division-specific rules.
- d. For 3rd/4th division and higher, 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 divisions 3rd/4th and higher 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 two (2) minutes in another manner, the pitchers may not be allowed to warm up. The time may be shortened if the

umpire deems necessary

f. Home team takes third base dugout at all games, regardless of division.

10. 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 one 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 line-up cards and the game will proceed to completion.
 - iii. The protesting manager must notify, in writing, their assigned Division Director stating why he/she protested and the rule that was broken.
 - iv. This letter plus a \$20.00 filing fee must be in the hands of the TEAM Director no later than 72 hours after completing the game. (Exception – five (5) days will be allowed when protesting innings pitched in one (1) week.)
 - v. The fee is refundable upon an affirmative decision by TEAM.
 - vi. Protests can be made only on interpretation of rules – not on judgment calls
 - vii. All protests will be judged & voted on by TEAM officials.
 - viii. TEAM 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.
 - ix. All protest decisions made by TEAM officials, 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 10a)
 - 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
 2. The player will be banned from all TEAM 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 16 (Ejections & Progressive Discipline)

4. 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 11a for protest.

11. SPORTSMANSHIP

- a. Good sportsmanship must prevail at all times.
- b. Immediately following every game, teams will line up on the baselines and congratulate each other on a “good game”, in a show of good sportsmanship.
- c. Any persistent arguing, profanity, or slurs on the part of a member of the team, manager, coach, or spectators will not be tolerated.
- d. Deliberate throwing of equipment, bats or helmets, will not be tolerated. This will result in the immediate ejection of said person or the forfeit of the game to the opposing team.
- e. No manager, coach, or other team player can assist a base runner physically. Penalty is that the base runner will be called out.

12. 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. If the player does not comply, they will be asked to leave the area until properly equipped.
- c. Anyone under the age of 18 years-old MUST wear a full face guard batting helmet if they are inside the field of play, which includes batters, on-deck batters, bat-boys or base coaches. “Inside the field of play” is defined as inside the fence of the baseball field. All rostered players, when acting as a player or coach, MUST wear a batting helmet when inside the field of play. If the player or participant does not comply, he/she will be asked to put on a helmet or remove themselves from the area.
- d. No one is allowed to swing bats outside of the field of play, regardless of their status as a player or not.

13. SLIDING & AVOIDING UNNECESSARY CONTACT

- a. There is only one acceptable forms of sliding, for approved divisions:
 - i. Foot first with one (1) leg extended, buttocks down, feet below the height of a standing fielder’s knee.
 - ii. Head-first slides are illegal, except when returning to a base on initial attempt to retire a runner. Runners attempting an illegal head-first slide will be called out by the umpire

- b. Roll block, football blocks, slashing of legs and leaping or attempting to leap a player are illegal. An illegal slide is not penalized unless contact is made or interference is called. When contact is made and it is malicious or flagrant, the runner will be ejected from the game and subject to Rule #15, Ejections & Progressive Discipline.
- c. While sliding is not mandated, 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 judgment). Violators will be called out and concurrent outs can be awarded based off umpire ruling and NFHS rules.

14. UNIFORM & APPEARANCE

- a. All players must wear a Baseball uniform provided by TEAM, except the catcher who may catch without a hat. All male players 1st/2nd grade division and higher must wear a protective cup (fiber or plastic cup-type supporter). All catchers 1st/2nd grade division and higher, regardless of gender, must wear a protective cup. TEAM recommends that all players regardless of age or gender wear a protective cup. Shirts must be tucked into pants at all times. No alterations may be made to uniforms as issued (i.e., cutting off sleeves, etc.), except adding of the player's name on the back, above the number. Names must be the name appearing on their registration or a shortened version of the name. Addition of anything deemed inappropriate by TEAM officials may result ejection and the player, coach or parent being Rule #16, Ejections & Progressive Discipline. All jewelry must be removed, except religious jewelry and breakaway "Phiten" style necklaces.
- b. Managers and coaches must maintain a well-dressed image at all times.
- c. All players must wear a NOCSAE certified batting helmet.
- d. All catchers must wear appropriate NOCSAE certified catcher's gear

15. 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 TEAM games, during the suspension period
 - 3. This suspension also prohibits activities in other TEAM Divisions, if applicable, during the suspension period
 - 4. The ejected CPS is required to immediately leave the field and spectating area
 - 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 18c – 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 the park, by authorities and will be subjected to expulsion from the league

7. Ejected CPS MUST meet with TEAM officials PRIOR to the end of the suspension period and BEFORE resuming/attending any TEAM 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 (including the original 2 games).

2. All Rules under #16, 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), if applicable.

2. All Rules under #16, 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 TEAM games, during the suspension period

4. This suspension also prohibits activities in other TEAM Divisions, if applicable, during the suspension period

5. The ejected player is permitted to stay in the dugout during the suspension period

6. If removal of players, whether ejected or not ejected but associated with the ejection (see above, Rule #16a,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 TEAM officials PRIOR to the end of the suspension period and BEFORE resuming/attending any TEAM 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 #16, 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 (including the original 2 games).

2. All Rules under #16, b, i, 2-7 apply

c. Process

i. Appropriate TEAM personnel will contact TEAM officials immediately following the game to relay details of the ejection

ii. TEAM 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 TEAM officials, PRIOR to reinstatement and BEFORE resuming/attending any TEAM activities.

d. TEAM officials reserve the right to modify the suspension, up to and including expulsion from the league

e. If the coach/player/parent/spectator fails or refuses to meet with TEAM officials during the suspension time frame, they will be suspended, indefinitely, from TEAM activities and void any fees, registration or other, associated with the applicable season

f. Suspensions can carry over from sport-to-sport, 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.

16. SPECTATOR & FAN EXPECTATIONS

a. Abide by TEAM 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

17. PLAYER PARTICIPATION

a. All youths in all divisions must play in the field at least (2) 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 reasons, 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 or she has a cast or splint.

18. APPEALS

- a. In all divisions, head coaches may make a dead-ball appeal to the home-plate umpire.
- b. In YOUNGER Divisions, 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.
- c. All appeals or concerns directed towards TEAM officials, must wait 24 hours before being made.

19. PITCHING

- a. A pitcher cannot return to the mound after being removed
- b. Pitchers are not allowed to intentionally walk a batter. 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 #15 Ejections & Progressive Discipline.

20. GAME SPEED-UP RULES

- a. A manager may request time out to make a mound visit once per inning, per pitcher.
 - i. The 2nd visit to the same pitcher, in the same inning, will require the pitcher to be removed from the pitching position.
- b. A courtesy runner for the pitcher or catcher may be used when there are two (2) outs. The courtesy runner will be the last out. The starting pitcher or catcher in the next inning are the only players 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 rules allow to tie the score, the game will be terminated.

21. 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 zero outs. ii. Play will continue and if after one extra inning, the game is still tied, each team will be awarded a tie.

22. RULE EXCEPTIONS

a. Above mentioned TEAM rules take precedent over National Federation High School (NFHS) Rules.

TEAM Baseball Rules (By Division) 2025

TEE-BALL RULES (Kindergarten)

1. AGE LIMIT

- a. Players who are in registered in Kindergarten of school current year

2. LENGTH OF GAME

- a. Total game time is 1 hours in length. Teams will alternate batting, beginning with Away team, until 45 minutes is reached. Both teams will then complete their inning before ending game.

3. OFFENSIVE LINE UP

- a. All players bat
- b. Players will hit from a Tee until a fair, batted ball is put into play
- c. One coach is allowed to help bat and run the tee

4. DEFENSIVE LINE UP

- a. Infield: Pitcher, 1st, 2nd, 3rd, SS
- b. Outfield: Up to 5 outfield positions used: LF, LC, CF, RC and RF.
- c. Pitcher: pitcher must remain within 6 feet of the pitcher's mound until batter has made contact with the ball. Pitchers should wear a full face guard mask.
- d. Two coaches are allowed on the field to assist with fielding (1-IF, 1-OF)
- e. Catchers will stand well back from Homeplate during batting, and will wear a full face guard helmet.

5. RULES

- a. No umpires will be used.
- b. No leading off or stealing. Only advance on a hit ball.
- c. All players must rotate field positions after every inning.
- d. All batters, on deck, and running the bases must wear their helmet.
- e. All batters should wear full-face guard helmets.
- f. Base runners cannot advance on a defensive overthrow.
- g. Base runners will only advance one base per hit fair ball, regardless of the defensive outcome. Runners will remain on base even if the defense gets the runner out.
- h. No purposeful bunting. If a hitter hits a ball between home plate and the pitcher's mound, it will be up to the coach working the tee whether it is considered fair or foul.
- i. A soft tee-ball baseball will be used for all games.

6. MERCY & MAX RUNS/INNING RULE

- a. Score will not be kept
- b. Each team bats until all batters appear at the plate

7. FIELD DIMENSIONS (PREFERRED)

- a. 60 foot base paths
- b. Pitching rubber at 46 or less feet
- 8. SLIDING
 - a. No head-first slides at ANY time
- 9. BAT SIZE
 - a. Bat size is limited to 2 ¾" diameter, and must be unaltered and free from damage.
- 10. EXCEPTIONS
 - a. The above mentioned rules take precedent over General TEAM Rules and the National Federation of High School Rules where these rules differ.

COACH PITCH RULES (Grades 1-2)

1. AGE LIMIT

- a. Players who are register in 1st or 2nd grade of current school year.

2. LENGTH OF GAME

- a. Total game time is 1 hours in length. Teams will alternate batting, beginning with Away team, until 45 minutes is reached. Both teams will then complete their inning before ending game.

3. OFFENSIVE LINE-UP

- a. All players bat.
- b. Three overhand pitches by a coach (coach may pitch from one knee or from a non-electric pitching machine). Taken pitches will not count towards the three pitch total. If unsuccessful at hitting a ball into fair territory, then the tee is used until player hits ball into fair territory. Coach will pitch to his/her own team.

4. DEFENSIVE LINE-UP

- a. Infield: catcher, pitcher, 1st, 2nd, 3rd, SS
- b. Outfield: Up to 5 outfield positions used: LF, LC, CF, RC and RF.
- c. Pitcher: pitcher must remain within 6 feet of the pitcher's mound until batter has made contact with the ball. All pitchers should wear a fielding mask.
- d. One coach is allowed in the outfield to assist with fielding
- e. Catchers must wear full gear, including cup, regardless of gender. TEAM recommends that all other position players wear a cup, including females.
- f. There should be no more than two coaches from each team on the field at any time, and they should not interfere with the players and the natural course of the game.

5. RULES

- a. No umpires will be used.
- b. No bunting, leading off, stealing, or Infield Fly Rule. Only advance on a hit ball.
- c. Runners may not leave the base until batter has made contact with the ball.
- d. All players must rotate field positions at least every two innings
- e. No base on balls given and no strike outs
- f. A courtesy runner for the catcher may be used when there are (2) outs. The courtesy runner will be the player who made the last out.
- g. Base runners cannot advance on a defensive overthrow.
- h. Runners will only advance one base per ball batted into fair territory.
- i. Runners who are ruled out do not have to leave the base, and may continue to advance around the bases, as described in rule 5.i.
- j. Batters must use full-face guards on batting helmets. This includes batters warming up.
- k. Catchers must wear full gear, including cup, regardless of gender. TEAM recommends that all other position players wear a cup, regardless of gender.
- l. A "hard" normal baseball will be used.

6. MERCY & MAX BATTERS/INNING RULES

a. Each team bats until either 3 outs or 5 runs are scored. After which the inning is over and the line up begins where it left off when the team hits again.

7. FIELD DIMENSIONS (PREFERRED)

a. 60 feet base paths

8. SLIDING

a. No head-first slides at ANY time

9. BAT SIZE

a. Bat size is limited to 2 ¼" diameter and must be unaltered and free from damage.

10. EXCEPTIONS

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

PLAYER PITCH RULES (Grades 3-4)

1. AGE LIMIT

- a. Players who are registered in 3rd or 4th grade of current school year

2. LENGTH OF GAME

- a. Total game time is 1 1/2 hours in length. Teams will alternate batting, beginning with Away team, until 1 hour is reached. Both teams will then complete their inning before ending game, unless the home team is ahead going into their final inning. In which case, the game will end after the last Away team out.
- b. In the case of darkness, rain, or inclement weather, 3-1/2 innings shall constitute a legal game if the home team is ahead. If a game is called before 3-1/2 innings are played, all statistics will be disregarded, including innings pitched.

3. OFFENSIVE LINE UP

- a. All players bat

4. DEFENSIVE LINE UP

- a. The defensive line-up for teams will consist of 10 players. The extra player will be an outfielder.
- b. There should be no more than two coaches from each team on the field at any time, and they should not interfere with the players and the natural course of the game.

5. RULES

- a. There will be one umpire assigned to the game.
- b. The catcher does NOT have to hold the third strike. If dropped, the strike is still recorded and there is no need to throw to 1st base.
- c. Baserunners must have their foot touching the base until the pitched ball has crossed home plate.
- d. Stealing of bases is NOT allowed. Runners are not allowed to advance to any base on a passed ball.
- e. Pitchers may only throw fastballs or change-ups; no breaking balls will be allowed. If the pitcher throws a breaking ball, in the umpire's opinion, it will be called a ball.
- f. Pitchers will be allowed to pitch 6 consecutive outs (outs by any player, not only strikeouts). The pitcher's coach is required to keep a record of pitch count. Pitchers are not allowed to pitch on consecutive days, regardless of how many outs they pitched on the previous day. This rule is in place to protect the health of the player and to ensure multiple players have the opportunity to pitch.
- g. A courtesy runner for the catcher or pitcher may be used when there are (2) outs. The courtesy runner will be the player who made the last out.
- h. Appeals to the umpire must be made by the opposing team's head coach, after completion of the play and during a dead ball timeout.

i. Infield Fly Rule WILL be used and ruled on by the umpire.

i. An infield fly is any fair fly ball (not including a line drive or a bunt) which can be caught by an infielder with ordinary effort when first and second or first, second, and third base are occupied, before two outs are recorded. The rule is in place to protect against a team allowing a shallow fly ball to drop in with the intention of causing a force play at second and third or second, third and home. Otherwise, the team would be able to force out baserunners who had stayed put on a routine fly ball.

In these situations, the umpire will declare "infield fly" for the benefit of the baserunners as soon as it is apparent that the fly ball qualifies as an infield fly. The batter is out even if the ball is not caught, and the baserunners can advance at their own risk. If the ball is caught, the baserunners can attempt to advance as they would on a typical ball caught in the air.

j. Batters must use full-face guards on batting helmets. This includes batters warming up.

k. Catchers must wear full gear, including cup, regardless of gender. TEAM recommends that all other position players wear a cup, regardless of gender.

6. MERCY & MAX BATTERS/INNING RULE

a. Each team bats until either 3 outs or 5 runs are scored

7. FIELD DIMENSIONS (PREFERRED)

a. 60 ft. base paths

b. Pitching rubber at 46 ft.

8. SLIDING

a. No head first slides into any based, 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 and must be unaltered and free from damage.

10. EXCEPTIONS

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

PLAYER PITCH RULES (Grades 5-6)

1. AGE LIMIT

- a. Players who are registered in 5th or 6th grade respectively of current school year. There may be years when 7th grade players are allowed to play down in the 5th/6th grade division. When this occurs, 7th grade players are not allowed to pitch.

2. LENGTH OF GAME

- a. Total game time is 1 1/2 hours in length. Teams will alternate batting, beginning with Away team, until 1 hour is reached. Both teams will then complete their inning before ending game, unless the home team is ahead going into their final inning. In which case, the game will end after the last Away team out.
- b. In the case of darkness, rain, or inclement weather, 3-1/2 innings shall constitute a legal game if the home team is ahead. If a game is called before 3-1/2 innings are played, all statistics will be disregarded, including innings pitched.

3. OFFENSIVE LINE UP

- a. All players bat
- b. There will be no coaches on the field during offense, except during called (and ump-issued) time outs.

4. DEFENSIVE LINE UP

- a. The defensive line-up for teams will consist of 10 players; 4 of which must be outfielders. The extra player will be an outfielder.
- b. There will be no more than two coaches from each team on the field at any time, and they should not interfere with the players and the natural course of the game.

5. RULES

- a. There will be one umpire assigned to the game.
- b. Pitchers will be allowed to pitch 6 consecutive outs (outs by any player, not only strikeouts). The pitcher's coach is required to keep a record of pitch count. Pitchers are not allowed to pitch on consecutive days, regardless of how many outs they pitched on the previous day. This rule is in place to protect the health of the player and to ensure multiple players have the opportunity to pitch.
- c. Pitchers may only throw fastballs or change-up; no breaking balls will be allowed. If the pitcher throws a breaking ball in the umpire's opinion it will be called a ball.
- d. The catcher does not have to hold the third strike. If dropped, the strike is still recorded and there is no need to throw to 1st base.
- e. Stealing of bases allowed only after the pitched ball crosses home plate. If a runner leaves early or fails to touch/retouch a base, the umpire will call an immediate dead ball. The runner will be out and all other runners will return to

their previous base. No appeal is required.

- f. Runners may not steal home or advance to home on passed balls, dropped pitches, or wild pitches. They may only advance to home on a ball hit in fair territory or by a bases loaded walk.
- g. A courtesy runner for the catcher or pitcher may be used when there are (2) outs. The courtesy runner will be the player who made the last out.
- h. Appeals to the umpire must be made by the opposing team's head coach, after completion of the play and during a dead ball timeout.
- i. Infield Fly Rule WILL be used and ruled on by the umpire.
 - i. An infield fly is any fair fly ball (not including a line drive or a bunt) which can be caught by an infielder with ordinary effort when first and second or first, second, and third base are occupied, before two outs are recorded. The rule is in place to protect against a team allowing a shallow fly ball to drop in with the intention of causing a force play at second and third or second, third and home. Otherwise, the team would be able to force out baserunners who had stayed put on a routine fly ball.

In these situations, the umpire will declare "infield fly" for the benefit of the baserunners as soon as it is apparent that the fly ball qualifies as an infield fly. The batter is out even if the ball is not caught, and the baserunners can advance at their own risk. If the ball is caught, the baserunners can attempt to advance as they would on a typical ball caught in the air.

- j. Batters must use full-face guards on batting helmets. This includes batters warming up.
- k. Catchers must wear full gear, including cup, regardless of gender. TEAM recommends that all other position players wear a cup, regardless of gender.

6. MERCY & MAX BATTERS/INNING RULE

7. Each team bats until either 3 outs or 5 runs are scored

8. FIELD DIMENSIONS (PREFERRED)

- a. 70 ft. bases
- b. Pitching rubber at 50 ft. feet

9. SLIDING

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

10. BAT SIZE

- a. Bat size shall be limited to 2 3/4" in diameter barrel and must be unaltered and free from damage.

11. EXCEPTIONS

- a. The above mentioned rules take precedent over General TEAM Rules and the

National Federation of High School Rules where these rules differ.

PLAYER PITCH RULES (Grades 7-8)

1. AGE LIMIT

- a. Players who are registered in 7th or 8th grade respectively of current school year.

2. LENGTH OF GAME

- a. Total game time is 1 1/2 hours in length. Teams will alternate batting, beginning with Away team, until 1 hour is reached. Both teams will then complete their inning before ending game, unless the home team is ahead going into their final inning. In which case, the game will end after the last Away team out.
- b. In the case of darkness, rain, or inclement weather, 3-1/2 innings shall constitute a legal game if the home team is ahead. If a game is called before 3-1/2 innings are played, all statistics will be disregarded, including innings pitched.

3. OFFENSIVE LINE UP

- a. All players bat
- b. There will be no coaches on the field during offense, except during called (and ump-issued) time outs.

4. DEFENSIVE LINE UP

- a. The defensive line-up for teams will consist of 9 players; 3 of which must be outfielders.
- b. There should be no more than two coaches from each team on the field at any time, and they should not interfere with the players and the natural course of the game.

5. RULES

- a. There will be one umpire assigned to the game.
- b. Pitchers will be allowed to pitch 9 consecutive outs (outs by any player, not only strikeouts). The pitcher's coach is required to keep a record of pitch count. Pitchers are not allowed to pitch on consecutive days, regardless of how many outs they pitched on the previous day. This rule is in place to protect the health of the player and to ensure multiple players have the opportunity to pitch.
- c. Pitchers may only throw fastballs or change-up; no breaking balls will be allowed. If the pitcher throws a breaking ball in the umpire's opinion it will be called a ball.
- d. The catcher does not have to hold the third strike. If dropped, the strike is still recorded and there is no need to throw to 1st base.
- e. Stealing of bases are allowed only after the pitched ball crosses home plate. If a

runner leaves early or fails to touch/retouch a base, the umpire will call an immediate dead ball. The runner will be out and all other runners will return to their previous base. No appeal is required.

- f. Runners may not steal home or advance to home on passed pitched balls, dropped pitches, or wild pitches. They may only advance to home on a ball hit in fair territory, by a bases loaded walk, or on an errant throw to third base. Runners may advance on an errant throw to any base.
- g. A courtesy runner for the catcher or pitcher may be used when there are (2) outs. The courtesy runner will be the player who made the last out.
- h. Appeals to the umpire must be made by the opposing team's head coach, after completion of the play and during a dead ball timeout.
- i. Infield Fly Rule WILL be used and ruled on by the umpire.
 - i. An infield fly is any fair fly ball (not including a line drive or a bunt) which can be caught by an infielder with ordinary effort when first and second or first, second, and third base are occupied, before two outs are recorded. The rule is in place to protect against a team allowing a shallow fly ball to drop in with the intention of causing a force play at second and third or second, third and home. Otherwise, the team would be able to force out baserunners who had stayed put on a routine fly ball.

In these situations, the umpire will declare "infield fly" for the benefit of the baserunners as soon as it is apparent that the fly ball qualifies as an infield fly. The batter is out even if the ball is not caught, and the baserunners can advance at their own risk. If the ball is caught, the baserunners can attempt to advance as they would on a typical ball caught in the air.

- j. Batters must use full-face guards on batting helmets. This includes batters warming up.
- k. Catchers must wear full gear, including cup, regardless of gender. TEAM recommends that all other position players wear a cup, regardless of gender.

6. MERCY & MAX BATTERS/INNING RULE

- b. Each team bats until either 3 outs or 5 runs are scored

7. FIELD DIMENSIONS (PREFERRED)

- a. 70 ft. bases
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- a. The above mentioned rules take precedent over General TEAM Rules and the National Federation of High School Rules where these rules differ.