

2026 “A” LOCAL RULES

1. Batting

First half of season: The entire lineup shall bat through the order in every inning. Outs shall be recognized the entire season. In the event that (3) three outs are made, bases are cleared, but the team at bat will bat through their entire order until everyone has hit that inning.

There is NO last batter home run at this level. The last batter is treated the same as every other batter.

There will be (4) coach pitches, but batters are allowed to keep swinging at coach pitches as long as they are fouling off the “fourth coach pitch.” Thereafter for the player’s at bat, the tee will be used until the batter puts the ball in play.

Upon completion of the 1st half, a managers meeting will determine if NO TEE will be used.

2. Fielding

Bases should be placed at 50’ distances between bases. Players should be placed at the traditional infield positions with the remainder of the players in the outfield. Pitcher may not be more than 2 feet from the mound during coach pitch. Catchers will be used at this level with assistance from a coach. Player should be placed in one position through the entire inning.

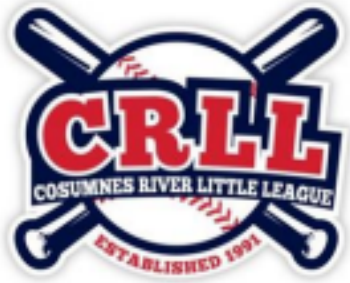
Note: Player must play at least one position in the infield and outfield during a single game.

3. Pitching

There is no player pitch in this division. However, a player should be placed in a defensive position within 3 feet of the coach that is pitching (to the side, or slightly behind). Coaches will pitch to players from a knee at 35 feet. The batter will be done with his or her turn, at the plate, when he or she hits the ball into play either off of coach pitch or coach has pitched a maximum of 4 pitches.

A player should be in the catcher defensive position, and is required to wear a helmet, chest protector, shinguards, and a protective cup. A coach from either team should be placed behind the catcher to return balls to the pitcher.

****NOTE**** Although players do not pitch in this division, coaches are strongly encouraged to have their players practice pitching during practice sessions.



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4. Base Running

A runner can only advance on a batted ball. Runners may advance until an attempt is made to return the ball to the infield. The attempt does not need to be successfully returned; only the effort must be made. At that time, runners more than halfway to the next base are awarded that base: otherwise they are to return to the previous base. No base stealing (including passed balls) is allowed.

5. Playing Time

Games should not last more than 90 minutes. Games can be stopped at the half-inning (upon manager agreement prior to the start of the full inning).

6. Field Preparation

The home team shall be responsible for preparing the field for play: dragging the field (if needed), setting out the bases and chalking the baselines. The visiting team shall drag the field at the completion of the game (if needed), rake and put away bases (if the last game of the day). Each team will be responsible for cleaning out its dugout and throwing away trash.

7. Local Rules

If a guideline is not followed, the incident is to be reported to the Division Coordinator or Board. With the support of the Board of Directors, they will advise managers/coaches of any necessary action/consequences.