

Rules

Unless otherwise specified below, all rules and regulations listed in the current Baseball Official Regulations and Playing Rules will be strictly followed.

1. Home team is responsible for all volunteer duties (field set up and clean up, snack bar, score board) and providing at least 3 game balls to umpire.
2. A regulation game consists of six (6) innings. If a game is called due to conditions, it is a regulation game if four (4) innings have been completed (3 1/2 if home team is ahead). The "10 Run Rule" (Rule 4.10 (e)) shall be adhered to. Official games that cannot be completed due to conditions should be completed within two (2) weeks.
3. Continuous batting order – The batting order will consist of all players present for the game.
4. No leads – Base runners on base may not leave their base until the pitched ball crosses home plate.
5. Stealing – 2 steals of (1B, 2B, or 3B) are allowed per inning. 1 steal of home is allowed per inning.
6. Ball thrown back to pitcher is considered a live ball - Runners can advance and it is not considered a stolen base.
7. Head first slides are automatically called out except when returning to a base.
8. 3rd-strike is an out, regardless of whether the pitch is caught by the catcher. There is no need to throw to 1B to record the out.
9. Catcher may be pinch run for if there are 2 outs in an inning. The replacement runner shall be the player who recorded the most recent out.
10. A base runner is not allowed to run over the catcher at a play at the plate. The base runner must slide. If the runner does not slide, he/she is automatically called out.
11. A half-inning will consist of 3 outs, or 5 runs, whichever comes first. However, runs will be unlimited during the 6th inning.
12. Play is considered dead when the pitcher is in the mound area with the ball.
13. No swinging the bat is allowed on deck or in the dugout.
14. Pitching

- a. Any player that catches in 4 innings or more cannot pitch in the same game. Any pitcher that delivers more than 41 pitches in a game cannot play catcher in the same game.
 - b. A pitcher once removed from the mound cannot return as a pitcher during the same game.
 - c. Pitcher cannot deliver more than 75 pitches per game, but is allowed to finish the current batter once the 75-pitch limit is reached.
 - d. If announced "last batter" to umpire prior to reaching a pitch count limit, it does not count against the pitch count. For example, if a pitcher is at 49 pitches, and "last batter" is announced to umpire, the pitch count officially remains at 49, no matter how many additional pitches are thrown.
 - e. Pitch Count Rest Rules
(Calendar day example: If a pitcher pitches Saturday and requires 2 calendar days rest, he/she may not pitch again until Tuesday)
 - e.i. 0-20 pitches – no calendar day rest required
 - e.ii. 21-35 pitches – 1 calendar day rest
 - e.iii. 36-50 pitches – 2 calendar days rest
 - e.iv. 51-65 pitches – 3 calendar days rest
 - e.v. 66-75 pitches – 4 calendar days rest
 - f. Pitch counts are something that each coach will monitor on their own. Use the honor system with the understanding that we are not going to injure the arms of our 9- and 10-year-olds.
 - g. It is suggested to pitch 9-year-olds at least 2 innings per week. We do this to continue to develop our younger pitchers. It is important to the league to give quality time to 9 year olds to develop.
15. Balks are not called. Umpires shall insist that pitchers deliver the ball to the plate in a legal manner, and correct (but not penalize) them.
16. The infield fly rule is used. If a batted ball is a fly ball and the umpire indicates that the infield fly rule is in effect, even if a ball is dropped, the batter will be recorded as an out. The runners may advance at their own risk.
17. Bunting is allowed. However, a batter may not fake a bunt and then pull back and swing away. In this case, the batter will be automatically called out.

Coach Expectations

Pre-game

Head Coach and/or Asst Coach should show up at least 30 minutes prior to game time to warm up team. This is very important – it is almost another practice each week.

Games

All games should start on time. Understanding there could be an exception if enough players do not show up on time, each coach should be prepared to start the game as scheduled.

Substitutions

The coach should be prepared, prior to the game, to have a lineup ready and should be able to change players quickly. It is important to keep the game moving, allowing more playing time for the players. Coaches are encouraged to develop a spreadsheet that can be used each game. (If you lose 1-2 innings per game due to delays, over a 16-game season that could be 24 innings!)

Rain outs

The coaches should make every attempt to make up games that are rained out, especially early in the season since you do not know what the latter part of the season will bring. Use open fields as available. Items to remember: 1) They need to play to become better; 2) They need to have fun; and 3) They pay to play.

Parents Meeting

Coaches should have a parents meeting with their team within the first couple of practices. Expectations of the coach should be expressed to the parents. Things like showing up for practice, showing up on time for practices and early for games, how they can help their child be a better player, how they can help the coaches before and after the game, who is allowed in the dugout, consequences for player misconduct, etc.

Disagreements

Coaches should ensure that disagreements are handled off the the side – avoid confrontations in front of the parents or kids. We need to work together to make our organization function properly.

Fields & Equipment

Take care of the fields and equipment as if you paid for it, because you did. Each team should be issued their own catcher's gear that each coach will be responsible to turn in at the end of the year. After every practice/game, leave the field in good condition: rake the infield, clean up trash, sweep dugouts, neatly store all equipment and tools, and ensure doors/sheds are locked.