

## 2025 Fall DSYSA Rules & Regulations

### Overview:

This document is an overview of the rules and regulations of baseball play for DSYSA baseball. Any questions or information about baseball in the DSYSA org can be answered in this document. All coaches, assistant coaches, umpires and commissioners should know this rule book.

The rules hierarchy for DSYSA is as follows:

1. DSYSA Local Rules
2. Centex Rules
3. MLB Rules



## Table of Contents

<b>General Policies.....</b>	<b>3</b>
<b>Coaching Overview.....</b>	<b>4</b>
<b>Player Registration.....</b>	<b>5</b>
<b>Team Structure.....</b>	<b>5</b>
<b>Evaluations/Team Formation.....</b>	<b>5</b>
<b>Drafting .....</b>	<b>6</b>
Trading of Players.....	7
<b>Practices .....</b>	<b>7</b>
<b>Regular Season Play.....</b>	<b>7</b>
<b>Post Season Play .....</b>	<b>8</b>
<b>Playing Field, Equipment and Safety .....</b>	<b>8</b>
<b>Pitching.....</b>	<b>9</b>
<b>Completing a game .....</b>	<b>10</b>
<b>Batting Order, Batting, Runners .....</b>	<b>12</b>
<b>Division Specific Rules .....</b>	<b>14</b>
WeeBall .....	14
5U AND 6U .....	14
10 AND UNDER .....	16
12 AND UNDER .....	17



## General Policies

- This handbook establishes and promulgates policies, rules, regulations, and procedures for the conduct of youth baseball activities under the auspices of the Dripping Springs Youth Sports Association and in accordance with the objectives set forth in the Bylaws of said organization.
- The underlying objectives of the Baseball/ Program shall be:
  - To aid and encourage the development of youth through participation in organized and supervised sports competition.
  - To promote the qualities of sportsmanship, teamwork, self-reliance and self-discipline.
  - To foster and sustain an interest in the game of baseball.
- ZERO TOLERANCE POLICIES ARE IN AFFECT AT DSYSA COMPLEX. Any player, manager, coach, or fan ejected from a game must leave the facility immediately and will serve a minimum 1 additional game suspension. During the suspension the ejected person may not be at the ballpark.
- Teams are responsible for cleaning up their dugouts after games
- The Board reserves the right to modify any rules and formats.
- There are no formal protests allowed, any rules issues must be addressed on the field before play continues. There will be no protest of any judgment calls, only protests of pitching violations or rule interpretations. In the event of a protest the head coach and only the head coach will notify the plate umpire before the next pitch is thrown of their protest and must provide a copy of the rule being protested. If the plate umpire is unable to resolve the issue, he will request the assistance of the designated onsite board member and the board member will make the final decision. All protests will be resolved on the field between only the head coaches, umpires, and board member. No protests can be made after a game has been completed.

Home team is responsible for keeping the official scorebook, for leagues with kids pitching, the visiting team is responsible for pitch counts. Teams should confirm outs recorded, runs scored and pitches thrown each half inning to avoid any controversy. Umpires will NOT maintain official score cards.



## Coaching Overview

- Individuals shall submit applications for Head Coaching positions and these applicants shall be reviewed by the Baseball Commissioner and the individual League Commissioners prior to the date of league evaluations.
- To be a coach at DSYSA Baseball individuals must:
  - Be in good standing with the DSYSA organization
  - Complete and pass a background check
  - Sign and adhere to the DSYSA Value Statement
  - Follow all rules and regulations of DSYSA baseball
- Head Coach duties and responsibilities shall include the following:
  - Compliance with the rules and regulations of this handbook, as are applicable to them and their team, and to the stated principles and objectives of the DSYSA Value Document.
  - Exercising a maximum effort to maintain a good working knowledge of the fundamentals of baseball and Official Baseball Rules and Regulations, and shall diligently strive to impart this knowledge to their team.
  - Responsibility for the conduct of their team at all times, and shall constantly adhere to the practices of fair play and sportsmanship, and shall promote these qualities in assistants, parents, players and other participants in the program.
  - Responsibility for all equipment issued to them and shall assure that necessary precautions are taken to prevent abuse or loss.
  - Participation in field and facility maintenance activities associated with the Baseball Program.
  - Participation in the appropriate coaches' clinic and other educational activities sponsored and organized by DSYSA baseball
- Priority Assistant Coaches
  - Head Coaches may select a priority assistant coach that will be a designated assistant for the Head Coaches team.
  - This Priority Assistant must follow all defined rules and regulations of DSYSA baseball, must be in good standing with DSYSA baseball and assumes the responsibilities outlined above of a Head Coach if the Head Coach cannot participate in the season of baseball
- Additional Coaching Staff
  - Head Coaches can identify additional staff to help throughout the season
  - These staff members do not need to be identified to DSYSA baseball, but they must adhere to all rules and regulations of DSYSA baseball as any other coach



## Player Registration

- It shall be the policy of this program that every attempt will be made to place every player candidate attending the publicized regular registration sessions onto a league team.
- Players in the baseball program will be registered to the respective leagues according to the playing age attained by that season's cut-off date. This will be set by the Baseball Commissioner based on the date used in that season and will be published using all public means prior to registration for that season.
  - Any players that wish to play up a division can do so with parental approval
  - Parents must notify the league if their child is playing up a division
  - Players cannot play down a division (E.G if you are 6, you cannot play 5U)
- Siblings will be placed on the same teams where possible, unless expressly communicated by parents of the children.
  - If the age gap between siblings is too large and constitutes a jump in appropriate leagues (for example: 6U and 10U) the siblings will not be placed on the same teams

### Age Table for Divisions

Weeball	Ages 4 and under
5U League	Ages 5 and under
6U League	Ages 6 and under
8U League	Ages 7 & 8
10U League	Ages 9 & 10
12U League	Ages 11 & 12
14U League	Ages 13 & 14

•

## Team Structure

- All players registered will have the chance to join a team – whether through a defined and public evaluation process, or through a randomized process
- The creation of teams is based upon the number of registrations and availability of head coaches per division
- The league will aim to have 10-12 kids per team, no matter the division
  - In events where there are limited or extra registrations in a division, the league will look to find balance in the size or teams or number of teams

## Evaluations/Team Formation

- The DSYSA Baseball organization will publicize and host evaluations for each season of baseball.
- These evaluations are for coaches to watch and evaluate any registered player that wishes to participate.



- Deinfined times and locations of evaluations will be shared by the Baseball and League Commissioners to the public
- The evaluations typically take place over a weekend (Saturday/Sunday) and a registered player only needs to attend one day
- All registered players are allowed and encouraged to attend the evaluations. If a player has not registered for the baseball season prior to the evaluations, they may not attend the evaluations
  - If a player has registered immediately before the evaluation, they are able to attend – but will likely not be included in the roster of registered players
- The evaluations will differ per division, but will consist of basic baseball functions including hitting, throwing, running, fielding and anything the coaches and/or league commissioner deems fit for the evaluation
- After the evaluations, the coaches will participate in a draft to form their teams
  - Weeball and 5U divisions will not have an evaluation
    - Weeball players are placed on a team based upon parental requests and randomization
    - 5U Players will be placed on teams based upon parental requests and randomization

## Drafting

- For 6U, 8U, 10U, 12U and 14U divisions, the league will host a draft immediately after the Sunday conclusion of the evaluations
- 8U, 10U, 12U and 14U can select up to four protected players prior to the evaluations that will not be draft eligible
  - The children of a head coach and primary assistant coach are included in this count
  - **PLEASE NOTE:** Any protected player that is not an immediate family member of a coach or primary assistant coach (son/daughter) **MUST** have a parent/guardian email the Baseball and responsible league commissioner requesting to be on the coaches defined protected player list. IF this is not done prior to the evaluations, that player will be open to draft
- These four protected players will take up the first four positions in the draft.
  - The **ONLY** exception is if a coach only protects their child and their assistant coach's child they will have a first round pick and lose their second and third round picks
- DSYSA Baseball uses a “snake draft” methodology – so in a 6 team division the order of picking would go: 1, 2, 3, 4, 5, 6 in round 1 and 6, 5, 4, 3, 2, 1 in round 2. This is repeated until all evaluated players are drafted
- Draft order is a random process done by either picking numbers out of a hat, or a randomizer. There are no confirmed draft orders based upon any previous year's engagements



- All players that show up to evaluations are eligible to be drafted. Any player that is registered, but did not attend the evaluations will be considered a “hat pick.”
- These players will be placed on teams once the draft is finished. The order will start with the team after the final pick in the draft. For example – if the draft ends on the third team in the defined order, the team next in the snake order (second or fourth) would receive the first hat pick and so forth.
- For any players that register after evaluations and the draft, they will be placed on teams following the “hat pick” methodology.

### Trading of Players

- Any trades of players **MUST** be done before the draft process is completed
- Hat picks **CANNOT** be traded
- Any trades after the draft is completed will not be accepted

### Practices

- Practice times will be selected during the draft process and each team will get at least one practice at the DSYSA complex/HEB Fields
  - Teams are allowed to have practices offsite, but this is at their discretion
- The team with the last pick in the draft, in each division, will receive the first pick for practice times and the order will follow to the first pick in the draft, receiving the last pick for practice times
- Once all divisions have picked a practice time/date, the Commissioner and League Commissioner will open up selections for a second practice slot. This process will follow the normal draft order in the respective division. A second practice at the complex is not guaranteed and this is determined based upon number of teams in a division.
- **PLEASE NOTE:** Practice times on Tuesday and Thursday will disappear once the season begins to support games during these days. There will be NO practices on Saturday at the DSYSA Complex.
- Practices are one-hour increments
- Weeball will use Saturday designated times as practice/games – per the discretion of the coaches

### Regular Season Play

- Once the regular season starts, games will be played on Tuesday, Thursday and Saturday
  - The exception to this is Weeball. That division will ONLY play on Saturday
- Teams will play each team in their division, with each division aiming to have 8-12 games per team
  - The exception to this is Weeball. It will likely be 6-8 games
- In every division, except for Weeball, we will keep track of Wins, Losses and Ties. The league will follow a “pool-play” style scoring system for Wins, Losses and Ties, where Wins count for 2 points, Losses count for zero points and Ties count for 1 point.



## Post Season Play

- After regular season play is completed, the league will have a post season tournament for 5U – 14U divisions
- In Fall of 2025, this will be a single elimination tournament
- Seeding will be based upon regular season standings
- Tie breakers, in order, are:
  - Record/Points scored
  - Head-to-Head record
  - Difference in Runs scored vs. runs given up
  - Total Runs given up
  - Runs Scored
  - Coin Flip
- 

## Playing Field, Equipment and Safety

Playing field size for each of the divisions is listed in the table below. Base and pitching distances may vary slightly.

AGE	GAME TIME	INN	BASE DIST	PITCH DIST	RUN LIMIT	PITCH LIMIT
5/6	1:00	6	55 ft	NA	5	NA
7/8	1:15	6	60 ft	40 ft	8 D I 5 D II	NA
9/10	1:25	6	65 ft	46 ft	8	75
11/12	1:35	6	70 ft	50 ft	8 (Pool) Open (Bracket)	85
13/14	1:45	7	80 ft	54 ft	Open	95

Metal cleats are not allowed except for the 13-14U Division

All bats must be labeled with either of a BBCOR, 1.15BPF stamp or the official USA Baseball Stamp (USABat).

- 1) For ages 6 and under - The maximum diameter shall not exceed two and five eighths (25/8") inches.
- 2) For ages 7 and older - The maximum diameter shall not exceed two and three quarters (2 ¾") inches.

All bats must be commercially manufactured for baseball play, softball bats or bats altered after manufacture to reduce or add weight will not be allowed. It is the manager's responsibility to ensure compliance with this rule.



Penalties – Use of an illegal bat shall not be grounds for ejecting the player or declaring the batter ‘out’ except as follows: A) If the umpire discovers that a bat does not conform to the DSYSA bat rule stated above before a ball has been put in play, the umpire will remove the illegal bat from the game and issue a warning to the manager. Warnings will be recorded on the game card. B) If the umpire discovers that the bat does not conform to the DSYSA bat rule stated above after the ball has been put in play and before the next legal pitch, the defensive team will have the choice of the result of the play, or the batter being called ‘out’. If the batter is declared ‘out’, all runners must return to the base officially occupied before the pitch. C) A second offense incurred during the season will result in the manager being ejected in addition to application of the first offense penalty.

## Pitching

Pitching regulations apply to 10U, 12U and 14U Divisions

### Pitch Limits

Pitchers will be limited to the following pitches:

- 10U – 75 pitches max per weekend series (i.e. 2 consecutive games in a week – this could be Tuesday/Saturday or Thursday/Saturday or Tuesday/Thursday). A pitcher should not pitch three consecutive games
- 12U – 85 pitches max per weekend series (i.e. 2 consecutive games in a week – this could be Tuesday/Saturday or Thursday/Saturday or Tuesday/Thursday). A pitcher should not pitch three consecutive games
- 14U – 95 pitches max per weekend series (i.e. 2 consecutive games in a week – this could be Tuesday/Saturday or Thursday/Saturday or Tuesday/Thursday). A pitcher should not pitch three consecutive games

Exceeding pitching limits will result in a forfeit of the game if determined during the game or before the game card is signed by both coaches, coach is out of next game and player cannot pitch for remainder of the weekend.

Only official game pitches will count towards the count total (warm up pitches and bullpen prior to the game are not considered towards the total). Coaches should make every effort to monitor the athlete’s bullpen and warm-up pitches and take this into consideration. For purposes of determining the maximum count total, only pitches delivered to the plate during game action are considered. If the umpire declares play dead, with a no pitch, the pitch will not count towards the total.



Each game will need an official pitch counter provided by the visiting team. The official pitch counter will not be allowed to be in the dugout for games. Coaches/team representative should meet between innings to verify counts reported to the umpire, which are then reported on the scorecards. Pitch counts will be certified at the conclusion of the game. It is recommended that both teams keep track of and retain documentation (such as taking a picture of the final scorecard or other method) on pitch counts in case of discussion between coaches and umpires.

Regardless of limits established at DSYSA, coaches are cautioned to carefully monitor the number of pitches thrown by any player during a game/series/practice. A young player's arms and muscles are still growing and developing. In addition, coaches are cautioned about using a catcher as a pitcher in the same game for the same reasons outlined above. All other issues not covered above will be referred to the Board, and their decision will be final.

Coaches/Managers who allow pitchers to exceed pitching limits will forfeit the game if the violation is determined during the game, or before the game card is signed by both coaches. The offending Coach/Manager will be suspended for the next game and player cannot pitch for remainder of that weekend. A suspended Coach/Manager is not allowed to be at the park during while serving their suspension.

#### Warm-Ups

Beginning each half inning, pitchers will throw no more than five (5) pitches to the catcher. A relief pitcher is allowed eight (8) pitches. In case of an injury or an ejection, the umpires shall allow the relief pitcher an adequate time to warm-up.

#### Removal, Reentry

A pitcher must be removed from the mound after hitting 3 batters in a single game. Pitchers may not re-enter the game as a pitcher once they are removed as a pitcher

#### Miscellaneous

The new MLB rule where the pitcher can no longer fake a pick off to third and then throw to 1st will not be considered a Balk for DSYSA play.

## Completing a game

Unless the run rule limits apply the game will be played until time expires.

5U/6U	60 Minutes – tracked by umpire
8U	Hour and 15 Minutes – tracked by umpire
10U	Hour and 25 Minutes – tracked by umpire
12U	Hour and 35 Minutes – tracked by umpire



14U	Hour and 45 minutes -tracked by umpire
-----	--

Once time has expired if the visiting team is ahead more than the maximum number of runs allowed in an inning or the home team is winning the game will be called and the score recorded as it stands at that time. The game will not be called until time has expired unless the run rule (mercy rule) applies after a complete inning. Scores will not revert to a previous inning. Complete games are 2 ½ innings if home team is ahead, 3 if visiting team is ahead. Run rules and time limits supersede.

Scores do not revert to previous innings if time expires; the inning is completed; home team only bats if it is behind. All runs scored, when umpire calls ball game are recorded even if game ends in the middle of an inning. Forfeits will be recorded as a 7-0 score

#### Run Rules:

- 25 after 1 complete inning
- 20 after 2 complete innings
- 15 after 3 complete innings
- 10 after 4 complete innings
- 8 after 5 complete innings

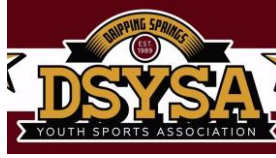
Example 1: Ten minutes left in regulation play in a 5 run per inning game. Visiting team is up and ahead 6 runs. Play continues until time expires and the score is recorded as it stands at the end of the time limit.

Example 2: Seven minutes left in regulation play in a 5 run per inning game. Home team is up and trails by 6 runs. Play continues and home team bats until time expires, when time expires even if there are only 1 out the ball game will be stopped, and the score recorded as it stood when time expired.

Example 3: Home team at bat and behind 3 in the bottom of the 5th of a 5 run per inning game when time expires. Play continues until the end of the inning.

#### Tie Games

Regular season games can end in a tie. In Tournament play if the score is tied after regulation time or regulation innings the Texas tie breaker will be used until a winner is determined. The inning begins with bases loaded and one out. The last three batters from the previous inning will occupy the bases: last batter at 1st base, next to last better at 2nd base, second to last batter at 3rd base. Each team has an opportunity to bat. The game ends when one team is ahead at the end of an inning. No courtesy runners allowed for these runners



## Batting Order, Batting, Runners

### Roster

- Teams must bat entire roster, there is open defensive substitutions except for pitching. No player can sit two innings in a row on defense. All players must play.
- Players arriving late can be added to the bottom of the order (notify the other team and umpire). If a player arrives after the lineup has fully batted, that player cannot be inserted into the lineup.
- Since DSYSA rules require that all players bat, there are technically no substitute players if a batter is injured and cannot finish their at-bat. Rather than the player being called out, the next batter can assume the injured player's at-bat; however, the injured player cannot return to the game later.
- Teams must have at least 9 players (5U/6U/8U) or 8 players (10U/12U/14U) to play; if missing the last player, it will count as an out when that spot comes up to bat.
  - This is a courtesy rule. If both coaches agree not to call an out during the regular season, that's allowed. During postseason play, this will be called.
  - A team MAY substitute up to TWO players to bring their roster up to an acceptable number. These players MUST play the outfield, MUST be in your division, and CANNOT bat
- If a team starts with more than 10 (6U/8U) or 9 (10U/12U/14U) batters and loses a player an out will not be recorded unless the team drops below 10 or 9 players or if the player was ejected.

### Batter

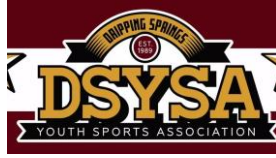
- No slashing: if a batter squares to bunt and then swings at the pitch (slashing), with or without runners on base, the batter is out, the runners go back to their bases, and the third-base coach is given a warning. On the second offense, the batter is out, the runners go back to their bases, and the third-base coach is ejected.
- Throwing the bat will result in 1 warning per player, the second occurrence will result in the batter being called out.

### Runners

- No headfirst slides when advancing bases, runner will be called out, diving back into a bag is ok.
- Runners should avoid contact with defensive players while running, intentional contact or malicious contact in the umpires opinion can lead to player being called out and/or removed or ejected from the game.



- Squeeze bunts are NOT ALLOWED to protect the safety of the fielders, the runner, and the batter.
- A safety squeeze is defined as a play in which there is a runner on third base (including the situations where there are runners on base in addition to the runner on third) and in which the runner on third pauses his advancement toward home plate as the batter squares to bunt and waits until the ball is in play before attempting to continue to advance toward home. This IS ALLOWED as it provides clear protection for the fielders and runner.
- Stealing home, as defined as attempting to advance to home plate during the pitch, is NOT ALLOWED in any division.
- Players may attempt to advance from third base to home plate, at their own risk, after the ball has crossed home plate and between pitches, including, but not limited to, the following examples:
  - When the ball gets past the catcher, either as a passed ball or wild pitch.
  - When the catcher attempts to throw the ball back to the pitcher after a pitch.
  - When the catcher attempts to throw the ball to another fielder after a pitch.
  - When the pitcher is in possession of the ball on the mound but has not yet begun the windup.
  - When the pitcher makes a pickoff move toward, third, second or first.



## Division Specific Rules

### WeeBall

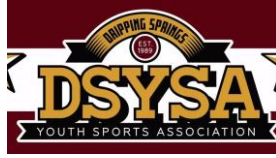
1. Regulation leather or “Squishy” TeeBalls can be used
2. There will be no score, outs or Wins/Losses tracked in Weeball
3. Weeball is allotted 60 minutes. It is up to the discretion of the coach how to use that 60 minutes for practice and games. Please DO NOT start a new inning after the 55 minute mark.
  - a. A suggested use of time is as follows:
    - i. 15 minutes of team practice
    - ii. 30 minutes of game
    - iii. 10 minutes of follow up/finalization of game/practice/snacks
4. Each team will get a chance to bat around, with players taking a single base. Once you reach the final player in your batting lineup, that player hits a “home run” clearing the bases and the inning will turn over
5. Parents and coaches are allowed, and encouraged, to be on the field to guide the players to run, hit, field and throw

### 5U AND 6U

1. Regulation leather covered baseballs will be used, no Riff Balls
2. No new inning to start after 1 hour of the Umpire’s clock.
3. Teams must have at least 9 players to play; if missing the 10th player, it will count as an out when that spot comes up to bat. Players arriving late can be added to the bottom of the order (notify umpire)
  - a. Again, this can be a courtesy rule during the regular season. During the postseason it will be enforced
4. No bunting
5. Batter must have both feet in the box when hitting the ball.
6. Batters receive 3 swings per at bat
  - a. If 3rd swing results in a foul ball, batter will be called out.
  - b. If a batter misses all three attempts, they are out
7. A strike will be called if a batter measures up at the “T” when a ball is on the “T”
8. Time will be called by the umpire when the ball is in the possession of an infielder and the play is considered dead; this is an umpire’s judgment call.
  - a. There is no “hands-up” in 5U or 6U baseball to call time – unless a ball has been hit out of play (lodged under a fence, or similar)
  - b. If any runner advances after this, they will be called back to their previous base
9. Four outfielders will be used on defense; players cannot be stacked (no Rover) and must be at least 16 feet behind the bases.



10. Outfielders cannot run a ball into any base to make an out, they must throw the ball to the infield for an out to count
11. Pitchers must throw to first base after fielding a ball to attempt an out.
  - a. If the ball is hit outside of the pitchers circle and takes the pitcher to first or third base, then they may attempt to run to get an out
  - b. Please encourage kids to practice throwing for outs
12. A pinch runner (last out) may be used for a player that is injured while running the bases.
13. Any player that is unable to take their official at bat will be out for the remainder of the game. No out will be recorded unless the team falls below 10 players or if the player was ejected
14. Intentional walks are not allowed.
15. Catchers must wear a mask and chest protector; shin guards are optional.
16. The plate portion of the tee should sit directly on top of the home plate and should not be moved or positioned so that only part of the tee is in contact with home plate. The coach may only raise or lower the level of the ball, not move the tee to position the ball anywhere other than the middle of home plate.
17. Coaches may be on the field for a defined period of time as communicated by the baseball and league commissioners. These include:
  - a. A coach at home plate to assist the batter in getting set up at the tee.
    - i. This coach CANNOT physically position the batter in such a manner as to direct the hit in a particular direction. The coach may tell the batter where he wants the ball to go and if the batter can position himself to hit it there, that is acceptable. The coach may not draw lines or make marks in the batter's box to indicate to the batter where to place his feet to hit the ball in a particular direction.
  - b. A coach at the pitchers mound for protective purposes
    - i. This coach is ONLY here for protecting the pitcher from line drives
    - ii. If the coach is hit with a ball, or knocks down a ball to protect a player, the play is dead and is started over
    - iii. This coach is NOT a field coach. They cannot guide, place, or instruct players where to throw the ball
    - iv. As soon as a ball is hit and the pitcher is deemed safe, the coach must exit the field to either the first or third base foul territory and NOT interfere with any runners
  - c. A coach in the outfield
    - i. This position will be temporary and defined by the baseball and league commissioners
    - ii. This coach is solely there to place kids in positions and keep them engaged in the game



- iii. After the defined timeframe, an outfield coach IS allowed to stand in foul territory by the outfield to guide players
- d. Other coaches allowed on the field
  - i. First base and third base coaches

#### 8 AND UNDER

1. No new inning to start after 1 hour & 15 minutes.
2. Teams must have at least 9 players to play; if missing the 10 th player it will count as an out when that spot comes up to bat. Players arriving late can be added to the bottom of the order (notify umpire)
3. If a team starts with more than 10 batters and loses a player an out will not be recorded unless the team drops below 10 players or if the player was ejected
4. Batters receive 5 pitches or three strikes per at bat; if a foul ball occurs on the 5 th pitch the batter will continue to hit until the ball is put in play, or the batter strikes out
5. Any hit ball hitting the coach-pitcher will be ruled a foul ball
6. The coach-pitcher is a “pitching machine” and cannot speak to anyone and cannot coach in anyway from the field. Coaching from the field will result in a warning from the umpire; a second occurrence will result in the removal of that pitcher.
7. A Coach-pitcher cannot be voluntarily changed in the middle of an inning
8. Time should be called by the umpire when the ball is in the possession of an infielder and the lead runner hesitates, this is an umpire’s judgment call.
9. A pinch runner (last out) may be used for a player that is injured while running the bases. 10. Any player that is unable to take their official at bat will be out for the remainder of the game. No out will be recorded unless the team falls below 10 players or if the player was ejected.
11. Four outfielders will be used, players can be stacked (rover allowed) and must be on the outfield grass when the ball crosses the plate
12. Intentional walks are not allowed
13. Catchers must be in full gear (Mask, chest protector, shin guards & cup), catcher’s mitt is optional

#### 10 AND UNDER

1. FOR FALL ONLY: to encourage kids to swing the bat and attempt to reduce the number of walks, each batter will start with at 1-1 count. Coaches should encourage batters to swing and do their best to hit, while pitchers are encouraged to throw strikes. The commissioners will monitor 10U play throughout the fall and address if any additional amendments need to be made to this rule.
2. No new inning to start after 1 hour & 25 minutes.
3. Teams must have at least 8 players to play; if missing the 9th player it will count as an out when that spot comes up to bat. Players arriving late can be added to the bottom of the order (notify umpire)



4. If a team starts with more than 9 batters and loses a player an out will not be recorded unless the team drops below 9 players or if the player was ejected.
5. No slashing if a batter squares to bunt and then swings at the pitch (slashing), with or without runners on base, the batter is out, the runners go back to their bases, and the thirdbase coach is given a warning. On the second offense, the batter is out, the runners go back to their bases, and the third-base coach is ejected.
6. A pitcher must be removed from the mound after hitting 3 batters in a single game.
7. Pinch runners are allowed anytime for the pitcher or catcher of record or for a player injured during an at bat or while running. The last out will be the replacement runner. It does not have to be the last batted out just the last out. In the event there have been no outs yet recorded in the game there can be no substitute runner until there is an out recorded.
8. Any player that is unable to take their official at bat will be out for the remainder of the game. No out will be recorded unless the team falls below 9 players.
9. Catchers must be in full gear (Mask, chest protector, shin guards & cup), catcher's mitt is optional

## 12 AND UNDER

1. No new inning to start after 1 hour & 35 minutes.



2. Teams must have at least 8 players to play; if missing the 9 th player it will count as an out when that spot comes up to bat. Players arriving late can be added to the bottom of the order (notify umpire)
3. If a team starts with more than 9 batters and loses a player an out will not be recorded unless the team drops below 9 players or if the player was ejected.
4. Squeeze plays, as defined in the rules section, are NOT ALLOWED.
5. Safety squeeze plays are ALLOWED.
6. Stealing home, as defined in the rules section, is NOT ALLOWED.
7. Advancing to home between pitches and during the other situations called out in the rules section is ALLOWED.
8. If in the umpire's judgment, based on the perceived intent of the runner, the offensive team violated the rules related to squeezes and stealing home, the 3rd base coach will be ejected.
9. No slashing if a batter squares to bunt and then swings at the pitch (slashing), with or without runners on base, the batter is out, the runners go back to their bases, and the thirdbase coach is given a warning. On the second offense, the batter is out, the runners go back to their bases, and the third-base coach is ejected.
10. A pitcher must be removed from the mound after hitting 3 batters in a single game.
11. Balks will be called – no warnings
12. Pinch runners are allowed anytime for the pitcher or catcher of record or for a player injured during an at bat or while running. The last out will be the replacement runner. It does not have to be the last batted out just the last out. In the event there have been no outs yet recorded in the game there can be no substitute runner until there is an out recorded.
13. Any player that is unable to take their official at bat will be out for the remainder of the game. No out will be recorded unless the team falls below 9 players or if the player was ejected.
14. If players are used as base coaches they must wear batting helmets
15. Catchers must be in full gear (Mask, chest protector, shin guards & cup), catcher's mitt is required.



## 14 AND UNDER

1. No new inning to start after 1 hour & 45 minutes.
2. Teams must have at least 8 players to play; if missing the 9th player it will count as an out when that spot comes up to bat. Players arriving late can be added to the bottom of the order (notify umpire)
3. If a team starts with more than 9 batters and loses a player an out will not be recorded unless the team drops below 9 players or if the player was ejected.
4. Squeeze plays, as defined in the rules section, are NOT ALLOWED.
5. Safety squeeze plays are ALLOWED.
6. Stealing home, as defined in the rules section, is NOT ALLOWED.
7. Advancing to home between pitches and during the other situations called out in the rules section is ALLOWED.
8. If in the umpire's judgment, based on the perceived intent of the runner, the offensive team violated the rules related to squeezes and stealing home, the 3rd base coach will be ejected.
9. No slashing if a batter squares to bunt and then swings at the pitch (slashing), with or without runners on base, the batter is out, the runners go back to their bases, and the thirdbase coach is given a warning. On the second offense, the batter is out, the runners go back to their bases, and the third-base coach is ejected.
10. A pitcher must be removed from the mound after hitting 3 batters in a single game.
11. Balks will be called – no warnings
12. Pinch runners are allowed anytime for the pitcher or catcher of record or for a player injured during an at bat or while running. The last out will be the replacement runner. It does not have to be the last batted out just the last out. In the event there have been no outs yet recorded in the game there can be no substitute runner until there is an out recorded.
13. Any player that is unable to take their official at bat will be out for the remainder of the game. No out will be recorded unless the team falls below 9 players or if the player was ejected.
14. If players are used as base coaches they must wear batting helmets
15. Catchers must be in full gear (Mask, chest protector, shin guards & cup), catcher's mitt is required.