



EST. 1952

All-Leagues Rulebook

Revised 2/19/2018

Table of Contents

TCKL General Information (All Leagues).....	3
<i>Program, Player Registration</i>	3
<i>Call-Up Players</i>	4
<i>Equipment</i>	5
<i>Coaching</i>	6
TCKL General Rules (All Leagues)	8
Gameplay Rules (All Leagues).....	10
Coach Pitch	13
Boys and Girls Instructional	14
Boys Minor	15
Boys Intermediate	16
Boys Major	17
Girls Junior	18

TCKL General Information: All-Leagues

Revised 11/18/17

THE PROGRAM:

1. The Tri-Cities Kids League, Inc. is for any youth who will be in the grades from Young 5's through 11th Grade at the time of registration for the upcoming season (see PLAYER REGISTRATION AND DISTRIBUTION #2).
2. The Tri-Cities Kids League has been in existence since 1952. Our vision is to provide physical, mental and educational growth in youth baseball and softball; bringing recreational fun, competition and self-worth to all.
3. Rules governing play will be official MHSAA rules, unless herein amended within TCKL league-specific rules. These rule books are available from the MHSAA at MHSAA.com.
4. Unless noted, all leagues within the Tri-Cities Kids League shall be overseen by a "league representative" that shall be a "point person" for the administration of that league. Please refer to TCKL.org for contact information regarding the league representative.
 - a. All question, concerns, and comment from a specific league shall go directly to the league representative before other board members are contacted.
 - b. Please refer to TCKL.org frequently for information updates and/or questions.
5. TCKL makes all attempts to consistently post and update: Rules, equipment sizing, fees, schedules, and other important dates on our website. Refer frequently to the website for contact information and any other announcement information throughout the year and season.
6. Opening dates run from the first weekend in June (Opening Day), through the last weekend in July (All Star Day), or as otherwise noted.
7. **PICTURES:** Player and team pictures are taken during opening weekend and are returned toward the *end* of July.
8. **MEDICAL:** TCKL abides by the official MHSAA rules concerning blood borne pathogens. Copies of this policy are included in all coaching packets and is available on our website.
 - a. A medical treatment consent form must be filled out by parents for all players, which authorizes the manager to seek emergency medical treatment for players.

PLAYER REGISTRATION AND DISTRIBUTION:

1. League registration dates, costs and advertising will be reviewed annually and posted on our website TCKL.org.
2. **League/Grade Level:** Players will register according to their current grade level. Example: If Ty Cobb is in 1st grade currently and registers for the upcoming season, he should be registered with the appropriate league for 1st graders.
 - a. Refer to the website and/or a league representative for special considerations for league placement (Baseball and Softball).
3. Registration and player distribution will be under the direction of the League President or designee by the Board of Directors. Please see the website TCKL.org for dates and additional information.

4. All players must register each year.
5. Registration for players will be made only if accompanied by a parent or guardian, including online. Payment is due at the time of registration. Proof of birth date may be requested.
6. Registration dates shall be determined annually by the Board of Directors.
7. Method of player distribution shall be determined annually by the Board of Directors.
8. A player moving into the area after January 1st of current year is eligible to register at any time during the season, however team placement is not guaranteed.
9. The League President and/or designee shall place the new resident players as applicable.
10. Players will be drafted and/or placed on teams on the date(s) noted on the TCKL website.
11. Players and their families will be contacted by the head coaches and/or a league designee on the date(s) noted on the TCKL website.
 - a. There may be times when coaches are yet to be placed on teams and families may not be notified on this date, and will be notified once teams are finalized.
12. No player may be a part of two teams (unless they are a call-up player).
13. **ROSTER:** Each league shall consist of a minimum of 4 teams of at least 10 players on each team. If after registration, the total teams are less than 4, the TCKL Board will review all options, including entry into an alternative league, to ensure that all players that have signed up will have the opportunity to play (ex: a team of 9 may be allowed, etc.).

CALL-UP PLAYERS:

(Boys Minor, Intermediate, Major and Girls Junior and Senior Leagues only):

1. A player from a lower division (only) can be called-up to a team from a higher division to help them field a full team, or when they have less than 8 players.
2. Call-up players are only allowed if the team calling them up has less than 8 players for that game.
 - a. If a "regular player" shows up during the game where a call-up player was utilized, the call-up player must still play.
 - b. Call-up players must bat last in the batting order and can play no more innings in the field than any "regular player" from that team.
 - c. Opposing managers must be notified of a call-up player by the coach and/or league representative.
3. A player may not be called-up on a date that their own team has a game.
4. Call-up players are never eligible to pitch.
5. Players must be "eligible" on their own team to be called-up. (See GENERAL RULES: ALL LEAGUES 1)

EQUIPMENT

1. All players must wear their league-provided uniform to all games.
 - a. Coach Pitch uniform only requires shirt and hat.
 - b. Any player with a uniform that does not fit should see their manager and a proper sized uniform will be provided by the league.
 - c. All shirts must be tucked in at all times, and the rest of the uniform must be in presentable condition at all times.
 - d. Metal cleats and/or metal tipped cleats of any kind are not allowed (except in boys Major).
 - e. A protective head gear must be worn properly by all batters and base runners.
 - f. Players will be called out if they refuse to wear the proper head gear.
 - g. Players must wear the catcher's facemask when warming up a pitcher before or between innings.
 - h. All male catchers must wear a protective cup (if necessary, managers should discuss this protection with the parents of boys).
 - i. During game play, all catchers will wear league provided, or other approved gear including but not limited to: helmet, mask, chest protector and leg guards.
 - j. See the TCKL league website for information regarding bat sizing, bat purchasing, and other equipment sizing information.
2. **BATS:** The T-Ball, Boys and Girls Instructional Leagues, Boys Minor, and Boys Intermediate will require bats to have some form of LEGIBLE stamp on them to be allowed. (if a stamp from any measurement/approval system is not legible on the bat, it will not be allowed).
 - a. T-Ball bats must be 26" or shorter
 - b. Some forms of measurement/approval stamps are "Little League Approved", "BPF", "BBCOR", etc.
 - c. Any stamp stating "not ...approved" will not be allowed.
 - d. Any form of damage, i.e. cracks or breaks in the bat, will not be allowed.
3. **BATS:** Boys Major will follow MESA rules and allow a 2 5/8" Max barrel diameter bat.
 - a. A maximum of drop 3 (a 33" bat may be no lighter than 30 oz.) is allowed.
 - b. Bat length may not exceed 36".
 - c. Any 2 1/4" bat does not have to adhere to the drop 3 ruling.
4. **BATS:** Girls softball will follow MHSAA rules and allow a 2 1/4" max barrel diameter and up to 34" in length. Bats must be approved by a governing body, similarly to baseball bats.
 - a. **Girls Senior Leagues:** See League (softball specific) website for updated bat information.

HEAD COACHES, ASSISTANT COACHES:

1. There shall be only one designated manager per team and only one manager listed on the team roster.
 - a. Assistant coaches may be present in place of the head coach; however, the head coach shall be ultimately responsible for rule interpretation and the administering of the league rules, guideline, protocols and policies.
 - b. If for any reason the current team's head coach should have to resign, or not be present for a game and/or practice, they shall contact their league representative immediately stating that why they will need the leave of absence. After approval, that replacement person shall be deemed the head coach during the predetermined absence.
2. TCKL plays under International Rules where no questioning of umpire's calls will be allowed.
 - a. Only a head coach may approach an umpire to ask for a clarification of a call. It is the umpires' discretion to clarify the call, they are not obligated to do so.
 - b. The umpires' decision/call is final. This includes decisions regarding secession of play due to weather, injury, darkness, etc.
 - c. The head coach is responsible for making sure all others abide by this rule and will be held responsible if this rule is not followed.
3. Questions and/or concerns shall be directed to the specific league representative.
4. If a manager wishes to drop a player from his roster for any valid reason, the manager must get approval from the League President, and/or a league designee, before that player can be dropped.
5. **TRADING OF PLAYERS:** There shall be no trading of players at any level, at any time.
 - a. Any players deemed (by the TCKL Board) as traded will become ineligible players, and the coaches of those players will become ineligible for the All-Star Game.
 - b. Other consequences may follow at the Board's discretion.
6. Equipment pickup dates, times, and locations will be advertised and communicated before the season begins. Please refer to the website as often as possible, and communicate with your league representative as needed.
 - a. Game balls will be included in the equipment pickup, or at another specified time.
7. Coach attire must reflect the position, proper attire before and during games is required.
8. Medical treatment consent forms are included in the coaches packets given out at the coaches meeting before the season begins. This form must be filled out by all parents, that authorizes the coach to seek emergency medical treatment for their child.
9. A blood borne pathogens policy is included in the coaching packet.

10. **LEAGUE TOURNAMENT:** (Only for Boys Intermediate, Major, and Girls Junior leagues) If league teams are interested in a post season tournament, managers must notify the league representative of this interest.
 - a. If applicable, head coaches will be notified of instructions, schedules, and other information. They will then need to notify their players and families.
 - b. TCKL will provide umpires and equipment for these games.
 - c. All regular season rules will apply.
 - d. The home team will be determined by coin toss, with the team having the most regular season wins making “the call”. If there is a tie in wins, least runs against will determine the call.
11. **INTER-DIVISION ALL-STAR GAMES:** (Only for Boys Instructional, Minor, Intermediate, Major, and Girls Instructional and Junior leagues)
 - a. A “blind vote” by players only, will determine player selection. In the case of a tie, the manager will determine player selection.
 - b. The number of players selected from each team for the All-Star game will be determined annually by the TCKL board and the league representative will communicate the schedule, roster, and other information, to head coaches.
 - c. Voting should occur before July 4th, and player notification should occur soon after, from the date that is communicated from the league. The league website should be referred to for dates, times, and other important information.
 - d. No player shall pitch more than 2 innings in any All-Star Game.
 - e. Each player shall play at least 3 innings in the field.
 - f. Players chosen for the All-Star roster must have participated in at least one-half of their regular season games.
 - g. All-Star Game rules will follow regular TCKL rules, unless otherwise noted.
 - h. All-Star Games are to be 7 full innings, unless noted.
 - i. At least one pitcher from each team (representing the All-Star team) should be used during the game.

GENERAL RULES: *All Leagues*

1. **ELIGIBILITY:** Players must participate in 50% of their scheduled games and practices to remain eligible, unless they have permission from the league representative.
 - a. Any player that has not been registered is considered to be “ineligible”.
 - b. See “HEAD COACHES, ASSISTANT COACHES #5 TRADING OF PLAYERS” above for additional “ineligibility” ruling.
2. TCKL will only provide umpires for: Boys Minor, Intermediate and Major, and Girls Junior and Senior Leagues.
 - a. There are no umpires for Coach-Pitch and/or Boys/Girls Instructional leagues.
 - b. The home-plate umpire, unless otherwise noted, is “in-charge”, and can overrule the other umpire.
3. All-Star Games will be held at the end of July for Boys Instructional, Minor, Intermediate, Major, and Girls Instructional and Junior Leagues.
4. End of year league tournaments may be held for Boys Intermediate, Major, and Girls Junior Leagues.
5. Use of any ineligible player (See “GENERAL RULES: ALL LEAGUES 1) will result in an automatic forfeit of all games that the ineligible player has participated in.
6. Any team that is not able to report to their game time and field (as determined by the TCKL board) with 8 eligible players will forfeit the game.
 - a. Any changes in a game schedule must be requested by the head coach to the league representative within 48 hours before the originally scheduled game was set to take place.
 - b. Rescheduling of games may not be considered for: vacations, other sporting events, or other school events.
7. All spectators must remain behind the “field of play” at all times. If there is no fence, the extending of the fence line determines the “field of play”.
 - a. The home-plate umpire may ask any spectators, coaches, or other person(s) from behind the backstop during game play at any time, for any reason.
 - b. If asked, refusal to relocate from behind the backstop while the game is being played could result in ejection from the game. A warning is not required before ejection can be made.
 - c. The home-plate umpire has full discretion to make these calls.
8. **HARASSMENT:** TCKL disapproves of any form of profanity and/or “taunting” which may or may not be intended to embarrass, ridicule, intimidate, or humiliate others including, but not limited to:
 - a. Race, religion, gender, gender, sexual preference, cultural preference, national origin, physical appearance, ability, disability, etc.
 - b. Usage of any intimidation tactics or remarks reflecting unfavorably upon any other person including “taunting” or “baiting”.
 - c. For violations that the home-plate umpire deems applicable, a warning may be issued to the offender and/or an ejection may be enforced. This goes for any player, coach, or spectator present at the game.

9. **CHATTER:** Generic chatter not aimed at a particular person shall be allowed. Typical examples:
 - a. "Hey batter, batter, batter...swing!", "Hey batter, what's the matter..."
 - b. The "spirit" of these guidelines must be enforced and/or encouraged by all umpires and coaches.
 - c. Catchers are not allowed to talk to the batters after the pitcher has begun their windup.

PROTESTS/APPEALS:

1. There are no protests or appeals of games.
2. Any questions or concerns should be directed to the head coaches who may contact the league representative.

WEATHER CONDITIONS AND GAME POSTPONEMENTS and/or CANCELLATIONS:

1. On days when weather conditions make game play questionable, coaches are asked to check the TCKL website, TCKL.org, for a message regarding cancellations.
2. All registrants have the option of enrolling in "notifications" that will be sent out by the league noting game cancellations and/or questionable weather.
3. WGHN (92.1FM) and/or WAWL (103.5FM) occasionally report cancellations.
4. No coach or parent shall make an attempt to fix a field so that it may become playable. If the field requires work due to weather conditions, that game should be cancelled and rescheduled.
5. During a game or before a game begins, a league representative or the home-plate umpire have the *only* authority to cancel and/or postpone a game.
6. Game time restrictions will not be adjusted due to weather related postponements (see GENERAL RULES: ALL LEAGUES #3, and Rule #10 below)
7. All rescheduled games will be played on a date set by the league representative or league designee. Head coaches will be notified and will be responsible for notifying players and their families. (see GENERAL RULES: ALL LEAGUES #16)
8. **Rain Delays:** Teams are not required to postpone play due to rain, but may do so with the discretion of the home-plate umpire.
9. **Lightning and/or Thunder Delays:** If Lightning and/or Thunder is seen or heard, teams are required to seek shelter immediately and wait for a minimum of 30 minutes (per MHSAA guidelines) to resume play.
10. Any game called due to rain, darkness and/or other weather conditions will be considered a complete game after 4 innings (3 ½ innings if the home team is winning).
 - a. If a game meets the above requirements, however is a "tie", that game may be rescheduled for a later date by the league representative.
11. **Cancelled games:** Games may be cancelled at some times and/or locations, and not others, due to field conditions or other circumstances.
 - a. If a game is cancelled, both the home and visiting team coaches are asked to send an email-message to the league representative stating that your game was cancelled and requesting information on a makeup game.

GAMEPLAY RULES: All Leagues

(unless noted in league specific pages)

1. The umpire's equipment and/or pitching machines shall be located at each field in a storage box provided by TCKL.
2. Timeouts may be called by the head coach only, while the ball is dead.
3. **WARM-UP:** (for a game starting at 6:30pm) the visiting team will have the infield from 6:00 – 6:12pm. The home team will then have the infield until 6:25pm.
 - a. If both teams are present (and have 8 players each) before 6pm, the additional practice time shall be split evenly between the two teams.
 - b. Only one team is allowed on the baseball field at once, no two teams are allowed to warm-up at the same time.
4. **COACH AND UMPIRE PREGAME MEETING:** The head coaches and umpire will meet at home plate at 6:25pm (for 6:30pm start) before each game to exchange lineups and/or batting orders for the game, and any other questions regarding game play and/or post-game actions, such as reporting of the game to the media.
 - a. Lineups and/or batting orders must include uniform numbers as well as first and last names of players, and any other roster information such as players arriving late, etc.
5. **TIME:** All games should start on their times according the league schedule.
6. **TIME:** Coach-Pitch, and Boys and Girls Instructional Leagues
 - a. No new innings may be started after 75 minutes of play.
 - b. After 75 minutes of play during a game, the game shall continue until the home team has finished their at-bat.
 - c. Only a league umpire is able to make a game time determination, such as not starting a new inning at 74 minutes of play.
 - d. No practicing and/or scrimmaging may be done after the last inning is completed.
 - i.e. Coaches may not agree to “play-out” a game to decide a tie.
7. **TIME:** Boys Minor, Boys Instructional, Boys Major, Girls Junior
 - a. No new innings will begin after 8:30pm. Only league umpires are able to make a game determination, such as not starting a new inning at 8:29pm.
 - b. All innings that have started before 8:30pm, unless stopped by the umpires, shall be allowed to finish.
 - c. No practicing and/or scrimmaging may be done after the last inning is completed.
 - Coaches may not agree to “play-out” a game to decide a tie.
8. All games shall be played through 6 (full) innings unless called by the umpire (due to time, weather, injuries, etc.)
9. Games that ends in a tie score after 6 full innings, or due to time, will be considered a tie.

10. TCKL plays under International Rules where no questioning of the umpire's calls will be allowed.
 - a. See above "HEAD COACHES, ASSISTANT COACHES (RULE #2) for clarification.
 - b. If the umpire determines that a player was intentionally walked, that pitcher will be removed from pitching for the remainder of that game.
 - c. Any removed pitcher may play any other defensive position, and may bat.
 - d. The umpire may warn the pitcher before the 4th ball is pitched. Warnings are not required for a pitcher to be removed.
 - e. Violations/removals of pitchers will be reported by the umpire to the league representative and/or designee.

PITCHING:

11. Intentional walks are not allowed. All batters must be pitched to.
12. Intentionally throwing at a batter is not allowed.
 - a. If an umpire determines that a pitcher intentionally throws a pitch at a batter, that pitcher will be ejected from the game.
 - b. The umpire's decision is final and may not be appealed.
13. If any pitcher hits 3 batters in any inning, the pitcher must be removed from pitching for the remainder of that inning, however they may return in another inning during that same game (unless the 3-inning rule for pitchers will be met).
 - a. If a call-up player is being utilized, the late player shall be placed after the call-up player in the batting order.
14. Pitchers may not pitch more than 3 innings per game.
 - a. Delivery of a single pitch in will constitute an inning pitched.
 - b. A player who replaces a pitcher must pitch to at least one batter (until they are out).
 - c. Pitchers are allowed 5 pitches in between innings to warm up.
 - d. A relief pitcher shall be given 10 pitches to warm-up, unless they had pitched before in the same inning.
 - e. Head Coaches are allowed one conference per pitcher, per inning. The pitcher must be replaced during the second conference.
15. No breaking balls are allowed.
 - a. The umpire will give the pitcher one warning if they determine the pitcher is throwing breaking pitches. If the pitcher continues to throw breaking pitches, the pitcher will be removed from the game and will not be able to pitch for the remainder of the game.
 - b. The "spirit" of this rule is to protect young pitcher's arms and/or shoulders.

DEFENSE:

16. Players not participating in the field of play must remain on the bench, dugout, and/or area provided for players.
17. Any fair ball that bounces over, under, through, or beyond the end of the outfield fence is a "ground-rule double".
18. No players may leave the field of play to make an out.
 1. If there is not an extending fence, the fence line shall determine the marker for "field of play".
19. All eligible players at the start of the game must play at least 3 innings in the field.
 - a. If a player needs to be removed for any reason, the opposing head coach and home-plate umpire must be notified. That player is exempt from this 3-inning mandate.
 - b. Removal of a player during an inning does not qualify as an inning played under this rule.
 - c. The 3-required innings may be any inning during the game, they do not need to be 3-consecutive innings.
 - d. Free substitution in the field is permitted at the end of each half-inning.

BATTING:

20. All eligible players must bat in a continuous batting order.
21. Batting order may not be changed once the game has started.
22. Players arriving after the start of the game (at any time) may play, however must be placed at the end of the order and be reported to the opposite coach, and the home-plate umpire.
23. Any player warming-up "on deck" and/or "in the hole", should move to warm-up so that they are behind the batter's back.

GAMEPLAY RULES: Coach Pitch

PITCHING AND BASES:

- a. Pitching = 3 pitches to a player before a tee must be used
 - b. Bases = 50 feet
1. No umpires will be used.
 - a. No score will be kept. This league is in place to teach technique and sportsmanship rather than emphasis being placed on winning.

BATTING:

2. The coach of the batting team will pitch to their players and adjust and place the ball on the tee.
3. A different coach of the batting team is responsible for putting the batter in proper hitting position.
4. The ball will be in play as long as it lands in the field of play.
5. All players will be listed in the batting order and shall bat each inning.
 - a. Once a team bats all players, the teams will exchange positions in the field, regardless of runs scored.
 - b. The coaches are asked to rotate their batting order each inning so that each child has a chance to bat in different positions.
 - c. Rotating the batting order by one player each inning is highly recommended!
 - d. When an out is made, the player called out must return to the dugout.
6. Teams will bat equal amount of times.

DEFENSE:

7. The catcher will be positioned behind the coach assisting the batter until the ball has been hit.
8. The coaches of the team in the field will be allowed on the field to instruct their players during play.
9. All players will play in the field at once. Extra players will be placed in the outfield.
10. All players are to play at least one inning in the infield per game.

BASERUNNING:

11. Runners may not advance on overthrows and/or passed balls.
 - a. The spirit of this rule is to restrict runners from continuously advancing around the bases.
12. Runners may not advance beyond the base they are going to once the ball returns to the pitching area.
 - a. The pitching area is defined as an imaginary 8 foot circle around the pitching rubber.
 - b. The spirit of this rule is to restrict runners from continuously advancing around the bases.
13. Base runners will be left on bases and allowed to advance until all players on the batting team have batted.

GAMEPLAY RULES: *Boys and Girls Instructional*

PITCHING AND BASES:

- a. **Girls Instructional:**
 1. Pitching = 32' from the pitching machine.
 2. Bases = 60'
 - b. **Boys Instructional**
 1. Pitching = 40' from the pitching machine.
 2. Bases = 60'
1. A pitching machine will be used.
 - a. A coach from the batting team will operate the pitching machine.
 - b. The speed setting will be preset (spring location) before the game begins and should not be adjusted unless both coaches agree.
 - c. The pitcher will take the defensive position behind the pitching machine, or to either side (not in front of).
 - d. If the pitching machine does not work, the coaches of the batting team will pitch to their team.
 2. Teams will rotate from offense to defense:
 - a. When the defensive team gets three outs.
 - b. 5 runs have been scored by the offensive team

OFFENSE:

3. Batters start with a 0-0 count.
4. 3 strikes is an out.
5. No walks will be issued.
6. A maximum of 10 pitches will be given to each hitter. The hitter must put the ball into fair play by the 10th pitch or they will be considered "out".
7. Bunting is not allowed.
8. No leadoffs or stolen bases are allowed.
9. Any team on offense, upon scoring 5 runs in any half inning, shall yield its turn at bat and take the field (defense). No team shall score more than 5 runs in any ½ inning.
10. Baserunners may not advance on a passed ball and/or overthrow.
11. When hitting a ball into the outfield, the baserunner may not advance once the ball comes into possession of any defensive player in the infield.
12. Any ball that hits the pitching machine is automatically a dead ball.
 - a. The batter is awarded 1st base and the runners advance once base.

DEFENSE:

13. There is no "infield fly" rule.
14. All games are to be played with a maximum of 10 players in the field at one time.
 - a. If a team does not have at least 8 players, that team will forfeit.
 - b. The infield shall consist of no more than 6 players (C, P, 1B, 2B, 3B, SS)
 - c. The outfield shall consist of no more than 4 players (LF, LC, RC, RF)
 - d. All outfielders must be placed in the grass.
 - e. No outfielder can be placed aligned with second base and home plate.

GAMEPLAY RULES: *Boys Minor*

PITCHING AND BASES:

- a. Pitching = 46'
- b. Bases = 60'

PITCHING:

1. Each team shall provide a pitcher to pitch to the opposing team's batters.
2. The ball is considered "dead" during the throwbacks from catcher to the pitcher.
3. All batters begin with a 0-0 count.

DEFENSE:

4. The "infield fly rule" is in effect.
 - a. The home-plate umpire will call the infield fly when a fair fly ball is hit which can be caught by an infielder with "ordinary effort". This excludes line drives or an attempted bunt (bunts are not allowed).
 - b. The fly ball must be hit with less than 2 outs, and when runners are on both 1st and 2nd base.
 - c. When called, the batter is always out, but the ball is alive and runners may advance at their own risk. By calling "infield fly", the batter does not create a force at any base.
5. No more than 9 players and no fewer than 8 players are allowed on the field during a game.

OFFENSE:

6. Lead-offs and stolen bases are not allowed.
7. Bunting is not allowed.
8. Runners are limited to advance one base, from the base that they previously occupied, on any overthrow or passed ball.
9. To speed up the pace of play, courtesy runners for the pitcher and catcher may be allowed.
 - a. The courtesy runner must be the last batter who was out.
 - b. Courtesy runners are optional.

GAMEPLAY RULES: *Boys Intermediate*

PITCHING AND BASES:

- a. Pitching = 54'
- b. Bases = 80'

DEFENSE:

1. No more than 9 players may be in the field, on defense, at one time. Any team not able to field 8 players will forfeit.
2. The "infield fly rule" is in effect.
 - a. The home-plate umpire will call the infield fly when a fair fly ball is hit which can be caught by an infielder with "ordinary effort". This excludes line drives or an attempted bunt (bunts are not allowed).
 - b. The fly ball must be hit with less than 2 outs, and when runners are on both 1st and 2nd base.
 - c. When called, the batter is always out, but the ball is alive and runners may advance at their own risk. By calling "infield fly", the batter does not create a force at any base.

OFFENSE:

3. Bunting is allowed. If the bunt on the third strike goes "foul", the batter is considered "out".
4. **STEALING:** A player may steal any base only after the ball crosses home plate.
 - a. Lead-offs are not allowed.
 - b. Catchers are encouraged to throw the ball to the base at all times; on a passed ball or overthrow, players may not advance to the next base.
5. When base running (except for stealing), players are limited to advance one base after an overthrow or passed ball.
6. To speed up play, courtesy runners for the pitcher and catcher will be allowed if requested.
 - a. A courtesy ("pinch") runner must be the last batter to be called "out".
 - b. Courtesy runners are optional.

GAMEPLAY RULES: *Boys Major*

PITCHING AND BASES:

- a. Pitching = 60' 6"
- b. Bases = 90'

DEFENSE:

1. Each team shall provide a pitcher to pitch to the opposing team's batters.
2. The batter will start with a 0-0 count.
3. The "infield fly rule" is in effect.
 - a. The home-plate umpire will call the infield fly when a fair fly ball is hit which can be caught by an infielder with "ordinary effort". This excludes line drives or an attempted bunt (bunts are not allowed).
 - b. The fly ball must be hit with less than 2 outs, and when runners are on both 1st and 2nd base.
 - c. When called, the batter is always out, but the ball is alive and runners may advance at their own risk. By calling "infield fly", the batter does not create a force at any base.
4. No more than 9 players and no fewer than 8 players are allowed on the field during a game.

OFFENSE:

5. Lead-offs and stolen bases are allowed.
 - a. Players do not have to wait until the ball crosses the plate to steal.
 - b. Players may steal home.
6. Runners are allowed to advance one base, from the base that they previously occupied, on any overthrow or passed ball.
7. Bunting is allowed.
 - a. If a bunt attempt goes "foul" on the third strike, the batter is considered "out".
8. See "General Rules" regarding bat specifications.
9. Catchers are encouraged to throw the ball to the base at all times; on a passed ball or overthrow, players may not advance to the next base.
10. To speed up play, courtesy runners for the pitcher and catcher will be allowed if requested.
 - a. A courtesy ("pinch") runner must be the last batter to be called "out".
 - b. Courtesy runners are optional.

GAMEPLAY RULES: *Girls Junior*

PITCHING AND BASES:

- a. Pitching = 40'
- b. Bases = 60'

OFFENSE.

1. All batters begin with a 0-0 count.
2. To speed up the pace of play, courtesy runners for the pitcher and catcher may be allowed.
 - a. The courtesy runner must be the last batter who was out.
 - b. Courtesy runners are optional.
3. Bunting and/or slap hitting is allowed.
 - a. If a bunt attempt goes "foul" on the third strike, the batter is considered "out".
4. Stolen bases are allowed.
 - a. Runners must stay on their base until the ball crosses home plate.
 - b. Players are allowed to steal on base per pitch.
 - c. Catchers are encouraged to throw the ball down to second base even though the stealing base runner has safely made it to the next base; runners may not advance on an overthrow or passed ball when stealing.
 - d. Players may not steal home.
5. While base running (except for stealing) runners are limited to advance one base on any overthrow or passed ball.
6. Runners may not advance beyond the base they are going to when the ball returns to the possession of any defensive player in the infield. This will restrict runners from consistently running the bases.

DEFENSE:

1. The "infield fly rule" is not in effect.
2. No more than 10 players and no fewer than 8 players are allowed on the field during a game.
3. The infield shall consist of no more than 6 players including the pitcher and catcher.
4. The outfield shall consist of no more than 4 players which shall be positioned as follows; Left Field / Left Center / Right Center / Right Field
5. All outfielders must be placed within the grass area of the outfield.
6. No outfielder may be placed in center field (right behind second base).