

Prosper Baseball and Softball Association

Local Baseball Rulebook

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This rulebook is organized into four parts, grouped by the way the game is played at each stage of development: Introductory Baseball (5U-6U), Coach Pitch (7U-8U), Kid Pitch (9U-14U), and the Wood Bat League (15-18U). Rules that are shared across the divisions in a part are listed once, up front; rules unique to a single division are listed under that division's own heading.

General Rules

Divisions & Leagues

- **League Play:** PBSA offers a single league, called "League Play," for recreational Baseball—the primary focus of the association—and plays interleague games. PBSA also has a competitive, tournament-based program called "Spikes" that is managed separately from league play.

PBSA fields the following divisions of recreational Baseball, grouped into four parts covered later in this rulebook:

Part 1 – Introductory Baseball

- **5U Baseball – Tee Ball:** An introduction to the game for beginners, predominantly league-age four-year-olds and younger, first-time-playing five-year-olds. The focus is on the basics.
- **6U Baseball – Beginning Coach Pitch:** Coach pitching is introduced, still utilizing the tee after three swing-and-misses. Other aspects of the game are introduced as well, such as leaving the base when out and taking a second base on outfield hits.

Part 2 – Coach Pitch

- **7U Baseball – Coach Pitch:** Score is kept, three outs end the inning, and the ball is no longer a safety ball. Games move quickly, often playing all six innings.
- **8U Baseball – Coach Pitch:** The rules move closer to full baseball — players now have to stop the lead runner on an overthrow.

Part 3 – Kid Pitch

- **9U Baseball – Modified Kid/Coach Pitch (Fall):** Played in the fall season. While players will be pitching, this is still no stealing or dropped 3rd strikes. A batter who reaches three balls has their at-bat finished by their own offensive coach pitching strikes, rather than being walked.
- **9U Baseball – Modified Kid Pitch (Spring):** Played in the spring season, using the same field dimensions and game format as the fall ruleset. The difficulty ticks up with kid pitching and stealing bases, though there are no balks. While players will be pitching, this is still no stealing or dropped 3rd strikes.
- **10U Baseball – Kid Pitch:** The first division at full baseball rules. Loose bases, wild pitches, and dropped 3rd strikes are in full effect.
- **11U Baseball – Kid Pitch:** Same rules as 10U, except there is no balk warnings, the pitching distance moves back to 50', and base paths extend to 70'.
- **12U Baseball – Kid Pitch:** Fields its own division and standings, but plays the same 50'/70' ruleset as 11U.
- **13-14U Baseball – Kid Pitch:** 13U and 14U are combined into a single division. Pitchers work from 54' and base paths extend to 80'.

Part 4 – Wood Bat League

- **15-18U Baseball – Wood Bat League:** For players who are in high school but still wish to continue playing. PBSA forms the teams, but the games are played with a different organization.
- **Seasons:** PBSA plays two seasons per calendar year. The year begins with the fall season, played August through November, and concludes with the spring season, spanning February through May.
- **League Age:** League age for Fall 2026 and Spring 2027 is determined by a player's age as of April 30, 2027. The age chart for the 2026-27 competition year is shown below.

Fall 2026 and Spring 2027 Baseball Age Chart

Division	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
4u	2023	2023	2023	2023	2022	2022	2022	2022	2022	2022	2022	2022
5u	2022	2022	2022	2022	2021	2021	2021	2021	2021	2021	2021	2021
6u	2021	2021	2021	2021	2020	2020	2020	2020	2020	2020	2020	2020
7u	2020	2020	2020	2020	2019	2019	2019	2019	2019	2019	2019	2019
8u	2019	2019	2019	2019	2018	2018	2018	2018	2018	2018	2018	2018
9u	2018	2018	2018	2018	2017	2017	2017	2017	2017	2017	2017	2017
10u	2017	2017	2017	2017	2016	2016	2016	2016	2016	2016	2016	2016
11u	2016	2016	2016	2016	2015	2015	2015	2015	2015	2015	2015	2015
12u	2015	2015	2015	2015	2014	2014	2014	2014	2014	2014	2014	2014
13u	2014	2014	2014	2014	2013	2013	2013	2013	2013	2013	2013	2013
14u	2013	2013	2013	2013	2012	2012	2012	2012	2012	2012	2012	2012
18U	2012	2012	2012	2012	2008	2008	2008	2008	2008	2008	2008	2008

- **Playing Up:** When registering your player, PBSA allows parents to elect to play up one division depending upon age. If the registration system does not allow it, it must be approved by the Player Agent Board Member.
- **Playing Down:** Under no circumstances will PBSA allow a player to play down a division — there are too many safety concerns to consider.

Team Formation

- 5U/6U teams are formed based on coaches' requests, then off school districts, then friend requests.
- League teams (where scores and standings are kept) are formed by players requesting to return to their previous team — if a coach continues the team, either a head coach returning or another parent taking over — or by entering the draft. All draftable players are requested to attend assessments prior to the draft.
- Spikes teams are formed via tryout, with coaches selecting the players for the team. Players are not guaranteed a spot on a Spikes team if they try out.
- **Playing Up:** Parents may request to play up one division if they feel their player can handle a tougher level of competition.

Uniforms and Equipment

- **Player Uniforms:** A player must wear a team jersey in all games, tucked in, along with pants that match the team. A player who is not "in uniform" will not be allowed to play.
- **Balls:** Practice balls are provided to the team. Game balls are provided to coaches in 4/5U and 6U. Game balls for 7U-13/14U are to be brought to the fields by the umpires.
- **Jerseys:** PBSA provides jerseys and hats to all league players and three coaches per team. Additional coaches' jerseys can be purchased at the team's expense. Game balls are provided to all head coaches.
- **Player-Provided Gear:** Players are responsible for pants, socks, belt, cleats, gloves, bats, and helmets.
- **Illegal Bat Penalty:** A player who uses a bat that does not conform to their division's bat rules (see each division's Equipment section) is ejected from the game. This penalty does not apply to a pool player who is playing up a division — that player's own division-appropriate bat is not grounds for ejection.

Safety Bases (Double First Base)

- **Overview:** All eight PBSA game fields are equipped with a safety base (double first base) at first base. The safety base adds a second, orange bag next to the existing white bag, positioned in foul territory. It exists solely to reduce collisions between the runner and the fielder, and to keep runners from slowing up or bailing out to avoid contact on a play at first base.
- **When the Orange Bag Is in Play:** The orange bag is in play only when an actual play is happening at first base — a throw from the infield or outfield, or any situation where the fielder needs the base and the runner is arriving at the same time.
- **On a Play at First:** The batter-runner must touch the orange bag; the fielder receiving the throw must use the white bag. This keeps the fielder's foot and the runner's foot from ending up in the same space at the same time.
- **No Play at First:** If there is no play happening at first — for example, a routine base hit with no throw — the white bag is used as normal.
- **Runner Already on Base:** Once a runner is standing on first base and not in the middle of a play, the white bag is always used — for leading off, on a pickoff throw, or tagging up on a fly ball.
- **Fair or Foul:** A batted ball that hits the white portion of the base is fair. A batted ball that hits the orange portion is foul.

Game Play Conduct

- **Slash Bunting:** Not allowed league-wide; results in the batter being called out and ejected from the game. (Division-specific enforcement detail is repeated under each part's Batting rules.)
- **Chanting:** Chants from the dugouts/teams cannot be derogatory or directed specifically at an opposing player, and should not occur during a play (the pitch, the swing, or the defensive play).

- **Razzing:** No "razzing" or screaming at an opposing team or its players is allowed.

Coaches Conduct

- **Parents:** Coaches are responsible for their team's and fans' conduct at all times, and can be ejected for a parent's conduct. Unruly fans will be warned by the coach and removed from the area if necessary; game forfeiture can result if the umpire deems it necessary.

Pitching Limits

These limits apply league-wide to every Kid Pitch division (see Part 3). The table below shows each division's daily maximum, and the pitch count that triggers each tier of required rest.

Division	Max Pitches/Day	0 Days Rest	1 Day Rest	2 Days Rest	3 Days Rest
9U	75	1-20	21-40	41-60	61-75
10U	75	1-20	21-40	41-60	61-75
11U	85	1-20	21-40	41-60	61-85
12U	85	1-20	21-40	41-60	61-85
13-14U	95	1-20	21-40	41-60	61-95

- A day of rest is a day without a game. If a pitcher throws 70 pitches on Tuesday, the next eligible day to pitch is Saturday.
- A pitcher who throws even a single pitch in a game cannot pitch in any other game that day. A pitcher who throws 40 or more pitches cannot catch in the same day/game.
- A catcher who catches more than 3 innings (a single pitch in the 4th inning counts as more) cannot pitch that day.
- Coaches must provide a signed pitching log upon request from the opposing team, showing documented counts from the previous game, signed by the coach from that previous opponent. Failure to provide the signed pitching log upon request results in the player being unable to pitch the next game, and the coach being ejected from the current game.
- A pitcher who reaches the limit mid-at-bat may finish that batter and is recorded at the threshold. Example: a pitcher at 18 pitches when the next batter comes up may finish that at-bat and is recorded at 20 pitches for the day. A pitcher already at 20 when the next batter comes up who finishes that batter is recorded at the true pitch count and must honor the corresponding days of rest.

Miscellaneous

- **All-Stars:** PBSA runs an All-Star program every spring. Parents and coaches vote on participants. All-Stars run for divisions 6U-14U; tournament programs vary by division.
- **End of Season Tournaments:** Every season has an end-of-season, single (or double)-elimination tournament for all divisions that keep score.

- **Awards and Trophies:** All players in 5U and 6U receive a participation medal or award. Top 3 teams in 7U-14U divisions receive 1st, 2nd, and 3rd place medals or awards for the regular season. 1st and 2nd place teams from the playoff tournaments receive a ring or award.
- **Game Safety:** Player safety is the prime consideration. At the direction of umpires or League Directors, a game will be shortened due to weather or other potentially harmful conditions (e.g. insufficient light). Lightning in the vicinity is grounds for shortening a game. The umpire will impose a 15-minute maximum delay before canceling a game.
- **No Practices on Game Fields:** At no time are practices permitted on a prepared or closed grass game field by PBSA coaches or players. Violation results in a mandatory one-game suspension.
- **Warmups:** All warmups must take place in the outfield area. No team may warm up on the infield of a game field that is hosting games — pregame infield practice is not allowed. All other warmups must be conducted in designated areas away from parents and other children.
- **Season Tiebreakers:** In the case of a season record tie, the following criteria (in order) determine end-of-season standings and tournament seeding: (1) head-to-head play when only two teams share the record, (2) runs against for the season, (3) runs for the season, (4) coin toss.
- **No Tobacco Usage:** Smoking or the use of tobacco products in the presence of children is prohibited at all games, practices, and PBSA-related events.
- **No Alcohol/Drugs:** Using, possessing, or being under the influence of alcohol or illegal drugs in the presence of children is prohibited at all games, practices, and PBSA-related events.
- **Dugout Rules:** The number of coaches/parents in the dugout is strictly enforced — only PBSA-approved coaches are allowed. Unapproved adults in the dugout or on the field will be asked to exit; failure to do so can result in ejection and/or forfeiture of the game.
- **Ejections:** Any player, fan, or coach ejected from a game is suspended for the next game. The head coach is responsible for all players, coaches, and fans, and is also suspended for the next game as a result of any ejection. Ejections are at the umpire's discretion and cannot be appealed.

Part 1: Introductory Baseball — 5U & 6U

This part covers the two entry-level divisions, where players are introduced to the fundamentals of the game using a tee and beginning coach pitch. The rules below that apply to both divisions are listed once, under Shared Rules; anything unique to a single division is listed under that division's own heading.

SHARED RULES — 5U & 6U

Playing Field

- **Bases:** Set at a distance of 60 feet.
- **Dugouts:** The first base dugout is designated for the home team.

Pitching distance differs by division — see below.

Equipment

- **Bats:** Tee ball bats are okay to use, but must be marked for baseball use. Softball bats are not allowed.
- **Ball:** Safety baseball.
- **Batting Helmets:** All batters must wear a batting helmet. Chinstraps are not required.
- **Cleats:** Only rubber/molded cleats allowed. No metal cleats.

The Game

- **Rainouts:** A game called for weather is considered complete if two innings were completed. Incomplete games start over if rescheduled.
- **Postgame Handshake:** Players and coaches must line up and shake hands with their opponents at the conclusion of every game.

Regulation game length differs by division — see below.

Players and Substitutes

- **Lineups:** Coaches do not need to exchange lineups. There is no minimum number of players required to play, though five is preferred to fill all infield positions. Free substitutions are allowed at any time.
- **Positions:** Five defensive infield positions: pitcher, first base, second base, shortstop, and third base. All other players are positioned in the outfield. Only five players are permitted in the infield; outfielders must be positioned at least ten feet behind the baseline.
- **Playing Time:** All players play the field every inning — no one sits the bench. Players should play close to an equal amount at each position over the season, ideally rotating every inning, with every effort made to avoid consecutive innings in the outfield.

Coaches

- **Coach Uniforms:** On-field coaches are encouraged to dress in the team jersey or apparel matching team colors. Each team is allotted three coach jerseys; additional jerseys may be purchased.
- **Defensive Coaches:** Up to four defensive coaches are allowed on the field, but must stay behind the baseline.
- **Offensive Coaches:** Up to four offensive coaches are allowed: a pitcher (when utilized), a catcher (or coach placing the ball on the tee), and 1st and 3rd base coaches. Base coaches must remain in the coach's box.
- **Conduct:** Coaches must maintain proper sportsmanship at all times and are responsible for the behavior of their players and players' parents. A head coach may be ejected if unable to help control them.

Pitching

- **Coach Pitcher:** All pitching (when utilized) must be done by an adult offensive coach from a standing position. If the coach inadvertently interferes with a play, or is hit by the batted ball, the ball is dead and "no pitch" is declared.

Whether pitches must be thrown overhand differs by division — see below.

Batting

- **Batting Lineup:** Teams have a continuous batting order of all players; the entire lineup bats every inning. All players should bat in every spot in the order over the course of the season. The order need not change every inning, but should be adjusted each game.

Tee and coach-pitch mechanics differ by division — see below.

Base Running

- **Stealing:** Tight bases — no stealing. A runner cannot leave the base until the ball reaches home plate.
- **Sliding:** No headfirst sliding, except when returning to a base.
- **Infield Hits:** A batted ball that does not reach the outfield. All runners may advance one base at their own risk.
- **Courtesy Runner:** May be used for an injured player.

Outfield-hit advancement and what happens on an out differ by division — see below.

Umpires & Scoring

- PBSA does not provide umpires for 5U or 6U, and score is not kept in either division.

5U Baseball – Tee Ball

Division-specific rules — in addition to the Shared Rules above.

Duration	50 minutes (hard stop)	Official Inning	Entire lineup bats
Mercy Rule	N/A	Umpires	None
Base Paths	60 feet	Pitching Distance	N/A
Ball	Safety	Defensive Players	All
Bunting	No	Hit by Pitch	N/A
Infield Fly	No	Dropped 3rd Strike	N/A
Walks	N/A	Illegal Pitch	N/A
Tight Bases	Yes	Stealing	No

- **Pitching Distance:** Not used. Coaches should step off a 20-foot distance when necessary.
- **Regulation Game:** A 50-minute hard stop constitutes a complete regulation game. Once time expires, the game is over. Teams should use the full time allotment, even if only the visiting team has time to bat in the final inning.
- **Batting:** All batting utilizes a tee, unless the coaches agree to also mix in coach pitching. Batters hit off the tee until the ball is put in play; balls hit off the tee that fail to travel more than five feet are treated as a foul ball.
 - **Optional Coach Pitch:** In the spring season, coach pitch may be introduced around the halfway point if a coach feels their team is ready; in the fall season it is at coaches' discretion. When introducing it, use it only in the third inning or later, gradually moving earlier. Each batter receives a maximum of three pitches — after three total pitches, the batter hits off the tee, regardless of how many pitches were swung at or fouled off.
- **Outfield Hits:** A batted ball that reaches the outfield. As with an infield hit, all runners may advance one base at their own risk.
- **Outs:** Runners do not leave the base when out.

6U Baseball – Beginning Coach Pitch

Division-specific rules — in addition to the Shared Rules above.

Duration	60 minutes (hard stop)	Official Inning	Entire lineup bats
Mercy Rule	N/A	Umpires	None
Base Paths	60 feet	Pitching Distance	25 feet
Ball	Safety	Defensive Players	All
Bunting	No	Hit by Pitch	N/A
Infield Fly	No	Dropped 3rd Strike	N/A
Walks	N/A	Illegal Pitch	N/A
Tight Bases	Yes	Stealing	No

- **Pitching Distance:** Not used. Coaches should step off a 25-foot distance.
- **Regulation Game:** A 60-minute hard stop constitutes a complete regulation game. Once time expires, the game is over. Teams should use the full time allotment, even if only the visiting team has time to bat in the final inning.
- **Pitching:** Coach pitching must be delivered overhand from a standing position.
- **Batting (Max Pitches):** After three swinging strikes in which the third strike is not a foul ball, the batter hits off the tee. Batters hit off the tee until the ball is put in play; balls hit off the tee that fail to travel more than five feet are treated as a foul ball.
- **Outfield Hits:** A batted ball that reaches the outfield. On outfield hits off the coach pitcher, all runners may advance two bases at their own risk; on outfield hits off the tee, all runners may advance one base at their own risk.
- **Outs:** Runners must leave the base when out. After three outs, the bases are cleared, but the offensive team continues batting until the entire lineup bats. Teams do not have to clear the bases if only one batter remains.

Part 2: Coach Pitch — 7U & 8U

This part covers the two coach-pitch divisions. Rules shared by both are listed once, under Shared Rules; the one meaningful difference between the two — what happens on an overthrow — is called out under each division's own heading.

SHARED RULES — 7U & 8U

Playing Field

- **Bases:** Set at a distance of 60 feet.
- **Pitching Distance:** Set at a distance of 30 feet.
- **Outfield:** Defined as the grass beyond the infield dirt (or green turf beyond the brown turf), extending to the fences on each side of the field.
- **Infield:** Defined as the area in front of the outfield, typically dirt or brown turf.
- **Dugouts:** The first base dugout is designated for the home team.

Equipment

- **Bats:** Must adhere to USSSA Baseball Rules, which as of 2017 require all bats to be 2 ¾", be marked "Official Baseball," and/or have the "USSSA 1.15 BPF" mark. Maximum of a drop 12.
- **Ball:** Standard baseball.
- **Batting Helmets:** All batting helmets may have a facemask.
- **Catcher's Equipment:** Shall include a catcher's helmet with facemask, chest protector, and shin guards. A catcher's mitt is not required. The catcher must wear protective equipment at practices and games.
- **Cleats:** Only rubber/molded cleats allowed. No metal cleats.

The Game

- **Regulation Game:** Six innings or a 65-minute time limit constitutes a complete regulation game. There is not a hard stop — once time expires, the inning is completed with consideration of the score and the 5-run mercy limit; if the trailing team cannot win or tie, the game is over. A new inning begins upon the third out of the prior inning, and starts only if (a) more than 5 minutes remain in the game, (b) the maximum number of innings has not been reached, and (c) the mercy rule does not apply. If a game is tied after the maximum innings and 5+ minutes remain, one extra inning is played, beginning with the player who had the last completed at-bat placed on 2nd base. In all other circumstances, the game ends in a tie.
- **Run Limit:** Each team is allowed a maximum of five runs per inning.
- **Mercy Rule:** If a team leads by at least 11 runs after 4 complete innings, or 6 runs after 5 complete innings, the game is officially complete.

- **Rainouts:** A game called for weather is considered complete if three innings were completed or 45 minutes had elapsed on the official game clock. The official score reverts to the last completed inning; incomplete games start over if rescheduled.
- **Postgame Handshake:** Players and coaches must line up and shake hands with their opponents at the conclusion of every game.
- **Dropped 3rd Strike:** Not in effect.
- **Infield Fly:** Not in effect.
- **Catcher Readiness:** Coaches are encouraged to make sure their catcher is ready for the next inning, which could entail using a courtesy runner with two outs.

Players and Substitutes

- **Lineups:** Coaches shall exchange lineups before the start of a game; lineup cards must include each player's jersey number and name. A minimum of eight players is required to start a game. Teams playing with eight must take an automatic out for the 9th spot in the lineup (an automatic out is never required for the 10th spot). Late players are added to the end of the lineup, and free substitutions are allowed at any time. If a player leaves the game and at least nine batters remain, their spot is skipped; if only eight batters remain, an automatic out is taken instead.
- **Forfeits:** A ten-minute grace period from the scheduled game time is given to allow the minimum number of players to arrive; after that, a forfeit is called. A team that starts with eight or more players must maintain at least eight the entire game or a forfeit is called. Forfeited games are scored 7-0; if neither team has eight players, a double forfeit (0-0) is declared. Teams may still use their allotted time to scrimmage without umpires, but must use a hard stop once time expires.
- **Pool Players:** To avoid forfeits, teams may use up to two pool players (from other teams), who must bat at the bottom of the lineup and play the outfield. All pool players must be approved by the Commissioner or League Director in advance — the head coach should contact the league director as early as possible, and coaches may request proof the league provided the player at the coaches' meeting. As a courtesy, and if time allows, the opposing coach will be notified of the use of pool players.
- **Illegal Players:** The penalty for using an ineligible/illegal player is immediate forfeit of the game in question. At minimum, the head coach is suspended for one game.
- **Positions:** Ten defensive positions: pitcher, catcher, first base, second base, shortstop, third base, and four outfielders (generally left field, left center, right center, and right field). Outfielders must be positioned at least 15 feet into the outfield; infielders (excluding the pitcher) cannot be positioned more than 10 feet inside the baseline toward home plate.
- **Playing Time:** No player may sit out defensively for two consecutive innings unless injured, sick, or by agreement with the player's parents. No player may sit a second inning until all other players have sat at least one. All players should play at least one infield inning per game unless there is a parent agreement otherwise, or roster size and innings played prevent it. The catcher position does not count as an infield position for purposes of this rule.

- **Fair Play Complaints:** A complaint that a coach disregarded the fair play (playing time) rules above may result in forfeiture of the game, if the Commissioner determines, with sufficient evidence, that the rules were disregarded.

Coaches

- **Coach Uniforms:** On-field coaches are encouraged to dress in the team jersey or apparel matching team colors. Each team is allotted three coach jerseys; additional jerseys may be purchased.
- **Defensive Coaches:** Two defensive coaches are allowed on the field, positioned in the outfield in foul territory. All other coaches must stay within five feet of the dugout entrance.
- **Offensive Coaches:** Four offensive coaches are allowed: a pitcher, 1st and 3rd base coaches, and a coach at the backstop to help return balls to the pitcher. Base coaches must remain in the coach's box.
- **Appeals:** All appeals and communication with umpires regarding calls should be handled by the head coach, unless the umpire initiates the discussion with an assistant coach.
- **Conduct:** Coaches must maintain proper sportsmanship at all times and are responsible for the behavior of their players and players' parents. A head coach may be ejected if unable to help control them.

Pitching

- **Player Pitcher:** Players do not pitch. The player pitcher must have at least one foot inside the pitcher's circle when the coach delivers a pitch; if a circle is not present or drawn incorrectly, the player pitcher must be positioned within eight feet of the pitching rubber.
- **Coach Pitcher:** All pitching must be done by an adult offensive coach, overhand, from a standing position. Coach pitchers should do their best to leave fair territory once the ball is in play, without interfering. If the coach inadvertently interferes with a play, or is hit by the batted ball, the ball is dead and "no pitch" is declared. If, in the umpire's judgment, the coach intentionally makes contact with the ball or interferes with the play, the ball is dead, the batter is out, and the coach is issued a warning — a second infraction results in ejection.

Batting

- **Batting Lineup:** Teams have a continuous batting order of all players, regardless of whether they are playing defensively.
- **Bunting:** Not allowed.
- **Slash Bunting:** Not allowed. A slash bunt (fake bunt and swing) results in a dead ball and an automatic out. The umpire shall warn the coach; any subsequent slash bunting is an automatic ejection of the player and coach.
- **Throwing the Bat:** Bat throwing is potentially dangerous to the catcher, umpire, and on-deck hitter. A player who throws their bat or batting helmet in disgust is immediately ejected. An accidentally thrown bat (per umpire's judgment) earns the offensive team one warning; any subsequent violation results in the batter being called out. If a thrown bat strikes the catcher or umpire, the umpire may call the batter out without warning.

- **Max Pitches:** Each batter receives a maximum of six pitches or three swinging strikes. After three non-foul swinging strikes, the batter is out by strikeout. After six non-foul pitches, the batter is out regardless of how many pitches were swung at. Uncaught foul balls on the sixth pitch and beyond extend the at-bat until a pitch is put in play, swung at and missed, or taken.
- **Walks:** There are no walks.

Base Running

- **Stealing:** Tight bases — no stealing. A runner cannot leave the base until the ball reaches home plate. If a runner leaves early, a warning is issued to the head coach; subsequent instances result in a dead ball, a "no pitch," and the runner being called out.
- **Sliding:** No headfirst sliding, except when returning to a base.
- **No Contact Rule:** In effect at the umpire's discretion. If a play is being made, the runner is responsible for avoiding contact with a defensive player (typically by sliding), even if that player is out of position due to making the play. If no play is being made, the runner still must avoid contact — though a defensive player without the ball who alters the runner's path can draw an obstruction call. Unintentional contact results in the runner being declared out prior to reaching the base; intentional contact initiated by the runner results in an out and ejection; intentional contact initiated by the defensive player also results in ejection.
- **Courtesy Runner:** May be used for the catcher with two outs, or for an injured player. The courtesy runner must be the player who made the most recent out.

Umpires & Scoring

- **Umpires:** PBSA provides one umpire for the game.
- **Official Scorekeeper:** The home team provides the official scorekeeper.
- **Scoreboard:** The visiting team is responsible for running the scoreboard.
- **Reporting Scores:** Either head coach may report the score, preferably within 24 hours of completion. Scores must be entered on the league website via the account portal.

7U Baseball – Coach Pitch

Division-specific rules — in addition to the Shared Rules above.

Duration	65 minutes or 6 innings	Official Inning	3 outs or 5 runs
Mercy Rule	11 after 4, 6 after 5	Umpires	One
Base Paths	60 feet	Pitching Distance	30 feet
Ball	Standard Baseball	Defensive Players	10
Bunting	No	Hit by Pitch	N/A
Infield Fly	No	Dropped 3rd Strike	N/A
Walks	N/A	Illegal Pitch	N/A
Tight Bases	Yes	Stealing	No

- **Hits & Overthrows:** On infield hits, all runners may advance one base at their own risk. On an overthrow of first base — defined as any throw that gets at least ten feet beyond the fielder it is thrown to — a runner may attempt to advance one additional base at their own risk; a second overthrow does not allow further advancement, and any additional overthrows do not continue the play. On an overthrow of any other base, the runner may advance until an infielder controls the ball in the infield (which extends into foul territory) and all runners have safely reached their base. On outfield hits, all runners may advance unlimited bases at their own risk until the play is ruled dead — dead once an infielder controls the ball in the infield/foul territory and all runners have reached their next base safely. Runners who have already passed a base once "control" is established may continue to the next base at their own risk, but may not advance past that base for any reason.

8U Baseball – Coach Pitch

Division-specific rules — in addition to the Shared Rules above.

Duration	65 minutes or 6 innings	Official Inning	3 outs or 5 runs
Mercy Rule	11 after 4, 6 after 5	Umpires	One
Base Paths	60 feet	Pitching Distance	30 feet
Ball	Standard Baseball	Defensive Players	10
Bunting	No	Hit by Pitch	N/A
Infield Fly	No	Dropped 3rd Strike	N/A
Walks	N/A	Illegal Pitch	N/A
Tight Bases	Yes	Stealing	No

- **Hits & Overthrows:** On any overthrow — defined as any throw that gets at least ten feet beyond the fielder it is thrown to — a runner may advance at their own risk until the lead runner is stopped and the umpire calls time. Play is dead once the lead runner has stopped advancing and the umpire calls time. This is the key difference from 7U: instead of the multi-step overthrow rules used at 7U, 8U simply requires the offense to stop advancing once the lead runner is stopped.

Part 3: Kid Pitch — 9U, 10U, 11U, 12U, 13-14U

This part covers the kid-pitch divisions. Rules shared across them are listed once, under Shared Rules. 9U fields two seasonal rulesets — a spring version and a fall version, described on their own pages — while 11U and 12U play an identical ruleset to one another (fielding separate divisions and standings), and 13U and 14U are combined into a single division. What differs between the divisions — mainly field dimensions, game length, and how much of full baseball is in effect — is called out under each division's own heading.

SHARED RULES — 9U, 10U, 11U, 12U & 13-14U

Playing Field

- **Outfield:** Defined as the grass beyond the infield dirt (or green turf beyond the brown turf), extending to the fences on each side of the field.
- **Infield:** Defined as the area in front of the outfield, typically dirt or brown turf.
- **Dugouts:** The first base dugout is designated for the home team.

Base paths and pitching distance differ by division — see below.

Equipment

- **Bats:** Must adhere to USSSA Baseball Rules and have the "USSSA 1.15 BPF" mark.
- **Ball:** Standard baseball.
- **Batting Helmets:** All batting helmets may have a facemask.
- **Catcher's Equipment:** Shall include a catcher's helmet with facemask, chest protector, and shin guards. A catcher's mitt is required. The catcher must wear protective equipment at practices (including pregame warmups) and games.
- **Cleats:** Only rubber/molded cleats allowed. No metal cleats.

Maximum bat drop differs by division — see below.

The Game

- **Run Limit:** Each team is allowed a maximum of five runs per inning.
- **Mercy Rule:** If a team leads by at least 11 runs after 4 complete innings, or 6 runs after 5 complete innings, the game is officially complete.
- **Rainouts:** A game called for weather is considered complete if three innings were completed or 45 minutes had elapsed on the official game clock. The official score reverts to the last completed inning; incomplete games start over if rescheduled.
- **Postgame Handshake:** Players and coaches must line up and shake hands with their opponents at the conclusion of every game.
- **Infield Fly:** In effect.
- **Catcher Readiness:** Coaches are encouraged to make sure their catcher is ready for the next inning, which could entail using a courtesy runner with two outs.

- **Between Innings:** Pitchers are allowed eight warm-up pitches during their first inning of work. In all subsequent innings, pitchers are allowed five warm-up pitches, or 90 seconds from the time the final out was made in the previous half-inning — whichever comes first.

Regulation game length and dropped-3rd-strike status differ by division — see below.

Players and Substitutes

- **Lineups:** Coaches shall exchange lineups before the start of a game; lineup cards must include each player's jersey number and name. A minimum of eight players is required to start a game, and teams playing with eight must take an automatic out for the 9th spot in the lineup. Late players are added to the end of the lineup, and free substitutions are allowed at any time. If a player leaves the game and at least nine batters remain, their spot is skipped; if only eight batters remain, an automatic out is taken instead.
- **Forfeits:** A ten-minute grace period from the scheduled game time is given to allow the minimum number of players to arrive; after that, a forfeit is called. A team that starts with eight or more players must maintain at least eight the entire game or a forfeit is called. Forfeited games are scored 7-0; if neither team has eight players, a double forfeit (0-0) is declared. Teams may still use their allotted time to scrimmage without umpires, but must use a hard stop once time expires.
- **Pool Players:** To avoid forfeits, teams may use up to two pool players (from other teams), used only to reach eight or nine total players. Pool players must bat at the bottom of the lineup and play the outfield. All pool players must be approved by the Commissioner or League Director in advance — the head coach should contact the league director as early as possible, and proof of correspondence can be requested at the plate meeting (a coach who cannot produce it has an illegal player). As a courtesy, and if time allows, the opposing coach will be notified of the use of pool players.
- **Illegal Players:** The penalty for using an ineligible/illegal player is immediate forfeit of the game in question. At minimum, the head coach is suspended for one game.
- **Positions:** Nine defensive positions: pitcher, catcher, first base, second base, shortstop, third base, and three outfielders (generally left field, center field, and right field). Outfielders must be positioned at least 15 feet into the outfield.
- **Playing Time:** No player may sit out defensively for two consecutive innings unless injured, sick, or by agreement with the player's parents. No player may sit a second inning until all other players have sat at least one. All players should play at least one infield inning per game unless there is a parent agreement otherwise, or roster size and innings played prevent it. The catcher position does not count as an infield position for purposes of this rule.
- **Fair Play Complaints:** A complaint that a coach disregarded the fair play (playing time) rules above may result in forfeiture of the game, if the Commissioner determines, with sufficient evidence, that the rules were disregarded.

Coaches

- **Coach Uniforms:** On-field coaches are encouraged to dress in the team jersey or apparel matching team colors. Each team is allotted three coach jerseys; additional jerseys may be purchased.
- **Defensive Coaches:** Coaches are not allowed on the field while their team is on defense. All coaches must stay within five feet of the dugout entrance.
- **Offensive Coaches:** Two offensive coaches are allowed, as the 1st and 3rd base coaches, who must remain in the coach's box.
- **Appeals:** All appeals and communication with umpires regarding calls should be handled by the head coach, unless the umpire initiates the discussion with an assistant coach.
- **Conduct:** Coaches must maintain proper sportsmanship at all times and are responsible for the behavior of their players and players' parents. A head coach may be ejected if unable to help control them.

Pitching

- **Player Pitcher:** All pitching is done by a player. A pitcher who hits two batters in an inning may be removed at the umpire's discretion if deemed a safety issue. All pitchers must follow the PBSA pitching restriction rules (see General Rules — Pitching Limits).
- **Pitcher Re-Entry:** A pitcher who is removed from the mound may not re-enter the game as a pitcher, for the remainder of that game. This applies to every division 9U and above.
- **Mound Visits:** A second mound visit to the same pitcher in the same inning requires that pitcher's removal from the mound.

Batting

- **Batting Lineup:** Teams have a continuous batting order of all players, regardless of whether they are playing defensively.
- **Bunting:** Allowed.
- **Slash Bunting:** Not allowed. A slash bunt (fake bunt and swing) results in a dead ball and an automatic out. The umpire shall warn the coach; any subsequent slash bunting is an automatic ejection of the player and coach.
- **Hit by Pitch:** A batter hit by a pitch while making an effort to avoid it is awarded first base. Whether the effort was sufficient is at the umpire's discretion.

Hit by Pitch works differently for the fall 9U ruleset — see below.

- **Throwing the Bat:** Bat throwing is potentially dangerous to the catcher, umpire, and on-deck hitter. A player who throws their bat or batting helmet in disgust is immediately ejected. An accidentally thrown bat (per umpire's judgment) earns the offensive team one warning; any subsequent violation results in the batter being called out. If a thrown bat strikes the catcher or umpire, the umpire may call the batter out without warning.
- **Walks:** Batters take first base upon the fourth called ball by the umpire.

There are no walks in the fall 9U ruleset — see below.

Base Running

- **Sliding:** No headfirst sliding, except when returning to a base.

Headfirst sliding is allowed at 13-14U — see below.

- **No Contact Rule:** In effect at the umpire's discretion. If a play is being made, the runner is responsible for avoiding contact with a defensive player (typically by sliding), even if that player is out of position due to making the play. If no play is being made, the runner still must avoid contact — though a defensive player without the ball who alters the runner's path can draw an obstruction call. Unintentional contact results in the runner being declared out prior to reaching the base; intentional contact initiated by the runner results in an out and ejection; intentional contact initiated by the defensive player also results in ejection.
- **Courtesy Runner:** May be used for the catcher with two outs, or for an injured player. The courtesy runner must be the player who made the most recent out.

Walks and stealing differ for 9U (fall) — see below.

Umpires & Scoring

- **Umpires:** PBSA provides two umpires for the game. In rare cases, games may be called by one umpire.
- **Official Scorekeeper:** The home team provides the official scorekeeper.
- **Scoreboard:** The visiting team is responsible for running the scoreboard.
- **Reporting Scores:** Either head coach may report the score, preferably within 24 hours of completion. Scores must be entered on the league website via the account portal.

9U Baseball – Modified Kid/Coach Pitch (Fall Only)

Division-specific rules — in addition to the Shared Rules above. This ruleset is played in the fall season only; see the Spring-only ruleset on the following page. What sets this division apart is how an at-bat is finished once a batter reaches three balls — described below.

Duration	90 minutes or 6 innings	Official Inning	3 outs or 5 runs
Mercy Rule	11 after 4, 6 after 5	Umpires	Two
Base Paths	65 feet	Pitching Distance	46 feet
Ball	Standard Baseball	Defensive Players	9
Bunting	Yes	Hit by Pitch	Special (see below)
Infield Fly	Yes	Dropped 3rd Strike	No
Walks	No	Balk	No
Tight Bases	Yes	Stealing	Yes (except home — see below)

- **Season:** This 9U ruleset is played in the fall season only.
- **Bats:** Maximum of a drop 10.
- **Regulation Game:** Six innings or a 90-minute time limit constitutes a complete regulation game. There is not a hard stop — once time expires, the inning is completed with consideration of the score and the 5-run mercy limit; if the trailing team cannot win or tie, the game is over. A new inning begins upon the third out of the prior inning, and starts only if (a) more than 10 minutes remain in the game, (b) the maximum number of innings has not been reached, and (c) the mercy rule does not apply — note that 9U uses a longer, 10-minute cutoff than the other Kid Pitch divisions, given its 90-minute game. If a game is tied after the maximum innings and 5+ minutes remain, one extra inning is played, beginning with the player who had the last completed at-bat placed on 2nd base. In all other circumstances, the game ends in a tie.
- **Dropped 3rd Strike:** Not in effect — the batter is declared out on the third strike.
- **Walks:** There are no walks in this division — see the Batter Continuation Rule below for how an at-bat proceeds once a batter reaches three balls.
- **Balks:** No balks are called on either the player pitcher or the offensive coach.

Batter Continuation Rule (Ball Three)

- If a batter reaches three balls, the offensive team's coach takes the field and positions themselves directly in front of the pitcher's mound to finish the at-bat.
- Once the coach begins pitching to that batter, every pitch thrown by the coach is a strike. The batter has only as many strikes remaining as needed to reach a total of three strikes — for example, a batter with one strike already has two "strikes" left to work with once the coach takes over.
- If the batter does not put the ball in play, and does not swing at or make contact with the third strike, the batter is considered struck out.
- Foul balls continue the at-bat and do not count as the third strike.

- A batter hit by a pitch thrown by the coach is charged a strike — the batter is not awarded first base. (A batter hit by a pitch thrown by the player pitcher, before reaching three balls, follows the standard Kid Pitch rule and is awarded first base.)
- Runners may not attempt to steal while the coach is pitching to the batter.
- There are no balks called on the coach.
- Every pitch thrown by the coach counts against the pitcher of record's pitch count for the day (see General Rules — Pitching Limits).

9U Baseball – Modified Kid Pitch (Spring Only)

Division-specific rules — in addition to the Shared Rules above. This ruleset is played in the spring season only, in place of the fall 9U ruleset on the previous page. Duration, Mercy Rule, Base Paths, Ball, Bunting, Infield Fly, Tight Bases, Official Inning, Umpires, Pitching Distance, Defensive Players, Dropped 3rd Strike, and Balks are unchanged from the fall 9U ruleset. The difference is that batters are walked normally, rather than facing the Batter Continuation Rule used in the fall.

Duration	90 minutes or 6 innings	Official Inning	3 outs or 5 runs
Mercy Rule	11 after 4, 6 after 5	Umpires	Two
Base Paths	65 feet	Pitching Distance	46 feet
Ball	Standard Baseball	Defensive Players	9
Bunting	Yes	Hit by Pitch	Yes
Infield Fly	Yes	Dropped 3rd Strike	No
Walks	Yes	Balk	No
Tight Bases	Yes	Stealing	Yes (except home)

- **Season:** This 9U ruleset is played in the spring season only.
- **Bats:** Maximum of a drop 10.
- **Regulation Game:** Same 6 innings / 90-minute-limit structure as the fall 9U ruleset, including the 10-minute new-inning cutoff described there.
- **Dropped 3rd Strike:** Not in effect — the batter is declared out on the third strike.
- **Balks:** No balks are called in this division.
- **Stealing:** Tight bases; stealing is permitted, but a runner cannot leave the base until the ball crosses home plate, and runners are not allowed to steal home or score on wild pitches, passed balls, or errant throws back to the pitcher. If a runner leaves early, a warning is issued to the head coach; subsequent instances result in a dead ball, a "no pitch," and the runner being called out.

10U Baseball – Kid Pitch

Division-specific rules — in addition to the Shared Rules above. 10U is the first division played at full baseball rules.

Duration	90 minutes or 6 innings	Official Inning	3 outs or 5 runs
Mercy Rule	11 after 4, 6 after 5	Umpires	Two
Base Paths	65 feet	Pitching Distance	46 feet
Ball	Standard Baseball	Defensive Players	9
Bunting	Yes	Hit by Pitch	Yes
Infield Fly	Yes	Dropped 3rd Strike	Yes
Walks	Yes	Balk	Yes (one warning)
Tight Bases	No	Stealing	Yes

- **Bats:** Maximum of a drop 10.
- **Regulation Game:** Six innings or a 90-minute time limit constitutes a complete regulation game. There is not a hard stop — once time expires, the inning is completed with consideration of the score and the 5-run mercy limit; if the trailing team cannot win or tie, the game is over. A new inning begins upon the third out of the prior inning, and starts only if (a) more than 5 minutes remain in the game, (b) the maximum number of innings has not been reached, and (c) the mercy rule does not apply. If a game is tied after the maximum innings and 5+ minutes remain, one extra inning is played, beginning with the player who had the last completed at-bat placed on 2nd base. In all other circumstances, the game ends in a tie.
- **Dropped 3rd Strike:** In effect.
- **Stealing:** Loose bases — full stealing, including home, is in effect.

11U Baseball – Kid Pitch

Division-specific rules — in addition to the Shared Rules above. 11U plays the same ruleset as 10U, with the pitching distance and base paths moved back, and no warning given on a balk.

Duration	90 minutes or 6 innings	Official Inning	3 outs or 5 runs
Mercy Rule	11 after 4, 6 after 5	Umpires	Two
Base Paths	70 feet	Pitching Distance	50 feet
Ball	Standard Baseball	Defensive Players	9
Bunting	Yes	Hit by Pitch	Yes
Infield Fly	Yes	Dropped 3rd Strike	Yes
Walks	Yes	Balk	Yes (no warning)
Tight Bases	No	Stealing	Yes

- **Bats:** Maximum of a drop 10.
- **Regulation Game:** Six innings or a 90-minute time limit constitutes a complete regulation game, under the same non-hard-stop / 5-minute new-inning cutoff / extra-inning rules described for 10U above.
- **Dropped 3rd Strike:** In effect.
- **Balks:** Balks are called with no warning given — unlike 10U, where a pitcher receives one warning before a balk is called.
- **Stealing:** Loose bases — full stealing, including home, is in effect.

12U Baseball – Kid Pitch

Division-specific rules — in addition to the Shared Rules above. 12U fields its own division and standings, but plays the identical ruleset described for 11U.

Duration	90 minutes or 6 innings	Official Inning	3 outs or 5 runs
Mercy Rule	11 after 4, 6 after 5	Umpires	Two
Base Paths	70 feet	Pitching Distance	50 feet
Ball	Standard Baseball	Defensive Players	9
Bunting	Yes	Hit by Pitch	Yes
Infield Fly	Yes	Dropped 3rd Strike	Yes
Walks	Yes	Balk	Yes (no warning)
Tight Bases	No	Stealing	Yes

- **Bats:** Maximum of a drop 10.
- **Regulation Game:** Six innings or a 90-minute time limit constitutes a complete regulation game, under the same non-hard-stop / 5-minute new-inning cutoff / extra-inning rules described for 10U above.
- **Dropped 3rd Strike:** In effect.
- **Balks:** Balks are called with no warning given, the same as 11U.
- **Stealing:** Loose bases — full stealing, including home, is in effect.

13-14U Baseball – Kid Pitch

Division-specific rules — in addition to the Shared Rules above. 13U and 14U are combined into a single division, playing the ruleset below.

Duration	105 minutes or 7 innings	Official Inning	3 outs or 5 runs
Mercy Rule	11 after 4, 6 after 5	Umpires	Two
Base Paths	80 feet	Pitching Distance	54 feet
Ball	Standard Baseball	Defensive Players	9
Bunting	Yes	Hit by Pitch	Yes
Infield Fly	Yes	Dropped 3rd Strike	Yes
Walks	Yes	Balk	Yes
Tight Bases	No	Stealing	Yes

- **Bats:** Maximum of a drop 5.
- **Regulation Game:** Seven innings or a 105-minute time limit constitutes a complete regulation game. There is not a hard stop — once time expires, the inning is completed with consideration of the score and the 5-run mercy limit; if the trailing team cannot win or tie, the game is over. A new inning begins upon the third out of the prior inning, and starts only if (a) more than 5 minutes remain in the game, (b) the maximum number of innings has not been reached, and (c) the mercy rule does not apply. If a game is tied after the maximum innings and 5+ minutes remain, one extra inning is played, beginning with the player who had the last completed at-bat placed on 2nd base. In all other circumstances, the game ends in a tie.
- **Dropped 3rd Strike:** In effect.
- **Stealing:** Loose bases — full stealing, including home, is in effect.
- **Sliding:** Headfirst sliding is allowed at 13-14U (the only Kid Pitch division where it is permitted).

Part 4: Wood Bat League — 15-18U

PBSA fields players ages 15-18 who are in high school but still wish to continue playing. PBSA forms and registers the teams, but the games themselves are played within a wood bat league operated by another organization.

- **Rulebook:** Because these games are played within that organization's league, all gameplay rules, schedules, and formats are governed by that organization's rulebook — not by the PBSA rules described elsewhere in this document. Contact your league director for the partner organization's current rulebook and schedule.
- **Bats:** A solid, one-piece wood bat is required. Composite, bamboo, multi-piece, and metal bats are not allowed.
- **PBSA's Role:** PBSA's involvement is limited to forming and registering the teams for this league; day-to-day gameplay questions should be directed to the partner organization.