Prosper Baseball and Baseball Association

Local Baseball Rulebook

Last Updated: 08.21.2025

General Rules

1. Divisions/Leagues

a. 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.

b. Divisions: PBSA fields the following divisions of recreational Baseball:

i. **5U Baseball - Tee Ball**: This division is geared toward beginners as an introduction to the game. It will predominantly be made up of league age four-year-olds and younger, first-time playing five-year-olds. The focus will be on the basics.

ii. **6U Baseball - Beginning Coach Pitch**: In this division, coach pitching is introduced, still utilizing the tee after three swing-and-misses. Other aspects of the game are also introduced, such as leaving the base when out, taking a second base on outfield hits, etc.

iii. **7U Baseball - Coach Pitch**: In 7U, score is kept, three outs end the inning, and the ball is no longer a safety ball. These games move quickly, often playing all six innings, and offer an exciting brand of Baseball.

iv. **8U Baseball - Coach Pitch**: In 8U, the rules become a bit more like full baseball. Players have to stop the lead runner.

v. **9U Baseball - Modified Kid Pitch**: The difficulty ticks up a notch in 9U with kid pitching and stealing. While boys will be pitching, there are still no dropped 3rd strikes.

vi. **10U Baseball - Modified Kid Pitch**: This is the first level of baseball that is at full baseball rules. Loose bases and wild pitches are now in full effect.

vii. **12U Baseball - Kid Pitch**: Same as 10U, except the pitchers move back to the regulation distance of 50' and base paths are at 70'.

viii. **14U Baseball - Kid Pitch**: Same as 12U, except the pitchers move back to the regulation distance of 54' and base paths are at 80'.

ix. **15-18U Baseball – Wood Bat League**: This is for players who have not made a high school roster but still wish to continue playing. We form the teams, but the games are played with a different league.

c. Seasons: PBSA plays two seasons per calendar year. The year begins with the fall season, which is played August through November, and concludes with the spring season, spanning February through May.

d. League Age: league age is determined by a player's age as of April 30th, 2026.

i. The age chart for the 2025-26 competition year is as follows:

Fall 2025 and Spring 2026 Baseball Age Chart

Division	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
4u	2022	2022	2022	2022	2021	2021	2021	2021	2021	2021	2021	2021
5u	2021	2021	2021	2021	2020	2020	2020	2020	2020	2020	2020	2020
6u	2020	2020	2020	2020	2019	2019	2019	2019	2019	2019	2019	2019
7u	2019	2019	2019	2019	2018	2018	2018	2018	2018	2018	2018	2018
8u	2018	2018	2018	2018	2017	2017	2017	2017	2017	2017	2017	2017
9u	2017	2017	2017	2017	2016	2016	2016	2016	2016	2016	2016	2016
10u	2016	2016	2016	2016	2015	2015	2015	2015	2015	2015	2015	2015
11u	2015	2015	2015	2015	2014	2014	2014	2014	2014	2014	2014	2014
12u	2014	2014	2014	2014	2013	2013	2013	2013	2013	2013	2013	2013
13u	2013	2013	2013	2013	2012	2012	2012	2012	2012	2012	2012	2012
14u	2012	2012	2012	2012	2011	2011	2011	2011	2011	2011	2011	2011

e. Playing Up: When registering your player, we do allow parents to elect to play up one division depending upon the age. If the system does not allow it, it will need to be approved by the Player Agent Board Member.

f. Playing Down: Under no circumstances will PBSA allow for a player to play down a division. There are too many safety concerns to consider.

2. Team Formation

a. 5U/6U teams are formed based on coaches' requests, then off school districts, and friend requests.

b. 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 the team) or entering the draft. All draftable players are requested to attend assessments prior to the draft.

c. 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.

d. iii. Playing Up - Parents may request to play up one division if you feel your player can handle a tougher level of competition.

e. Teams or Coaches that attempt to "game" the system by not providing accurate information to the PBSA or playing in divisions significantly below their team's ability are subject to disciplinary action by the PBSA, including without limitation, forfeiture of all playing rights without return of fees paid.

3. **Uniforms and Equipment**
    a. Player Uniforms. A player must wear a team jersey in all games. A player will not be allowed to play in any game if they are not "in uniform" (uniform includes jersey and pants that match the team). In addition, jerseys must be tucked in.
    b. Balls – Game and practice balls are provided to the team.
    c. PBSA provides jerseys and hats to all League players and 3 coaches. Additional coaches' jerseys can be purchased at the team's expense. Game Balls to all Head Coaches to be used in games.
    d. Players are responsible for pants, socks, belt, cleats, gloves, bats, and helmets.

4. **Game Play**
    a. Slash Bunting is not allowed. Slash bunting will result in the batter being called out and ejected from the game.
    b. Chanting. Chants from the dugouts/teams cannot be derogatory or directed specifically at an opposing player. Chants should also not occur during a play (the pitch, the swing, or the defensive play.
    c. No "razzing" or screaming at any opposing team or players shall be allowed.

5. **Coaches**
    a. Protests. The head coach for a team may protest any game for a decision by PBSA. In order to protest, the head coach must inform the head umpire prior to the conclusion of the game and pay the PBSA official a non-refundable review charge of $100 in cash before games are completed for that night.
    b. Parents. COACHES ARE RESPONSIBLE FOR THEIR TEAM AND FANS CONDUCT AT ALL TIMES, AND COACHES CAN BE EJECTED FOR THEIR PARENT'S CONDUCT. PARENTS WHO ARE UNRULY WILL BE WARNED BY THE COACH AND WILL BE REMOVED FROM THE AREA IF NECESSARY. GAME FORFEITURE CAN RESULT IF THE UMPIRE DEEMS NECESSARY.

6. **Pitching Limits**

9U Division – Maximum of 75 Pitches in a day.

10U Division – Maximum of 75 Pitches in a day.

12U Division – Maximum of 85 Pitches in a Day

14U Division – Maximum of 95 Pitches in a Day

Required Rest

1-20 Pitches – 0 Days

21-40 Pitches – 1 Day

41-60 Pitches – 2 Days

61+ Pitches – 3 Days

A day of rest is a day without a game. If a pitcher throws 70 pitches on Tuesday, the next eligible day of pitching is Saturday.

If a pitcher throws a single pitch in a game, he cannot pitch in any other game in the same day.

Pitches that throw 40 or more pitches are unable to catch in the same day/game.

Catchers that catch more than 3 innings (A single pitch in the 4th inning counts as more), cannot pitch that day.

Coaches must provide a pitching log upon request from the other team showing documented counts from the previous game. The pitching log must be signed by the coach from the previous opponent. Failure to provide this upon request results in the player not being able to pitch the next game, and the coach being ejected from the game.

If the pitcher reaches the limit in the middle of an at bat, the pitcher may finish the batter, and be recorded at the threshold. Example, the pitcher is at 18 pitches when the next batter comes to the plate. He may finish that at bat and be recorded at 20 pitches for the day. If the pitcher is at 20 when the next batter comes up, and he finishes the batter, he will be recorded at the true pitch count and required to honor the required days of rest.

7. Miscellaneous

a. All Stars – PBSA Baseball does the All-Star program every spring. Parents and coaches vote on who they wish to participate in the program. Allstars are done for divisions 6U-14U. The tournament programs vary based on divisions.

b. End of Season Tournaments – Every season has an end of the season tournament for all divisions that keep score. It will be a single elimination tournament.

c. Awards and Trophies – All players in 5U and 6U get a participation medal. Top 3 teams in 7U-14U divisions get a 1st, 2nd, and 3rd place medal for the regular season. 1st and 2nd place teams from the playoff tournaments get a ring.

d. Game Safety. The safety of the players will be prime consideration. At the direction of the umpires or League Directors, a game will be shortened due to weather or conditions potentially harmful to the players (i.e. insufficient light). Lightning in the vicinity will be grounds for shortening a game. The umpire will impose a 15-minute (maximum) game delay before canceling a game.

e. 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 of this rule will result in a mandatory one game suspension.**

f. Warmups. Pre-game warmups – Each team shall get at least five (5) minutes of infield practice prior to each game. However, if there is less than ten (10) minutes available, team warmups may be denied by the umpire. Infield practice is not allowed on game fields until ten (10) minutes prior to game time. All other warmups shall be conducted in designated areas away from parents and other children.

g. Season Tiebreaker rules. In the case of a season record tie, the following criteria (in order listed) will be used to determine end of season standings as well as tournament seeding where applicable:

i. Head-to-Head Play When Only Two Teams Have the Same Record
ii. Runs Against-Season
iii. Runs For-Season
iv. Coin Toss

h. No Tobacco Usage. Smoking or the use of tobacco products in the presence of children is prohibited. This includes games, practices and all PBSA related events.
i. No Alcohol/Drugs. Using, possessing, or being under the influence of alcohol or illegal drugs in the presence of children is prohibited. This includes games, practices and all other PBSA related events.
j. Dugout Rules. The number of coaches/parents within the dugout shall be strictly enforced. Only coaches approved by PBSA are allowed in the dugout. Unapproved adults residing within the dugout or playing field shall be asked to exit the field or dugout. Failure to do so can result in ejection from the field and/or forfeiture ofgame.
k. Ejections. Any player, parent, or coach that is ejected from a game, is suspended for the next game. The head coach is responsible for all players, coaches, and fans. They will also be suspended for the next game as the result of any ejections. Ejections are at the discretion of the umpire and are not able to be appealed.

5U Baseball - Tee Ball

PBSA Local Baseball Rulebook

Summary

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

Division Rules

1. **Playing Field**
    a. Bases: set at a distance of 60 feet.
    b. Pitching Rubber: Not used. Coaches should step off the 20-foot pitching distance, when necessary.
    c. Dugouts: the first base dugout is designated for the home team.
2. **Equipment**
    a. Bats: tee ball bats are okay to use, but must be marked for Baseball use. Softball bats are not allowed.
    b. Ball: Safety
    c. Batting Helmets: All batters must use a batting helmet. Chinstraps are not required.
    d. Cleats: only rubber/molded cleats allowed. No metal cleats.
3. **The Game**
    a. Regulation Game: the 50-minute time limit will constitute a complete regulation game.
        i. There is a hard stop. Once time expires, the game is over.
        ii. Teams should utilize the full-time allotment, even if only the visiting team has time to bat in the final inning.
    b. Rainouts: a game called due to weather shall be considered complete if two innings were completed.
        i. Incomplete games will start over if rescheduled.

c. Postgame Handshake: players and coaches must line up and shake hands with their opponents at the conclusion of every game.

4. Players and Substitutes

a. Lineups: coaches do not need to exchange lineups.

i. There is not a minimum number of players required to play, but the preference would be five (5), to fill all infield positions.

ii. Free substitutions are allowed at any time during the game.

b. Positions: there are five (5) defensive infield positions; pitcher, first base, second base, shortstop, and third base. All other players should be positioned in the outfield.

i. Only five (5) players are permitted to play in the infield.

ii. Outfielders must be positioned at least ten (10) feet behind the baseline.

c. Playing Time: coaches must ensure that all players receive the required minimum playing time and that they adhere to limits and restrictions where applicable.

i. All players play the field every inning. No one sits the bench.

ii. All players should play close to an equal amount at each position during a season. It is preferred that positions are rotated every inning.

iii. Every attempt should be made to ensure players do not play consecutive innings in the outfield

5. Coaches

a. Coach Uniforms: on-field coaches are encouraged to be dressed in the team uniform jersey or apparel matching team colors.

i. Each team is allotted three (3) coaches jerseys. Additional jerseys may be purchased.

b. Defensive Coaches: four (4) defensive coaches are allowed on the field, but must be behind the baseline.

c. Offensive Coaches: four (4) offensive coaches are allowed; a pitcher (when utilized), catcher (or coach to place the ball on the tee), and 1st and 3rd base coaches. The 1st and 3rd base coaches must remain in the coach's box.

d. Conduct: coaches must maintain proper sportsmanship at all times. Head coaches are responsible for the behavior of their players and player's parents. The head coach can be subject to ejection if he/she cannot help control them.

6. Pitching

a. Coach Pitcher: all pitching (when utilized) must be done by an adult offensive coach.

i. Coach pitching must be pitched from a standing position.

ii. If the coach inadvertently interferes with a play or his hit by the batted ball, the ball is dead and "no pitch" is declared.

7. **Batting**
    a. Batting Lineup: teams will have a continuous batting order of all players.
        i. The entire lineup bats each inning.
        ii. All players should bat in every spot in the order over the course of the season.
        iii. It is not necessary to adjust the order every inning, but it should be adjusted each game.
    b. Tee: all batting will utilize a tee unless the coaches agree to also mix in coach pitching
        i. Batters shall hit off the tee until the ball is put in play.
        ii. Balls hit off the tee that fail to travel more than five (5) feet shall be treated as a foul ball.
    c. Coach Pitch:
        i. In the spring season, coach pitch could be introduced around the halfway point in the season if a coach feels their team is ready. In the fall season, it's coaches' discretion.
        ii. When introducing coach pitch, use it only in the third inning or later and gradually increase to using it earlier.
        iii. When pitching to batters, each batter will receive a maximum of three (3) pitches. After three (3) total pitches the batter will hit off the tee, regardless of how many pitches the batter swung at or if the third pitch was fouled off.

8. **Base Running**
    a. Stealing: there will be tight bases and no stealing. A runner cannot leave the base until the ball reaches home plate.
    b. Sliding: no headfirst sliding except when returning to a base.
    c. Infield Hits: an infield hit is a batted ball that does not reach the outfield.
        i. On infield hits, all runners may advance one (1) base at their own risk.
    d. Outfield Hits: an outfield hit is any batted ball that reaches the outfield.
        i. On infield hits, all runners may advance one (1) base at their own risk.
    e. Outs: runners do not leave the base when out.
    f. Courtesy Runner: a courtesy runner may be used for an injured player.

9. **Umpires**
    a. PBSA does not provide umpires for 5U.

10. **Scoring**
    a. Score is not kept in 5U.

6U Baseball - Beginning Coach Pitch

PBSA Local Baseball Rulebook

Summary

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

Division Rules

1. **Playing Field**
    a. Bases: set at a distance of 60 feet.
    b. Pitching Rubber: Not used. Coaches should step off the 25-foot pitching distance.
    c. Dugouts: the first base dugout is designated for the home team.
2. **Equipment**
    a. Bats: tee ball bats are okay to use but must be marked for Baseball use. Softball bats are not allowed.
    b. Ball: Safety Baseball.
    c. Batting Helmets: all batting helmets must be worn. Chinstraps are not required.
    d. Cleats: only rubber/molded cleats allowed. No metal cleats.
3. **The Game**
    a. Regulation Game: the 60-minute time limit will constitute a complete regulation game. Games played at Frontier Park in the fall of 2025 will be 50-minutes long.
        i. There is a hard stop. Once time expires, the game is over.
        ii. Teams should utilize the full time allotment, even if only the visiting team has time to bat in the final inning.
    b. Rainouts: a game called due to weather shall be considered complete if two innings were completed..
        i. Incomplete games will start over, if rescheduled.

c. Postgame Handshake: players and coaches must line up and shake hands with their opponents at the conclusion of every game.

4. Players and Substitutes

a. Lineups: coaches do not need to exchange lineups.

i. There is not a minimum number of players required to play, but the preference would be five (5), to fill all infield positions.

ii. Free substitutions are allowed at any time during the game.

b. Positions: there are five (5) defensive infield positions; pitcher, first base, second base, shortstop, and third base. All other players should be positioned in the outfield.

i. Only five (5) players are permitted to play in the infield.

ii. Outfielders must be positioned at least ten (10) feet behind the baseline.

c. Playing Time: coaches must ensure that all players receive the required minimum playing time and that they adhere to limits and restrictions where applicable.

i. All players play the field every inning. No one sits on the bench.

ii. All players should play close to an equal amount at each position during the course of a season. It is preferred that positions are rotated every inning.

iii. Every attempt should be made to ensure players do not play consecutive innings in the outfield

5. Coaches

a. Coach Uniforms: on-field coaches are encouraged to be dressed in the team uniform jersey or apparel matching team colors.

i. Each team is allotted three (3) coaches jerseys. Additional jerseys may be purchased.

b. Defensive Coaches: four (4) defensive coaches are allowed on the field, but must be behind the baseline.

c. Offensive Coaches: four (4) offensive coaches are allowed; a pitcher, catcher, and 1st and 3rd base coaches. The 1st and 3rd base coaches must remain in the coach's box.

d. Conduct: coaches must maintain proper sportsmanship at all times. Head coaches are responsible for the behavior of their players and player's parents. The head coach can be subject to ejection if he/she cannot help control them.

6. Pitching

a. Coach Pitcher: all pitching must be done by an adult offensive coach.

i. Coach pitching must be pitched overhanded from a standing position.

ii. If the coach inadvertently interferes with a play or his hit by the batted ball, the ball is dead and "no pitch" is declared.

7. Batting

a. Batting Lineup: teams will have a continuous batting order of all players.
    i. The entire lineup bats each inning.
    ii. All players should bat in every spot in the order over the course of the season.
    iii. It is not necessary to adjust the order every inning, but it should be adjusted each game.
b. Max Pitches:
    i. After three (3) swinging strikes in which the third strike is not a foul ball, the batter will hit off the tee.
    ii. Batters shall hit off the tee until the ball is put in play.
    iii. Balls hit off the tee that fail to travel more than five (5) feet shall be treated as a foul ball.

8. Base Running

a. Stealing: there will be tight bases and no stealing. A runner cannot leave the base until the ball reaches home plate.
b. Sliding: no headfirst sliding except when returning to a base.
c. Infield Hits: an infield hit is a batted ball that does not reach the outfield.
    i. On infield hits, all runners may advance one (1) base at their own risk.
d. Outfield Hits: an outfield hit is any batted ball that reaches the outfield.
    i. On outfield hits off the coach pitcher, all runners may advance two (2) bases, at their own risk.
    ii. On outfield hits off the tee, all runners may advance one (1) base at their own risk.
e. Outs: runners must leave the base when out.
    i. After three (3) 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 there is only one batter remaining.
f. Courtesy Runner: a courtesy runner may be used for an injured player.

9. Umpires

a. PBSA does not provide umpires for 6U.

10. Scoring

a. Score is not kept in 6U.

7U Baseball - Coach Pitch

PBSA Local Baseball Rulebook

Summary

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

Division Rules

1. **Playing Field**
    a. Bases: set at a distance of 60 feet.
    b. Pitching Distance: set at a distance of 30 feet.
    c. Outfield: defined as the grass beyond the infield dirt (or green turf beyond the brown turf) and extends to the fences on each side of the field.
    d. Infield: defined as the area in front of the outfield that is typically made of dirt, or brown turf.
    e. Dugouts: the first base dugout is designated for the home team.
2. **Equipment**
    a. Bats: must adhere to USSSA Baseball Rules, which as of 2017 requires all bats to be 2 ¾ ", be marked "Official Baseball", and/or have the "USSSA 1.15 BPF" mark. Can be up to a Drop 12.
    b. Batting Helmets: all batting helmets may have a facemask.
    c. Catcher's Equipment: shall include a catcher's helmet with face mask, chest protector, and shin guards. Catcher's mitts are not required. The catcher must wear protective equipment at practices and games.
    d. Cleats: only rubber/molded cleats allowed. No metal cleats.
3. **The Game**
    a. Regulation Game: six (6) innings or 65-minute time limit will constitute a complete regulation game.

i. There is not a hard stop. Once time expires, the inning will be completed with consideration of the score and home team assignment. If the trailing team cannot win or tie based on the 5-run per inning run limit, the game is over.

ii. A new inning begins upon the third out of the prior inning. The new inning will be played if (a),there is more than 5 minutes remaining in the game (b) the maximum number of innings has not been reached, and (c), the mercy rule is not applicable. *If less than 5 minutes remain then a new inning will not be started.

iii. In the event a game is tied after the maximum number of innings has been played AND five (5) or more minutes remain on the clock, one extra inning will be played; the new inning will begin by placing the player who had the last completed at bat in the prior inning on 2nd base. In all other circumstances, the game ends in a tie.

b. Run Limit: each team will be allowed a maximum of five (5) runs per inning.

c. Mercy Rule: if a team is leading by at least 11 runs after 4 complete innings, or 6 runs after 5 complete innings, the game shall be officially complete.

d. Rainouts: a game called due to weather shall be considered complete if three innings were completed or 45 minutes had elapsed from the official game clock.

i. The official score will revert back to the last completed inning.

ii. Incomplete games will start over, if rescheduled.

e. Postgame Handshake: players and coaches must line up and shake hands with their opponents at the conclusion of every game.

f. Dropped 3rd Strike: not in effect.

g. Infield fly: not in effect.

h. Catcher Readiness: coaches are encouraged to make sure their catcher is ready for the next inning, which could entail the use of a courtesy runner with two outs.

4. Players and Substitutes

a. Lineups: coaches shall exchange lineups before the start of a game. Lineup cards must include each player's jersey number and name.

i. A minimum of eight (8) 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 in the lineup).

ii. Late players are added to the end of the lineup.

iii. Free substitutions are allowed at any time during the game.

iv. If a player has to leave the game for any reason and at least nine batters remain, the departing player's spot in the batting order will be skipped. If only eight batters remain, an automatic out must also be taken.

b. Forfeits: a ten (10) minute grace period from the scheduled game time will be given to allow for the minimum number of players to arrive. After the grace period expires, a forfeit is called.

i. A team that starts with eight (8) or more players must maintain at least eight players the entire game or a forfeit will be called.

ii. Forfeited games will be officially scored 7-0.

iii. In the case of neither team having eight players, a double forfeit with a score of 0-0 will be declared.

iv. Teams may still use their allotted game time to scrimmage without umpires, if desired, but must utilize a hard stop once time expires.

c. Pool Players: to avoid forfeits, teams may utilize up to two (2) pool players (players from other teams).

i. Pool players must bat at the bottom of the lineup and are required to play the outfield.

ii. ALL POOL PLAYERS MUST BE APPROVED BY THE COMMISSIONER OR LEAGUE DIRECTOR. The head coach of the team that requires a pool player(s) should contact their league director as early as possible. Coaches may request proof the league provided the pool player at the coaches meeting.

d. Illegal Players: the penalty for use of an ineligible/illegal player shall be immediate forfeit of the game in which the player in question is playing. At minimum, the head coach shall be suspended for one game.

e. Positions: there are ten (10) defensive positions; pitcher, catcher, first base, second base, shortstop, third base, and four outfielders (generally aligned to left field, left center, right center, and right field).

i. Outfielders must be positioned at least 15 feet into the outfield (previously defined).

ii. Infielders (excluding the pitcher) cannot be positioned more than 10 feet inside the baseline toward home plate.

f. Playing Time: coaches must ensure that all kids receive the required minimum playing time and that they adhere to limits and restrictions, where applicable.

i. No player may sit out defensively for two (2) consecutive innings unless injured, sick, or there is an agreement with the player's parents.

ii. No player may sit out a second inning on defense until all other players have sat out at least one inning.

iii. All players should play at least one (1) inning in the infield per game unless there is agreement with the player's parents, or if the combination of roster size and innings played prevent such from occurring.

5. Coaches

a. Coach Uniforms: on-field coaches are encouraged to be dressed in the team uniform jersey or apparel matching team colors.

i. Each team is allotted three (3) coaches jerseys. Additional jerseys may be purchased.

b. Defensive Coaches: two (2) defensive coaches are allowed on the field, but must be positioned in the outfield in foul territory. All other coaches must stay within five feet of the dugout entrance.

c. Offensive Coaches: four (4) offensive coaches are allowed; a pitcher, 1st and 3rd base coaches, and a coach at the backstop to assist getting balls back to the pitcher. The 1st and 3rd base coaches must remain in the coach's box.

d. Appeals: all appeals and communication with umpires regarding calls during the game should be handled by the head coach, unless the umpire initiates the discussion with an assistant coach.

e. Conduct: coaches must maintain proper sportsmanship at all times. Head coaches are responsible for the behavior of their players and players' parents. The head coach can be subject to ejection if he/she cannot help control them.

6. Pitching

a. Player Pitcher: players do not pitch.

i. 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 (8) feet of the pitching rubber when the coach delivers a pitch.

b. Coach Pitcher: all pitching must be done by an adult offensive coach.

i. Coach pitching must be pitched overhanded from a standing position.

ii. Coach pitchers should do their best to leave fair territory once the ball is put into play without interfering with the play.

iii. If the coach inadvertently interferes with a play or his hit by the batted ball, the ball is dead and "no pitch" is declared.

iv. 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 will be issued a warning. A second infraction will result in ejection of the coach.

7. Batting

a. Batting Lineup: teams will have a continuous batting order of all players, regardless if they are playing defensively.

b. Bunting: is not allowed.

c. Slash Bunting: slash bunting (fake bunt and swing) is not allowed. If there is a slash bunt, the ball is dead and the batter is automatically out. The umpire shall warn the coach, and any subsequent slash bunting is an automatic ejection of the player and coach.

d. Throwing the Bat: bat throwing is potentially dangerous to the catcher, umpire and on deck hitter.

i. Players who throw their bat or batting helmet in disgust will be immediately ejected from the game.

ii. If a bat is accidentally thrown (per umpire's judgment); the offensive team will receive one warning. Any subsequent violation will result in the batter being called out.

iii. If any thrown bat strikes the catcher or umpire, the umpire *may* call the batter out without warning.

e. Max Pitches: Each batter will receive a maximum of six (6) pitches or three (3) swinging strikes.

i. After three (3) swinging strikes in which the third strike is not a foul ball, the batter will be declared out by strikeout.

ii. After six (6) total pitches in which the pitch is not a foul ball, the batter will be declared out, regardless of how many pitches the batter swung at.

iii. Uncaught foul balls on the sixth and all subsequent pitches will extend the at bat until a pitch is put in play, swung at and missed, or taken.

f. Walks: there are no walks.

8. Base Running

a. Stealing: there will be tight bases and no stealing. A runner cannot leave the base until the ball reaches home plate.

i. If a runner leaves early, a warning will be issued to the head coach. Subsequent instances will result in a dead ball, a "no pitch", and the runner being called out.

b. Sliding: no head first sliding except when returning to a base.

c. No Contact: the no contact rule is in effect and will be called at the discretion of the umpires.

i. If there is a play being made, it is the responsibility of the runner to avoid contact with a defensive player (typically by sliding), even if the defensive player is out of position due to the act of makingthe play.

ii. If there is no play being made, the runner still must avoid contact. However, if the defensive player, without the ball, alters the runner's path, the umpire can make an obstruction call.

iii. When making a "No Contact" call, if the umpire feels that the contact was unintentional, the runner shall be declared out prior to achieving the base.

iv. When making a "No Contact" call, if the umpire feels that a runner intentionally initiated contact with a defensive player, the player will be called out and ejected from the game.

v. Intentional contact initiated by the defensive player will also result in ejection.

d. Hits:

i. On infield hits, all runners may advance one (1) base at their own risk.

ii. If there is an overthrow of first base, defined as any throw that gets at least ten (10) feet beyond the fielder to whom it is being thrown, a runner may attempt, at their own risk, to advance one (1) additional base. If a subsequent overthrow occurs, runners are not allowed to advance. Any additional overthrows do not continue the play.

iii. Overthrows of any other base, the runner may advance until an infielder has control of the ball in the infield, which extends into foul territory, and all runners have reached the base safely.

iv. On outfield hits, all runners may advance unlimited bases, at their own risk, until the play is ruled dead.

v. Play is dead once an infielder has control of the ball in the infield, which extends into foul territory, and all runners have reached the next base safely.

vi. Runners that have already passed a base once "control" is achieved by the infielder may continue to the next base at their own risk, but may not advance past that base for any reason.

e. Courtesy Runner: a courtesy runner may be used for the catcher with two outs or for an injured player. The courtesy runner shall be the player who made the most recent out.

9. Umpires

a. PBSA will provide one umpire for the game.

10. Scoring

a. Official Scorekeeper: The Home Team shall provide the Official Scorekeeper.

b. Scoreboard: The Visiting Team is responsible for running the scoreboard during the game.

c. Reporting Scores: Either head coach may report the score of the game, preferably within 24 hours of completion. Scores must be entered on the league website via account portal.

8U Baseball - Coach Pitch

PBSA Local Baseball Rulebook

Summary

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

Division Rules

11. Playing Field

a. Bases: set at a distance of 60 feet.

b. Pitching Distance: set at a distance of 30 feet.

c. Outfield: defined as the grass beyond the infield dirt (or green turf beyond the brown turf) and extends to the fences on each side of the field.

d. Infield: defined as the area in front of the outfield that is typically made of dirt, or brown turf.

e. Dugouts: the first base dugout is designated for the home team.

12. Equipment

a. Bats: must adhere to USSSA Baseball Rules, which as of 2017 requires all bats to be up to 2 ¾ ", be marked with the "USSSA 1.15 BPF" mark. Can be up to a drop 12.

b. Ball: Standard Baseball

c. Batting Helmets: all batting helmets may have a facemask.

d. Catcher's Equipment: shall include a catcher's helmet with face mask, chest protector, and shin guards. Catcher's mitts are not required. The catcher must wear protective equipment at practices and games.

e. Cleats: only rubber/molded cleats allowed. No metal cleats.

13. The Game

a. Regulation Game: six (6) innings or 65-minute time limit will constitute a complete regulation game.

i. There is not a hard stop. Once time expires, the inning will be completed with consideration of the score and home team assignment. If the trailing team cannot win or tie based on the 5-run per inning run limit, the game is over.

ii. A new inning begins upon the third out of the prior inning. The new inning will be played if (a),there is more than 5 minutes remaining in the game (b) the maximum number of innings has not been reached, and (c), the mercy rule is not applicable. *If less than 5 minutes remain then a new inning will not be started.

iii. In the event a game is tied after the maximum number of innings has been played AND five (5) or more minutes remain on the clock, one extra inning will be played; the new inning will begin by placing the player who had the last completed at bat in the prior inning on 2nd base. In all other circumstances, the game ends in a tie.

b. Run Limit: each team will be allowed a maximum of five (5) runs per inning.

c. Mercy Rule: if a team is leading by at least 11 runs after 4 complete innings, or 6 runs after 5 complete innings, the game shall be officially complete.

d. Rainouts: a game called due to weather shall be considered complete if three innings were completed or 45 minutes had elapsed from the official game clock.

i. The official score will revert back to the last completed inning.

ii. Incomplete games will start over, if rescheduled.

e. Postgame Handshake: players and coaches must line up and shake hands with their opponents at the conclusion of every game.

f. Dropped 3rd Strike: not in effect.

g. Infield fly: not in effect.

h. Catcher Readiness: coaches are encouraged to make sure their catcher is ready for the next inning, which could entail the use of a courtesy runner with two outs.

14. Players and Substitutes

a. Lineups: coaches shall exchange lineups before the start of a game. Lineup cards must include each player's jersey number and name.

i. A minimum of eight (8) 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 in the lineup).

ii. Late players are added to the end of the lineup.

iii. Free substitutions are allowed at any time during the game.

iv. If a player has to leave the game for any reason and at least nine batters remain, the departing player's spot in the batting order will be skipped. If only eight batters remain, an automatic out must also be taken.

b. Forfeits:. a ten (10) minute grace period from the scheduled game time will be given to allow for the minimum number of players to arrive. After the grace period expires, a forfeit is called.

i. A team that starts with eight (8) or more players must maintain at least eight players the entire game or a forfeit will be called.

ii. Forfeited games will be officially scored 7-0.

iii. In the case of neither team having eight players, a double forfeit with a score of 0-0 will be declared.

iv. Teams may still use their allotted game time to scrimmage without umpires, if desired, but must utilize a hard stop once time expires.

c. Pool Players: to avoid forfeits, teams may utilize up to two (2) pool players (players from other teams).

i. Pool players must bat at the bottom of the lineup and are required to play the outfield.

ii. ALL POOL PLAYERS MUST BE APPROVED BY THE COMMISSIONER OR LEAGUE DIRECTOR. The head coach of the team that requires a pool player(s) should contact their league director as early as possible. Coaches may request proof the league provided the pool player at the coaches meeting.

iii. As a courtesy, and if time allows, the opposing coach will be notified of the use of pool players.

d. Illegal Players: the penalty for use of an ineligible/illegal player shall be immediate forfeit of the game in which the player in question is playing. At minimum, the head coach shall be suspended for one game.

e. Positions: there are ten (10) defensive positions; pitcher, catcher, first base, second base, shortstop, third base, and four outfielders (generally aligned to left field, left center, right center, and right field).

i. Outfielders must be positioned at least 15 feet into the outfield (previously defined).

ii. Infielders (excluding the pitcher) cannot be positioned more than 10 feet inside the baseline toward home plate.

f. Playing Time: coaches must ensure that all kids receive the required minimum playing time and that they adhere to limits and restrictions, where applicable.

i. No player may sit out defensively for two (2) consecutive innings unless injured, sick, or there is an agreement with the player's parents.

ii. No player may sit out a second inning on defense until all other players have sat out at least one inning.

iii. All players should play at least one (1) inning in the infield per game unless there is agreement with the player's parents, or if the combination of roster size and innings played prevent such from occurring.

15. Coaches

a. Coach Uniforms: on-field coaches are encouraged to be dressed in the team uniform jersey or apparel matching team colors.

i. Each team is allotted three (3) coaches jerseys. Additional jerseys may be purchased.

b. Defensive Coaches: two (2) defensive coaches are allowed on the field, but must be positioned in the outfield in foul territory. All other coaches must stay within five feet of the dugout entrance.

c. Offensive Coaches: four (4) offensive coaches are allowed; a pitcher, 1st and 3rd base coaches, and a coach at the backstop to assist getting balls back to the pitcher. The 1st and 3rd base coaches must remain in the coach's box.

d. Appeals: all appeals and communication with umpires regarding calls during the game should be handled by the head coach, unless the umpire initiates the discussion with an assistant coach.

e. Conduct: coaches must maintain proper sportsmanship at all times. Head coaches are responsible for the behavior of their players and players' parents. The head coach can be subject to ejection if he/she cannot help control them.

16. Pitching

a. Player Pitcher: players do not pitch.

   i. 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 (8) feet of the pitching rubber when the coach delivers a pitch.

b. Coach Pitcher: all pitching must be done by an adult offensive coach.

   i. Coach pitching must be pitched overhanded from a standing position.

   ii. Coach pitchers should do their best to leave fair territory once the ball is put into play without interfering with the play.

   iii. If the coach inadvertently interferes with a play or his hit by the batted ball, the ball is dead and "no pitch" is declared.

   iv. 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 will be issued a warning. A second infraction will result in ejection of the coach.

17. Batting

a. Batting Lineup: teams will have a continuous batting order of all players, regardless if they are playing defensively.

b. Bunting: is not allowed.

c. Slash Bunting: slash bunting (fake bunt and swing) is not allowed. If there is a slash bunt, the ball is dead and the batter is automatically out. The umpire shall warn the coach, and any subsequent slash bunting is an automatic ejection of the player and coach.

d. Throwing the Bat: bat throwing is potentially dangerous to the catcher, umpire and on deck hitter.

   i. Players who throw their bat or batting helmet in disgust will be immediately ejected from the game.

   ii. If a bat is accidentally thrown (per umpire's judgment); the offensive team will receive one warning. Any subsequent violation will result in the batter being called out.

iii. If any thrown bat strikes the catcher or umpire, the umpire *may* call the batter out without warning.

e. Max Pitches: Each batter will receive a maximum of six (6) pitches or three (3) swinging strikes.

i. After three (3) swinging strikes in which the third strike is not a foul ball, the batter will be declared out by strikeout.

ii. After six (6) total pitches in which the pitch is not a foul ball, the batter will be declared out, regardless of how many pitches the batter swung at.

iii. Uncaught foul balls on the sixth and all subsequent pitches will extend the at bat until a pitch is put in play, swung at and missed, or taken.

f. Walks: there are no walks.

18. Base Running

a. Stealing: there will be tight bases and no stealing. A runner cannot leave the base until the ball reaches home plate.

i. If a runner leaves early, a warning will be issued to the head coach. Subsequent instances will result in a dead ball, a "no pitch", and the runner being called out.

b. Sliding: no headfirst sliding except when returning to a base.

c. No Contact: the no contact rule is in effect and will be called at the discretion of the umpires.

i. If there is a play being made, it is the responsibility of the runner to avoid contact with a defensive player (typically by sliding), even if the defensive player is out of position due to the act of makingthe play.

ii. If there is no play being made, the runner still must avoid contact. However, if the defensive player, without the ball, alters the runner's path, the umpire can make an obstruction call.

iii. When making a "No Contact" call, if the umpire feels that the contact was unintentional, the runner shall be declared out prior to achieving the base.

iv. When making a "No Contact" call, if the umpire feels that a runner intentionally initiated contact with a defensive player, the player will be called out and ejected from the game.

v. Intentional contact initiated by the defensive player will also result in ejection.

d. Hits:

i. On infield hits, all runners may advance one (1) base at their own risk.

ii. If there is an overthrow, defined as any throw that gets at least ten (10) feet beyond the fielder to whom it is being thrown, a runner may attempt, at their own risk, to advance until the lead runner is stopped and the umpire calls time.

iii. Play is dead once the lead runner has stopped advancing and the umpire calls time.

e. Courtesy Runner: a courtesy runner may be used for the catcher with two outs or for an injured player. The courtesy runner shall be the player who made the most recent out.

19. Umpires

a. PBSA will provide one umpire for the game.

20. Scoring

a. Official Scorekeeper: The Home Team shall provide the Official Scorekeeper.

b. Scoreboard: The Visiting Team is responsible for running the scoreboard during the game.

c. Reporting Scores: Either head coach may report the score of the game, preferably within 24 hours of completion. Scores must be entered on the league website via account portal.

9U Baseball - Modified Kid Pitch

PBSA Local Baseball Rulebook

Summary

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:**	1 Warning Per Pitcher
Tight Bases:	Yes	**Stealing:**	Yes (except home)

Division Rules

1. **Playing Field**
    a. Bases: set at a distance of 65 feet.
    b. Pitching Rubber: set at a distance of 46 feet.
    c. Outfield: defined as the grass beyond the infield dirt (or green turf beyond the brown turf) and extends to the fences on each side of the field.
    d. Infield: defined as the area in front of the outfield that is typically made of dirt, or brown turf.
    e. Dugouts: the first base dugout is designated for the home team.
2. **Equipment**
    a. Bats: must adhere to USSSA Baseball Rules and have the "USSSA 1.15 BPF" mark. Maximum of a drop 10.
    b. Ball: Standard Baseball
    c. Batting Helmets: all batting helmets may have a facemask.
    d. Catcher's Equipment: shall include a catcher's helmet with face mask, chest protector, and shin guards. Catcher's mitts are required. The catcher must wear protective equipment at practices and games, including pregame warmups.
    e. Cleats: only rubber/molded cleats allowed. No metal cleats.

3. The Game

a. Regulation Game: six (6) innings or 90-minute time limit will constitute a complete regulation game.

i. There is not a hard stop. Once time expires, the inning will be completed with consideration of the score and home team assignment. If the trailing team cannot win or tie based on the 5-run per inning run limit, the game is over.

ii. A new inning begins upon the third out of the prior inning. The new inning will be played if (a),there is more than 10 minutes remaining in the game (b) the maximum number of innings has not been reached, and (c), the mercy rule is not applicable. *If less than 10 minutes remain then a new inning will not be started.

iii. In the event a game is tied after the maximum number of innings has been played AND five (5) or more minutes remain on the clock, one extra inning will be played; the new inning will begin by placing the player who had the last completed at bat in the prior inning on 2nd base. In all other circumstances, the game ends in a tie.

b. Run Limit: each team will be allowed a maximum of five (5) runs per inning.

c. Mercy Rule: if a team is leading by at least 11 runs after 4 complete innings, or 6 runs after 5 complete innings, the game shall be officially complete.

d. Rainouts: a game called due to weather shall be considered complete if three innings were completed or 45 minutes had elapsed from the official game clock.

i. The official score will revert back to the last completed inning.

ii. Incomplete games will start over, if rescheduled.

e. Postgame Handshake: players and coaches must line up and shake hands with their opponents at the conclusion of every game.

f. Dropped 3rd Strike: not in effect. The batter is declared out on the third strike.

g. Infield fly: is in effect.

h. Catcher Readiness: coaches are encouraged to make sure their catcher is ready for the next inning, which could entail the use of a courtesy runner with two outs.

i. Between Innings.: pitchers are allowed eight (8) warm-up pitches during their first inning of work. In all subsequent innings, pitchers will be allowed five (5) warm-up pitches, or 90 seconds from the time the final out is made in the previous half inning.

4. Players and Substitutes

a. Lineups: coaches shall exchange lineups before the start of a game. Lineup cards must include each player's jersey number and name.

i. A minimum of eight (8) players is required to start a game. Teams playing with eight must take an automatic out for the 9th spot in the lineup.

ii. Late players are added to the end of the lineup.

iii. Free substitutions are allowed at any time during the game.

iv. If a player has to leave the game for any reason and at least nine batters remain, the departing

player's spot in the batting order will be skipped. If only eight batters remain, an automatic out must also be taken.

b. Forfeits:. a ten (10) minute grace period from the scheduled game time will be given to allow for the minimum number of players to arrive. After the grace period expires, a forfeit is called.
    i. A team that starts with eight (8) or more players must maintain at least eight players the entire game or a forfeit will be called.
    ii. Forfeited games will be officially scored 7-0.
    iii. In the case of neither team having eight players, a double forfeit with a score of 0-0 will be declared.
c. Pool Players: to avoid forfeits, teams may utilize up to two (2) pool players (players from other teams).
    i. Pool players must bat at the bottom of the lineup and are required to play the outfield.
    ii. ALL POOL PLAYERS MUST BE APPROVED BY THE COMMISSIONER OR LEAGUE DIRECTOR. The head coach of the team that requires a pool player(s) should contact their league director as early as possible. Proof of correspondence can be requested at the plate meeting. If the coach cannot produce league communication proving the pool player was provide from the league, the player is deemed illegal.
    iii. As a courtesy, and if time allows, the opposing coach will be notified of the use of pool players.
d. Illegal Players: the penalty for use of an ineligible/illegal player shall be immediate forfeit of the game in which the player in question is playing. At minimum, the head coach shall be suspended for one game.
e. Positions: there are nine (9) defensive positions; pitcher, catcher, first base, second base, shortstop, third base, and three outfielders (generally aligned to left field, center field , and right field).
    i. Outfielders must be positioned at least 15 feet into the outfield (previously defined).
f. Playing Time: coaches must ensure that all kids receive the required minimum playing time and that they adhere to limits and restrictions, where applicable.
    i. No player may sit out defensively for two (2) consecutive innings unless injured, sick, or there is an agreement with the player's parents.
    ii. No player may sit out a second inning on defense until all other players have sat out at least one inning.
    iii. All players should play at least one (1) inning in the infield per game unless there is agreement with the player's parents, or if the combination of roster size and innings played prevent such from occurring.

5. Coaches

a. Coach Uniforms: on-field coaches are encouraged to be dressed in the team uniform jersey or apparel matching team colors.
    i. Each team is allotted three (3) coaches jerseys. Additional jerseys may be purchased.

b. 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.

c. Offensive Coaches: two (2) offensive coaches are allowed; 1st and 3rd base coaches. The 1st and 3rd base coaches must remain in the coach's box.

d. Appeals: all appeals and communication with umpires regarding calls during the game should be handled by the head coach, unless the umpire initiates the discussion with an assistant coach.

e. Conduct: coaches must maintain proper sportsmanship at all times. Head coaches are responsible for the behavior of their players and players' parents. The head coach can be subject to ejection if he/she cannot help control them.

6. Pitching

a. Player Pitcher:.

i. A player pitcher who hits two (2) batters in an inning can be removed at the umpire's description if deemed a safety issue.

ii. No pitcher can may throw more than 75 pitches in a game. See pitching rules for limits and days of rest.

7. Batting

a. Batting Lineup: teams will have a continuous batting order of all players, regardless if they are playing defensively.

b. Bunting: is allowed.

c. Slash Bunting: slash bunting (fake bunt and swing) is not allowed. If there is a slash bunt, the ball is dead and the batter is automatically out. The umpire shall warn the coach, and any subsequent slash bunting is an automatic ejection of the player and coach.

d. Hit by Pitch: a batter hit by a pitch from the player pitcher with an effort to avoid being hit shall be awarded first base. Effort to avoid being hit is umpire discretion.

e. Throwing the Bat: bat throwing is potentially dangerous to the catcher, umpire and on deck hitter.

i. Players who throw their bat or batting helmet in disgust will be immediately ejected from the game.

ii. If a bat is accidentally thrown (per umpire's judgment); the offensive team will receive one warning. Any subsequent violation will result in the batter being called out.

iii. If any thrown bat strikes the catcher or umpire, the umpire *may* call the batter out without warning.

f. Walks: Walks are allowed.

8. Base Running

a. Stealing: there will be tight bases and stealing is permitted. A runner cannot leave the base until the ball crosses home plate.

i. Runners are not allowed to steal home or score on wild pitches, passed balls, or errant throws

back to the pitcher.

ii. If a runner leaves early, a warning will be issued to the head coach. Subsequent instances will result in a dead ball, a "no pitch", and the runner being called out.

b. Sliding: no head first sliding except when returning to a base.

c. No Contact: the no contact rule is in effect and will be called at the discretion of the umpires.

i. If there is a play being made, it is the responsibility of the runner to avoid contact with a defensive player (typically by sliding), even if the defensive player is out of position due to the act of making the play.

ii. If there is no play being made, the runner still must avoid contact. However, if the defensive player, without the ball, alters the runner's path, the umpire can make an obstruction call.

iii. When making a "No Contact" call, if the umpire feels that the contact was unintentional, the runner shall be declared out prior to achieving the base.

iv. When making a "No Contact" call, if the umpire feels that a runner intentionally initiated contact with a defensive player, the player will be called out and ejected from the game.

v. Intentional contact initiated by the defensive player will also result in ejection.

d. Courtesy Runner: a courtesy runner may be used for the catcher with two outs or for an injured player. The courtesy runner shall be the player who made the most recent out.

9. Umpires

a. PBSA will provide two umpires for the game. In rare cases, games may be called by one umpire.

10. Scoring

a. Official Scorekeeper: The Home Team shall provide the Official Scorekeeper.

b. Scoreboard: The Visiting Team is responsible for running the scoreboard during the game.

c. Reporting Scores: Either head coach may report the score of the game, preferably within 24 hours of completion. Scores must be entered on the league website via account portal.

10U Baseball - Kid Pitch

PBSA Local Baseball Rulebook

Summary

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

Division Rules

1. **Playing Field**
    a. Bases: set at a distance of 65 feet.
    b. Pitching Rubber: set at a distance of 46 feet.
    c. Dugouts: the first base dugout is designated for the home team.
2. **Equipment**
    a. Bats: must adhere to USSSA Baseball Rules and/or have the "USSSA 1.15 BPF" mark. Maximum of a drop 10.
    b. Batting Helmets: all batting helmets may have a facemask.
    c. Catcher's Equipment: shall include a catcher's helmet with face mask, chest protector, and shin guards. Catcher's mitts are required. The catcher must wear protective equipment at practices and games, including pregame warmups.
    d. Cleats: only rubber/molded cleats allowed. No metal cleats.
3. **The Game**
    a. Regulation Game: six (6) innings or 90-minute time limit will constitute a complete regulation game.
        i. There is not a hard stop. Once time expires, the inning will be completed with consideration of the score and home team assignment. If the trailing team cannot win or tie based on the 5-run per inning run limit, the game is over.

ii. A new inning begins upon the third out of the prior inning. The new inning will be played if (a),there is more than 5 minutes remaining in the game (b) the maximum number of innings has not been reached, and (c), the mercy rule is not applicable. *If less than 5 minutes remain then a new inning will not be started.

iii. In the event a game is tied after the maximum number of innings has been played AND five (5) or more minutes remain on the clock, one extra inning will be played; the new inning will begin by placing the player who had the last completed at bat in the prior inning on 2nd base. In all other circumstances, the game ends in a tie.

b. Run Limit: each team will be allowed a maximum of five (5) runs per inning.

c. Mercy Rule: if a team is leading by at least 11 runs after 4 complete innings, or 6 runs after 5 complete innings, the game shall be officially complete.

d. Rainouts: a game called due to weather shall be considered complete if three innings were completed or 45 minutes had elapsed from the official game clock.

i. The official score will revert back to the last completed inning.

ii. Incomplete games will start over, if rescheduled.

e. Postgame Handshake: players and coaches must line up and shake hands with their opponents at the conclusion of every game.

f. Dropped 3rd Strike: is in effect.

g. Infield fly: is in effect.

h. Catcher Readiness: coaches are encouraged to make sure their catcher is ready for the next inning, which could entail the use of a courtesy runner with two outs.

i. Between Innings.: pitchers are allowed eight (8) warm-up pitches during their first inning of work. In all subsequent innings, pitchers will be allowed five (5) warm-up pitches, or 90 seconds from the time the final out is made in the previous half inning.

4. Players and Substitutes

a. Lineups: coaches shall exchange lineups before the start of a game. Lineup cards must include each player's jersey number and name.

i. A minimum of eight (8) players is required to start a game. Teams playing with eight must take an automatic out for the 9th spot in the lineup.

ii. Late players are added to the end of the lineup.

iii. Free substitutions are allowed at any time during the game.

iv. If a player has to leave the game for any reason and at least nine batters remain, the departing player's spot in the batting order will be skipped. If only eight batters remain, an automatic out must also be taken.

b. Forfeits: a ten (10) minute grace period from the scheduled game time will be given to allow for the minimum number of players to arrive. After the grace period expires, a forfeit is called.

i. A team that starts with eight (8) or more players must maintain at least eight players the entire

game or a forfeit will be called.

ii. Forfeited games will be officially scored 7-0.

iii. In the case of neither team having eight players, a double forfeit with a score of 0-0 will be declared.

iv. Teams may still use their allotted game time to scrimmage without umpires, if desired, but must utilize a hard stop once time expires.

c. Pool Players: to avoid forfeits, teams may utilize up to two (2) pool players (players from other teams).

i. Pool players can only be used to reach eight (8) or nine (9) total players.

ii. Pool players must bat at the bottom of the lineup and are required to play the outfield.

iii. ALL POOL PLAYERS MUST BE APPROVED BY THE COMMISSIONER OR LEAGUE DIRECTOR. The head coach of the team that requires a pool player(s) should contact their league director as early as possible. Proof of correspondence can be requested at the plate meeting. If the coach cannot produce league communication proving the pool player was provide from the league, the player is deemed illegal.

iv. As a courtesy, and if time allows, the opposing coach will be notified of the use of pool players.

d. Illegal Players: the penalty for use of an ineligible/illegal player shall be immediate forfeit of the game in which the player in question is playing. At minimum, the head coach shall be suspended for one game.

e. Positions: there are nine (9) defensive positions; pitcher, catcher, first base, second base, shortstop, third base, left field, center field, and right field.

i. Outfielders must be positioned at least 15 feet into the outfield (previously defined).

f. Playing Time: coaches must ensure that all kids receive the required minimum playing time and that they adhere to limits and restrictions, where applicable.

i. No player may sit out defensively for two (2) consecutive innings unless injured, sick, or there is an agreement with the player's parents.

ii. No player may sit out a second inning on defense until all other players have sat out at least one inning.

iii. All players should play at least one (1) inning in the infield per game unless there is agreement with the player's parents, or if the combination of roster size and innings played prevent such from occurring.

5. Coaches

a. Coach Uniforms: on-field coaches are encouraged to be dressed in the team uniform jersey or apparel matching team colors.

i. Each team is allotted three (3) coaches jerseys. Additional jerseys may be purchased.

b. 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.

c. Offensive Coaches: two (2) offensive coaches are allowed as the 1st and 3rd base coaches. The 1st and 3rd base coaches must remain in the coach's box.

d. Appeals: all appeals and communication with umpires regarding calls during the game should be handled by the head coach, unless the umpire initiates the discussion with an assistant coach.

e. Conduct: coaches must maintain proper sportsmanship at all times. Head coaches are responsible for the behavior of their players and players' parents. The head coach can be subject to ejection if he/she cannot help control them.

6. Pitching

a. Player Pitcher: All pitching will be done by a player.

i. A pitcher who hits two (2) batters in an inning can be removed at the umpire's description if deemed a safety issue.

ii. All pitchers must follow PBSA pitching restriction rules.

7. Batting

a. Batting Lineup: teams will have a continuous batting order of all players, regardless if they are playing defensively.

b. Bunting: is allowed.

c. Slash Bunting: slash bunting (fake bunt and swing) is not allowed. If there is a slash bunt, the ball is dead, and the batter is automatically out. The umpire shall warn the coach, and any subsequent slash bunting is an automatic ejection of the player and coach.

d. Hit by Pitch: a batter hit by a pitch from the player pitcher with an effort to avoid being hit shall be awarded first base. Effort to avoid being hit is umpire discretion.

e. Throwing the Bat: bat throwing is potentially dangerous to the catcher, umpire and on deck hitter.

i. Players who throw their bat or batting helmet in disgust will be immediately ejected from the game.

ii. If a bat is accidentally thrown (per umpire's judgment); the offensive team will receive one warning. Any subsequent violation will result in the batter being called out.

iii. If any thrown bat strikes the catcher or umpire, the umpire *may* call the batter out without warning.

f. Walks: batters will take first base upon the fourth called ball by the umpire.

8. Base Running

a. Stealing: there will be loose bases.

b. Sliding: no head first sliding except when returning to a base.

c. No Contact: the no contact rule is in effect and will be called at the discretion of the umpires.

i. If there is a play being made, it is the responsibility of the runner to avoid contact with a defensive player (typically by sliding), even if the defensive player is out of position due to the act of making the play.

ii. If there is no play being made, the runner still must avoid contact. However, if the defensive player, without the ball, alters the runner's path, the umpire can make an obstruction call.

iii. When making a "No Contact" call, if the umpire feels that the contact was unintentional, the runner shall be declared out prior to achieving the base.

iv. When making a "No Contact" call, if the umpire feels that a runner intentionally initiated contact with a defensive player, the player will be called out and ejected from the game.

v. Intentional contact initiated by the defensive player will also result in ejection.

d. Courtesy Runner: a courtesy runner may be used for the catcher with two outs or for an injured player. The courtesy runner shall be the player who made the most recent out.

9. Umpires

a. PBSA will provide two umpires for the game. In rare cases, games may be called by one umpire.

10. Scoring

a. Official Scorekeeper: The Home Team shall provide the Official Scorekeeper.

b. Scoreboard: The Visiting Team is responsible for running the scoreboard during the game.

c. Reporting Scores: Either head coach may report the score of the game, preferably within 24 hours of completion. Scores must be entered on the league website via account portal.

12U Baseball - Kid Pitch

PBSA Local Baseball Rulebook

Summary

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
Tight Bases:	No	**Stealing:**	Yes

Division Rules

11. Playing Field

a. Bases: set at a distance of 70 feet.

b. Pitching Rubber: set at a distance of 50 feet.

c. Dugouts: the first base dugout is designated for the home team.

12. Equipment

a. Bats: must adhere to USSSA Baseball Rules and/or have the "USSSA 1.15 BPF" mark. Maximum of a drop 10.

b. Batting Helmets: all batting helmets may have a facemask.

c. Catcher's Equipment: shall include a catcher's helmet with face mask, chest protector, and shin guards. Catcher's mitts are required. The catcher must wear protective equipment at practices and games, including pregame warmups.

d. Cleats: only rubber/molded cleats allowed. No metal cleats.

13. The Game

a. Regulation Game: six (6) innings or 90-minute time limit will constitute a complete regulation game.

   i. There is not a hard stop. Once time expires, the inning will be completed with consideration of the score and home team assignment. If the trailing team cannot win or tie based on the 5-run per inning run limit, the game is over.

ii. A new inning begins upon the third out of the prior inning. The new inning will be played if (a),there is more than 5 minutes remaining in the game (b) the maximum number of innings has not been reached, and (c), the mercy rule is not applicable. *If less than 5 minutes remain then a new inning will not be started.

iii. In the event a game is tied after the maximum number of innings has been played AND five (5) or more minutes remain on the clock, one extra inning will be played; the new inning will begin by placing the player who had the last completed at bat in the prior inning on 2nd base. In all other circumstances, the game ends in a tie.

b. Run Limit: each team will be allowed a maximum of five (5) runs per inning.

c. Mercy Rule: if a team is leading by at least 11 runs after 4 complete innings, or 6 runs after 5 complete innings, the game shall be officially complete.

d. Rainouts: a game called due to weather shall be considered complete if three innings were completed or 45 minutes had elapsed from the official game clock.

i. The official score will revert back to the last completed inning.

ii. Incomplete games will start over, if rescheduled.

e. Postgame Handshake: players and coaches must line up and shake hands with their opponents at the conclusion of every game.

f. Dropped 3rd Strike: is in effect.

g. Infield fly: is in effect.

h. Catcher Readiness: coaches are encouraged to make sure their catcher is ready for the next inning, which could entail the use of a courtesy runner with two outs.

i. Between Innings.: pitchers are allowed eight (8) warm-up pitches during their first inning of work. In all subsequent innings, pitchers will be allowed five (5) warm-up pitches, or 90 seconds from the time the final out is made in the previous half inning.

14. Players and Substitutes

a. Lineups: coaches shall exchange lineups before the start of a game. Lineup cards must include each player's jersey number and name.

i. A minimum of eight (8) players is required to start a game. Teams playing with eight must take an automatic out for the 9th spot in the lineup.

ii. Late players are added to the end of the lineup.

iii. Free substitutions are allowed at any time during the game.

iv. If a player has to leave the game for any reason and at least nine batters remain, the departing player's spot in the batting order will be skipped. If only eight batters remain, an automatic out must also be taken.

b. Forfeits:. a ten (10) minute grace period from the scheduled game time will be given to allow for the minimum number of players to arrive. After the grace period expires, a forfeit is called.

i. A team that starts with eight (8) or more players must maintain at least eight players the entire

game or a forfeit will be called.

ii. Forfeited games will be officially scored 7-0.

iii. In the case of neither team having eight players, a double forfeit with a score of 0-0 will be declared.

iv. Teams may still use their allotted game time to scrimmage without umpires, if desired, but must utilize a hard stop once time expires.

c. Pool Players: to avoid forfeits, teams may utilize up to two (2) pool players (players from other teams).

i. Pool players can only be used to reach eight (8) or nine (9) total players.

ii. Pool players must bat at the bottom of the lineup and are required to play the outfield.

iii. ALL POOL PLAYERS MUST BE APPROVED BY THE COMMISSIONER OR LEAGUE DIRECTOR. The head coach of the team that requires a pool player(s) should contact their league director as early as possible. Proof of correspondence can be requested at the plate meeting. If the coach cannot produce league communication proving the pool player was provide from the league, the player is deemed illegal.

iv. As a courtesy, and if time allows, the opposing coach will be notified of the use of pool players.

d. Illegal Players: the penalty for use of an ineligible/illegal player shall be immediate forfeit of the game in which the player in question is playing. At minimum, the head coach shall be suspended for one game.

e. Positions: there are nine (9) defensive positions; pitcher, catcher, first base, second base, shortstop, third base, left field, center field, and right field.

i. Outfielders must be positioned at least 15 feet into the outfield (previously defined).

f. Playing Time: coaches must ensure that all kids receive the required minimum playing time and that they adhere to limits and restrictions, where applicable.

i. No player may sit out defensively for two (2) consecutive innings unless injured, sick, or there is an agreement with the player's parents.

ii. No player may sit out a second inning on defense until all other players have sat out at least one inning.

iii. All players should play at least one (1) inning in the infield per game unless there is agreement with the player's parents, or if the combination of roster size and innings played prevent such from occurring.

15. Coaches

a. Coach Uniforms: on-field coaches are encouraged to be dressed in the team uniform jersey or apparel matching team colors.

i. Each team is allotted three (3) coaches jerseys. Additional jerseys may be purchased.

b. 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.

c. Offensive Coaches: two (2) offensive coaches are allowed as the 1st and 3rd base coaches. The 1st and 3rd base coaches must remain in the coach's box.

d. Appeals: all appeals and communication with umpires regarding calls during the game should be handled by the head coach, unless the umpire initiates the discussion with an assistant coach.

e. Conduct: coaches must maintain proper sportsmanship at all times. Head coaches are responsible for the behavior of their players and players' parents. The head coach can be subject to ejection if he/she cannot help control them.

16. Pitching

a. Player Pitcher: All pitching will be done by a player.

i. A pitcher who hits two (2) batters in an inning can be removed at the umpire's description if deemed a safety issue.

ii. All pitchers must follow PBSA pitching restriction rules.

17. Batting

a. Batting Lineup: teams will have a continuous batting order of all players, regardless if they are playing defensively.

b. Bunting: is allowed.

c. Slash Bunting: slash bunting (fake bunt and swing) is not allowed. If there is a slash bunt, the ball is dead and the batter is automatically out. The umpire shall warn the coach, and any subsequent slash bunting is an automatic ejection of the player and coach.

d. Hit by Pitch: a batter hit by a pitch from the player pitcher with an effort to avoid being hit shall be awarded first base. Effort to avoid being hit is umpire discretion.

e. Throwing the Bat: bat throwing is potentially dangerous to the catcher, umpire and on deck hitter.

i. Players who throw their bat or batting helmet in disgust will be immediately ejected from the game.

ii. If a bat is accidentally thrown (per umpire's judgment); the offensive team will receive one warning. Any subsequent violation will result in the batter being called out.

iii. If any thrown bat strikes the catcher or umpire, the umpire *may* call the batter out without warning.

f. Walks: batters will take first base upon the fourth called ball by the umpire.

18. Base Running

a. Stealing: there will be loose bases.

b. Sliding: no head first sliding except when returning to a base.

c. No Contact: the no contact rule is in effect and will be called at the discretion of the umpires.

i. If there is a play being made, it is the responsibility of the runner to avoid contact with a defensive player (typically by sliding), even if the defensive player is out of position due to the act of making the play.

ii. If there is no play being made, the runner still must avoid contact. However, if the defensive player, without the ball, alters the runner's path, the umpire can make an obstruction call.

iii. When making a "No Contact" call, if the umpire feels that the contact was unintentional, the runner shall be declared out prior to achieving the base.

iv. When making a "No Contact" call, if the umpire feels that a runner intentionally initiated contact with a defensive player, the player will be called out and ejected from the game.

v. Intentional contact initiated by the defensive player will also result in ejection.

d. Courtesy Runner: a courtesy runner may be used for the catcher with two outs or for an injured player. The courtesy runner shall be the player who made the most recent out.

19. Umpires

a. PBSA will provide two umpires for the game. In rare cases, games may be called by one umpire.

20. Scoring

a. Official Scorekeeper: The Home Team shall provide the Official Scorekeeper.

b. Scoreboard: The Visiting Team is responsible for running the scoreboard during the game.

c. Reporting Scores: Either head coach may report the score of the game, preferably within 24 hours of completion. Scores must be entered on the league website via account portal.

14U Baseball - Kid Pitch

PBSA Local Baseball Rulebook

Summary

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	**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

Division Rules

1. **Playing Field**
    a. Bases: set at a distance of 80 feet.
    b. Pitching Rubber: set at a distance of 54 feet.
    c. Dugouts: the first base dugout is designated for the home team.
2. **Equipment**
    a. Bats: must adhere to USSSA Baseball Rules and/or have the "USSSA 1.15 BPF" mark. Maximum of a drop 5.
    b. Batting Helmets: all batting helmets may have a facemask.
    c. Catcher's Equipment: shall include a catcher's helmet with face mask, chest protector, and shin guards. Catcher's mitts are required. The catcher must wear protective equipment at practices and games, including pregame warmups.
    d. Cleats: only rubber/molded cleats allowed. No metal cleats.
3. **The Game**
    a. Regulation Game: six (6) innings or 105-minute time limit will constitute a complete regulation game.
        i. There is not a hard stop. Once time expires, the inning will be completed with consideration of the score and home team assignment. If the trailing team cannot win or tie based on the 5-run per inning run limit, the game is over.
        ii. A new inning begins upon the third out of the prior inning. The new inning will be played if

(a),there is more than 5 minutes remaining in the game (b) the maximum number of innings has not been reached, and (c), the mercy rule is not applicable. *If less than 5 minutes remain then a new inning will not be started.

iii. In the event a game is tied after the maximum number of innings has been played AND five (5) or more minutes remain on the clock, one extra inning will be played; the new inning will begin by placing the player who had the last completed at bat in the prior inning on 2nd base. In all other circumstances, the game ends in a tie.

b. Run Limit: each team will be allowed a maximum of five (5) runs per inning.

c. Mercy Rule: if a team is leading by at least 11 runs after 4 complete innings, or 6 runs after 5 complete innings, the game shall be officially complete.

d. Rainouts: a game called due to weather shall be considered complete if three innings were completed or 45 minutes had elapsed from the official game clock.

i. The official score will revert back to the last completed inning.

ii. Incomplete games will start over, if rescheduled.

e. Postgame Handshake: players and coaches must line up and shake hands with their opponents at the conclusion of every game.

f. Dropped 3rd Strike: is in effect.

g. Infield fly: is in effect.

h. Catcher Readiness: coaches are encouraged to make sure their catcher is ready for the next inning, which could entail the use of a courtesy runner with two outs.

i. Between Innings.: pitchers are allowed eight (8) warm-up pitches during their first inning of work. In all subsequent innings, pitchers will be allowed five (5) warm-up pitches, or 90 seconds from the time the final out is made in the previous half inning.

4. Players and Substitutes

a. Lineups: coaches shall exchange lineups before the start of a game. Lineup cards must include each player's jersey number and name.

i. A minimum of eight (8) players is required to start a game. Teams playing with eight must take an automatic out for the 9th spot in the lineup.

ii. Late players are added to the end of the lineup.

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iv. If a player must leave the game for any reason and at least nine batters remain, the departing player's spot in the batting order will be skipped. If only eight batters remain, an automatic out must also be taken.

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