**Maize Recreation Commission T-Ball/Baseball/Softball Rules**

**1 General Rules**

* 1. **Conduct**

1.1.1 Good sportsmanship is expected of everyone involved.

1.1.2 There shall be NO SMOKING at practices or games. This is a USD 266 and Maize Recreation policy.

1.1 .3 Umpires shall warn coaches, parents or spectators once on behavior and/or profanity. A second warning shall bring forfeiture of the game to the opposing team. Coaches will be notified when a warning has been issued.

**1.2 Eligibility**

1.2.2 A player may play on only one team during a single season.

1.2.3 Division is determined by the grade a child is entering the following school year.

1.2.4 Players may advance up one grade division.

1.2.5 A question on a player's grade will be verified by the Maize Recreation Commission. All games in which an ineligible player participated shall be forfeited.

* 1. **Timing & Scoring**

1.3.1 All games must be played at their scheduled time. The only exception is unplayable weather conditions. If a team cannot play at the scheduled time, it will have to forfeit to the opposing team.

1.3.2 All games scheduled to start at 6:00pm weekdays will start the game clock regarding the time limit exactly at 6:00pm. The game will be halted when the time limit is reached or if the rules of rain or darkness apply.

1.3.3 T-ball and 2nd/3rd will stop on the 55-minute mark if five innings are not completed first. Baseball 4th/5th and Softball 4th/5th/6th will stop at the 85-minute mark (1 hour 25 minutes) if five innings are not completed first. Baseball 6th/7th will stop at the 85-minute mark (1 hour 25 minutes) if the six innings are not completed first.

1.3.4 The umpire will be the official timekeeper. The home plate umpire will announce when the time limit has been reached.

1.3.5 The scorebook of the home team shall be the official scorebook.

**1.4 Equipment**

1.4.1 All teams will use white or high-visibility fluorescent balls distributed by the league.

1.4.2 All game balls will be provided by the umpires.

1.4.3 All players must wear molded cleats or tennis shoes. No metal cleats will be allowed for any age.

1.4.5 No cast, other than cast braces for lower extremities, will be allowed.

1.4.6 In all divisions, all players will wear a batter's helmet while batting or running bases. Any player who refuses will be declared out. A runner who purposely throws off his or her helmet while running bases shall be called out

1.4.7 In all divisions, a catcher will wear a catcher's helmet, a chest protector, and shin guards. The exception is T-Ball wherein no equipment other than a batting helmet will be required.

1.4.8 In all divisions, a player taking warm-up throws from the pitcher between innings must wear a mask, chest protector, and shin guards. Adult coaches are not bound by this rule.

**1.5 Game Rules**

1.5.1 Baseball - Official Baseball Rules as published by the National Federation of State High School Associations are official except where a league rule is in conflict.

1.5.2 Softball - Official Softball Rules as published by the National Federation of State High School Associations are official except where a league rule is in conflict.

1.5.3 Before each game, umpires and both team managers will go over the ground rules for the field they are playing on.

1.5.4 Coaches are urged to keep the game moving and to assist the umpire whenever possible. The plate umpire will assess strikes/outs or balls/walks to the offending team as required to keep the game moving (i.e. excessive pitcher rotation or excessive batter time-outs used to cause a delay of game).

1.5.5 In all player-pitch divisions (age 4th/5th and up), only one coach is permitted to observe the pitcher's warm-up throws from a position on the infield. The coach may take a position as the catcher, behind the catcher, on the mound, or near the mound. No offensive conference will be charged unless the umpire judges that the coach's actions are causing an unnecessary delay in the game.

1.5.6 Five warm-up pitches is the maximum between innings. A new pitcher will be allowed seven

warm-up pitches. The plate umpire shall keep the count of the number of warm-up pitches used.

1.5.7 Free substitution can be used. All players reporting in time for the game must bat in rotation. Players coming to the game late will be added to the bottom of the line-up at the time they arrive.

1.5.8 Each player must play at least six outs or two innings in the field unless the game is shortened by weather.

1.5.9 In all player-pitch divisions (age 4th/5th and up), a pitcher that hits 3 batters with a pitch in the same inning must be replaced. The player removed from the pitching position may play any other defensive position but may not return to pitch in that game.

1.5.10 In all grade divisions, there will be one warning per team per game for throwing a bat. A second warning per team will result in the player who threw the bat being declared out. There will be absolutely no exceptions.

1.5.11 A runner is out when he or she, in the umpire's judgment, collides or interferes with a fielder (such as when the runner does not slide or attempt to get around a fielder who has the ball or receiving the ball and is waiting to make the play).

1.5.12 Fielders are not permitted to stand directly on top of the base or home plate if a play is not being made.

1.5.13 Unnecessary hard tags or similar action by a defensive player will not be allowed. When such an action occurs, in the judgment of the umpire, the runner will be declared safe and will be awarded one additional base beyond the base being attempted. The defensive player will be warned and a second infraction in the game by that player will result in ejection from the game.

1.5.14 If a player or coach is bleeding or has an open wound, they shall be prohibited from participating further in the game until appropriate treatment has been administered and bleeding is stopped. If medical care or treatment can be administered in a reasonable amount of time, the individual will not be required to leave the game. The length of time that is considered reasonable is umpire judgment. If there is an excessive amount of blood on the uniform, it must be changed before that individual participates again.

1.5.15 If a batter becomes incapacitated and cannot complete his or her turn at bat, the next batter in the lineup shall step in and assume the current ball-strike count.

**1.6 Umpires**

1.6.1 The plate umpire's decisions shall be final.

**1.7 Rain-Outs**

1.7.1 Rain-out or darkness shall be called at the discretion of the Sports Director or any other supervising staff. In case of rain-out or darkness:

a) Three complete innings will constitute a complete game for T-Ball through age *4th/5th. 2-1/2* innings will be acceptable if the home team is ahead.

b) Four complete innings will constitute a complete game for ages *6th/7th* and up. *3-1/2* innings will be acceptable if the home team is ahead.

c) Score reverts to the score at the end of the last completed inning.

1.7.2 The league shall be responsible for rescheduling incomplete games and shall notify both coaches of the new field and time.

**1.8 Awards**

* + 1. Maize Recreation Commission will provide participation medals for all players.

**2 Baseball T-Ball (K-1st)**

**2.1 Field Markings &** **Equipment**

2.1.1 A soft baseball will be used. This ball is the same size and approximate weight of a baseball but is softer by comparison.

2.1 .2 The pitcher's mound shall be 40 feet from home plate and the bases 60 feet apart.

2.1.4 There will be a 20-foot arc drawn from the 1st base line to the 3rd base line from home plate. Any hit ball staying on or inside this line is a foul ball. If any defensive player touches any ball in motion inside the 20-foot arc, the batter will be awarded 1st base and any forced runners will advance one base.

2.1.5 There will be a 40-foot arc drawn from the 1st base line to the 3rd base line from home plate. No fielder can go in front of this line before the ball is hit. If any fielder moves in front of the 40-foot arc before the ball is hit the batter will be awarded 1st base and any forced runners will advance one base.

2.1.6 The batter will bat the ball from an adjustable tee.

2.1.7 The tee will be located at home plate and it will be the umpire's responsibility to place the ball on the tee and adjust the tee to the batter's strike zone. The umpire will move the tee out of the way of incoming base runners. The tee must be attached to a permanent base.

**2.2 General Rules**

2.2.1 Games will be played for five innings or 55 minutes, whichever occurs first. The game will end in the middle of an at bat if the 55-minute mark occurs first.

2.2.2 The infield fly rule does not apply.

**2.3 Offense**

2.3.1 A team scoring six runs in an inning will be declared out and the sides will change. If three outs are made in an inning, all runners will be cleared from the bases and play will continue until six runs are scored or the line up bats through.

2.3.2 No base stealing will be allowed. Base runners can only advance when the ball is hit into play. If a runner leaves the base before the ball is hit, they will be out.

2.3.3 The runner is out if he fails to touch a base by judgment of the umpire. The umpire will make the call when the ball is dead.

**2.3.4 In the event of an overthrow into foul territory, a runner may NOT advance to the next base.**

**2.3.5 In the event of an overthrow into fair territory, a runner may only advance one base.**

2.3.6 Each batter is allowed four strikes, with foul balls counting as a strike on every attempt.

2.3.7 Batters must take a full swing. Bunts are not allowed.

2.3.8 The batting team's coaches shall remain in foul territory.

**2.4 Defense**

2.4.1 Each team must field a maximum of ten players. If a team fields less than eight players, that team may borrow a player from the opposing team or play with the kids they have. Nobody can be pulled from the crowd or from another team. NO EXCEPTIONS!

2.4.2 Including the pitcher and catcher, no team shall field more than six players within the infield base lines. Outfielders must play behind the infield baseline.

2.4.3 On a batted ball, if in the judgment of the umpire, the fielder is attempting to make a play on a runner at a base and his/her throw enters the line of the pitcher’s circle (extending upward), no time will be called. However, if in the judgment of the umpire, the attempted throw was not an attempt to make a play on a base runner, at a base; the umpire has the right to declare time. The pitcher does not have to have possession of the ball for time to be called. If the pitcher is making a play outside of the circle, time will not be called until that pitcher and the ball have entered the circle. If a base runner is beyond halfway to the next base when time is called, he will be allowed to advance to that base, otherwise he will return to the base he just left.

2.4.5 The pitcher may not play on any runner after the ball is returned to the circle while he is in the circle.

2.4.6 No warm-ups between innings.

2.4.7 While playing in the field, each team will be allowed two coaches on the field to help instruct the players. There will be no interference by the two coaches once the ball is in play.

**3 Baseball 2nd/3rd (Machine Pitch)**

**3.1 Field Markings & Equipment**

3.1 .1 A regulation baseball will be used.

3.1.2 The pitcher's mound shall be 40 feet from home plate and the bases 60 feet apart.

**3.2 General Rules**

3.2.1 Games will be played for five innings or 55 minutes, whichever occurs first. The game will end in the middle of an at bat if the 55-minute mark occurs first.

3.2.2 The infield fly and dropped third strike rules do not apply.

**3.3 Offense**

3.3.1 A team scoring six runs in anyone inning before three outs are made will be declared out and the sides will change.

3.3.2 No bunting will be allowed. Batters must swing the bat.

3.3.3 No base stealing will be allowed. Base runners can only advance when the ball is hit into play. If a runner leaves the base before the ball is hit, he will be out. Runners may advance on a pop fly at their own risk.

3.3.4 The runner is out if he fails to touch a base by judgment of the umpire. The umpire will make the call when the ball is dead.

**3.3.5 In the event of an overthrow into foul territory, a runner may advance ONE BASE at his own risk.**

**3.3.6 In the event of an overthrow into fair territory, a runner may advance ONE BASE at own risk.**

**3.4 Defense**

3.4.1 Each team must field at least eight players and not more than ten players. If a team fields less than eight players, then that team may borrow a player from the opposing team or play with the kids they have. Nobody is allowed to be pulled from the crowd or come from another outside team. NO EXCEPTIONS!

3.4.2 Including the pitcher and catcher, no team shall field more than six players within the infield base lines. Outfielders must play behind the infield baseline.

c) If a thrown ball touches the person pitching or pitching machine, the ball remains in play. Any hit ball contacting the person pitching or pitching machine will be a dead ball single. Forced runners advance one base.

d) On a batted ball, there is a 15-foot diameter circle marked around the pitching mound so as to be clearly visible to the umpire. The pitcher will receive throws from the fielders to end the play. The pitcher does not have to have possession of the ball for time to be called. In the

event that the pitcher is making a play outside of the circle. Time will be called when the pitcher has control of the ball and is anywhere within the 15-foot diameter circle. If a base runner is beyond half way to the next base when time is called, he will be allowed to advance to that base, otherwise he will return to the base he just left.

e) Each batter receives no more than six pitches. If he has not contacted the ball or has not struck out after the 6th pitch, he is automatically out. If a foul ball occurs on the sixth pitch the batter is out. The home plate umpire shall keep count of the number of pitches.

f) No walks will be allowed.

g) 3 swinging strikes will be counted for a strike out. Pitched strikes will only be added to the pitch count.

h) If a pitched ball hits a batter, the ball is dead, and the batter does not advance to first base.

**4 Baseball 4th/5th**

**4.1 Field Markings & Equipment**

4.1.1 A regulation baseball will be used.

4.1.2 The pitcher's mound shall be 42 feet from home plate and the bases 60 feet apart.

**4.2 General Rules**

4.2.1 Games will be played for five innings or 1 hour 25 minutes (85-minutes), whichever occurs first If the time expires and a player is in the middle of an at-bat, the player will be allowed to finish their at-bat. Once that play is completed, the game will conclude.

4.2.2 The infield fly, dropped third strike, and balk rules do not apply.

**4.3 Offense**

4.3.1 A team scoring six runs in anyone inning before three outs are made will be declared out and the sides will change.

4.3.2 No base stealing will be allowed. Base runners can only advance when the ball is hit into play. If a runner leaves the base before the ball is hit, he will be out. Runners may advance on a pop fly at their own risk.

4.3.3 The runner is out if he fails to touch a base by judgment of the umpire. The umpire will make the call when the ball is dead.

4.3.4 Unless forced by the batter becoming a runner on ball four, runners will return to the bases they occupied at the time of the pitch. No runner may advance on any pitched ball, unless the ball is put into play or ball four occurs.

4.3.5 A batter will be awarded first base if the batter is hit by a pitch but does not step into the pitch on purpose.

**4.4 Defense**

4.4.1 Each team must field at least eight players and not more than nine players. If a team fields less than eight players, then that team may borrow a player from the opposing team or play with the kids they have. Nobody is allowed to be pulled from the crowd or come from another outside

team. NO EXCEPTIONS.

4.4.2 **No player may appear as a pitcher in more than a total of three innings in a single day and, if he appears on two consecutive days as a pitcher, he may not appear on the 3rd day. The throwing of one pitch constitutes an appearance.** EXAMPLE: If a pitcher starts an inning and throws to one batter and is then removed and later, in the same inning, is put back in as a pitcher, he will have two innings charged to his total of three and, if replaced later in the same game, he is done pitching for that game per rule 4.4.3. The penalty for violation of this rule shall be forfeiture of the game in which the violation occurs.

4.4.3 Once a starting pitcher or a sub-pitcher has been removed from that position, he may re-enter that position one time in the same game.

**Baseball 6th/7th**

**5.1 Field Markings & Equipment**

5.1.1 A regulation baseball will be used.

5.1.2 The pitcher's mound shall be 50 feet from home plate and the bases 70 feet apart.

**5.2 General Rules**

5.2.1 Games will be played for six innings or 1 hour 25 minutes (85-minutes), whichever occurs first If the time expires and a player is in the middle of an at-bat, the player will be allowed to finish their at-bat. Once that play is completed, the game will conclude.

5.2 .3 A batter will be awarded first base if the batter is hit by a pitch but does not step into the pitch on purpose.

5.2.4 **Infield fly and dropped third strike rules are in effect. Balks will not be called, but it is important to teach your players proper pick off moves.**

**5.3 Offense**

5.3.1 **A team scoring six runs in anyone inning before three outs are made will be declared out and the sides will change.**

5.3.2 **Lead off and stealing bases are allowed, at the base runner’s discretion.**

5.3.3 If a ball is overthrown or a wild pitch is thrown, the base runner may advance one or more bases until the play is called “dead” by the umpire.

**5.4 Defense**

5.4.1 Each team must field at least eight players and not more than nine players. If a team fields less than eight players, then that team may borrow a player from the opposing team or play with the kids they have. Nobody is allowed to be pulled from the crowd or come from another outside team. NO EXCEPTIONS.

5.4.2 **No player may appear as a pitcher in more than a total of four innings in a single day and, if he appears on two consecutive days as a pitcher, he may not appear on the 3rd day. The throwing of one pitch constitutes an appearance.** EXAMPLE: If a pitcher starts an inning and throws to one batter and is then removed and later, in the same inning, is put back in as a pitcher, he will have two innings charged to his total of four and, if replaced later in the same game, he is done pitching for that game per rule 5.4.3. The penalty for violation of this rule shall be forfeiture of the game in which the violation occurs.

5.4.3 Once a starting pitcher or a sub-pitcher has been removed from that position, he may re-enter that position one time in the same game.

**7 Softball T-Ball (K-1st)**

7.1 Field Markings & Equipment

7.1 .1 A soft 11-inch softball will be used. This ball is the same size and approximate weight of a

Regulation 11-inch softball but is softer by comparison.

7.1.2 The pitcher's mound shall be 40 feet from home plate and the bases 60 feet apart.

7.1.4 There will be a 20-foot arc drawn from the 1st base line to the 3rd base line from home plate. Any hit ball staying on or inside the is line is a foul ball. If any defensive player touches any ball in motion inside the 20-foot arc, the batter will be awarded 1st base and any forced runners will advance one base.

7.1.5 There will be a 40-foot arc drawn from the 1st base line to the 3rd base line from home plate. No fielder can go in front of the line before the ball is hit. If any fielder moves in front of the 40-foot arc before the ball is hit the batter and any forced runner advances one base.

7.1.6 The batter will bat the ball from an adjustable tee.

7.1.7 The tee will be located at home plate and it will be the umpire's responsibility to place the ball on the tee and adjust the tee to the batter's strike zone. The umpire will move the tee out of the way of incoming base runners. The tee must be attached to a permanent base.

**7.2 General Rules**

7.2.1 Games will be played for five innings or 55 minutes, whichever occurs first. The game will end in the middle of an at bat if the 55-minute mark occurs first.

7.2.2 The infield fly rule does not apply.

**7.3 Offense**

7.3.1 A team scoring six runs in an inning will be declared out and the sides will change. If three outs are made in an inning, all runners will be cleared from the bases and play will continue until six runs are scored or the lineup bats through.

7.3.2 No base stealing will be allowed. Base runners can only advance when the ball is hit into play. If a runner leaves the base before the ball is hit, she will be out.

7.3.3 The runner is out if she fails to touch a base by judgment of the umpire. The umpire will make the call when the ball is dead.

**7.3.4 In the event of an overthrow into foul territory, a runner may NOT advance to the next base.**

**7.3.5 In the event of an overthrow into fair territory, a runner may only advance one base.**

7.3.6 **Each batter is allowed four strikes, with foul balls counting as a strike on every attempt.**

7.3.7 Batters must take a full swing. Bunts are not allowed.

7.3.8 The batting team's coaches shall remain in foul territory.

**7.4 Defense**

7.4.1 Each team must field at least eight players and not more than ten players. If a team fields less than eight players. then that team may borrow a player from the opposing team or play with thekids they have. Nobody is allowed to be pulled from the crowd or come from another outside team. NO EXCEPTIONS.

7.4.2 Including the pitcher and catcher, no team shall field more than six players within the infield base lines. Out fielders must play behind the infield baseline.

On a batted ball, if in the judgment of the umpire, the fielder is attempting to make a play on a runner at a base and his/her throw enters the line of the pitcher’s circle (extending upward), no time will be called. However, if in the judgment of the umpire, the attempted throw was not an attempt to make a play on a base runner, at a base; the umpire has the right to declare time. The pitcher does not have to have possession of the ball for time to be called. In the event that the pitcher is making a play outside of the circle, time will not be called until that pitcher and the ball have entered the circle. If a base runner is beyond half way to the next base when time is called, he will be allowed to advance to that base, otherwise he will return to the base he just left.

7.4.5 The pitcher may not play on any runner after the ball is returned to the circle while she is in the circle.

7.4.6 No warm-ups between innings.

7.4.7 While playing in the field, each team will be allowed two coaches on the field to help instruct the players. There will be no interference by the two coaches once the ball is in play.

**8 Softball 2nd/3rd (Machine Pitch)**

**8.1 Field Markings & Equipment**

8.1.1 A “safe soft” 11-inch softball will be used.

8.1.2 The pitcher's mound shall be 35 feet from home plate and the bases 60 feet apart.

**8.2 General Rules**

8.2.1 Games will be played for five innings or 55 minutes, whichever occurs first. The game will end in the middle of an at bat if the 55-minute mark occurs first.

8.2 .2 The infield fly and dropped third strike rules do not apply.

**8.3 Offense**

8.3.1 A team scoring six runs in anyone inning before three outs are made will be declared out and the sides will change.

8.3.2 No bunting will be allowed. Batters must contact a swinging motion.

8.3.3 No base stealing will be allowed. Base runners can only advance when the ball is hit into play. If a runner leaves the base before the ball is hit, she will be out. Runners may advance on a pop fly at their own risk.

8.3.4 The runner is out if she fails to touch a base by judgment of the umpire. The umpire will make the call when the ball is dead.

**8.3.5 In the event of an overthrow into foul territory, a runner may advance ONE BASE at her own risk.**

**8.3.6 In the event of an overthrow into fair territory, a runner may advance ONE BASE own risk**

**8.4 Defense**

8.4.1 Each team must field at least eight players and not more than ten players. If a team fields less than eight players, then that team may borrow a player from the opposing team or play with the kids they have. Nobody can be pulled from the crowd or come from another outside team. NO EXCEPTIONS.

8.4.2 Including the pitcher and catcher, no team shall field more than six players within the infield base lines. Outfielders must play behind the infield baseline.

c) If a thrown ball touches the person pitching or pitching machine, the ball remains in play. Any hit ball contacting the person pitching or pitching machine will be a dead ball single. Forced runners advance one base.

d) On a batted ball, there is a 15-foot diameter circle marked around the pitching mound so as to be clearly visible to the umpire. The pitcher will receive throws from the fielders to end the play. The pitcher does not have to have possession of the ball for time to be called. In the event that the pitcher is making a play outside of the circle. Time will be called when the pitcher has control of the ball and is anywhere within the 15-foot diameter circle. If a base runner is beyond half way to the next base when time is called, he will be allowed to advance to that base, otherwise he will return to the base he just left.

e) Each batter receives no more than six pitches. If she has not made contact with the ball after the 6th pitch, she is automatically out. If a foul ball occurs on the sixth pitch the batter is out. The home plate umpire shall keep count of the number of pitches.

f) No walks will be allowed.

g) 3 swinging strikes will be counted toward a strike out. Pitched strikes will only be added to the pitch count.

h) If a pitched ball hits a batter, the ball is dead, and the batter does not advance to first base.

**9 Softball 4TH/5TH/6TH**

**9.1 Field Markings & Equipment**

9.1.1 An 11-inch softball will be used.

9.1.2 The pitcher's circle shall be 35 feet from home plate and the bases 60 feet apart.

**9.2 General Rules**

9.2.1 Games will be played for five innings or 1 hour 25 minutes (85-minutes), whichever occurs first If the time expires and a player is in the middle of an at-bat, the player will be allowed to finish their at-bat. Once that play is completed, the game will conclude.

**9.3 Offense**

9.3.1 A team scoring six runs in any one inning before three outs are made will be declared out and the sides will change.

9.3.2 Stealing will be allowed on passed balls for 1st, 2nd, and 3rd base. There will be no stealing of home plate. (No leadoffs) Base runners can advance when the ball is hit into play or once a pitched ball crosses home plate (passed balls). If a runner leaves the base early, “time” will be called, and the runner will have to return to their previously occupied base. In the event of an overthrow in the field, runners may advance at their own risk. Runners may advance on a pop fly at their own risk. Once the pitcher has the ball in the circle, “time” shall be called, and play will be dead until the next pitch.

9.3.3 The runner is out if she fails to touch a base by judgment of the umpire. The umpire will make the call when the ball is dead.

9.3.5 A batter will be awarded first base if the batter is hit by a pitch but does not step into the pitch on purpose.

**9.4 Defense**

9.4.1 Each team must field at least eight players and not more than ten players. If a team fields less than eight players, then that team may borrow a player from the opposing team or play with the kids they have. Nobody is allowed to be pulled from the crowd or come from another outside team. NO EXCEPTIONS.

9.4.3 The pitcher may be changed at any time during the game. Pitchers are expected to use a fast pitch windup and motion.