



2019

# RECREATION RULES

*Revised 04/15/2019*

# MAIN RULES

## 1. NO STEEL CLEATS ALLOWED

2. Age on January 1<sup>st</sup> of year of play determines league
3. Misconduct, unsportsmanlike behavior, or harassment will not be tolerated within the recreational program.
4. Any violation of the code above by a coach, player, parent, spectator or Umpire may result in a suspension to be enforced by the park director.
5. Suspension may range from a game, multiple games, or the entire season.
6. Conduct will be strictly enforced.
7. All games start at 6PM.
8. Team to right of schedule is home.
9. Only park directors can cancel or reschedule games. **NOT COACHES.**
10. First and third base coaches cannot touch base runners during live action. Should a violation of this rule happens, the runner will be called out.
11. It is strongly suggested that both coaches meet with umpires at home plate to discuss rules prior to start of the game.

### **BASE RUNNER RULES:**

Base Runners shall not run over a defensive player intentionally. Should this happen, the umpire, at his discretion, shall call the runner out and ejected for the remainder of the game.

Second offense during season: Should this occur for a second time (same player) said player will be ejected from the current game and suspended for the next game.

Third offense during season: Said player will be suspended for remainder of season.

Ejection forms must be filled in by all parties (coaches, umpires and directors and submitted to parish office.

**Defensive players** shall not block any base (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> or home).

Runners must have plate/base access. Should this occur, umpire will call obstruction and call the runner safe.

All runners are instructed to slide when a play is being made.

### **COACHES- BOYS AND GIRLS**

OFFENSE: Coaches only allowed at First & Third Base

DEFENSE: Only one coach allowed at dugout door

DUGOUT: A total of three coaches only are allowed plus one scorekeeper.

NOTE: Only coaches and players are allowed in the dugout for safety reasons.

# *GIRLS*

**\*\*\*Rules/Notes at end apply to all girls age groups\*\*\***

## **8U – Coach Pitch**

Pitch 34' Base 60'

- 1 hour 30 minutes – time limit or 5 innings.
- Inning 1 to 4, 5 run limit or 3 outs.  
5<sup>th</sup> inning open, must put 3 outs.
- See rules for base running.
- 6 pitches total – batter must hit 6<sup>th</sup> pitch fair or batter is out.
- 10 fielders: ENTIRE LINE UP BATS AND FREE SUBSTITUTION
- **Ball used** – 11 inch soft touch safety ball (revised 1/13/11)

**\*See additional 8U Coach Pitch Girls League Rules following notes section\***

## **10U – Girls (Modified Fast Pitch)**

Pitch 34' Base 60'

**Game will start with 1 strike and 1 ball count on batter to help speed up the game. This will encourage batters to put the ball in play. (2015)**

- 1 hour 30 minutes – time limit or 6 innings.
- Game is over if ahead by 15 runs after 4 innings or 3 ½ if home is ahead, 10 after 5 or 4 ½ if home is ahead.
- 10 fielders: ENTIRE LINE UP BATS AND FREE SUBSTITUTION
- NO LEADS; runners may advance once ball passes home plate.
- **Stealing Home Base is Prohibited.**
- PITCHER may use any underhand delivery of every pitch. 1 foot must be in contact with pitching rubber when ball is released.
  - Arch of Pitch must not exceed the height of the batter.
- Once pitcher has the ball in the 16' circle the runner reaches 1<sup>st</sup> base, runners are obligated to move directly towards the next base or last base touched without any motion or recognition by the pitcher. The runner, off base may not stand motionless. HOWEVER, if the pitcher makes an attempt on any runner then this rule does not apply.
  - EFFECT: ball is dead and runner is out.
- When 3<sup>rd</sup> strike on batter is dropped, batter is out. Runners on base can advance with liability to be put out. (revised 4/10)
- **Ball used** – 11 inch soft touch safety ball (revised 1/13/11)

## 14U – Girls (Fast Pitch)

Pitch 40' Base 60'

Revised 3/26/09 Meeting/Changed age group from 12U to 13U

- 1 hour 30 minutes – time limit or 7 innings.
- Game is over if ahead by 15 runs after 4 innings or 3 ½ if home is ahead, 10 after 5 or 4 ½ if home is ahead.
- 10 fielders: ENTIRE LINE UP BATS AND FREE SUBSTITUTION
- If 3<sup>rd</sup> strike is dropped, batter may attempt to run to 1<sup>st</sup> base.
- **Ball used** – 12 inch fast pitch.

## RULES/NOTES FOR ALL GIRLS LEAGUES:

- All games are to begin at 6:00 PM
- **SCORING:** 5 Run rule per inning for 1<sup>st</sup> thru 4<sup>th</sup> innings; 5<sup>TH</sup> Inning is Open, 3 outs must be made. If the 4<sup>th</sup> Inning starts at the 1 Hour 15 Minute mark, then the 4<sup>th</sup> Inning shall be the open inning.
- Managers, Coaches, Players and Fans may cheer for their team, but must not address, intimidate or heckle the opposing coach/manager, players or fans with any type of verbal comments such as “He/She can’t hit”, “He/She can’t pitch”, “Batter Batter Swing”, at any time..
- In all age groups the entire line up bats. Any player who arrives late may be added to the batting order at the bottom. If for any reason a batter is unable to complete his turn at bat, the next batter in turn will bat. The batter will not be counted as an “out”.
- An injured player taken out of the lineup will not be allowed to bat the remainder of the game.
- Substitution shall be free and unlimited on defense.
- It is recommended that everyone play at least 2 defensive innings. It is the objective to get everyone to play and not only to win. This rule was implemented to encourage more participation by each player defensively. *(Recommendation was made by the steering committee)*
  - **EXCEPTION-** If a player excessively misses practice or violates team rules, a coach at his/her discretion has the right to disregard the rule and take necessary disciplinary actions

# **In Depth Girls 8U Rules**

## **THE GAME**

1. Regulation game shall be five (5) innings.
2. A team's turn at bat shall terminate when a third out has been made, or 5 runs have been scored.
3. The fifth inning of a regular game shall be open, and each team shall be permitted to bat until a third out has been made. The Ten Run Rule shall be in effect after four (4) innings, and the Fifteen Run Rule shall be in effect after three (3) innings.

## **PITCHING**

1. **Coaches** shall pitch a maximum of six (6) pitches to each batter
2. Coaches shall pitch from the pitching rubber.
3. **Coaches shall pitch a maximum of six (6) pitches to each batter.** If the batter has not hit a fairly batted ball after the maximum number of pitches, they shall be declared out.

## **BATTING**

1. The batter is not permitted to bunt or intentionally swing easily at the ball. If a violation occurs, the batter shall be called out and the ball shall be declared dead.
2. There shall be no infield fly rule.
3. If a batted ball strikes the coach that is pitching, the ball shall be live and in play.
4. If the coach that is pitching touches a batted ball, and it is declared improper, the ball shall become dead.

## **In Depth Girls 8U Rules cont.**

### **BASE RUNNING**

1. **Base runners shall not be allowed to take a lead or steal bases.** The base runners must remain in contact with the base until the ball is hit. If a violation occurs, the base runner shall be called out and the ball shall be declared dead. The pitch shall not count and no other base runners shall advance.
2. Once an infielder has possession of the ball inside the base path, time shall be called by the umpire and all plays shall cease.
3. When a batted ball is in the outfield, base runners may continue to advance. Once the ball is returned to the infield, and in the possession of an infielder, all base runners may advance only to the base they were going to. The ball shall then be declared dead.
4. UMPIRE: At the UMPIRE'S discretion time will be called once the ball is on the inside diamond or base path by a player of the defensive team. Players will be put on base needed by umpire if they are at the halfway mark or more.

### **PLAYERS AND SUBSTITUTES**

1. Ten (10) defensive players shall be allowed on the playing field. There shall be four (4) players in the outfield.
2. Teams may have one (1) coach at each outfield foul line to help coach the defensive players. However, these coaches shall remain in the outfield in foul territory and may not advance past the base on the foul line.
3. The catcher shall wear a catcher's helmet and mask and shall have the option to use any glove. The catcher shall stand away from the plate until the batter has hit the ball.
4. All players should be in the batting line-up whether or not they are playing defense.
5. All players should play at least two (2) innings.

*Adopted at March 14, 2002 Meeting  
Revised at February 7, 2007 Meeting*

# ***BOYS***

**\*\*\*Rules/Notes at end apply to all boys age groups\*\*\***

**Coach Pitch and Mustang-** if playing a “double header” time limit is one (1) hour.

## **Coach Pitch 7 – 8**

Pitch 35/40 maximum Base 60'

- 1 hour 30 minutes – time limit or 5 innings.
- See rules for base running.
- **6 pitches total by Coach – batter must hit 6<sup>th</sup> pitch fair or batter is out.**
- 10 Fielders: ENTIRE LINE UP BATS AND FREE SUBSTITUTION
- **Hard balls are used.**

\*See additional 8U Coach Pitch League Rules following notes section\*

## **Mustang 9 – 10**

Pitch 44' Base 60' (revised 3/13/13)

- 1 hour 30 minutes – time limit or 6 innings.
- MAX 3 Innings per pitcher per game, twice a week.
- Once a Pitcher leaves the mound, he is no longer able to return to the mound to pitch.
- **Runners may take a lead. (revised 3/13/13)**
- When 3<sup>rd</sup> strike on batter is dropped, batter is out. Runners on base can advance with liability to be put out. (revised 4/10)
- 10 Fielders - 4 Must be outfield
- Game is over if ahead by 15 runs after 4 innings or 3 ½ if home is ahead, 10 after 5 or 4 ½ if home is ahead.
- **SCORING:** 5 Run rule per inning for 1<sup>st</sup> thru 5<sup>th</sup> innings; 6<sup>TH</sup> Inning is Open, 3 outs must be made.



## **Bronco 11 - 12**

Pitch 48' Base 70'

- 1 hour 30 minutes – time limit or 7 innings
- MAX 7 Innings per pitcher per game. 10 Innings per pitcher per week.
- Once a Pitcher leaves the mound, he is no longer able to return to the mound to pitch.
- **Runners may steal home & may take leads.**
- 9 Fielders. ENTIRE LINE UP BATS AND FREE SUBSTITUTION
- Game is over if ahead by 15 runs after 4 innings or 3 ½ if home is ahead, 10 after 5 or 4 ½ if home is ahead.

## **Pony 13 - 14**

Pitch 54' Base 80'

- 1 hour 30 minutes – time limit or 7 innings
- MAX 7 Innings per pitcher per game. 10 Innings per pitcher per week.
- Once a Pitcher leaves the mound, he is no longer able to return to the mound to pitch.
- **Runners may steal home & may take leads.**
- 9 Fielders. ENTIRE LINE UP BATS AND FREE SUBSTITUTION
- Game is over if ahead by 15 runs after 4 innings or 3 ½ if home is ahead, 10 after 5 or 4 ½ if home is ahead.

## **RULES/NOTES FOR ALL BOYS LEAGUES:**

- All games are to begin at 6:00 PM
- If the 4<sup>th</sup> Inning starts at the 1 Hour 15 Minute mark, then the 4<sup>th</sup> Inning shall be the open inning. **(Bronco and Pony not applied)**
- Managers, Coaches, Players and Fans may cheer for their team, but must not address, intimidate or heckle the opposing coach/manager, players or fans with any type of verbal comments such as “He/She can’t hit”, “He/She can’t pitch”, “Batter Batter Swing”, at any time..
- In all age groups the entire line up bats. Any player who arrives late may be added to the batting order at the bottom. If for any reason a batter is unable to complete his turn at bat, the next batter in turn will bat. The batter will not be counted as an “out”.
- An injured player taken out of the lineup will not be allowed to bat the remainder of the game.
- Substitution shall be free and unlimited on defense.
- It is recommended that everyone play at least 2 defensive innings. It is the objective to get everyone to play and not only to win. This rule was implemented to encourage more participation by each player defensively. *(Recommendation was made by the steering committee)*
  - EXCEPTION- If a player excessively misses practice or violates team rules, a coach at his/her discretion has the right to disregard the rule and take necessary disciplinary actions

# **In Depth Boys Coach Pitch 8U Rules**

## **Coach Pitch 7 – 8**

Pitch 35 minimum /40 maximum Base 60'

### **THE GAME**

Each head coach shall complete a lineup before each game. The lineup shall include each player's first and last names, and uniform number. The lineup should be given to the official scorekeeper at least fifteen (15) minutes prior to the scheduled game time.

Regulation games shall be five (5) innings.

A team's turn at bat shall terminate when a third out has been made, or five (5) runs have been scored.

The fifth inning of a regular game shall be open, and each team shall be permitted to bat until a third out has been made. The Ten Run Rule shall be in effect after five (4) innings, and the Fifteen Run Rule shall be in effect after four (3) innings.

### **PITCHING**

Any coach/adult shall be permitted to pitch to players.

Coaches shall pitch from behind and off to the side of the pitching rubber.

The pitcher/player shall stay in contact with the pitching rubber until the batter has hit the ball.

Coaches shall pitch a maximum of six (6) pitches to each batter. If the batter has not hit a fairly batted ball after the maximum number of pitches, they shall be declared out.

### **BATTING**

The ball shall travel a distance of ten (10) feet to be declared a fair ball. A ball traveling less than ten (10) feet shall be declared a foul ball.

The batter is not permitted to bunt or intentionally swing easily at the ball. If a violation occurs, the batter shall be called out and the ball shall be declared dead. No runners shall advance.

**There shall be no infield fly rule.**

# In Depth Boys Coach Pitch 8U Rules cont.

The batted ball strikes the coach that is pitching, the ball shall be live and in play.

The coach that is pitching touches a batted ball, and it is declared improper, the play shall become dead and the batter shall be awarded first base. All other runners shall advance one base without liability of being put out.

## **BASERUNNING**

**ALL BOYS BASE RUNNERS SHALL NOT RUN OVER A DEFENSIVE PLAYER INTENTIONALLY. SHOULD THIS HAPPEN (UMPIRE AT HIS DISCRETION) WILL MAKE THE CALL, THE BATTER IS OUT AND EJECTED FOR REMAINDER OF THE GAME.** Adopted at Meeting of 4/1/15

**Base runners shall not be allowed to take a lead or steal bases.** The base runner shall remain in contact with the base until the ball is hit. If a violation occurs, the base runner shall be called out and the ball shall be declared dead. The pitch shall be declared dead and no other base runners shall advance.

When the batted ball is in the outfield, base runners may continue to advance. Once the ball is returned to the infield, and in possession of an infielder, all base runners may advance only to the base they are going to. **The umpire shall call time.** The ball shall then be declared dead.

## **PLAYERS AND SUBSTITUTES**

Ten (10) defensive players shall be allowed on the playing field. There shall be four (4) players in the outfield.

Teams may have one (1) coach at each outfield foul line to help coach the defensive players. However, these coaches shall remain in the outfield in foul territory and may not advance past the base on the foul line. **There shall be no coaching from the mound area.**

The catcher shall wear a catcher's helmet and mask and shall have the option to use any glove. The catcher shall stand away from plate until batter has hit the ball.

***EXCEPTION- If a player misses practice or violates team rules, a coach at his/her discretion has the right to disregard the rule and take necessary disciplinary actions.***

*Revised January 13, 2011 Meeting*

## **MISCONDUCT:**

*Any player, spectator or coach having to be ejected from a game for any reason will be barred from his team's next played game. If this is a player/coach and it happens again he will be dropped from the team for the remainder of the season. If ejected, he must leave the playing field within one minute after being ejected.*

*Cursing and undue or continuous baiting of any official is unsportsmanlike conduct and is cause to eject player or coach from the game.*

*Revised 2018*

# **EJECTION FORM**

*DATE :* \_\_\_\_\_

*PARK:* \_\_\_\_\_

*GAME AGE CLASS:* \_\_\_\_\_

*PLAYER/COACHS NAME:* \_\_\_\_\_

*HOME TEAM:* \_\_\_\_\_ *COACH:* \_\_\_\_\_

*VISITING TEAM:* \_\_\_\_\_ *COACH:* \_\_\_\_\_

*HOME UMPIRE:* \_\_\_\_\_

*BASE UMPIRE:* \_\_\_\_\_

*DESCRIPTION:* \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

*DIRECTOR SIGNATURE* \_\_\_\_\_