

Tri-Co RECREATION  
RULE BOOK 2024



# Co-ed T-Ball

Revised 4/17/2024

- NUMBER OF INNINGS PLAYED: 5
- TIME LIMIT: 50 minutes
  - *No new inning shall begin with 5 minutes remaining in the game*
- MAX NUMBER OF DEFENSIVE PLAYERS: 11 (5 outfielders)
- MAXIMUM RUNS PER INNING: 5
- SCORE WILL NOT BE KEPT

## **BASE RUNNING**

- Base runners are not allowed to lead off or steal.
- Runners must stay on base until the ball is put into play by the batter.
- Once the ball is thrown to the player pitcher, and they're in the pitcher's circle, no runners may advance.

## **BATTING**

- The batting order consists of all players and stays the same throughout the game.
  - There are NO offensive substitutes!
- Each batter is allowed 5 attempts to put the ball into fair territory.
  - No balls or strikes are called.
  - Coaches will keep track of the 5 attempts.
  - If a player cannot take their turn at bat due to illness, injury, ejection, etc. their spot will be skipped.
    - *No automatic outs will be assessed in this situation.*
- The hitter must hit the ball within the foul lines for the ball to be considered live.
  - Any batted ball not meeting this rule will be considered foul.
  - The batter shall be called out after the 5<sup>th</sup> attempt if foul.
- Last Batter Rule:
  - Coaches must announce the last batter in the lineup before the at-bat takes place.
  - If the last batter hits the ball fair, they are allowed to run until called out or the coaches stop play.
- The infield fly rule is NOT in effect.
- A team will bat until either 3 outs or one time through the line-up.

## **DEFENSIVE SUBSTITUTES, ETC.**

- All players will play defense.
- The defensive team may have no more than 5 infielders and a catcher and 5 outfielders.
- An adult may stand behind the plate, at the backstop, to retrieve passed balls.
- Each team is allowed a maximum of two coaches on the playing field.

## **MISCELLANEOUS**

- A team may play with as few as seven (7) players.
  - If a team cannot field the minimum, the coaches must agree to keep playing by either borrowing players from the opposing team or changing the player minimum for that game.

# Co-ed Coach Pitch

*Revised 4/17/2024*

- NUMBER OF INNINGS PLAYED: 5
- TIME LIMIT: 50 minutes
  - *No new inning shall begin with 5 minutes remaining in the game*
- NUMBER OF DEFENSIVE PLAYERS: 10 (4 outfielders)
- THE SCORE WILL NOT BE KEPT

## **BASE RUNNING**

- Base runners are not allowed to lead off or steal.
- Runners must stay on base until the ball is batted into play by the batter.
- Once the ball is thrown to the player pitcher, and they're in the pitcher's circle, runners may not advance.

## **BATTING**

- The batting order consists of all players and stays the same throughout the game.
  - There are NO offensive substitutes!
  - Teams will switch after the entire lineup bats, or 3 defensive outs are made, whichever comes first.
  - If a player cannot take their turn at bat due to illness, injury, ejection, etc. their spot will be skipped.
    - *No automatic outs will be assessed in this situation.*
- A coach will throw 3 pitches to the batter.
  - If the ball is not put into fair play, the batter will get 2 more swings off a tee to put the ball in play fair.
    - If the ball is still not put into fair play batter will be "out".
    - If a batter cannot put a ball in play, it will **not** count towards the out total.
    - Outs may only come from defensive plays in the field.
- The batter must hit the ball within the foul lines and beyond the arc for the ball to be considered live.
  - Any batted ball not meeting this rule will be considered foul.
- Last Batter Rule:
  - Coaches must announce the last batter in the lineup before the at-bat takes place.
  - If the last batter hits the ball fair play, they are allowed to run until called out or the coaches stop play.
- Bunting is **not** allowed.

## **DEFENSIVE SUBSTITUTES**

- All players will play defense.
- The defensive team may have no more than 5 infielders and a catcher and 5 outfielders.

## **MISCELLANEOUS**

- Each team is allowed a maximum of two coaches on the playing field.
  - One coach behind the catcher at all times.
- A team may play with as few as seven (7) players.
  - If a team cannot field the minimum, the coaches must agree to keep playing by either borrowing players from the opposing team or changing the player minimum for that game.

## **PLAYING FIELD**

- The diamond shall have 50-foot base lines.
- The pitching distance shall be 35 feet.
- The distance from home plate to second base shall be 70 feet 8 ½ inches.
- An arc will be drawn from foul line to foul line, 10' in front of home plate.
  - When the tee is used, the area bordered by the arc, the foul lines, and the back point of home plate shall be considered foul territory.
  - The arc itself is not in foul territory.

# 1st-2nd Grade Baseball & Softball – Machine Pitch

*Revised 4/17/2024*

- NUMBER OF INNINGS PLAYED: 5
- TIME LIMIT: 55 minutes
- NUMBER OF DEFENSIVE PLAYERS: 10 (4 outfielders)
- MAXIMUM RUNS PER INNING: 5

## **BASE RUNNING**

- Base runners are not allowed to lead off.
- Base runners are not allowed to steal.
- Runners must stay on base until the ball is batted into play by the batter.
- Once the ball is thrown to the player pitcher and he/she is in the pitcher's circle, no runners may advance.
  - Runners who are past halfway between two bases are allowed the base they are attempting to reach.
  - Runners who are less than halfway must go back to the previously occupied base.

## **BATTING**

- The batting order consists of all players and stays the same throughout the game.
  - There are **NO** offensive substitutes!
- If a player cannot take his/her turn at bat due to illness, injury, ejection, etc. his/her spot will be skipped. The next batter in the lineup will bat. **NO AUTOMATIC OUTS WILL BE ASSESSED IN THIS SITUATION.**
- The pitching machine will pitch 5 balls to the batter. There is no penalty for swinging at all 5 balls. If the player does not put the ball into play in the 5 pitches, the batter shall be out.
  - On the 5<sup>th</sup> pitch, if the player hits the ball foul, he shall have **ONE** additional pitch from the machine to put the ball in play. If the player fouls the extra pitch (6<sup>th</sup> pitch), he/she shall be ruled out.
- Bunting is **NOT** allowed.
- 5 runs, or 3 outs – whichever comes first.

## **DEFENSIVE**

- All players who did not play defense in the previous inning **MUST** enter the game defensively for the next inning.
- Defensive players may **NOT** move in front of the pitching machine until the batter has put the ball into play.

## **TIME LIMIT/END OF GAME**

- No new inning shall begin with 5 minutes or less remaining in the 55-minute time limit.
- Games may end in a tie.
- **MERCY RULE:**
  - 15 after 3
  - 10 after 4

## **PLAYING FIELD**

- The diamond shall have 60-foot base lines.
- The pitching distance shall be 46 feet.
  - The front leg of the pitching machine will be set at 46'.
  - The pitching speed on the machine will be set between 38-42 mph.
    - Exact speeds may vary. All efforts will be made to have the speeds set between 38-42 mph.
- The distance from home plate to second base shall be 84 feet 10 inches.

## **MISCELLANEOUS**

- Each team is allowed a maximum of two coaches on the playing field.
  - One coach behind the catcher at all times.
- A team may play with as few as seven (7) players. However, if a team cannot field the minimum, the coaches must agree to keep playing by either borrowing players from the team they are playing or changing the player minimum for that game.
- Players must play in half of the team's games in order to be eligible for the tournament.
  - Coaches will only put players who are present in their scorebook.
  - Coaches must be diligent in making sure they note players who have played in the game.

# **3rd-4th Grade Baseball – Modified Kid Pitch Rules**

*Revised 4/17/2024*

All games will be played by KSHSAA/NFHS Rules with the following exceptions:

- NUMBER OF INNINGS PLAYED: 6
- TIME LIMIT: 75 minutes
- NUMBER OF DEFENSIVE PLAYERS: 10 (4 outfielders)
- MAXIMUM RUNS PER INNING: 5

## **PLAYING FIELD**

- The diamond shall have 60-foot base lines.
- The pitching distance shall be 46 ft.
- Pitchers will pitch from a mound

## **TIME LIMIT/END OF GAME**

- No new inning shall begin with 5 minutes or less remaining in the 75-minute time limit.
- Extra Innings:
  - There will be no extra innings during regular season games. If the score is tied at the end of the time limit or after the 6th inning, the game will end in a tie.
  - For the end of season tournament games, if a game is tied after the time limit or the 6th inning, the international tie-breaker rule will go into effect and extra innings will be played to determine the winner.
    - International Tie-Breaker Rule: The batting team will start their half-inning with a runner on 2nd base.
- If the Visiting Team is up by 6 or more runs when time has expired or if the Home team can't score enough runs allowed in their half of the inning to tie the game, the game will end at the expiration of time.
- MERCY RULE:
  - 15 runs after 3 innings
  - 10 runs after 4 innings

## **BATTING**

- Coaches must bat their roster. This allows for free defensive substitution throughout the game.
- If a player cannot take their turn at bat due to illness, injury, ejection, etc. their spot will be skipped.
  - *No automatic outs will be assessed in this situation.*
- No Drop-Third Strike. The batter is out on the third strike even if the catcher drops the ball.
- The infield fly rule is in effect.
- Bunting is only allowed on pitches thrown by the player pitcher.
- The MICO Recreation League is a modified kid pitch league (No Walk League). See more information below.

## **BASE RUNNING**

- Base runners are not allowed to lead off and must remain on the base until the ball has reached the catcher.
- Stealing is allowed; however, base runners must stay on the base until the ball has reached the catcher.
  - A runner may only steal one base per pitch, regardless of overthrow, etc.
- Base runners are NOT allowed to steal home.
  - A player can only advance home in the following scenarios.
  - Base hit advancing runners.
  - Hit by pitch when the player is pitching
  - The defense tries to put out the runner occupying 3<sup>rd</sup> base

- No Drop-Third Strike. The batter is out on the third strike even if the catcher drops the ball.
  - All other base runners may advance with liability to be put out.
- Courtesy Runners are encouraged, for the pitcher/catcher ONLY, and must be the player who made the last out.
  - The same courtesy runner may be used for both the Pitcher and the Catcher in the same half inning.

## DEFENSE

- Teams can play with 10 defensive players on the field (4 Outfielders)
- Overthrow: If the defensive team makes a play on a base runner and an overthrow occurs, all runners can advance one base.
  - If the defensive team throws to the pitcher, all runners must stop and return to the last base touched.
  - It's the base runner's responsibility to reach the extra base safely. Runners can be thrown out.
  - Umpire should call "time" once the defensive player throws towards the pitcher.
- No more than 6 players, including the catcher, may occupy the infield.

## PITCHING

- Umpires will be lenient on balks and illegal pitches. The only balks called are quick pitches with runners on base.
  - Base runners are not allowed to lead off, but it is still important to teach the pitchers that they must come to a complete stop in the set position with runners on base.
- A pitcher may pitch 6 innings per calendar week (Sunday-Sunday). 1 pitch = 1 inning
- Once a pitcher is removed from the game, they will not be allowed to re-enter the game at the pitching position.

## NO WALK LEAGUE

- Each batter will face a PLAYER Pitcher.
- If a pitcher throws 4 balls (not in the strike zone) to a batter, the offensive coach will throw up to 3 additional pitches.
  - The batter will keep the number of strikes thrown by the player pitcher.
  - The batter **can** strike out looking.
  - If the batter doesn't put the ball into play after the 3 pitches, they will be recorded as an out.
    - *Example 1: A batter that has two strikes on them when the coach enters, only has one pitch to put the ball in play*
    - *Example 2: A batter that has one strike on them when the coach enters, has two pitches to put the ball in play*
    - *Example 3: A batter that as zero strikes on them when the coach enters, has three pitches to put the ball in play*
- If the third coach pitch is hit foul, the batter will receive 1 additional pitch.
- If the final pitch is hit foul, or not put into play, the batter will be recorded as an out.
- Batters who are struck by a pitch from a Player Pitcher without swinging, shall be awarded 1st base.
  - If the batter is struck by a pitch from the Coach Pitcher, they are not awarded 1st base.
  - The hit-by-pitch is still counted as 1 of the 3 allowed pitches. Coach pitchers do not have to pitch from the mound but they must start in the circle. They may step over the line as they deliver the pitch.
- The Coach Pitcher will not coach from the circle except to position the Batter
  - 2 Warnings will be given then the Lead Runner will be called out.
- A batted ball which strikes the Coach Pitcher before it is touched by a defensive player is ruled a dead ball and the pitch will be replayed as a no pitch.
- A batted ball that strikes a Coach Pitcher after it is touched by a defensive player, will remain a live ball.



- Bunting is only allowed when the pitch is delivered by a Player Pitcher.

### **MISCELLANEOUS**

- Players must play in half of the team's games to be eligible for the tournament.
  - Coaches must be diligent and only put players who are present in their scorebook.
- In the event of a player ejection, the team will be assessed an automatic out for that batting position.

# **3rd-4th Grade Softball - Modified Kid Pitch Rules**

*Revised 4/17/2024*

All games will be played by KSHSAA/NFHS Rules with the following exceptions:

- NUMBER OF INNINGS PLAYED: 6
- TIME LIMIT: 75 minutes
- NUMBER OF DEFENSIVE PLAYERS: 10 (4 outfielders)
- MAXIMUM RUNS PER INNING: 5

## **PLAYING FIELD**

- The diamond shall have 60-foot base lines.
- The pitching distance shall be 35 ft.

## **TIME LIMIT/END OF GAME**

- No new inning shall begin with 5 minutes or less remaining in the 75-minute time limit.
- Extra Innings:
  - There will be no extra innings during regular season games. If the score is tied at the end of the time limit or after the 6th inning, the game will end in a tie.
  - For the end of season tournament games, if a game is tied after the time limit or the 6th inning, the international tie-breaker rule will go into effect and extra innings will be played to determine the winner.
    - International Tie-Breaker Rule: The batting team will start their half-inning with a runner on 2nd base.
- If the Visiting Team is up by 6 or more runs when time has expired or if the Home team can't score enough runs allowed in their half of the inning to tie the game, the game will end at the expiration of time.
- MERCY RULE:
  - 15 runs after 3 innings
  - 10 runs after 4 innings

## **BATTING**

- Coaches must bat their roster. This allows for free defensive substitution throughout the game.
- If a player cannot take their turn at bat due to illness, injury, ejection, etc. their spot will be skipped.
  - *No automatic outs will be assessed in this situation.*
- No Drop-Third Strike. The batter is out on the third strike even if the catcher drops the ball.
- The infield fly rule is in effect.
- Bunting is only allowed on pitches thrown by the player pitcher.
- The MICO Recreation League is a modified kid pitch league (No Walk League). See more information below.

## **BASE RUNNING**

- Base runners are not allowed to lead off and must remain on the base until the ball has reached the catcher.
- Stealing is allowed; however, base runners must stay on the base until the ball has reached the catcher.
  - A runner may only steal one base per pitch, regardless of overthrow, etc.
- Base runners are NOT allowed to steal home.
  - A player can only advance home in the following scenarios.
  - Base hit advancing runners.
  - Hit by pitch when the player is pitching
  - The defense tries to put out the runner occupying 3<sup>rd</sup> base
- No Drop-Third Strike. The batter is out on the third strike even if the catcher drops the ball.

- All other base runners may advance with liability to be put out.
- Courtesy Runners are encouraged, for the pitcher/catcher ONLY, and must be the player who made the last out.
  - The same courtesy runner may be used for both the Pitcher and the Catcher in the same half inning.

## **DEFENSE**

- Teams can play with 10 defensive players on the field (4 Outfielders)
- Overthrow: If the defensive team makes a play on a base runner and an overthrow occurs, all runners can advance one base.
  - If the defensive team throws to the pitcher, all runners must stop and return to the last base touched.
  - It's the base runner's responsibility to reach the extra base safely. Runners can be thrown out.
  - Umpire should call "time" once the defensive player throws towards the pitcher.
- No more than 6 players, including the catcher, may occupy the infield.

## **NO WALK LEAGUE**

- Each batter will face a PLAYER Pitcher.
- If a pitcher throws 4 balls (not in strike zone) to a batter, the offensive coach will throw up to 3 additional pitches.
  - The batter will keep the number of strikes thrown by the player pitcher.
  - The batter **can** strike out looking.
  - If the batter doesn't put the ball into play after the 3 pitches, they will be recorded as an out.
    - *Example 1: A batter that has two strikes on them when the coach enters, only has one pitch to put the ball in play*
    - *Example 2: A batter that has one strike on them when the coach enters, has two pitches to put the ball in play*
    - *Example 3: A batter that as zero strikes on them when the coach enters, has three pitches to put the ball in play*
- If the third coach pitch is hit foul, the batter will receive 1 additional pitch.
- If the final pitch is hit foul, or not put into play, the batter will be recorded as an out.
- Batters who are struck by a pitch from a Player Pitcher without swinging, shall be awarded 1st base.
  - If the batter is struck by a pitch from the Coach Pitcher, they are not awarded 1st base.
  - The hit-by-pitch is still counted as 1 of the 3 allowed pitches. Coach pitchers do not have to pitch from the mound but they must start in the circle. They may step over the line as they deliver the pitch.
- The Coach Pitcher will not coach from the circle except to position the Batter
  - 2 Warnings will be given then the Lead Runner will be called out.
- A batted ball which strikes the Coach Pitcher before it is touched by a defensive player is ruled a dead ball and the pitch will be replayed as a no pitch.
- A batted ball that strikes a Coach Pitcher after it is touched by a defensive player, will remain a live ball.
- Bunting is only allowed when the pitch is delivered by a Player Pitcher.

## **MISCELLANEOUS**

- Players must play in half of the team's games to be eligible for the tournament.
  - Coaches must be diligent and only put players who are present in their scorebook.
- In the event of a player ejection, the team will be assessed an automatic out for that batting position.

# **5th-6th Grade Baseball Rules**

*Revised 04/17/2024*

All games will be played by KSHSAA/NFHS Rules with the following exceptions:

## **GENERAL GAMEPLAY**

- NUMBER OF INNINGS PLAYED: 6
- TIME LIMIT: 90 minutes
- NUMBER OF DEFENSIVE PLAYERS: 9
- MAXIMUM RUNS PER INNING: 5

## **PLAYING FIELD**

- The diamond shall have 70-foot base lines.
- The pitching distance shall be 50 feet.
- The distance from home plate to second base shall be 99 feet.
- Pitchers will pitch from a mound in the tournament.

## **TIME LIMIT/END OF GAME**

- No new inning shall begin with 5 minutes or less remaining in the 90-minute time limit.
- Extra Innings:
  - There will be no extra innings during regular season games. If the score is tied at the end of the time limit or after the 5th inning, the game will end in a tie.
  - For the end of season tournament games, if a game is tied after the time limit or the 5th inning, the international tie-breaker rule will go into effect and extra innings will be played to determine the winner.
    - International Tie-Breaker Rule: The batting team will start their half-inning with a runner on 2nd base.
- MERCY RULE:
  - 15 runs after 3 innings
  - 10 runs after 4 innings

## **BATTING**

- Coaches must bat their roster. This allows for free substitution throughout the game.
- If a player cannot take their turn at bat due to illness, injury, ejection, etc. their spot will be skipped.
  - *No automatic outs will be assessed in this situation, except for ejection.*
  - Automatic outs will be assessed in the event of a player ejection.
- The Drop-Third Strike Rule is in effect. The batter may advance on the third strike if the catcher drops the ball and first base is open. If first base is occupied, and there are less than two outs, the batter is automatically out. The runners may advance at their own risk.
- Infield Fly Rule Is In Effect

## **BASE RUNNING**

- Base runners are allowed to lead off and steal bases, including home.
- Courtesy Runners are encouraged for the pitcher/catcher ONLY, and must be the player who made the last out.

## **DEFENSE**

- 9 players on the field

## **PITCHING**

- A pitcher may pitch 6 innings per calendar week (Sunday-Sunday). 1 pitch = 1 inning
- A pitch count will be assessed in the tournament according to KSHSAA/NFHS rules and will start at zero.

- Umpires will be lenient on balks and illegal pitches.
  - A warning shall be given to each pitcher on the first balk/illegal pitch.
  - All balks and illegal pitches following the warning shall be penalized.
- Once a pitcher is removed from the game, they will not be allowed to re-enter the game at the pitching position.

#### **MISCELLANEOUS**

- Players must play in half of the team's games to be eligible for the tournament.
  - Coaches must be diligent and only put players who are present in their scorebook.
- In the event of a player ejection, the team will be assessed an automatic out for that batting position.
- Metal cleats **ARE NOT** allowed in 5th-6th Grade.

# **5th-6th Grade Softball**

*Revised 4/17/2024*

All games will be played by KSHSAA/NFHS Rules with the following exceptions:

## **GENERAL GAMEPLAY**

- NUMBER OF INNINGS PLAYED: 6
- TIME LIMIT: 75 minutes
- NUMBER OF DEFENSIVE PLAYERS: 9
- MAXIMUM RUNS PER INNING: 5

## **PLAYING FIELD**

- The diamond shall have 60-foot base lines.
- The pitching distance shall be 40 ft.

## **TIME LIMIT/END OF GAME**

- No new inning shall begin with 5 minutes or less remaining in the 75-minute time limit.
- Extra Innings:
  - There will be no extra innings during regular season games. If the score is tied at the end of the time limit or after the 5th inning, the game will end in a tie.
  - For the end of season tournament games, if a game is tied after the time limit or the 5th inning, the international tie-breaker rule will go into effect and extra innings will be played to determine the winner.
    - International Tie-Breaker Rule: The batting team will start their half-inning with a runner on 2nd base.
- MERCY RULE:
  - 15 runs after 3 innings
  - 10 runs after 4 innings

## **BATTING**

- Coaches must bat their roster. This allows for free substitution throughout the game.
- If a player cannot take their turn at bat due to illness, injury, ejection, etc. their spot will be skipped.
  - *No automatic outs will be assessed in this situation, except for ejection.*
  - Automatic outs will be assessed in the event of a player ejection.
- Drop-Third Strike Rule is in Effect. The batter may advance on the third strike if the catcher drops the ball and first base is open. If first base is occupied, and there are less than two outs, the batter is automatically out. The runners may advance at their own risk.
- Infield Fly Rule is in Effect

## **BASE RUNNING**

- Base runners are allowed to lead off after the pitcher delivers a pitch.
- Base runners are allowed to steal bases, including home.
- Courtesy Runners are encouraged, for the pitcher/catcher ONLY, and must be the player who made the last out.
  - The same courtesy runner may be used for both the Pitcher and the Catcher in the same half inning.

## **DEFENSE**

- 9 Defensive Players on the field

## **MISCELLANEOUS**

- Players must play in half of the team's games to be eligible for the tournament.
  - Coaches must be diligent and only put players who are present in their scorebook.

- In the event of a player ejection, the team will be assessed an automatic out for that batting position.
- Metal cleats **ARE NOT** allowed in 5th-6th Grade.

# **7th-9th Grade Baseball**

*Revised 4/17/2024*

All games will be played by KSHSAA/NFHS Rules with the following exceptions:

## **GENERAL GAMEPLAY**

- NUMBER OF INNINGS PLAYED: 7
  - DOUBLE HEADERS: First Game - 7 Innings; Second Game - 5 Innings
- TIME LIMIT: 1 hour, 45 minutes
- NUMBER OF DEFENSIVE PLAYERS: 9
- MAXIMUM RUNS PER INNING: 7

## **PLAYING FIELD**

- The diamond shall have 90-foot base lines.
- The pitching distance shall be 60 feet, 6 inches

## **TIME LIMIT/END OF GAME**

- No new inning shall begin with 5 minutes or less remaining in the 1 hour, 45-minute time limit.
- Extra Innings:
  - There will be no extra innings during regular season games. If the score is tied at the end of the time limit or after the 7th inning, the game will end in a tie.
  - For the end of season tournament games, if a game is tied after the time limit or the 7th inning, the international tie-breaker rule will go into effect and extra innings will be played to determine the winner.
    - International Tie-Breaker Rule: The batting team will start their half-inning with a runner on 2nd base.
- MERCY RULE:
  - 15 runs after 3 innings
  - 10 runs after 4 innings

## **BATTING**

- Batting order is at the coaches discretion.
- The Drop-Third Strike Rule is in effect. The batter may advance on the third strike if the catcher drops the ball and first base is open. If first base is occupied, and there are less than two outs, the batter is automatically out. The runners may advance at their own risk.
- Infield Fly Rule Is In Effect

## **BASE RUNNING**

- Base runners are allowed to lead off and steal bases, including home plate
- Courtesy Runners are encouraged, for the pitcher/catcher ONLY, and must be the player who made the last out.

## **DEFENSE**

- 9 Defensive Players on the field

## **PITCHING**

- A pitcher may pitch 7 innings per calendar week (Sunday-Sunday). 1 pitch = 1 inning
- Umpires will NOT be lenient on balks and illegal pitches.
  - One warning per team (not per pitcher) will be given.
- Pitchers may not re-enter the game at the pitching position.

## **MISCELLANEOUS**

- Players must play in half of the team's games to be eligible for the tournament.
  - Coaches must be diligent and only put players who are present in their scorebook.



- In the event of a player ejection, the team will be assessed an automatic out for that batting position.
- Metal cleats **ARE** allowed in 14U.

# **7th-9th Grade Softball**

*Revised 4/17/2024*

All games will be played by KSHSAA/NFHS Rules with the following exceptions:

## **GENERAL GAMEPLAY**

- NUMBER OF INNINGS PLAYED: 6
- TIME LIMIT: 75 minutes
- NUMBER OF DEFENSIVE PLAYERS: 9
- MAXIMUM RUNS PER INNING: 7

## **PLAYING FIELD**

- The diamond shall have 60-foot base lines.
- The pitching distance shall be 43 ft.

## **TIME LIMIT/END OF GAME**

- No new inning shall begin with 5 minutes or less remaining in the 75-minute time limit.
- Extra Innings:
  - There will be no extra innings during regular season games. If the score is tied at the end of the time limit or after the 6th inning, the game will end in a tie.
  - For the end of season tournament games, if a game is tied after the time limit or the 6th inning, the international tie-breaker rule will go into effect and extra innings will be played to determine the winner.
    - International Tie-Breaker Rule: The batting team will start their half-inning with a runner on 2nd base.
- MERCY RULE:
  - 15 runs after 3 innings
  - 10 runs after 4 innings

## **BATTING**

- Coaches must bat their roster. This allows for free substitution throughout the game.
- If a player cannot take their turn at bat due to illness, injury, ejection, etc. their spot will be skipped.
  - *No automatic outs will be assessed in this situation, except for ejection.*
  - Automatic outs will be assessed in the event of a player ejection.
- Drop-Third Strike Rule is in effect. The batter may advance on the third strike if the catcher drops the ball and first base is open. If first base is occupied, and there are less than two outs, the batter is automatically out. The runners may advance at their own risk.
- Infield Fly Rule Is In Effect

## **BASE RUNNING**

- Base runners are allowed to lead off after the pitcher delivers a pitch.
- Base runners are allowed to steal bases, including home.
- Courtesy Runners are encouraged, for the pitcher/catcher ONLY, and must be the player who made the last out.
  - The same courtesy runner may be used for both the Pitcher and the Catcher in the same half inning.

## **DEFENSE**

- 9 Defensive Players on the field

## **MISCELLANEOUS**

- Players must play in half of the team's games to be eligible for the tournament.
  - Coaches must be diligent and only put players who are present in their scorebook.

- In the event of a player ejection, the team will be assessed an automatic out for that batting position.
- Metal cleats **ARE** allowed in 14U.