

Pine-Richland Baseball & Softball Association

COMBINED Local Rules & Regulations

NEW - 2024

Last Review: 04/15/2024

Approved by: Greg Vojcsik (VP Baseball)

League Overviews and Progression: PRBSA is here to encourage and promote baseball and softball activities for youth in Pine and Richland Township. We strive to positively influence our young athlete's development – athletic, personal, and civic. We offer opportunities for all skill levels of all ages (beginners through intense tournament/travel schedules), culminating with a bid to Cooperstown at 12u!

Intro to TBALL: Is a program that has been developed to introduce baseball to young athletes, recommended for first time players at the ages of 3 and 4. This is an 8 week clinic that will introduce the basic concepts of baseball in a manner that will keep the players engaged, moving, and having fun while learning a game they will enjoy for years to come. Area of focus will include basic fielding, throwing, hitting (using a Tee) and base running. The league will ask for the assistance of volunteer coaches to help run the station drills at the direction of the TBALL League Director and Director of Player Development. There is some focus on game simulation later in the season.

TBALL: The PRBSA T-Ball (Ages 4 - 5) League continues building on the basic skills of fielding, throwing, hitting and base running with the addition of game simulations. The Program consists of two sessions per week; one practice scheduled on a weeknight and one game each Saturday. All games will consist of three innings, with every player batting in continuous batting order each inning, and no outs recorded. All players will use a Tee to bat off in this league throughout the season.

MPT: The PRBSA Manager Pitch Transition ("MPT") League (Age 6) introduces players to their first experience of hitting off a coach pitched thrown ball as well as the addition of outs and inning run limits. Players will still have the opportunity to hit off a Tee after attempting multiple throws from the coach. Similar to TBALL, a safety ball is utilized. While the kids will get used to the understanding of recorded outs, there will not be any score kept and no records; the focus is on skill development.

Manager Pitch 7/8: This league is designed for 7- and 8-year-old players with a greater emphasis now on competitive baseball. The game is now more mentally and physically

challenging and faster paced. New concepts include the use of a hard ball, strike-outs, multiple base hits, score keeping, wins/losses, and an end of the season playoff. Coaches will continue to pitch to players but will increase the speed from MPT. Age groups are separated in the Spring but are usually combined in the Fall.

Minors Kid Pitch 9/10: “Minors” is the players first introduction to live Kid pitching from 46 feet with plate umpires and true batting counts. In addition, players will learn how to steal bases and bunt. The ball will now be “live” and batters will be able to advance unlimited bases on a batted ball until stopped by the defense. Ages are combined in one league.

Majors 11/12: “Majors” will simulate advanced level baseball in its truest form. This league will allow “leading” for base runners and balks for pitchers. The maximum outfielders allowed is now only three players. Umpires will also call the Infield Fly Rule & drop 3rd strike. Bases expand to 70 feet and pitching from 50 feet.

League Structure

1. **League Age:** determined by the players age as of April 30th for the spring season. In the Fall season, players are expected to play up to their league age as of the next upcoming spring season.
2. **Playing up an age level:**
 - a. A league age 5-year-old may request to play up in the MPT league if they have completed a previous season of T-Ball and attend a play-up assessment to determine if their abilities will allow them to safely participate in the MPT league.
 - b. A league age 6-year-old may request to play up in the Manager Pitch 7/8 league if they have completed a previous season of MPT and attend a play-up assessment to determine if their abilities will allow them to safely participate in the 7/8 league. Due to registration numbers, the 7/8 age groups are combined in the Fall but are separate in the Spring. League age 7-year-olds are afforded the opportunity to play up to 8-year-old in the Spring.
 - c. League age 7/8 are not allowed to play up to Kid Pitch.
3. **Team rosters:** for 7/8, 9/10, 11/12 will be determined by a DRAFT per the League Director and in line with approved PRBSA draft policies. All players will be divided into teams with the goal of them being as equal as possible. Draft balance is a key goal for the organization. Teams for TBALL and MPT will be assigned by the League Director.
4. **Records and standings** will be kept for 7/8, 9/10, 11/12 on the PRBSA website. The Home team is responsible for sending in the scores of games to the League Director at the conclusion of each game or inputting themselves. Regular season standings will determine seeding in a single elimination end-of-season tournament in both the Spring and the Fall. Brackets will be determined by the league director. Games scores, wins/losses, records will not be kept for TBALL and MPT as those leagues primary focus and goals are basic skill development.

GENERAL RULES

1. *Where not covered here, the Little League Rule Book will apply for all age divisions. Majors 11/12 might follow PONY Bronco rules as needed.*

2. Dugout/On-Deck

- a. Only on-deck batter is permitted outside of the dugout to warm up during inning
- b. On deck batters may not stand directly behind the current batter or umpire/catcher
- c. Managers/assistants also may not stand directly behind the current batter or umpire/catcher
- d. Parents who are not assistants may NOT be in the dugout or surrounding areas

3. RUN RULES

- a. **INNING MAX FOUR (4) RUN RULE:**
- b. An inning will stop at the end of any play in which the team at bat has scored 4 runs regardless of the number of outs.
- c. Play will be over as soon as the 4th run has crossed the plate and a 3rd out does not occur simultaneously.
- d. There will be no continuation runs allowed.
- e. During the last inning of play, there is NO run limit. Three outs must be recorded for the inning to end.
- f. There is NO 10 RUN RULE which would end a game early. The goal of “in-house” is for the kids to get reps playing baseball. Managers should modify infield/outfield/pitching positions if the game is considered out of reach.
 - i. EXCEPTION: Majors 11/12 will play a Run Rule (15 after 4inn, 10 after 5inn)
- g. If the game moves to additional innings, those innings will also have NO run limit.

4. Regulation and Complete games

- i. Governed by the official “PRBSA Start/End time policy”, summarized here within
- ii. A regulation game is 6 innings for ages 7-12. MPT (6y/o) will play max 4 innings. TBall will play max 3 innings.
- iii. Regulation game time is **2 HRS**. (ages 7-12)
- iv. If no game follows, and lighting conditions allow, the game will be played to completion of 6 innings, regardless of time.
- v. If another game is scheduled to follow, no new inning may start within 20 min of the next scheduled game time start, regardless of when the game actually started.
- vi. Timing is determined only by the scheduled start time of the following scheduled game, NOT the start time of the game being played
 - a. For example ... Game A started a 2 hour game (1-3pm) 15 minutes late (1:15pm). Game B follows at 3pm. Due to the 15 minute late start, the game has been shortened by 15 minutes and the game end time will still be 3pm and no new inning can start after 2:40pm. Regardless of the reason why the game started late, the game must still end on time, to keep the remainder of the schedule on time.

- vii. The reason why the game started late does not matter; it could be any number of factors but is most commonly weather. However, just because a game starts late does not mean it will be played to the full time. If a game is excessively late, the managers should consider rescheduling.
- viii. It is the responsibility of the HOME team manger to track the timing of the game and ensure the stated 20-minute time limit is being followed.
- ix. At the completion of a game that runs close to or slightly over, teams should vacate the dugout and field as quickly as possible to allow the next teams to start their game. Any discussion with your team should take place after the dugouts and field are cleared for the next game.
- x. A game is considered complete if the game has lasted at least 4 innings (3 ½ if the home team is leading). If play is stopped at or after the 4th complete inning the game will be considered complete and final. If the game ends before that time, the game will be declared a NO CONTEST and will be reschedule at the discretion of the league director and will start completely over from the 1st inning. If the score was tied after 4 innings and the game is called, the game will end in a TIE. Exception: unless it is an elimination playoff game, then game will be resumed from exactly where it left off.
- xi. Any inning run limit included in the league's rules will apply even if a game is shortened. The ability to score unlimited runs will not be moved up to a sooner inning if the game is shortened in any circumstance.
- xii. The game shall continue to be played even if the outcome is determined. (e.g. Home Team is losing 10-4 in the top of the 5th inning, time has been reached and the league has a 4 run per inning max making impossible for the Home team to come back). However, in the event the outcome is determined, no at bat shall start less than 10 minutes before the next scheduled game.
- xiii. These rules apply primarily to regular season games. They may be modified for playoffs at the discretion of the league director.
- xiv. TIES & Extra Innings (7/8, 9/10, 11/12)
 - a. If the game is tied after 6 innings, and there is no game to follow, and conditions allow, the game will continue until the tie is broken and the game is complete. In this situation, the 7th inning (and each successive inning) will begin with a runner on 2nd base, who was the last out in the previous inning.
 - b. If the game is tied at the completion of time after at least 4 full innings, WITH a game to follow, the game will end in a TIE. The game will not be continued or rescheduled.
- xv. INTRO TO T-BALL, T-BALL, MPT
 - a. No batter shall start an at bat if less than 10 minutes remain before the start time of the next scheduled event on the field. These games may be shorter than 2 hours.
- xvi. FORFEIT:
 - a. No Forfeits in Tball or MPT, play every game with the players available.

- b. **MP 7/8:** Team must have 7 players to start official game, otherwise it will be considered a forfeit, but game should be played as a scrimmage.
- c. **9/10, 11/12:** Team must have 8 players to start official game, otherwise it will be considered a forfeit, but game should be played as a scrimmage.

5. Special Situations

- a. There will be no in-field fly rule in MPT or 7/8 Manager Pitch
- b. There will be no in-field fly rule or drop 3rd strike in Minors 9/10
- c. Majors 11/12 WILL play both in-field fly rule and drop 3rd strike.

6. Umpires & Umpire Calls

- i. MPT, 7/8 Manger Pitch
 - a. The manager or coach closest to the play will make the call
 - b. Judgement calls are not open for discussion.
 - c. Egregiously missed calls may be discussed between the two managers and may be overturned/overruled if both agree. If no agreement, call stands as called.
- ii. Minors/Majors
 - a. The league will provide a paid umpire for each game. If the league umpire does not show, the home team is responsible for appointing a coach or parent to umpire the game. It is assumed that the volunteer parent umpire will remain impartial in their calls.
 - b. Umpires may judge from behind home plate or behind the pitcher but are **STRONGLY ENCOURAGED** to be behind the plate.
 - c. The strike zone will be measured from the armpits to the bottom of the knees. Any pitch close to the left or right edges of the plate should be called strikes to encourage batters to swing and to aid the pitchers in the transition to kid pitch.
 - d. In general, the umpire's decision will be **FINAL** on all judgment calls. Called balls/strikes and close plays at bases are judgement calls and may **NOT** be appealed or argued.
 - e. All coaches and players shall refrain from unnecessary and unsportsmanlike arguments with the Umpire.
 - f. In the rare event where an obvious call was missed by the umpire, in the judgement of one of the managers, that manager may "APPEAL" the call with the umpire. At the conclusion of the play, the manager should call time, both managers and the umpire should convene, and the manager's appeal should be made in a calm and collegial manner with the umpire and the opposing manager. The opposing manager should offer their opinion on the matter. Ultimately, the final decision lies with the Umpire and once they have ruled on the appeal the call will stand as final. The goal for both managers is to "get the call right", for the fairness of the game and the players.

7. Taunting/Cheering

- a. There shall be no taunting from any player or coach to distract the batter or pitcher. Team cheers or chants are allowed to occur in between plays, but they must cease

when the pitcher on the mound comes set in preparation for the upcoming pitch or the batter is prepared to hit in the box. Team managers must control their players, coaches, and parents and enforce this rule by not allowing anyone from their side to act in an unsportsmanlike way.

- b. The goal of “in-house” is to promote development free of distractions.

8. LATE Arrivals

- a. Players arriving late to a game can enter the game at any time. Late players must be put at the end of the batting lineup card, even if the order has already turned.
- b. Minimum play rules for infield/outfield no longer apply for late arriving players.

9. Call-Up Players:

- a. The purpose of call ups is to fill roster slots to allow teams to play games with the minimum number of players. Call ups should ideally be used sparingly.
- b. Call up players will only be utilized if a team expects to have 8 players or less at the start of a game. While a maximum of up to 10 players is allowed (4 outfielders defensively), a team can start their game with 9 of their own players and may NOT call up a 10th player. No call ups are allowed if 9 rostered players are available to start the game.
- c. All call up players must be registered for the season in which they may be called up.
- d. Managers will arrange their own call ups.
- e. New for 2023 Rules: Callup players should be from within the age group league itself, not from a lower league. The goal is to fill a roster spot, not to increase your chances of winning. An appropriate skill level player for the missing player should be utilized, but this may not always be possible. Players may only be utilized as a call up MAX three times during the season, to provide opportunities for others to play more games and rely less on the same kids each time a callup is needed.
- f. Call up players usage will be treated slightly different from rostered players. They must still meet minimum play requirements (2 innings infield, 2 innings outfield) but they cannot play more than 2 innings in the infield. Also, they MUST bat LAST in the line-up. They may only pitch ONE inning maximum in Kid pitch.
- g. If a manager only expects 8 players to show, and uses a call up prior to game time, and then a rostered player shows up late or unexpectedly to give the team 10 players, the rostered player will be allowed to play in addition to the call up. Managers should be upfront with the opposing manager prior to the game regarding the use of call ups and that they are not expecting players to show or know that a player may be coming late. If this player shows up late they will be added to the end of the batting lineup order and will not bat until that position even if the order has turned. They may still be used to place 10 players in the field on defense.

10. LINEUP CARDS

- a. For 7/8, 9/10, 11/12 ... Managers MUST exchange written lineup cards prior to the start of each game, to include the batting order with all available players, and expected field positions for all 6 innings.

11. Minimum Play Rules

a. TBALL

- i. Must rotate positions every inning
- ii. No player can play same position twice in one game

b. MPT, 7/8 Manger Pitch, and 9/10 Minors

- i. Each player will play a minimum of 4 out of the 6 innings per game in 7/8, 9/10. MPT must play minimum of 3 out of the 4 innings. No player may sit two innings until all players have sat one inning.
- ii. If the away team does not need to take the field in the last half of the 6th inning because the home team is ahead, the inning will be considered full to satisfy the minimum play requirements.
- iii. Each player is required to play 2 innings in the infield (C,P,1B,2B,SS,3B) each game.
 1. In 7/8 Manager Pitch, Catcher may NOT be used to satisfy the 2 inning minimum infield rule. Each player in this league must play 2 innings per game at either P,1B,2B,SS,3B. Also, no player may play the same position for more than two innings per game in 7/8.
 2. MPT does NOT and will NOT play with a Catcher
- iv. Each player is required to play 2 innings in the outfield each game.
- v. MPT will play max 5 outfielders over any player sitting on bench

c. 11/12 Majors

- i. All players must play at least one inning in the Infield and must play a minimum of 4 innings per game.
- d. Any exceptions to the minimum play rule must be cleared by both the league director and VP12&u baseball prior to the game and will only occur due to reasons of safety or roster size.
- e. Failure to comply with the minimum play rules will result in forfeit (Loss) of the game by the offending Manager with the final score posted as 9-0. In the event that a manager feels that this rule has been violated, they should register an appeal after the game is over with the League Director. The League Director and VP of 12&under Baseball will investigate and determine if a forfeit is warranted and if any further action needs to be taken.

12. Field Prep and Maintenance

- i. The HOME team will be responsible for preparing the field for play including lining the batter's box and foul lines and raking the sliding path at 2nd and 3rd bases.

i. MPT and 7/8 MP

1. The mangers pitching line will be drawn at 40 feet from the back of home plate and will be surrounded by a 5 foot radius circle.
2. Draw base hash marks, ½ way for MPT and 7s, and ¼ way for 8s
 - a. In the fall when leagues are combined, will use ½ way line

3. Draw an 8 ft arc around home plate which will serve as foul territory for any ball that finishes within that zone or is touched by a defensive player.
- ii. The AWAY team is responsible for raking and dragging the field upon completion of the game and ensuring all bases are put away and the equipment shed is locked. Make sure to tamp down the batter's box and rake and tamp down the slide paths. The mound and home plate should also be covered with the tarp. The lights should be turned off.
 - a. The **Home** team will sit on the **THIRD** base side of the field

13. Rainouts:

- a. Will be called by the League President/DO/VP/Directors who monitor weather and field status
- b. Once game has started, managers will use best discretion to cancel due to unsafe conditions or extreme weather
- c. Rescheduled games are at the discretion of the League Director.

14. PLAYOFFS

- a. All rules will be consistent between the regular season and the playoffs, no change in minimum play requirement.
- b. Seeding will be determined by League Director
- c. No Playoffs for MPT or TBALL
- d. Manager Pitch 7/8 and Minors 9/10 will plan championship game on "Champions Day", the second Saturday in June.
- e. Tiebreakers: Win% > H2H > RA > RD > RF > Coin Flip

Base Running & Stealing

1. TBALL:

- a. Every hit is awarded one base and only one base, no outs.
- b. Final batter runs home run and scores all runs.
- c. Slides are not recommended.

2. MPT & Manager Pitch 7/8:

- a. NO base stealing, NO leads
- b. Players may only come off the base after the bat has made contact with the ball
- c. Infield Player Control: when an infielder controls the ball in the dirt in fair play
- d. Players must return to previous base if they have not passed ½ way line (MPT&7) or have not established two feet past current base and is headed toward the next base (8) by time of infield player control. Players should wait before play is over before returning to the base or may be tagged out. An outfielder with the ball in the infield dirt does NOT satisfy infield control.
- e. Runners may be thrown out or tagged out if advancing or off base.

- f. No advance on infield overthrow, outfield overthrow may only advance to the base currently headed plus one additional max.
- g. **MPT only:** Max double on outfield hit, Max single on infield hit. Outfield overthrow may only advance to their max two bases.
- h. Base runners can always advance one base on every batted ground ball, even after infield control has been attained, even if the players foot is not off the bag, UNTIL the ball has been caught by the 1st baseman or is overthrown past them; if the runners foot is not off the bag by this point, they may not advance on that play.
- i. Base runners may NOT advance on pop outs to an infielder
- j. Base runners MAY advance only one base (tag up) on a pop out to the outfield

3. Minors 9/10:

- a. Stealing bases is permitted after a pitched ball **has crossed the plate**. Leadoffs prior to this time are not permitted. If a runner leaves a base early, the Umpire will give him a warning and return the runner back to the base he left. There will only be one warning per team per game. Subsequent runners leaving the base early will be ruled out.
- b. Once the pitcher is back on the mound with the ball, the runner must return to the base if they are taking a lead.
- c. Stealing home is not permitted.
- d. Any ball that is HIT into the field of play is considered a "LIVE BALL". Overthrown balls from any position player on a batted ball are live and runners may advance at their own peril. The play is not complete until the pitcher is standing on the rubber in possession of the ball and ALL play on runners is complete; or until time has been called by the umpire. The pitcher cannot just step on the rubber to stop the play if a base runner is advancing at their own peril.
- e. Runners on 3rd base cannot advance to Home on a catcher's throwback to the pitcher.
- f. Only ONE stolen base is permitted, per runner, for any given pitched ball play, regardless of if an overthrow occurs.
- g. With runners on First and Third, the runner on First may attempt to steal Second base, and if a defensive play is made on the runner attempting to steal second, the runner on Third is not permitted to steal Home (even if there is an overthrow on the play).
- h. If the catcher or pitcher attempt to make a play on a base runner of any base who is not stealing, that ball is considered LIVE and ALL runners may advance as many bases as they desire at their own peril.

4. Majors 11/12:

- a. Leads are allowed
- b. Multiple bases may be stolen on a single play
- c. Stealing home is permitted.

5. ALL DIVISIONS:

- a. All runners advancing forward **MUST** slide feet first. Head-first sliding is not permitted for safety reasons. The runner **WILL** be called out by the umpire on forward headfirst slides. The only exception to this rule is when the runner is returning to a base they have past or taken a lead from, then they are permitted to slide head first back into the base.
- b. If a runner is injured, the last person who batted and is not on base will be used to replace the injured runner.
- c. With no less than two outs, immediately after a player reaching base who will be the catcher in the next inning, that player may be substituted **at the managers discretion** with a courtesy runner, who will be the last player who batted and is not on base.
- d. Any courtesy runners for injured players must be the last recorded out.
- e. On any close play involving a tag or potential tag or force out, the runner **SHOULD** slide (feet first). If the runner does not slide, **AND** they interfere with the fielders catch, the runner **MAY** be called out at the discretion of the umpire. All conditions must be satisfied.
- f. In addition to the rule immediately above, the runner has the right to the running lane until the time that the defense has possession of the ball and is prepared to make a tag. Blocking the running lane at any other time is considered interference and the runner will be awarded the base.

Batting

1. All Divisions:

- a. All roster players in attendance must bat in continuous consecutive order and may not change throughout the game. Exceptions may occur only because of injury, ejection from the game, suspended game or by agreement with the umpire and opposing coach. If a player is removed at any time during the game and cannot return, his position in the batting order will be filled by the next continuous batter in the order and no out will have to be taken by the batting team. Late arrive players will be placed at the end of the batting order, even if the order has already turned.
- b. If a batter is injured during his at bat and cannot continue, the next continuous batter will come to bat with a no ball or strike count and no out taken. If the injured player is able to return to the game, he must be reinserted to his original position in the batting order, even if he has been skipped.
- c. In the event a batter throws a bat, the entire team will be given a warning. The second and any subsequent event will result in the batter being declared out and all base runners return to their previous position. If, in the judgment of the umpire, the bat throwing was deliberate and/or an attempt to injure a player or deliberately interfere with play, the batter shall be declared out and immediately ejected from the game. Such events must be reported to the League Director.

2. Bunting

- a. Bunting is permitted in Minors 9/10 and Majors 11/12 kid pitch. It is not allowed in Manager Pitch (bunt attempt in MP will be called a swinging strike)

- b. Once a batter squares around to bunt they **MUST** bunt or pull away
 - c. The batter may not slash bunt, if they do then the play is dead, pitch will be called a swinging strike
 - d. The batter may not square to bunt and then resume normal batting stance and then swing at the ball, if they do then the play is dead, pitch will be called a strike
3. **TBALL:** Players will only bat from a tee throughout the season, ZERO manager pitch
 4. **MPT:** Players will only receive FOUR pitches from the manager, after which they must hit off a Tee. Four pitches, not four swings. There are no strikeouts.
 5. **Manger Pitch 7/8:** Batters will be allowed max SEVEN pitches to put the ball in play OR THREE strikes for a strikeout, whichever comes first. If the last pitch is a foul ball they may receive an additional pitch. This can continue for successive foul balls until the ball is put in play, the batter swings and misses, or does not swing, at which time the bat is over. There are no walks or hit batsmen, the ball must be put in play to reach base.

Fielding

1. Outfielders
 - a. Max Outfield Players:
 - i. MPT: FIVE
 - ii. MP 7/8: FOUR
 - iii. Minors 9/10: FOUR
 - iv. Majors 11/12: THREE
2. Build out line (MPT, 7/8, 9/10):
 - a. All outfielders must start each pitch standing at least 20 feet behind the grass line. The outfield may play farther back towards the fence but may not start the play any closer than 20ft from the grass line. However, once the ball has crossed the plate, or been put in play by the batter, the outfielder may advance closer than 20 feet to make a baseball play.
 - b. **MPT & 7/8:** Outfielders may not make an unassisted out at any base. They are required to throw the ball to an infielder to make the out. Force outs at any base, thrown by an outfielder are legal plays and will count as an out.
 - c. **Minors 9/10:** Once the ball is in play any outfielder can make an out at any base, assisted or unassisted.
 - d. **Majors 11/12:** There is no build out line nor regulations on the play of the outfielders other than starting play in the outfield grass and in fair territory.
3. Please note the minimum play rules for Infield/Outfield listed above under GENERAL RULES.

Pitching

1. **MPT & MP 7/8:** The manager pitcher must start their motion from the 40 ft pitchers' line and may not exceed the front of the circle during the pitch (35 ft). The youth player playing the "pitcher position" must have one foot within or on any part of the pitcher's circle and may not stand any closer to home plate than the manager pitcher.
2. Kid Pitching distance: Minors 46ft, Majors 50ft

3. The pitcher will be required to have one foot touching the rubber prior to any pitch. Any pitched not commenced from the rubber will be ruled “no pitch”
4. Any player on a regular season team may pitch. There is no limit to the number of pitchers a team may use in a game.
5. Once a player is pulled from pitcher, they may not re-enter the pitcher position later in that game.
6. Pitcher warm-up consists of no more than 8 pitches prior to the start of the inning; or no more than 5 pitches when coming in to relieve in the middle of an inning.
7. If a pitcher hits 2 batters in one inning, it is the Manager’s discretion to replace that pitcher. Please use your best judgement.
8. If any pitcher walks 4 batters IN A ROW or 5 TOTAL batters in a single inning (hit batter IS counted as a walk), that pitcher **MUST** be replaced.
9. Pitchers must have possession of the ball on the pitcher’s mound AND all active runners must no longer be advancing for play to stop; **or** any player can ask for time out by the umpire but must be granted time out for play to stop. However, **if a runner is actively progressing to the next base as part of a baseball play, the pitcher cannot simply step on the mound with the ball to stop play.**
10. A pitcher must be replaced on the 2nd trip by a coach to the mound for the same pitcher in a single inning after the inning has begun.
11. Balks:
 - a. **MINORS:** There will be no Balks called. However, umpires and managers should instruct their players in between innings if they committed infractions so they may learn and improve. If the umpire feels the pitcher has committed a ‘quick pitch’ or an egregious balk which effected the batter, they may elect to rule the pitch as “no pitch”, but will not call a balk in this situation.
 - b. **MAJORS:** Each pitcher will receive one warning, after which Balks will be called.
12. Kid Pitching Opportunity
 - a. The league recognizes that most kids have a desire to pitch and see this as a fun part of baseball at older ages, but also recognize that not all players are prepared to pitch in a live game based on their arm development and accuracy.
 - b. All players on a team are NOT required to pitch in a live game during the season if: A) they do not have a desire to pitch or B) they have not demonstrated a “reasonable ability” to pitch.
 - c. If a player has a desire to pitch and has demonstrated a “reasonable ability” to do so, they need to be permitted to pitch at least 2 innings.
 - d. “Reasonable ability” to pitch will be defined by each team manager. However, in general, the player should be expected to throw at least 30% of pitches in the strike zone and should not be expected to walk 4 batters in a row. This should best be assessed by the manager during practices prior to any attempt to pitch a player in a live game. In addition, as a matter of player safety, the manager should feel comfortable that the pitcher could adequately protect themselves if a line drive is hit up the middle, given how vulnerable a pitcher can be on the mound.

- e. Note: The transition to the first-time kids pitch at the age of 9 can be a tough one. Not every player is ready for this transition immediately at the start of the season. Managers should work with their players during practice first to help develop their skills before live game throwing. Also, there is no benefit to the other 20 kids in the game watching a player walk 4 consecutive batters on 16 pitches. Managers should use their best judgement on how they manage their pitchers.
13. Pitchers will be allowed to wear a pitcher's face mask while on the mound if they so desire. This equipment must be supplied by the player.
14. Pitching Limits:
- a. A single pitch in an inning will count toward the full inning pitched.
 - b. MINORS 9/10: A player may not pitch more than TWO innings in one game, no pitch counts are recorded
 - c. MAJORS 11/12: A player may not pitch more than THREE innings in one game, pitch counts will be recorded and may not exceed 50 pitches per player in a given game. Once 50 pitches is reached, the pitcher may finish the current batter before being replaced.
 - d. If a player pitches TWO innings on one day, they are NOT eligible to pitch the next calendar day (if a team has games on back to back days). If the player only pitches ONE inning in a game, then they ARE available to pitch the next calendar day and may pitch two innings in that subsequent game.
 - e. If a team has a double header on one day, players are still limited to a maximum two innings pitched per calendar day.
15. It is recommended that the managers review ineligible pitchers before the start of each game, especially for players that may be playing in outside leagues.
16. Minors 9/10: Each team must pitch a league age 9 y/o player (8 y/o in the Fall) for at least two total innings per game. Age is determined by a league age date of April 30th. This will guarantee that the younger/newer pitchers are given an opportunity to pitch. These players should clearly be marked on the roster/lineup exchanged by the managers as 9 y/o players, so each coach is aware of the rule being satisfied. A team may pitch one 9 y/o for two innings or may pitch two different 9 y/o's one inning each to satisfy the requirement. To satisfy the 9 y/o pitching requirement, the player must start the inning, and must face at least 4 batters in each inning pitched.
17. Majors 11/12: An 11 y/o must pitch one full inning in the first four innings of the game.

Equipment

1. Players must remove all jewelry during the game.
2. Shirttails must always be tucked into player's pants and hats should be worn correctly with the brim in the forward-facing position.
3. Metal cleats are not permitted. Players must wear rubber or nylon-molded cleats.
4. TBALL and MPT will utilize a "Safety Ball" while all older levels will use a hard baseball.
5. All batters and base runners must wear helmets at all times. Attachable facemasks are optional.

6. The catcher must wear full protective equipment including a cup protector (9/10, 11/12)
7. All players warming up a pitcher must have on a safety mask.
8. All players are encouraged to wear heart guard chest protector.
9. TBALL/MPT Safety
 - a. Pitcher must wear heart guard chest protector and helmet with cage mask
 - b. 1st base must wear helmet +/- cage mask
10. **Players must ONLY use USA approved Bats.** No USSSA or BBCOR or unmarked bats. Each Manager is responsible for verifying that no unapproved bats are present in the dugout. If a player uses an unapproved bat in live play, that batter will be deemed out and all runners on base will return to their previous position. Any size baseball bat barrel with a USA stamp is legal for play. **EXCEPTION: USSSA Bats allowed in Majors/Bronco 11/12 division.**