



**2015**

**Baseball & Softball Handbook**

**Carbondale Jr. Sports**  
**Rec League**

# 2014 Baseball & Softball Rules

Rules & regulations are followed according to the 2013 Official Rules of Major League Baseball and the 2013 National Federation of High School Associations Softball Rules Book with the following exceptions:

## The following rules apply to all Carbondale Jr. Sports baseball & softball games:

1. Intentional throwing of equipment by a player will result in automatic disqualification from the game
2. The umpires have complete authority of the game. No harassment of the umpires will be tolerated... this includes coaches, players, and fans.
3. Carbondale Jr. Sports will not tolerate conduct that is detrimental to the sport, the participants, or the community. Such conduct includes: Vulgarity by coaches, players or parents; harassment or belittling of umpires, coaches or players; verbal abuse, threats or physical violence toward anyone before, during or after a match; and the taunting of opposing players, coaches and parents. We require thorough self-restraint by all participants - both players and adults. The umpire will give a warning for the first offense and will eject the offender for the second offense.
4. Only the head coach may discuss disagreement with the umpire. There shall be no discussion of ball/strike or safe/out (judgment) calls. The coach will be warned on first offense, and upon the second offense the coach is ejected.
5. All players must be dressed in proper uniform. Tennis shoes or cleats are required. No metal cleats are allowed in the rec league.
6. Only coaches, assistant coaches, scorekeeper, and players are allowed in the dugout.
7. When not in the field, players should be seated in their dugout; not with the fans in the stands.
8. All on-deck batters, batters, and base-runners must wear a helmet.
9. The team listed last on the schedule will be the home team and occupy the third base dugout!
10. All players on roster are in the batting order. "8U", "10U", "12U", and "14U" players must play 6 defensive outs.
11. All teams must be ready to play at the designated time. Delays caused by either team beyond 15 minutes past the designated start time will result in forfeit
12. There will **not** be an automatic out when the batting order is short players.
13. A two minute time limit between each half inning will be enforced by the umpire. If the team is not ready, the umpire may begin calling balls against the team in the field, or strikes against the team at bat.
14. No contact slide rule: A runner may not intentionally take out the catcher or other defensive player. The umpires judgment determines whether or not it was intentional. Penalty for intentional contact: runner is called out and may be ejected from the game.
15. In the event a game is called due to weather, 3 innings constitutes a complete game.
16. Up to two extra innings may be played to break a tie in "10U", "12U", and "14U" unless it is a post season game, in which no games will end in a tie. For each extra inning needed up to two, a base runner will be placed on second base with 1 out. The coach may choose a batter from anywhere in their respective lineup to start the first extra inning on second base. The next batter in the lineup would then be the batter that starts the inning at the plate. Once those players/runners are determined for the first extra inning, the order of any subsequent innings will be determined by how the previous inning ended.
17. Any player ejected from a game must sit out the next game also.

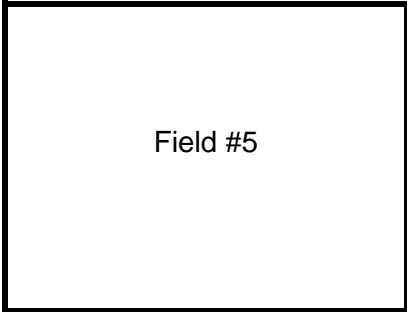
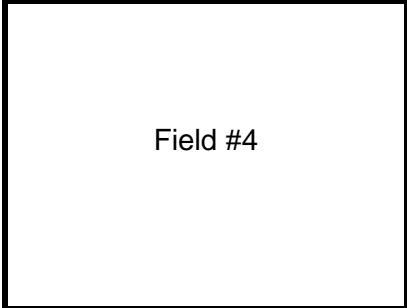
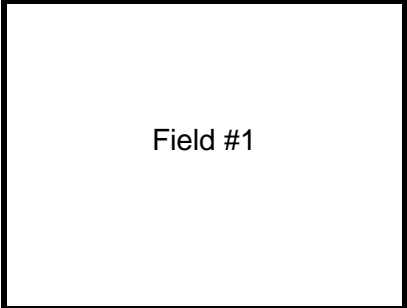
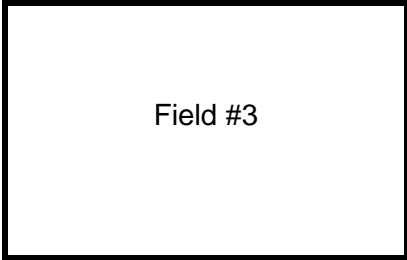
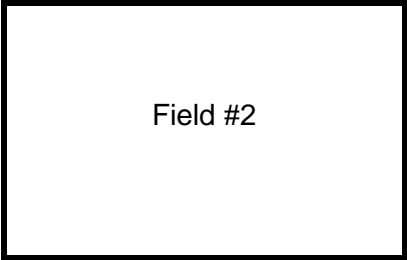
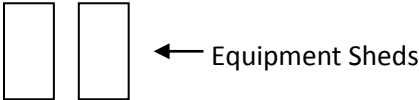
18. The new inning starts (for time purposes) as soon as the third out or the final run (if there is a run per inning rule) of the previous inning is recorded.

**Rec league post season tournaments:**

1. "10U", "12U", and "14U" will play 6 innings or 1:45 minutes unless the game is tied, then play will continue until the tie is broken.
2. The final championship game for first place in 12U and 14U baseball and softball will play 6 innings (no time limit)
3. There will be no post season tournament for 8U and t-ball.
4. For the 2015 season, the tournament will be blind seeding.

**Please Note: Only the Field Director or the Program Director may cancel or reschedule games.**

Doug Lee Field Layout



Baseball Rule Grid (Revised 2014)

Rule	t-ball	8U	10U	12U	14U
Ball used	RIF 1	Hardball	Hardball	Hardball	Hardball
Pitching distance	N/A	40 ft	44 ft	48 ft	54 ft
Distance between bases	50 ft	50 ft	60 ft	70 ft	80 ft
Type of Pitching	Tee/COACH	COACH/LIVE	LIVE	LIVE	LIVE
Pitch Limit	N/A	25 pitches	50 pitches	7	7
Pitch Limit – week	N/A	1 day a week	100 pitches	10 innings	10 innings
40 hr Pitching Rest Period	N/A	N/A	after 50 pitches	after 4	after 4
# of Balls to walk	N/A	N/A	4	4	4
Dropped third strike	NO	NO	NO	YES	YES
Infield Fly Rule Applies	NO	NO	YES	YES	YES
# of bases on overthrow	1	1	NO LIMIT	NO LIMIT	NO LIMIT
Can runner lead off?	NO	NO	YES	YES	YES
Can runner steal?	NO	NO	YES (after ball crosses plate)	YES	YES
# of Batters in line up	ALL	ALL	ALL	ALL	ALL
Maximum Innings per game (unless tied)	N/A	6	6	7	7
Ten run rule applies?	NO	NO	after 4	after 5	after 5
Runs per inning limit?	6	6	6	NO	NO
Time limit (no inning may start after this time)	N/A	1 hr 30 min	1 hr 30 min	1 hr 45 min	2 hr
Complete Game innings (in case of weather)	3	3	3	3	3
Min # players to play	7	7	8	8	8
Field a catcher?	No	field only	YES	YES	YES
Slide Rule:	avoid contact	avoid contact	avoid contact	avoid contact	avoid contact
Games end in tie? <sup>3</sup>	YES	YES	up to 2 extra innings (runner on 2 <sup>nd</sup> with one out)	up to 2 extra innings (runner on 2 <sup>nd</sup> with one out)	up to 2 extra innings (runner on 2 <sup>nd</sup> with one out)
# coaches on field	No limit	NONE	NONE	NONE	NONE

When 12U and 14U are combined, games will have 1:45 time limit. When games scheduled at Field #1, only 12U players can pitch. When games are scheduled on middle school field, all players can pitch. Tournament is blind seeded and any player may pitch.

Batting out of order: Batter is called out on APPEAL when he fails to bat in proper turn and another batter completes his turn.

ACTION: Proper batter may take his place in batter's box at any time before the improper batter becomes a runner and he will assume the count at time he enters box.

ACTION: When improper batter becomes a runner or is put out, defensive team must appeal prior to first pitch to next batter. Umpire will then declare improper batter OUT and nullify and score or advance made by improper batter, does not include passed balls, wild pitch, steals, balks.

AFTER NEXT PITCH: After first pitch is thrown to next batter and no appeal is made, improper batter becomes legal batter and results are legal. Next batter in line following improper batter is up and line up resumes.

### Softball Rule Grid (Revised 2014)

Rule	t-ball	8U	10U	12U	14U
Ball used	11 soft	11 soft	11 hard	12 hard	12 hard
Pitching distance	N/A	35 FT	35 FT	40 FT	40 FT
Distance between bases	55 FT	55 FT	55 or 60 FT	60 FT	60 FT
Pitcher's circle	NA	NA	8' radius	8' radius	8' radius
Special field marking	10' arc				
Type of Pitching	Tee/COACH	COACH/LIVE	LIVE	LIVE	LIVE
Pitching Limit – game	N/A	2 innings	3 innings	NO	NO
Pitching Limit – week	N/A	NO	NO	NO	NO
Pitching Rest Period	N/A	NO	NO	NO	NO
# of Balls to walk	N/A	N/A	4	4	4
Dropped third strike	NO	NO	NO	YES	YES
Infield Fly Rule Applies	NO	NO	NO	YES	YES
# of bases on overthrow?	1	1	1	NO LIMIT	NO LIMIT
Can runner lead off?	NO	NO	Pitch Hand	Pitch Hand	Pitch Hand
Can runner steal?	NO	NO	YES	YES	YES
# of Batters in line up	ALL	ALL	ALL	ALL	ALL
Maximum Innings per game unless tied	6	6	6	7	7
Ten run rule applies?	After 4	After 4	After 4	After 5	After 5
Runs per inning limit?		6			
Official Game Time Limit <sup>1</sup>	1:15	1:15	1:30	1:45	2 hrs
Complete Game innings (due to weather cancellation)	3	3	3	3	3
Min # players to play	6	6	7	8	8
Field a catcher?	NO	Fielding	YES	YES	YES
Slide Rule?	Avoid Contact	Avoid Contact	Avoid Contact	Avoid Contact	Avoid Contact
Games end in tie?	YES	YES	No, up to 2 extra innings	No, up to 2 extra innings	No, up to 2 extra innings
# coaches on field	3	2	NO	NO	NO

**BATTER OUT OF ORDER:** Batter is called out on Appeal when she fails to bat in proper turn and another batter completes her turn. Proper batter may take her turn at any time before the improper batter becomes a runner and assumes the count at that time. When improper batter becomes a runner or is put out, defensive team must appeal before next pitch is thrown. Umpire will then declare batter out and nullify any score or advance as a result of improper batter, does not include steals, wild pitch, passed balls, balks. After next pitch is thrown, improper batter now becomes legal and order resumes with the next position after the improper batter.

# T-Ball Baseball

**Number of Players Required:** Seven players per team are needed to play.

**Offense:** All players remain in the batting order at all times

**Defense:** All players play the field at all times. An adult coach will serve as the catcher

**Length of Game:**

- a) Play three innings
- b) If the game is called due to weather/field conditions, it is considered a complete game if three innings have been completed.

**Length of Inning:** Inning is over when all batters have batted in which case the last batter is allowed to run all the bases.

**Pitching:** For the first 2 innings, players will hit off of the tee exclusively. In the remaining inning, the coach will pitch to their own team. If the batter has not put the ball into play by the **fifth** swing at the pitch, the ball will be placed on the tee and the batter will swing to put the ball into play.

**Base Runners:** Infield hits allow the runners to take one base. On balls hit to the outfield, runners may continue to advance until the ball is fielded and thrown or carried back into the infield or until a throw is made by any fielder. When runners are taking extra bases, they must cross the halfway hash mark by the time the ball touches the ground in the infield or before a throw is made by an infielder; otherwise, they must return to the base. (Note: the ball does not have to be caught to stop base runners, it must simply re-enter the infield.) Runners who advance in error in this situation are allowed a free walk back to the base.

**Fly Balls:** Fly balls caught in the field hold the runners on base. No tag ups are allowed. Runners advancing on fly balls can be thrown out returning to base.

**Dropped Third Strike Rule:** Not applicable

**Infield Fly Rule:** Not applicable

**Bases Allowed on an Overthrow:** One

**Lead Off/Steal Rule:** No

**Ten Run Rule:** No limit

**Runs Per Inning Limit:** Not applicable

**Slide Rule:** There is no slide rule for this league.

## **“8U” Baseball**

**Number of Players Required:** Seven players per team are required to play.

**Offense:** All players remain in the batting order at all times.

**Defense:**

- All players must play 6 defensive outs. Free Substitution on Defense
- No more than 10 players shall be on the field at any time (must have at least 4 outfielders).
- Coaches are encouraged to allow players to play multiple positions throughout the season.
- No coaches on the field.
- Outfielders must remain at the edge of the grass or further away until the ball is hit.
- If the ball is hit into the outfield (beyond the base path), the runners may advance until the ball is returned to the infield. Runners may only advance to the base to which they were running if they are past the halfway mark when the ball is returned to the infield (runners may be tagged out if not on a base). Runners that have not reached the halfway mark must go back and may not be tagged out. A ball is returned to the infield when (a) an infielder carries the ball from the outfield to the base path), or (b) a fielder throws the ball and it lands on the ground or is touched by any player inside the base path.

**Length of Game:**

- a) No inning may start after 1 hour and 30 minutes or maximum innings per game (6) whichever comes first. Games may end in a tie.

**Pitching:**

- Coaches will pitch to their own team.
- Coach must have at least one foot on or directly in front of pitching rubber (40 ft) when delivering the pitch
- The umpire will not call balls but will call strikes when the batter swings and misses.
- There is a 7 pitch maximum for each batter, if after the 7<sup>th</sup> pitch the batter has not put the ball in play he is considered to be out except in the case of a foul ball, the batter will continue his at bat.
- The defensive team will place a player in the designated pitching circle at the pitcher position. The player pitcher must have one foot inside the designated pitching circle and not be any closer to the batter than the 40 foot line until the ball is hit. The Player Pitcher cannot leave the designated circle until the ball is hit. PENALTY: The offensive coach has the option of accepting the result of the pitch or taking a no pitch.

**Bunting:** Not permitted

**Dropped Third Strike Rule:** Does not apply

**Infield Fly Rule:** Does not apply

**Bases Allowed on Overthrow:** One (coaches are encouraged to teach players to take at least 2 bases when a ball is hit to the outfield, when possible—this is not the same as an overthrow)

**Lead Off/Steal Rule:** No lead offs or stealing permitted.

**Ten Run Rule:** Does not apply

**Runs Per Inning Limit:** 6

**Slide Rule:** Runners must slide to avoid contact.



## “10U” Baseball

**Number of Players Required:** Eight players per team are required to play.

**Offense:** All players remain in the batting order at all times.

**Defense:** All players must play 6 defensive outs. No more than 10 players shall be on the field at any time.

### **Length of Game:**

- a) Play time limit (no inning may start after 1 hour and 30 minutes) or maximum innings per game (6) whichever comes first.
- b) If the game is called due to weather/field conditions, it is considered a complete game if three innings have been completed.
- c) If the game is tied, up to two extra innings may be played to break the tie if there is a game following. If there is no game following, play continues until a winner is determined. This overrides the time limit rule. See rule on page 7 for extra innings.

**Pitching:** A player may only pitch up to 50 pitches per game. If the pitch count reaches 50, then the pitcher may finish pitching to the current batter. Any pitcher who hits 3 batters in a single game will be substituted. A player can pitch up to 100 pitches a week. However, during tournament week, the 100 pitch limit will not apply.

\* 30 -50 pitches – 40 hours rest      \* Less than 30 pitches – 20 hours rest

**Walks:** It takes four balls to walk. No intentional walks are allowed.

**Bunting:** Bunting is permitted

**Infield Fly Rule:** The infield fly rule applies when runners are on first and second, or first, second and third, with less than two outs.

**Dropped Third Strike Rule:** Does not apply

**Bases Allowed On Overthrow:** No limit

**Lead Off/Steal Rule:** Runners may lead off to the line. The player must wait until the ball crosses home to steal.

Base runners may attempt to advance home on a wild pitch or passed ball, except that a runner touching third base cannot advance home on a throw from the catcher or the third baseman to the pitcher, unless the pitcher is not at or near the mound or the pitcher misses the throw.

**Ten Run Rule:** Applies after the 4<sup>th</sup> inning

**Runs Per Inning Limit:** 6

**Field a Catcher:** Yes

**Slide Rule:** Runners must slide to avoid contact

## **“12U & 14U” Combined Baseball League**

**Number of Players Required:** Eight players per team are required to play.

**Offense:** All players remain in the batting order at all times.

**Defense:** All players must play 6 defensive outs.

### **Length of Game:**

- a) Play time limit (no inning may start after 1 hour and 45 minutes) or maximum innings per game (7) whichever comes first.
- b) If the game is canceled due to weather/field conditions, it is considered a complete game if three innings have been completed.
- c) If the game is tied, up to two extra innings may be played to break the tie if there is a game following. If there is no game following, play continues until a winner is determined. This overrides the time limit rule.

**Pitching:** A pitcher may only pitch 7 innings per day and 10 innings per week. One pitch in an inning constitutes an inning pitched. Pitchers who pitch 4 or more innings in one day must be given 40 hours of rest before pitching again.

**Dropped Third Strike Rule:** Applies when there are less than two outs and first base is not occupied, or when there are two outs and first base is occupied the batter may advance on a third strike that is dropped by the catcher.

**Infield Fly Rule:** Applies when runners are on first and second, or first, second and third, with less than two outs. Must be called by umpire.

**Bases Allowed on Overthrow:** No limit

**Lead Off/Steal Rule:** There is no restriction on lead offs or stealing.

**Ten Run Rule:** Applies after the 5<sup>th</sup> inning

**Runs Per Inning Limit:** No limit

**Field a Catcher:** Yes

**Slide Rule:** The runner must slide to avoid contact.

\* Please see grid on page 5 for pitching rules for combined league\*

## T-Ball Softball

**Number of Players Required:** Six players per team are required to play.

**Offense:** All players remain in the batting order at all times

**Defense:** All players play the field at all times. An adult coach will serve as the catcher.

### **Length of Game:**

- a) Play three innings
- b) If the game is called due to weather/field conditions, it is considered a complete game if three innings have been completed.

**Length of Inning:** Inning is over when all batters have batted in which case the last batter is allowed to run all the bases.

**Pitching:** For the first 2 innings, players will hit off of the tee exclusively. In the remaining inning, the coach will pitch to their own team. If the batter has not put the ball into play by the **fifth** swing at the pitch, the ball will be placed on the tee and the batter will swing to put the ball into play.

**Base Runners:** Infield hits allow the runners to take one base. On balls hit to the outfield, runners may continue to advance until the ball is fielded and thrown or carried back into the infield or until a throw is made by any fielder. When runners are taking extra bases, they must cross the halfway hash mark by the time the ball touches the ground in the infield or before a throw is made by an infielder; otherwise, they must return to the base. (Note: the ball does not have to be caught to stop base runners, it must simply re-enter the infield.) Runners who advance in error in this situation are allowed a free walk back to the base.

**Fly Balls:** Fly balls caught in the field hold the runners on base. No tag ups are allowed. Runners advancing on fly balls can be thrown out returning to base.

**Dropped Third Strike Rule:** Not applicable

**Infield Fly Rule:** Not applicable

**Bases Allowed on an Overthrow:** One

**Lead Off/Steal Rule:** No

**Ten Run Rule:** No limit

**Runs Per Inning Limit:** Not applicable

**Slide Rule:** There is no slide rule for this league.

## **“8U” Softball**

**Number of Players Required:** Six players per team are required to play.

**Offense:** All players remain in the batting order at all times.

**Defense:** All players must play 6 defensive outs. No coaches on the field.

**Length of Game:**

- a) Play time limit (no inning may start after 1 hour and 15 minutes) or maximum innings per game (6) whichever comes first. Games may end in a tie.
- b) If the game is called due to weather/field conditions, it is considered a complete game if three innings have been completed.

**Pitching:** A coach will pitch from a distance indicated as acceptable by the umpire. The batter will receive 6 pitches or 3 strikes. A ball foul tipped on the 6<sup>th</sup> pitch is not an out. Any ball touched by the adult pitcher is live and “in play”.

**Base Running:** Once a ball is fielded by any player other than the pitcher, and the play is made, the ball is returned to the pitcher. No runners may advance when the ball is in the pitchers circle. If a runner is halfway to a base, that base will be awarded.

**Bunting:** Not permitted

**Dropped Third Strike Rule:** Does not apply

**Infield Fly Rule:** Does not apply

**Bases Allowed on Overthrow:** One; the fielded ball is in play until it is returned to the pitchers circle.

**Lead Off/Steal Rule:** No lead offs or stealing permitted.

**Ten Run Rule:** Does not apply

**Runs Per Inning Limit:** 6

**Field a Catcher:** For fielding purposes only. To speed up play, coach pitcher will pitch all of the balls to the batter before they are thrown back to the pitcher by the umpire or a parent behind the plate.

**Slide Rule:** Runners must slide to avoid contact.

## “10U” Softball

**Number of Players Required:** Seven players per team are required to play.

**Offense:** All players remain in the batting order at all times.

**Defense:** All players must play 6 defensive outs. No more than 10 players shall be on the field at any time.

### **Length of Game:**

- a) Play time limit (no inning may start after 1 hour and 30 minutes) or maximum innings per game (6) whichever comes first.
- b) If the game is called due to weather/field conditions, it is considered a complete game if three innings have been completed.
- c) If the game is tied, up to two extra innings may be played to break the tie if there is a game following. If there is no game following, play continues until a winner is determined. This overrides the time limit rule.

**Base Running:** Once a ball is fielded by any player, other than the pitcher, and the play is made, the ball is returned to the pitcher. No runners may advance when the ball is in the pitchers circle. If a runner is halfway to a base, then that base will be awarded. Lead offs and steals are permitted when the ball leaves the pitchers hand, if the runner leaves the base too soon she will be called out

**Bunting:** Is allowed.

**Run rules:** Up to 6 run allowed per inning.

**Pitching:** A pitcher may only pitch 3 innings per game/day and 8 innings per week. One pitch in an inning constitutes an inning pitched. Any pitcher who hits three batters in a single game will be substituted.

Players will pitch each inning, until batter has reached 4 balls, at which point the coach/parent/assistant coach of the team at bat will finish pitching to the batter. Strikes will carry over, and NO WALKS will be issued. The ump will call strikes from the coach pitcher. Once batter has finished her "at bat", coach will allow player to begin pitching to next batter.

No individual player will pitch more than 3 innings per game.

The player at the pitching position, when the coach is pitching will stand no closer than 2 steps to the side of the coach.

The coach will pitch underhand and at approximately the same speed as that of the players.

Any ball touched by the adult pitcher is live and “in play”.

Base runners cannot steal while a coach is pitching.

## **“12U & 14U” Combined Softball League**

**Number of Players Required:** Eight players per team are required to play.

**Offense:** All players remain in the batting order at all times.

**Defense:** All players must play 6 defensive outs.

### **Length of Game:**

- a) Play time limit (no inning may start after 1 hour and 45 minutes) or maximum innings per game (7) whichever comes first.
- b) If the game is canceled due to weather/field conditions, it is considered a complete game if three innings have been completed.
- c) If the game is tied, up to two extra innings may be played to break the tie if there is a game following. If there is no game following, play continues until a winner is determined. This overrides the time limit rule.

**Pitching:** No limit; free substitution is permitted

**Dropped Third Strike Rule:** Applies when there are less than two outs and first base is not occupied, or when there are two outs and first base is occupied the batter may advance on a third strike that is dropped by the catcher.

**Infield Fly Rule:** Applies when runners are on first and second, or first, second and third, with less than two outs.

**Lead Off/Steal Rule:** Runners may leave the base after the ball has left the pitcher's hand. If the runner leaves the base too soon she will be called out.

**Bases Allowed on Overthrow:** No limit

**Mercy Rule:** Game is over if one team is ahead by 12 after three innings, 10 after four innings, or 8 after five innings.

**Runs Per Inning Limit:** No limit

**Field a Catcher:** Yes

**Slide Rule:** The runner must slide to avoid contact.