

Spring 2021
13-15 Baseball Rules

1. Field Dimensions
 - a. Bases: 90 feet apart
 - b. Pitching Rubber: 60 feet 6 inches
2. Equipment
 - a. Bat- barrel max 2 3/4 “. Any stamped bats are allowed.
 - b. Ball- Regulation size hard baseball
 - c. Helmet- must be worn when the batter is on the field of play, whether as an on-deck hitter, a batter, or baserunner. Facemask and chinstraps are recommended.
 - d. Catcher- must wear a protective cup.
 - e. Line Up Cards- each team must provide their own line-up cards. A copy should be given to the opposing team each game.
 - f. ** For safety reason, players are not allowed to wear jewelry during the games. The only exception is for medical reasons.
3. General Rules
 - a. Scoring- an official scorebook will need to be kept by the home team. It is recommended that both teams keep a scorebook to resolve any discrepancies. If visiting team does not keep a book the official score will go by the home team's book.
 - b. Length of Game- Maximum of 6 innings with a 75-minute time limit. No new inning will be started after the 70 minutes has elapsed. (No new inning will start with 5 minutes or less on the clock.) Games should get at least 4 innings of play completed to be considered a complete game. Example: weather related
 - c. Players: a minimum of 7 players are required to start a game. Pick-up players can be used from the same age group or a younger age group. These players MUST play in the outfield and bat last.
 - d. **Note** during playoffs only players from younger age groups can play; these players will still need to play outfield and bat last.
 - e. Batting Order- all teams will bat round robin. If a batter becomes disabled during a game and cannot bat, it is NOT an out. **Note** during playoffs if you have less players than the other team, it will be an out for all players that are missing.
 - f. Innings- each half inning is competed after either: 3 outs, 6 runs have scored, or a team has batted completely through their lineup once. If the 6th run occurs during any force out less than 3 outs, then the run will count. At the end of an inning teams must switch quickly, any delay the team will be given a warning by the umpire, a second warning will result in an ejection.
 - g. Run Rule- if a team is ahead by 13 runs after 3 completed innings the game will be called or 7 runs ahead after 4 completed innings, the game will be called. If time is left on the clock the score will be zeroed and the game will continue till time expires.

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- h. Infield Positions- C, 1B, 2B, SS, 3B, Pitcher. Pitchers must have one foot in dirt pitching mound. Catcher can only be removed if a team only has 7 players.
- i. Outfield Positions- RF, CF, and LF.
- j. Batter-3 swinging strikes and the batter is out.
- k. **If a batter slings the bat, a warning will be given to the team at bat. After one warning, players will be called out. No runners will advance. The Umpire will be the sole judge will the bat was slung or dropped; this is NOT an appeal play.
- l. Bunting- Will be allowed. Slash bunting is NOT allowed.
- m. Walks- a batter may walk after a pitcher has thrown 4 balls. There will be no declared walks.
- n. Strike Zone- the strike zone will be defined as a batter's chest to knee line.
- o. Steals/Leads- are allowed. On a passed ball, runners can advance including home plate. No swinging of the bat on suicide squeezes will be allowed. If batter does not remove their selves from the batter's box, the baserunner is out.
- p. Sliding- no headfirst sliding will be allowed. Teams will be issued a warning and then an out will be given for the next headfirst slide.
- q. Balks- during any of the first 4 regular season games, pitchers will be given warnings regarding balks. During the 5th game, balk rules will apply.
- r. Drop Third Strike-can advance to first under the normal rules of baseball.
- s. Infield Fly Rule- will be in effect.
- t. Overthrows- are live balls unless goes out of the field such as over the fence or under the fence. Overthrows on attempted steals are not live balls. This will be called dead by the umpire and the runner will stay at the base they were stealing.
- u. Avoiding Contact- Players must attempt to avoid contact with other players in tag-out situations. If, in an umpire's judgement, there is intentional contact, that umpire may call the runner out on that play.
- v. On-Deck Batters- must stay near the fence line on the same side of the field as the batter with a helmet on.
- w. Catcher Substitution- with 2 outs the last batted out may take the catchers place on the bases as a substitute runner.
- x. Catcher Restrictions- a catcher cannot go into pitch after catching for 3 innings and a pitcher cannot play catcher after throwing over 40 pitches in a game.
- y. Pitchers- A pitcher may not throw more than 60 pitches in a game and no more than 80 pitches in a week. If a pitcher throws more than 50 pitches, he must have one full day of rest. If a pitcher throws more than 80 pitches, he must have two full days of rest. For purposes of this leagues, a week is considered starting on a Monday ending on a Sunday night. A second trip to the mound or baseline conference in the same inning to the same pitcher shall automatically result in the removal of that pitcher from the game only as a pitcher. Once a pitcher is removed from the mound, he can return on the mound for the game.
- z. Pitchers and Pitch counts will be reported to the umpire at the end of the game to be included in the final score card. It is the responsibility of each coach to keep

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track of outs and pitch counts. It is advised that between innings this is verified with the Home Team bookkeeper. Any discrepancy between outs pitched and/or total pitch counts will be determined by the Home Team bookkeeper.

4. Participation Requirements

- a. If a team has 11 players any player can only sit out 1 inning during a game.
- b. If a team has 12 players a player may not sit more than 2 innings during a game.
- c. All teams will bat the entire line-up round-robin. If a batter becomes disabled during the game and cannot bat, it is NOT an out.

5. Coaches

- a. There will be 3 coaches allowed on the fields. All must be always be wearing their coach's badges or will be removed from the field by Coquille staff.
- b. Offensive Coaches- one coach will be at 1st base, one coach at 3rd base, and the last one in the dugout/bench area.
- c. Defensive Coaches- must stay in dugout, one coach is allowed outside of dugout entrance area.
- d. Live Play- coaches shall not touch the ball nor any player while the ball is in play.
- e. Behavior- No inappropriate behavior will be tolerated. The head coach is responsible for all assistant coaches and his parents. Please remember the parents feed off the coaches. An umpire will issue a warning to a coach. A second occurrence will result in ejection from the game and suspension of the next game, as well. If a coach/parent is ejected from a game they will need to complete a sportsmanship course provided by Coquille staff to return to the park.

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