

**Tri-County Baseball League**  
**OFFICIAL RULES AND REGULATIONS**

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**I. Philosophy**

- A. **6U Division:** This is an instructional level to teach five (5) and six (6) year old players the fundamentals of baseball by the simplest method possible. The league strives to provide an excellent opportunity to teach basic catching, throwing, batting and fielding, and at the same time emphasizing team work, group discipline and sportsmanship.
- B. **8U Division:** Instructions in fundamentals are continued at this level for players seven (7) and eight (8) years of age. Players will learn to hit from a pitching machine. The development of player's skill; catching, throwing, batting and fielding, and at the same time emphasizing team work, group discipline and sportsmanship is emphasized.
- C. **10U Division:** At this level, a player advances from the 50-foot diamond to a 60-foot diamond. Players are introduced to pitching and runners may steal bases. The complete game of baseball is introduced at this level. There are two levels of play in this division (Select/Travel and Recreational). The player's ability will determine at which level they will play.
- D. **12U Division:** At this level, a player advances from the 60-foot diamond to a 70-foot diamond. There are two levels of play in this division (Select/Travel and Recreational). Both levels of play follow the complete rules of baseball. The player's ability will determine at which level they will play.

**II. Teams and Player Eligibility**

- A. **6U:** Teams shall consist of no less than eight (8) players and no more than ten (10) players. Players must be five (5) years of age, but may not turn seven (7) years of age, prior to May 1 of the current season. Birth records for all players must be submitted to league officials prior to the first game of the season.
- B. **8U:** Players should be seven (7) years of age but may not turn nine (9) years of age prior to May 1 of the current season. However, a player less than seven (7) years of age may play at this level, if based on player evaluations; it is deemed that he/she possesses the skills necessary to compete at this level of baseball. Teams should consist of no less than twelve (12) players and no more than fifteen (15) players, of which no more than eight (8) players should be of the older age, unless a community is unable to field more than one team. (*Must have a minimum of nine (9) players to play a game.*) In special cases of inadequate participation within a community, teams may have as little as ten players on a team.
- C. **10U:** At the Select/Travel level, teams should consist of no less than twelve (12) players and no more than fifteen (15) players. At the Rec. level, teams should consist of no fewer than eleven (11) players and no more than fifteen (15) players. There must be a minimum of nine (9) players to play a game. Players must be nine (9) years of age but may not turn eleven (11) years of age prior to May 1 of the current season. However, a player less than nine (9) years of age may play at this level, if based on player evaluations; it is deemed that he/she possesses the skills necessary to compete at this level of baseball.
- D. **12U:** At the Select/Travel level, teams should consist of no less than twelve (12) players and no more than fifteen (15) players. At the Rec. level, teams should consist of no fewer than eleven (11) players and no more than fifteen (15) players. There must be a minimum of nine (9) players to play a game. Players must be eleven (11) years of age but may not turn thirteen (13) years of age prior to May 1 of the current season. However, a player less than nine (11) years of age may play at this level, if based on player evaluations, it is deemed that he/she possesses the skills necessary to compete at this level of baseball.

**III. Playing Fields**

- A. Distance between bases:
  - 6-U: 50 feet (15.24 m)
  - 8-U: 50 feet (15.24 m)
  - 10-U: 60 feet (18.29 m)
  - 12-U: 70 feet (21.34 m)
- B. Pitching Distance:
  - 8-U: 42 feet from release point of machine to back of plate delivered at 40mph
  - 10-U: 44 feet (13.41 m)
  - 12-U: 50 feet (15.24 m)
- C. Home plate to center of second base:
  - 6-U: 70 feet 8 ½ in (21.56 m)
  - 8-U: 70 feet 8 ½ in (21.56 m)
  - 10-U: 84 feet 10 inches (25.85 m)
  - 12-U: 99 feet (30.18m)
- D. The fair play area shall be within the first base and third base foul lines and a fence or marked line establishing the outfield limits of the playing area, referred to here as “Home Run Distances”:

**Recommended Home Run Distances**

	Foul Line	Centerfield
6-U	125 feet (38.16m)	200 feet (60.96m)
8-U	150 feet (45.22m)	200 feet (60.96m)
10-U	175 feet (53.34m)	225 feet (68.58m)
12-U	225 feet (68.85m)	275 feet (83.82m)

- E. The height of the pitcher’s mound above the level of home plate and base paths, on a gradual slope shall be:
  - 8-U: 4 inches (0.1m)
  - 10-U: 4 inches (0.1m)
  - 12-U: 6 inches (0.15m)
- F. There shall be a restraining line, located along the first base line and extending 3 feet (0.91m) into foul territory, shall be marked with chalk or other white material 2 inches (0.05m) wide. Point of origination for the restraining line from home base shall be one half the distance between home plate and first base.
- G. The recommended distance from home plate to the backstop for Major League (12-U) shall be 30 feet (9.14m).
- H. Home plate, the pitcher’s plate and the bases shall be official size as used in regulation baseball. Portable pitching mounds, meeting the correct size requirements are also approved but their use is discouraged.
- I. The catcher’s box may be rectangular in shape, 43 inches (1.09) wide and eight feet (2.44m) deep from the point of home plate or it may be triangular shape, extended eight feet (2.44m) from the rear of home plate, being a continuation of the foul lines in which case the lines closest to the backstop shall be 16 feet (4.88m) in length.

#### IV. EQUIPMENT

- A. The ball shall weigh not less than five or more than five and one-quarter ounces (142-149 gms.) avoirdupois, and measure not less than nine nor more than nine and one-quarter inches (22.9-23.5 cm) in circumference. Baseballs, specially manufactured and designed in such a way as to reduce injuries, or the seriousness of injuries, are approved for use in local league play.
- B. Wooden, metal, graphite, or ceramic bats, manufactured specifically for baseball play, which are round and not more than two and three-fourths inches (7.0 cm) in diameter at the thickest part, nor more than 42 inches (106.7 cm) in length, are acceptable for use at the 10-U and 12-U select levels of play. However, the use of “big barrel bats” at the 6-U, 8-U and 12U rec levels of play is forbidden. The bats for 6U ,8U and 12U rec may not exceed more than two and one-fourth inches in diameter at the thickest part.
- C. Bats manufactured specifically for use in T-ball play shall not be used when the ball is pitched by a player, coach or pitching machine (except for U6).
- D. Metal-cleated baseball shoes are permitted for 12U Select only, rubber soled or rubber-cleated shoes are permitted for all other levels of play. Alteration of metal cleats, such as sharpening, which might make them dangerous to participants, is specifically prohibited.
- E. The batter, players in the on-deck batting area, base runners and players coaching in the baseline coaching boxes shall be required to wear protective headgear which gives protection to the top of the head, temples, ears and base of the skull. These items shall be NOCSAE approved.
  - (1) Use of face masks and properly fastened chin straps on protective headgear is recommended.
  - (2) No decal other than the player’s name, number, team name or logo shall be added to the protective headgear. Any headgear in violation of this rule shall be removed from play.
- F. Catchers are required to wear proper protective equipment including a mask with throat guard, chest protector, shin guards and protective headgear which gives protection to the top of the head when catching behind the plate. Any player serving as a catcher to warm up a pitcher shall wear a mask, whether the pitcher is warming up from the mound, in the bullpen or elsewhere.
- G. It is recommended that managers make every effort to encourage the wearing of athletic supporters by all male players.
- H. For 6-U, 8-U 10-U Rec: Conventional baseball uniforms are recommended, baseball caps and t-shirts or conventional baseball uniforms may be worn. For 10U Select/Travel and 12U: Conventional baseball uniforms are required in league and tournament play include a shirt, pants, cap, and socks as used by teams in the Major Leagues, and shall be worn by all players.
  - (1) This rule prohibits the wearing of shorts (defined as trousers, which do not cover the knees of the wearer) or full length slacks by the players.
- I. The use of bases with safety features, such as those with tapered sides; those that release upon sufficient impact and the double bag at first base have been approved.
- J. It is recommended that jewelry should not be worn by any player, except for medical identification purposes.

#### V. Player Selection Rules

##### **8-U League:**

- Each community will assemble teams that are **equally distributed** with regard to skill levels and age group.
- Teams should consist of no less than eleven (11) players and no more than fifteen (15) players, of which no more than eight (8) players should be of the older age, unless a community is unable to field more than one team.
- It is recommended that each community hold evaluations to assess the capabilities of their prospective players. The evaluations will allow teams to be fairly divided based on talent level. A player rating system should be used that assigns points based on a player’s performance at this evaluation.
- Prior to selecting teams, a manager and one assistant coach should be selected first for each team. If these coaches have children they should be assigned to their respective teams, but these player’s ratings should be noted when overall player distribution begins.
- The top rated players should be distributed first, followed by the second tier, and so on. At the same time, the age of each player should be noted so that the team age requirements are followed.

**10-U & 12-U Recreational Divisions**

- Each community will assemble teams that are equally distributed with regard to skill levels and age group.
- Teams should consist of no less than eleven (11) players and no more than fifteen (15) players, of which no more than eight (8) players should be of the older age, unless a community is unable to field more than one team.
- It is recommended that each community hold evaluations to assess the capabilities of all of their prospective players. These evaluations will allow teams to be fairly divided based on talent level. A player rating system should be used that assigns points based on a player’s performance at these evaluations.
- Prior to selecting teams, a manager and one assistant coach should be selected first for each team. If these coaches have children they should be assigned to their respective teams, but these player’s ratings and primary position should be noted when overall player distribution begins.
- The managers shall first consider pitching talent, distributing the prospective pitching candidates as evenly as possible among all the teams in the community.
- In distributing the talent, equal consideration should be given to both offensive and defensive abilities of each player. At the same time, the age of each player should be noted so that the team age requirements are followed.

**VI. Playing Rules**

**GENERAL RULES**

The official playing rules at each level, with the exceptions and variations contained in this guide, shall be “Official Rules of Major League Baseball” the most recent edition, as released through the office of the Commissioner of Baseball.

**SPECIFIC RULES**

**6-U**

1. Each player will be allowed three pitched balls, and no more, to put the ball in play. No fourth pitch shall be permitted if the player fouls off the third pitch. If the player fails to put the ball in play after these three pitches, a tee shall be placed in the proper position on home plate. The player will then be given the opportunity to put the ball in play using the tee. No player shall take more than three swings off of the tee.
  - For use with batting tee:
    - The ball shall be hit off of a batting tee placed on home plate.
    - The umpire (or coach) is responsible for removal prior to any play at home plate.
    - The batter shall not swing at the ball until the pitcher has made a pitching motion from the pitchers plate.
2. Players are not permitted to pitch
3. The use of a double tee is highly suggested.
4. Batters are not permitted to bunt.
5. No more than ten (10) players may be used defensively. The objective is that no player is forced to sit on the bench unless absolutely necessary.
6. There shall be a maximum of four outfielders stationed not less than fifteen feet behind the baseline.
7. The catcher shall stand away from the plate until the batter swings, then field the position defensively. (There is no dropped third strike rule.)
8. The entire roster of players present for the game shall bat in each inning.
9. When a defensive play results in an out, the batter/runner must return to the bench.
10. Base runners are not permitted to steal or lead off base and must remain in contact with the base until ball is hit.
11. Base runners are not permitted to advance on overthrows.
12. Base runners will stop advancing when ball is back in infield.
13. Two (2) adult coaches, in addition to the coach-pitcher, may be stationed on the playing field, beyond the baselines, to provide verbal instructions to the defensive team. (Coaches should avoid interfering with the pace of the game).

14. Last Batter Rule – Once a play is made or the ball is back in the infield all runners will stop advancing and teams shall exchange sides. The last batter does not get to circle the bases until he/she is tagged out.

## **8-U**

1. **A pitching machine will be used at this level. A coach-pitcher will be used only if mechanical difficulty or power failure occurs.**
2. The entire roster of players present for the game shall bat in rotation; therefore there will be free substitution on defense. (Running Batting Order).
3. A team must field at least nine players for an official game. Since there are officially ten fielding positions, and a team only has nine players present at game time, then the tenth spot in the batting order must be considered an automatic out.
4. 5 Run Rule – no team shall score more than five (5) runs in one (1) inning. If there are less than three (3) outs when five (5) runs have been scored, the teams shall change sides. **(The rule does not apply in the sixth inning or extra innings).**
5. Infield fly rule walks or bunting will **not** be in effect at this level of play.
6. Batters are not permitted to bunt or soft swing at the ball. **PENALTY:** The pitch is a strike and the ball is dead.
7. Base runners are not permitted to steal or leadoff base and shall remain in contact with the base until the ball is hit. **Penalty:** 1 warning per team. On the 1<sup>st</sup> offense the runner returns to base; upon the 2<sup>nd</sup> offense, the runner is called out).
8. It is highly recommended that each player on the team play in at least two (2) innings of each game in the field. A coach may limit players playing time, due to certain circumstances like, but not limited to, behavior problems, missing practices, unsportsmanlike conduct or health issues. All players should be given the opportunity to learn to play a variety of positions, especially during practices. In games, players should be rotated among the field positions as equitably as possible, and no player should spend more than two consecutive innings on the bench. Coaches should be mindful that if a game seems to be proceeding towards the 10 run rule at the completion of 3 ½ or 4 innings of play, they should make a strong effort to rotate the bench players onto the field.
9. Slide rule – It is recommended that runners slide into all bases unless it is very obvious that there is not going to be a defensive attempt. Otherwise, base runners do not have to slide as long as the runner's arms are not raised in a blocking manner. (No warnings, runner is out and ejected from game)
10. Batters must keep one foot in batters box at all times in order to speed up play.
11. A batter shall be declared out after failing to hit a fair ball after six pitches are delivered by a pitching machine providing 3 of the pitches are strikes. This determination shall be made by the coach at the machine. If the machine pitch is not a strike the coach may call "no pitch" and the pitch does not count. The batter is out if there are three strikes before the sixth pitch. Missed swings are counted as strikes, as are foul balls and foul tips. A batter is not out on a foul ball or a foul tip unless it is also the sixth pitch.
12. No more than three players shall huddle on the playing field at any time during a game.
13. The pitching machine operator is not allowed to coach runners on base. He/she may talk to a batter from the pitchers mound prior to a pitch. Once a pitch has been delivered to the batter, no coaching from this person is permitted. **(Penalty:** one warning; on the 2<sup>nd</sup> offense he must be replaced and may not return to the pitching mound during that game.)
14. If needed due to **pitching machine mechanical difficulty or power failure** the coach-pitcher must throw overhand. He/she must stay in contact with the pitching rubber while pitching.
15. If a batted ball hits the pitching machine operator or pitching machine the ball is dead, a single shall be awarded and runners shall advance if forced. The pitching machine operator must make every effort to avoid being hit by the ball except to protect a player.
16. Coaches are not permitted on the defensive field of play.
17. The catcher may assume the catcher's position or stand away until the batter swings, then field the position defensively. It is recommended that the catcher be responsible for retrieving passed balls and

- not a coach or umpire. This will avoid instances of coach interference. (There is no dropped third strike rule.)
18. The players fielding the pitcher position must be to the left or right and behind the coach-pitcher or pitching machine, but still within the area that would normally be considered the pitchers mound.
  19. Outfielders must be positioned at least fifteen feet from the infield base paths. They should be taught to play an outfield position, not to be “deep infielders”.
  20. Stopping Play – When the ball is in control of an infielder *and* in the umpire’s judgment all play has ceased, the umpire shall call time. The intention of this rule is for the defensive players to stop the runners from advancing.
  21. The home team should take the field one hour prior to game time for no more than ½ hour of practice. The home team must then allow the visiting team at least ½ hour of practice on the field before game time. If for any reason, there is not an hour total of practice available prior to game time; whatever time is available must be equally divided.
  22. There shall be two umpires appointed by the home team, *who are not coaches*. One umpire shall be responsible for the pitch count and plays at home plate and third base. He/she should be positioned near home plate, but not necessarily directly behind the catcher. The field umpire shall be responsible for plays at first and second base. He/she should be positioned on the right side of the field. The umpires should coordinate prior to the game which one will have the main responsibility for calling “time” to stop play.
    - a) Appeal plays can be made, following the play that is to be appealed, at any time before the pitcher makes a pitching motion, when the batting tee or coach-pitcher or the method is used, or before the ball is ejected from the pitching machine.
    - b) When an appeal is requested after the ball has been returned to the pitching machine, the coach-pitcher or the batting tee, the umpire shall retrieve the ball and give it to the player-pitcher at the pitcher’s plate, and the player-pitcher may then proceed with the appeal.
  23. If a player becomes injured and unable to continue play, then his spot in the batting order is removed and it does not penalize his team. There is also no penalty for missing players in the batting order during the resumption of a suspended game (rain out, darkness, etc.). However, if a player must leave the game for any other non-emergency reason, then his place in the batting order may be considered an automatic out unless the opposing coaches agree before game time to waive this rule.
  24. After each inning scorekeepers shall compare scorebooks. The home team is to be considered the official scorebook of the game.
  25. In the event of early postponement due to weather, poor field conditions, or some other natural cause, it is the responsibility of the home team manager to contact the opposing manager at least 1 ½ hours prior to game time.
  26. Games in which an ineligible or illegal player has been used will be declared a forfeit.
  27. If a team is leading an opponent by ten or more runs after four innings have been played or after three and one half innings if the home team has the 10 run lead, then the game may be terminated and the team in the lead is declared the winner. The teams, however, may agree to continue play for purposes of instruction and/or practice, without changing the outcome of the official game.
  28. Any rules dispute during a game should be handled together with the opposing coaches using discretion. The home coach should have a copy of the rules available at each game and defer to the official rules for disputes. Appeals or grievances should be directed to the 8U level Coordinator or the Tri-County Baseball League President within 24 hours.

**10-U**

1. The entire roster of players present for the game shall bat in rotation; therefore there will be free substitution on defense. (Running batting order)
2. It is recommended that each player on the team play in at least two (2) innings of each game in the field. A coach may limit players playing time, due to certain circumstances, but are not limited to, behavior problems, missing practices, “unsportsmanlike” conduct or health issues.
3. Slide rule – It is recommended that runners slide into all bases unless it is very obvious that there is not going to be a defensive attempt. Otherwise, base runners do not have to slide as long as the runner’s arms are not raised in a blocking manner. (No warnings: on first occasion the runner is out **and** ejected from game)
4. Batters must keep one foot in batters box at all times in order to speed up play.
5. No more than three players shall huddle on the playing field at any time during a game.
6. After each inning scorekeepers shall compare scorebooks. The home team is the official scorebook and will have jurisdiction over all disputes.
7. Pitchers are limited by one of two rules, whichever comes first during a game. Pitchers at this level are limited to 55 pitches per game or no more than three (3) innings. If the pitcher reaches the pitch limit while pitching to a batter, he *may* finish pitching to that batter, before being removed from the mound. Violation of this rule may result in a one-game suspension of the head coach and/or the ineligibility of the pitcher from the next scheduled game. Furthermore, pitchers shall not pitch more than three (3) inning on the same calendar day and eight (8) innings in any one-calendar week. Regardless of whether they are local League games, the completion of postponed or suspended games, tie games or exhibition games.
8. Each team is required to keep track of the number of pitches delivered by their pitcher. This information is to be recorded on the Tri-County Baseball Pitching Record and signed at the completion of each game by the opposing coach or scorekeeper.
9. When pitching in more than one game on the same calendar day, pitchers may pitch any combination of innings in those games provided they do not exceed three (3) innings in a calendar day.
10. A calendar week is from 12:01 a.m. Monday to 12:00 midnight the following Sunday.
11. Pitchers must have at least forty (40) hours of rest after pitching three (3) or more innings on the same calendar day. Time is computed from the scheduled starting time of the game in which the pitching occurred.
12. As soon as a pitcher delivers one pitch to a batter the pitcher shall be considered as having pitched in one inning.
13. Any pitcher withdrawn from the mound and/or lineup, or a pitcher, who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.
14. If a relief pitcher comes in “cold” the umpire shall allow the pitcher to warm up properly with at least eight warm-up pitches
15. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outlined in the By-laws.
16. A coach will be allowed two (2) trips to the mound, to the same pitcher, in the same inning. The second trip will automatically result in the removal of the pitcher from that position.
17. If a manager or coach goes onto the playing field to talk to any player or players more than once in a half inning, while the same player is pitching, a pitching change shall be made. The only exceptions to this rule shall be in case of injury, or if time is called by the opposing team or by an umpire.
18. Umpires shall not permit more than one offensive time out in each inning to allow a manager or coach to talk with a batter or base runner.
19. 10 Run Rule – If a team is leading an opponent by a least ten (10) runs after four (4) or more innings, the game shall be terminated and the team in the lead shall be declared the winner.
20. The home team should take the field one hour prior to game time for no more than ½ hour of practice. The home team must then allow the visiting team ½ hour of practice on the field before game time. If for any reason, there is not an hour total of practice available prior to game time, then whatever time is available must be equally divided.
21. Games in which an ineligible or illegal player has been used will be declared a forfeit.
22. It is the responsibility of the winning team to post the score on the official league website within 48 hours of the completion of the game.

23. Courtesy runners will not be allowed for pitchers or catchers.
24. Any rules dispute during a game should be handled together with the opposing coaches using discretion. The home coach should have a copy of the rules available at each game and defer to the official rules for disputes. Appeals or grievances should be directed to the U-10 level Coordinator or the Tri-County Baseball League President within 24 hours.
25. If a team is leading an opponent by ten or more runs after four innings have been played or after three and one half innings if the home team has the 10 run lead, then the game may be terminated and the team in the lead is declared the winner. The teams, however, may agree to continue play for purposes of instruction and/or practice, without changing the outcome of the official game.

#### **10U League Select/Travel Level**

- **Nine** players shall be used defensively.
- Runners may NOT leadoff and shall not leave the base they are occupying at the time of the pitch until the pitched ball has reached or passed home plate. They may steal bases when the pitched ball has reached or passed home plate. Once the pitcher has stepped on the rubber with possession of the ball, runners who leave base before the pitched ball reaches or passes home plate shall be called out and the pitch shall be considered as a dead ball.
- **Third Strike Rule** – With less than two (2) outs, a batter may run on any third strike provided the catcher dropped the pitched ball AND first base is vacant. With two (2) outs a batter is permitted to run even with first base occupied.
- The **balk** will NOT be enforced at this level. However, it is suggested that coaches may offer instruction regarding balks to the pitcher if it does not interrupt the continuity of the game.
- **Infield Fly Rule**- is in effect at this level.

#### **10U League Recreational Level**

- **Ten** players may be used defensively, with the extra fielder being a fourth outfielder. This extra outfielder must not be stationed closer than twenty feet of the infield baseline.
- Runners may steal bases, but shall not leave the base they are occupying at the time of the pitch until the pitched ball has reached or passed the catcher. Once the pitcher has stepped on the rubber with possession of the ball, runners who leave base before the pitched ball reaches or passes the catcher shall be called out and the pitch shall be considered as a dead ball.
- **Third Strike Rule** – This rule will not apply at this level.
- **Infield fly rule**- does not apply at this level.
- **6 Run Rule** – No team shall score more than six (6) runs in one inning. If there are less than three (3) outs when six runs are scored, the teams shall exchange sides. This rule will not apply in the sixth inning or extra innings.

### **12-U**

1. The entire roster of players present for the game shall bat in rotation (a running batting order); therefore there will be free substitution on defense.
2. It is recommended that each player on the team play in at least two (2) innings of each game in the field. A coach may limit players playing time, due to certain circumstances, but are not limited to, behavior problems, missing practices, “unsportsmanlike” conduct or health issues.
3. **Slide rule** – It is recommended that runners slide into all bases unless it is very obvious that there is not going to be a defensive attempt. Otherwise, base runners do not have to slide as long as the runner’s arms are not raised in a blocking manner. (No warnings: on first occasion the runner is out **and** ejected from game if his arms are raised in a blocking manner.)
4. Batters must keep one foot in batters box at all times in order to speed up play.
5. No more than three players shall huddle on the playing field at any time during a game.
6. After each inning scorekeepers shall compare scorebooks. The home team is the official scorebook and will have jurisdiction over all disputes.
7. Pitchers are limited by one of two rules, whichever comes first during a game. Pitchers at this level are limited to 70 pitches per game or no more than five (5) innings. If the pitcher reaches the pitch limit while pitching to a batter, he *may* finish pitching to that batter, before being removed from the mound. Violation of this rule may result in a one-game suspension of the head coach and/or the ineligibility of the pitcher from the next scheduled game. Furthermore, pitchers shall not pitch more than five (5) inning on the same calendar day and ten (10) innings in any one-calendar week. Regardless of whether

- they are local League games, the completion of postponed or suspended games, tie games or exhibition games.
8. When pitching in more than one game on the same calendar day, pitchers may pitch any combination of innings in those games provided they do not exceed five (5) innings during that calendar day.
  9. A calendar week is from 12:01 a.m. Monday to 12:00 midnight the following Sunday.
  10. Pitchers must have at least forty (40) hours of rest after pitching four (4) or more innings on the same calendar day. Time is computed from the scheduled starting time of the game in which the pitching occurred.
  11. As soon as a pitcher delivers one pitch to a batter in an inning, the pitcher shall be considered as having pitched in one inning.
  12. If a relief pitcher comes in “cold” the umpire shall allow the pitcher to warm up properly with at least eight warm-up pitches.
  13. Each team is required to keep track of the number of pitches delivered by their pitcher. This information is to be recorded on the Tri-County Baseball Pitching Record and signed at the completion of each game by the opposing coach or scorekeeper.
  14. Any pitcher withdrawn from the mound and/or lineup, or a pitcher, who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.
  15. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outlined in the By-laws.
  16. A coach will be allowed two (2) trips to the mound, to the same pitcher, in the same inning. The second trip will automatically result in the removal of the pitcher from that position.
  17. If a manager or coach goes onto the playing field to talk to any player or players more than once in a half inning, while the same player is pitching a pitching change shall be made. The only exceptions to this rule shall be in case of injury, or if time is called by the opposing team or by an umpire.
  18. Umpires shall not permit more than one offensive time out in each inning to allow a manager or coach to talk with a batter or base runner.
  19. Third Strike Rule – With less than two (2) outs, a batter may run on any third strike provided the catcher dropped the pitched ball AND first base is vacant. With two (2) outs a batter is permitted to run even with first base occupied.
  20. 10 Run Rule – If a team is leading an opponent by ten (10) or more runs after five innings have been played or after four and one half innings if the home team has the 10 run lead, then the game may be terminated and the team in the lead is declared the winner. The teams, however, may agree to continue play for purposes of instruction and/or practice, without changing the outcome of the official game.
  21. 15 Run Rule – If a team is leading an opponent by at least fifteen (15) runs after four (4) complete innings or after three and one half innings if the home team has the 15 run lead, the game shall be terminated and the team in the lead shall be declared the winner.
  22. Metal-cleated baseball shoes are permitted for 12U select only, however, alteration of metal cleats, such as sharpening, which might make them dangerous to participants, is specifically prohibited.
  23. The home team should take the field one hour prior to game time for no more than ½ hour of practice. The home team must then allow the visiting team ½ hour of practice on the field before game time. If for any reason, there is not an hour total of practice available prior to game time, then whatever time is available must be equally divided.
  24. It is the responsibility of the winning team to post the score on the official league website within 48 hours of the completion of the game.

## VII. LENGTH OF GAMES

Regulation games shall be:

- A. **6-U:** Once play has begun in a game, the game shall be played to regulation length (five innings). A team may bat no more players than are listed in their entire batting order. Length of games shall not last more than five (5) innings and no less than three (3) innings or no longer than 1-½ hours in length regardless of innings played.
- B. **8-U:** Once play has begun, the game shall be played to regulation length (six innings) or five and a fraction if the home team is leading unless called because of 10-run rule, or forfeited by the decision committee. **Time limit:** after two (2) hours of play no new inning may begin; after two hours and fifteen minutes (2:15), the game will be called.

- C. **10-U** league games shall be six (6) innings and shall not exceed nine (9) innings. **Time limit:** after two hours and fifteen minutes (2:15) of play no new inning may begin; after two and one-half hours (2:30), the game must be called.
- D. **12-U** league games shall be seven (7) innings in duration. When a game is tied at the end of regulation length, it shall go into extra innings until a decision is reached or until the game is ended by the umpire. **Time limit:** after two hours and fifteen minutes (2:15) of play no new inning may begin; after two and one-half hours (2:30), the game must be called.
- E. If a game is called by the umpire it will be considered a complete game if;  
     8U & 10U Four innings have been completed or the home team is leading after 3 1/2  
     12U four innings have been completed or the home team is leading after 3 1/2
- F. If a game is called by the umpire it will be considered a suspended game if:  
     The above conditions have not been met or;  
     While an inning is in progress the visiting team has tied or taken the lead and the home team has not tied or retaken the lead  
     A suspended game must be finished at another scheduled time from the exact point of curtailment, with the same batting order, pitch counts, etc...
- G. In the event of early postponement due to weather, poor field conditions, or some other natural cause, it is the responsibility of the home team manager to contact the opposing manager at least 1 1/2 hours prior to game time.

#### **IX. MINIMUM PLAYER REQUIREMENTS**

**8-U:** Ten (10) players are needed to field a complete team. Teams may play with nine (9) players, but must take an automatic out in the batting order. Teams may not play an official game with less than nine (9) players.

**10-U Rec:** Ten (10) players are needed to field a complete team. However, teams may play with nine (9) players without penalty. Teams may play an official game with eight (8) players, but must take an automatic out in the batting order. Each team must field a catcher.

**10-U Select and all 12-U** - games, nine players are required for an official game. However, teams may play, if they wish, with eight (8) players, but must take an automatic out in the batting order.

#### **X. SCHEDULE**

##### **6-U**

- No less than six (6) games for each team.
- One game maximum per day except for tournament play.
- Length of games shall not be more than five (5) innings and no less than three (3) innings or no longer than 1½ hours in length regardless of innings played.

##### **8-U**

- No less than twelve (12) games for each team.
- May play two (2) games in a day if necessary.
- Length of games shall be six (6) innings and shall not exceed eight (8) innings.
- **Time limit:** after two (2) hours of play no new inning should begin; after two hours and fifteen minutes (2:15), the game should be called.
- When a game is tied at the end of regulation length, it shall go into extra innings until a decision is reached or the maximum number of innings is played.
- When the score is tied at the end of the maximum number of inning, the game shall be declared a tie game.
- No game shall begin after 7:00 p.m. local time. No inning should begin after 8:30 p.m. local time.

##### **10-U**

- No less than twelve (12) games for each team.
- May play 2 games in a day if necessary.
- Length of games shall be six (6) innings and shall not exceed nine (9) innings.

- **Time limit:** after two hours and fifteen minutes (2:15) of play no new inning should begin; after two and one-half hours (2:30), the game should be called.
- When a game is tied at the end of regulation length, it shall go into extra innings until a decision is reached or the maximum number of innings is played.
- When the score is tied at the end of the maximum number of innings, the game shall be declared a tie game.
- No game shall begin after 7:00 p.m. local time.

#### 12-U

- No less than twelve (12) games shall be scheduled for each team.
- May play 2 games in a day.
- Length of games shall be seven (7) innings.
- **Time limit:** after two hours and fifteen minutes of play no new inning may begin; after two and one-half hours, the game must be called.

### XI. SCOREKEEPERS

- A. The official scorekeeper shall record at bats, hits, runs, errors, strikeouts, bases on balls, innings pitched in by each pitcher and actual starting time. As applicable, the scorekeeper shall also maintain pitch counts.
- B. The official scorer should notify the manager concerned if any ineligible player or an improper batter is about to be used in the game, but the failure of the scorer to do so had no effect upon the rules.

### XII. MANAGERS AND COACHES

- A. Adult coaches may be used in either or both the first and third base coaching boxes. Only players in baseball uniform and wearing helmets may be used as base coaches only at 12-U level when adult coaches are not used.
- B. 6U - two adult coaches may be stationed on the playing field, beyond the baselines, to provide verbal instructions to the defensive team. Players are not allowed to coach from the baseline coaching boxes.
- C. A coach or coaches shall not switch coaching boxes during an inning.
- D. The use of tobacco products, alcohol or illegal drugs in any form by players or adult leaders in the dugout, on the benches or on the playing field shall not be permitted.

### XIII. COMMUNICABLE DISEASE PROCEDURES

While risk of one athlete infecting another with HIV/AIDS during competition is close to non-existent, there is a remote risk that other blood borne infectious diseases can be transmitted. For example, Hepatitis B can be present in blood as well as in other body fluids. Procedures for reducing potential for transmission of these infectious agents should include, but not be limited to, the following:

- (1) The bleeding must be stopped, the open wound covered and if there is an excessive amount of blood on the uniform it must be changed before the athlete may participate.
- (2) Routine use of gloves or other precautions to prevent skin and mucous membrane exposure when contact with blood or other body fluids is anticipated.
- (3) Immediately wash hands and other skin surfaces if contaminated (in contact) with blood or other body fluids. Wash hands immediately after removing gloves.
- (4) Clean all contaminated surfaces and equipment with an appropriate disinfectant before competition resumes.
- (5) Practice proper disposal procedures to prevent injuries caused by needles, scalpels, and other sharp instruments or devices.
- (6) Although saliva has not been implicated in HIV transmission, to minimize the need for emergency mouth-to-mouth resuscitation, mouth-pieces, resuscitation bags, or other ventilation devices should be available for use.
- (7) Athletic trainers/coaches with bleeding or oozing skin conditions should refrain from all direct athletic care until the condition resolves.
- (8) Contaminated towels should be properly disposed of/disinfected.

- (9) Follow acceptable guidelines in the immediate control of bleeding and when handling bloody dressings, mouth guards and other articles containing body fluids.

#### **XIV. General Conduct, Consequences and League Actions**

Coaches, parents, players, and other adult volunteers are expected to display an appropriate level of conduct when interacting with the umpire, the opposing coaches, their team and parents before, during, and after a game. Once play has begun, the umpire must be afforded the authority and respect that his/her position demands. A coach may exercise his right to question a call made by the umpire within reason. But at the same time a coach must maintain a sportsmanlike attitude. The coach must refrain from any remarks that are abusive, derogatory, or undermine the authority of the umpire. The game involves young children and the coach must exert control and sustain a sportsmanlike manner in their presence. As a representative of the Tri-County Baseball League, this level of conduct is expected.

Parents must also be held accountable for their behavior. They must conduct themselves in an upright and responsible manner. Verbal abuse, derogatory comments, and any unsportsmanlike behavior will not be tolerated. The head coach of a team has the added responsibility of maintaining control of his/her fans and parents.

Any violation of this philosophy by coaches, parents, players, and other adult volunteers will result in disciplinary action. The general progression of consequences may be as follows:

- (1) **Warning.** The offending person will be advised, in writing, of the offense, and further advised that any repetitive offense will result in a more severe penalty.
- (2) **Probation.** The offending person is to be advised in writing that they are under league probation and that any repetition of this offense or any other offense will result in a suspension.
- (3) **Suspension.** The offending person will be advised in writing that he or she has been suspended from all league activity for a specific number of games or days.
- (4) **Dismissal.** The offending person will be advised in writing that he or she has been dismissed from the league for, at least, the remainder of the season, but also possibly for the current year.
- (5) **Barred.** The offending person will be advised in writing that he or she has been barred from present and future participation in the league, permanently, or for a specific number of years.

#### **Relationships Between Umpires and League Representatives**

Any player, adult volunteer, or parent who is removed from a league game by an umpire or a league official due to unsportsmanlike behavior, such as fighting, use of abusive language, or any similar derogatory activity, will be subject to one or more of the following disciplinary actions:

- (1) A verbal and/or written warning from the League President;
- (2) Probation of the player or coach for the remainder of the season;
  - a. Probation may be lifted if the player or coach does not display any further questionable behavior for the remainder of the season.
  - b. Probation may lead to suspension if the player or coach is involved in or displays any further unsportsmanlike conduct.
- (3) Suspension of the player or coach for the next scheduled league game;
- (4) Suspension of the player or coach for the next three scheduled league games;
- (5) Removal of the coach or player from the roster of the Tri-County Baseball team for the remainder of the baseball season;
- (6) The withdrawal of the player or coach from participation in tournament play as a representative of the Tri-County Baseball League.
- (7) The offending person will be barred from present and future participation from any Tri-County Baseball League activity, either permanently, or for a specific number of years.

**A parent, who is removed from a league game, may be forbidden from attending any league games for a period of at least one week or as long as the remainder of a season depending on the severity of their behavior.**

Any disciplinary action applied by the TCB Board of Directors against a player, coach, or any other adult have the right to request a hearing before league officials before the discipline is imposed. In the event of such a hearing involving a player, or other person under the age of 18, that person's parents shall be invited to attend. The Disciplinary and League Decisions Committee will be asked to review the appeal.

## **XV. PENALTIES**

- A. A team failing to field at least eight at 6U, nine at 8U and 10U rec (and taking an out), or eight at 10U select and 12U rec/select (and taking an out) uniformed players within 15 minutes after scheduled starting time of a game, or at any time during the game, shall forfeit the game.
- B. Penalty for use of illegal players shall be forfeiture of games in which illegal players participated, provided such games are protested by any of the league managers or officers in writing within 48 hours of the game or games in question. An illegal player is one who is not legally a member of the team because the player does not rostered.
- C. Penalty for use of an ineligible player, upon appeal by the opposing manager or notification by the official scorer or league officers, when the official scorebook or other league records verify the ineligibility of the player concerned, shall be immediate removal of the player from the lineup and ejection of the team manager from the game. Both the player and the manager shall be ineligible to participate in the next scheduled game played by the team.
  - 1) An ineligible player is one who is legally a member of the league, but who is ineligible to play or to pitch in a particular game or games because of the limitations set forth in these Rules and Regulations, or as the result of a previous rules violation or disciplinary action.
  - 2) For purposes of interpreting this rule, a player shall not be considered in violation of the rules until at least one pitch has been thrown to the batter after the point of violation.
  - 3) In the event the manager of an ineligible player refuses to remove the player from the lineup and the manager does not leave the field when the appeal is made, and verified, the game is subject to forfeit.
  - 4) When the ineligible status of a player is not established until after completion of the game, the game shall stand as played, but the player and manager shall be ineligible to participate in the next game played by the team, or the next game played after the ineligible status has been determined.
- D. Illegal equipment shall be removed from the game.
  - 1) Players are not permitted to use illegal headgear even if no other headgear is available. When proper headgear is not available, the game shall be delayed until the equipment can be obtained, or postponed and rescheduled by the league officers.
  - 2) Penalty for use of illegal shoes shall be removal of the shoes from the game, and, if no other legal footwear is available, removal of the affected player or players from the lineup.
  - 3) Players who do not wear complete conventional uniforms, protective headgear and catching equipment as required by these rules shall be removed from the lineup.
  - 4) Players who intentionally, in the judgment of the umpire, throw bats or protective headgear, or discard protective headgear while batting or running the bases, shall be ejected from the game following completion of any play in progress at the time the violation occurs, Such actions does not constitute an out and such players shall be replaced as batters or base runners if appropriate.
- E. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to the penalties stated for use of an ineligible player in this rule.