

Mountain Recreation Youth Baseball Rules

T-Ball Rules

- Games will have a time limit of **60 minutes**. When the time limit is reached the game will be over.
- Coaches are allowed and encouraged to be on the playing field during the games to instruct batters, runners and fielders.
- **All batters and baserunners must wear helmets.**
- The coach of the batting team will place the ball on the tee for the batter. **Do not let a player do this.**
- **All players play defense.** Coaches assign the following positions: Pitcher, Catcher, 1st Base, 2nd Base, 3rd Base, Shortstop, and all other players in the outfield. Players should be rotated through infield and outfield positions where they can be successful.
- **Each team will bat through their entire lineup during each at bat.**
- **Each batter/runner advances one base each batter until the last batter.**
- If a batted ball does not travel more than 5 feet, a foul ball is declared, and the batter must swing again.
- Home plate will serve as the "dead ball" area. To stop play, a defensive player must attempt to throw the ball to the catcher at home plate. Once the ball reaches the dead ball area, all base runners go to the closest base as determined by the coaches.
- In the event of an overthrow at any base, runners may not advance more than one base. Teams may not advance base runners on passed balls.
- Stealing is not allowed.

Coach Pitch Rules

- Games will have a time limit of **60 minutes**. When the time limit is reached the game will be over.
- Only adults/coaches may pitch from the pitcher's mound. All batters and runners must wear helmets.
- The offensive team coach pitches the ball and acts as base umpire. The coach is also on the field to help instruct players on the basics of the game.
- All players are included in the batting order. Team at-bats will end after 3 outs *unless the coaches agree to bat all players each half-inning.*
- **Nine players play defense.** Defensive players must play regular positions (i.e. outfielders do not stand in the infield). Each player must play at least ½ of their team's defensive innings. Players should be rotated through infield and outfield positions where they can be successful.
- Batters are limited to **6 good pitches**. If player does not hit ball after 6 pitches, then the tee will be used for one swing. If player still does not hit the ball, then it will be considered an out. After three swings and misses, the batter is out. Bunting is not allowed. If a player does not hit the ball after 6 pitches, before the third strike, a new batter will be up. This will make sure each team gets equal time batting.
- In the event of an overthrow at any base, **runners may advance one base only**. Teams may not advance baserunner on passed balls.
- Coaches will serve as base umpires as well as coaching, unless another parent is designated by the coach.
- **Each participant is required equal amount of playing time.**

Minors & Majors Rules

Rules are based on Little League Rules with the following modifications:

- All participants must be registered through Mountain Recreation prior to participating in practices or games.
- A regulation game is **5 innings or 1 hr 30 min**. An inning shall be considered started after the 3rd out of the bottom of the previous inning is made.
- The umpires will keep official time. If a game is tied and the 6th inning or 1hr 30min have finished, then the game will be considered a tie. Games will not continue after the 1 hr 30 min or 5th inning has ended due to time constraints.
- After the 3rd inning, if one team is ahead by 10 or more runs, the game shall end.
- If a game is canceled due to weather, it is considered complete if 3 innings or 50 minutes have been played.
- **Metal spikes are not allowed.**
- It is the responsibility of the hitting team to retrieve foul balls and home runs.
- No on deck circles will be used.
- Mountain Recreation requires equal playing time based off your number of kids. **Teams will bat all players in order.** Coaches are encouraged to play each player at both infield and outfield positions at which the player can be successful.
- If a player is removed from pitching, he or she may not pitch again in the game.
- **There is a maximum of 3 innings pitched per player.** This rule is for the safety of the pitchers. No exceptions! The coach is responsible for knowing when his/her pitcher must be removed. The umpire will inform the pitcher's coach that the pitcher must be removed. However, the failure by the scorekeeper to notify the umpire, and/or the failure of the umpire to notify the coach, does not relieve the coach of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
- The home team's scorebook is the official scorebook.
- Dropped third strike will not be used. All third strikes are considered an out.
- **Majors** - Players may not lead off but can steal once the ball has passed the batter.
- **Minors** - Players may not steal. This will constitute an automatic out if a team steals. Players may still advance on a passed ball behind the catcher.
- **Majors** - Infield fly rule will be in effect for major's division only.
- **Minors** – A team may score a maximum of 5 runs per half inning, *excluding the last inning*.
- **Majors** – A team may score a maximum of 7 runs per half inning, *excluding the last inning*.
- The last inning will be played as an open inning and teams will play till three defensive outs are made. **The extra length of this inning will be factored in when the ump**

Softball Rules

Rules are the same as Minors/Majors except:

- Stealing will be allowed at the release of the pitch. Leaving before the release will be an automatic out.

BASEBALL	5-6 yo	7-8 yo	9-12 yo	Softball
Field Size	30' base paths	45' base paths	60' base paths	60' base paths
Pitcher's Mound	N/A	N/A	46'	40'
Ball Type	Official T-Ball	Safe/Soft Level 1	Little League Ball	12" Softball
Game Length	60 min.	60 min.	90 min.	90 min.