



## 2026 Competitive/Travel Rules

[www.riverfrontbaseball.com](http://www.riverfrontbaseball.com)

# RIVERFRONT BASEBALL LEAGUE RULES & REGULATIONS 2026

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## 1. Age Limits for 2026

|                             |                                                        |
|-----------------------------|--------------------------------------------------------|
| 14U.....                    | youth cannot turn 15 before May 1 <sup>st</sup> , 2026 |
| 13U .....                   | youth cannot turn 14 before May 1 <sup>st</sup> , 2026 |
| 12U .....                   | youth cannot turn 13 before May 1 <sup>st</sup> , 2026 |
| 11U .....                   | youth cannot turn 12 before May 1 <sup>st</sup> , 2026 |
| 10U .....                   | youth cannot turn 11 before May 1 <sup>st</sup> , 2026 |
| 9U .....                    | youth cannot turn 10 before May 1 <sup>st</sup> , 2026 |
| 8U .....                    | youth cannot turn 9 before May 1 <sup>st</sup> , 2026  |
| 7U (Coach Pitch) .....      | youth cannot turn 8 before May 1 <sup>st</sup> , 2026  |
| 6U (T-Ball/Coach Pitch) ... | youth cannot turn 7 before May 1 <sup>st</sup> , 2026  |
| 5U (T-Ball) .....           | youth cannot turn 6 before May 1 <sup>st</sup> , 2026  |

1.1. In all age groups, a player may only be on one roster for league play in Riverfront Baseball

## 2. Team Entry Fees

| Age Group | Fee per team   |
|-----------|----------------|
| 8U - 10U  | \$275 per team |
| 11U – 14U | \$300 per team |

## 3. Required Documentation

- 3.1. Team managers must have the player's agreements for the 2026 playing season completed by their parents online no later than March 16<sup>th</sup>. Once a parent signs the agreement, the player is under contract for that team until the end of the player's regular league season
- 3.2. All coaches must have access to a player's birth certificate or government issued ID within twenty-four hours.

## 4. Team Requirements

- 4.1. 8u -13u teams are required to have a minimum of twelve (12) and a maximum of fifteen (15) players on its roster.
- 4.2. Managers and organizations are responsible for financial viability.
  - 4.2.1. All league fees must be paid by February 12<sup>th</sup>.
  - 4.2.2. Failure to pay fees by the deadline will result in a \$25 late payment penalty.

## 5. Time Limits

- 5.1. There will be a two-hour time limit (no new inning after one hour and forty-five minutes of play) for all age group if a game follows.
- 5.2. If no game follows, play continues until minimum official innings are played according to the age group rules.
- 5.3. All games at Bill Cappel Youth Sports Complex must be completed by 10:10 pm.

## 6. Lightning

- 6.1. Games will be stopped, and players removed from the field at a visible light strike.

- 6.2. The delay will be enforced for fifteen minutes from the last visible lightning strike.
- 6.3. If time restrictions become a factor in completing the game, the game will follow the rules for suspending a game.

## **7. Suspending a Game**

- 7.1. Games stopped for weather conditions, darkness, or other unforeseen circumstances will become suspended unless the minimum number of innings for an official game has been played.
- 7.2. Suspended games will resume at a later time from the point of suspension unless the game is conceded by the currently losing manager.

## **8. Field condition**

- 8.1. In case of wet or questionable field conditions, and both teams show up, both managers and the umpire must agree that the field is playable.
- 8.2. All three must agree or the game will not be played.

## **9. Personnel on Playing Field**

- 9.1. Only the official Manager, designated coaches and participating players shall be allowed on the players' benches or on the playing field during an officially scheduled game.
- 9.2. Failure to comply with this rule can result in forfeiture of the game by action of the umpire in chief.

## **10. Prohibited Items at Riverfront Baseball Games**

- 10.1. Alcohol
- 10.2. Tobacco products
- 10.3. Glass containers
- 10.4. Firearms (with or without permit)
- 10.5. Other items at the umpire's discretion

## **11. Disputed Plays**

- 11.1. Only one member of the team staff, the official manager or designated coach, game may address the umpire on any disputed play during the progress of the game.

## **12. Formal Protests**

- 12.1. Any formal protest on a field play must be made to the umpire-in-chief, who shall be the plate umpire, and the opposing manager must be notified before the next legal pitch is made.
- 12.2. The filing cost is \$100 cash or Venmo and must be received by the league by 2:00 pm as well.
- 12.3. Protest decision made by the board are final.

## **13. Game Result Reporting**

- 13.1. The winning manager must submit the score and pitch counts for both teams by logging into the team's account at [www.riverfrontbaseball.com](http://www.riverfrontbaseball.com).

## **14. Forfeit**

- 14.1. Any team unable to play a scheduled game must notify the league and the opposing head coach with a minimum four-hour notice before scheduled game time.
- 14.2. Any cancellations made after four hours before scheduled game start will be considered a forfeit.
- 14.3. The first forfeit will result in a \$100 fee to be paid to the league and normal umpire fees to the umpire(s) prior to the next game.
- 14.4. A second forfeit will result in a \$175 fee to be paid to the league and normal umpire fees to the umpire(s) prior to the next game.

- 14.5. Failure to pay the fee/umpire before your next scheduled game will result in the next scheduled game being marked as a loss and each game after that until the fee/umpire is paid.

## **15. Player Illness/Injury**

- 15.1. A player who is injured or ill or who leaves the park may leave the game, player may NOT return.
- 15.2. That spot in the batting order is skipped and does not count as an out so long as the lineup continues with a minimum of nine (9) players.
- 15.3. If at any point the lineup drops below nine (9) batters, the player who left due to injury or illness becomes an out on his next regularly scheduled plate appearance.

## **16. Player/Field Equipment**

### **16.1. Batter**

- 16.1.1. Batters must wear a single or double-eared helmet while at the plate and while running the bases.
- 16.1.2. Penalty for refusing to wear a proper helmet shall be that the player will be declared "OUT".
- 16.1.3. If the player re-fuses to wear a helmet after being reminded by the umpire that player will not be allowed to continue play of that game and will be an automatic OUT in the batting order.
- 16.1.4. Approved non-wood baseball bats must have the USA, USSSA (BPF 1.15) or BBCOR marking on the bat to be eligible for game use.
- 16.1.4.1. Age specific bat restrictions are noted in specific age group sections.
- 16.1.4.2. The penalty for using a restricted or unapproved bat is as follows:
- 16.1.4.2.1. Player is out
- 16.1.4.2.2. The ball is dead immediately
- 16.1.4.2.3. The bat is immediately removed from the game and the bench area.
- 16.1.4.2.4. Additionally, the manager of the offending team and player may be ejected from the game.

### **16.2. Base Runners**

- 16.2.1. All base runners must wear a single or double eared helmet while at the plate and while running the bases.
- 16.2.2. Penalty for refusing to wear a proper helmet shall be that the player will be declared "OUT".
- 16.2.3. If the player re-fuses to wear a helmet after being reminded by the umpire that player will not be allowed to continue play of that game and will be an automatic OUT in the batting order.

### **16.3. Catchers**

- 16.3.1. Catchers are required to wear:
- 16.3.1.1. Chest protector
- 16.3.1.2. Helmet/Mask (preferably with throat protector)
- 16.3.1.3. Shin guards
- 16.3.1.4. Catcher's mitt
- 16.3.1.5. We recommend male catchers wear a cup.
- 16.3.1.6. 14U-18U must have a NOCSAE rated catcher's helmet & chest protector.
- 16.4. Any player warming up the pitcher before the game and between innings shall wear a catcher's mask (preferably with throat protector). Refusal to do so after being reminded by the umpire shall result in the ejection of the offender and the head coach.

- 16.5. The home team is responsible for bases, pitching rubber and first new game ball. The visiting team is responsible for one (1) new backup ball. Both teams will be able to supply additional, good condition, balls as needed.
- 16.6. Weighted or pegged bases are permitted.

## 17. General Rules of Play

- 17.1. KHSAA rules will be followed except as noted below.

## 18. 8u

### 18.1. Game Logistics

- 18.1.1. Innings: 5 (official game after 3.5 innings)
- 18.1.2. Umpires: 1
- 18.1.3. \$35 per team

### 18.2. Field Dimensions:

- 18.2.1. Pitching: 40 ft
- 18.2.2. Bases: 60 ft

### 18.3. Run Rules (Mercy Rules)

- 18.3.1. Ten (10) run lead in three (3) innings
- 18.3.2. Eight (8) run lead in four (4) innings

### 18.4. Pitching

- 18.4.1. A pitcher shall be removed from the mound after hitting three batters in one inning or five batters total in a game. The player is only removed from the pitching position and may continue in the game at any other position.
- 18.4.2. A pitcher shall be removed from the mound upon the third mound visit from a coach.
- 18.4.3. When a pitcher is removed for any reason, the player is only removed from the pitching position and may continue in the game at any other position.
- 18.4.4. The maximum number of pitches for one (1) day is 65.
- 18.4.5. If the final pitching limit is reached in the middle of an at-bat, the pitcher may complete the at-bat without penalty.
- 18.4.6. Pitching Limits:

|              | Pitches | Required Rest                                        |
|--------------|---------|------------------------------------------------------|
|              | < 25    | no rest required                                     |
| 18.5. Bat    | 26-45   | 1 day rest (Pitch on Monday, can pitch on Wednesday) |
| Restrictions | 46-55   | 2 days' rest (Pitch on Monday, can pitch Thursday)   |
| 18.5.1. None | 56-65   | 3 days' rest (Pitch Monday, can pitch Friday)        |

### 18.6. Rules

- 18.6.1. Each team must start the game with a minimum of nine (9) players. If the batting roster drops below nine (9) at any point in the game an out will be taken for the missing player(s) at the respective player's
- 18.6.2. Players may steal 2nd & 3<sup>rd</sup> base but cannot steal home on an overthrow or missed ball. There will be a dropped third strike rule.
- 18.6.3. If a throw by a fielder goes out of play, each base runner will be awarded one (1) base from his position at the time of the throw.

- 18.6.4. All players present at the game will be put into the batting order. If a player is late for the game, that player must be added at the end of the batting order. If a player cannot continue in a game, his/her spot in the lineup is left open and he/she is not an out.
- 18.6.5. No Intentional Walks
- 18.6.6. Balks will not be enforced
- 18.6.7. Catcher's interference will not be penalized.

## 19. 9u

### 19.1. Game Logistics

- 19.1.1. Innings: 6 (official game after 4.5 innings)
- 19.1.2. Umpires: 1
- 19.1.3. \$35 per team

### 19.2. Field Dimensions:

- 19.2.1. Pitching: 45 ft
- 19.2.2. Bases: 60 ft

### 19.3. Run Rules (Mercy Rules)

- 19.3.1. Ten (10) run lead in three (3) innings
- 19.3.2. Eight (8) run lead in four (4) innings

### 19.4. Pitching

- 19.4.1. A pitcher shall be removed from the mound after hitting three batters in one inning or five batters total in a game. The player is only removed from the pitching position and may continue in the game at any other position.
- 19.4.2. A pitcher shall be removed from the mound upon the third mound visit from a coach.
- 19.4.3. When a pitcher is removed for any reason, the player is only removed from the pitching position and may continue in the game at any other position.
- 19.4.4. The maximum number of pitches for one (1) day is 65
- 19.4.5. If the final pitching limit is reached in the middle of an at-bat, the pitcher may complete the at-bat without penalty.
- 19.4.6. Pitching Limits:

|              | Pitches | Required Rest                                        |
|--------------|---------|------------------------------------------------------|
|              | < 25    | no rest required                                     |
|              | 26-45   | 1 day rest (Pitch on Monday, can pitch on Wednesday) |
| 19.5. Bat    | 46-55   | 2 days' rest (Pitch on Monday, can pitch Thursday)   |
| Restrictions | 56-65   | 3 days' rest (Pitch Monday, can pitch Friday)        |

- 19.5.1. No longer than 32 inches
- 19.5.2. No specific weight/length ratio limit
- 19.5.3. Wood, metal or composite is allowed
- 19.5.4. Non-wood and multi-piece wood bats must be certified according to section 12.

### 19.6. Rules

- 19.6.1. Each team must start the game with a minimum of nine (9) players. If the batting roster drops below nine (9) at any point in the game an out will be taken for the missing player(s) at the respective player's spot in the lineup.
- 19.6.2. Players may steal There will be a dropped third strike rule.
- 19.6.3. A dropped third strike is a live ball. The catcher must either tag the batter or make the out at first base. If there are fewer than two (2) outs and first base is occupied, the batter is out.

- 19.6.4. If a throw by a fielder goes out of play, each base runner will be awarded one (1) base from his position at the time of the throw.
- 19.6.5. All players present at the game will be put into the batting order. If a player is late for the game, that player must be added at the end of the batting order. If a player cannot continue in a game, his/her spot in the lineup is left open and he/she is not an out unless the lineup drops below nine (9) players.
- 19.6.6. No Intentional Walks
- 19.6.7. Balks will not be enforced
- 19.6.8. Catcher's interference will be penalized. The batter is awarded first base.

## 20. 10u

- 20.1. Game Logistics
  - 20.1.1. Innings: 6 (official game after 4.5 innings)
  - 20.1.2. Umpires: 1
  - 20.1.3. \$40 per team

- 20.2. Field Dimensions:
  - 20.2.1. Pitching: 46 ft
  - 20.2.2. Bases: 65 ft

- 20.3. Run Rules (Mercy Rules)
  - 20.3.1. Twelve (12) run lead in three (3) innings
  - 20.3.2. Ten (10) run lead in four (4) innings
  - 20.3.3. Eight (8) run lead in five (5) innings

- 20.4. Pitching
  - 20.4.1. A pitcher shall be removed from the mound after hitting three batters in one inning or five batters total in a game. The player is only removed from the pitching position and may continue in the game at any other position.
  - 20.4.2. A pitcher shall be removed from the mound upon the third mound visit from a coach.
  - 20.4.3. When a pitcher is removed for any reason, the player is only removed from the pitching position and may continue in the game at any other position.
  - 20.4.4. Maximum number of pitchers for one (1) day is 75.
  - 20.4.5. If the final pitching limit is reached in the middle of an at-bat, the pitcher may complete the at-bat without penalty.
  - 20.4.6. Pitching Limits:

|                                                                                          | Pitches | Required Rest                                        |
|------------------------------------------------------------------------------------------|---------|------------------------------------------------------|
| 20.5. Bat                                                                                | < 25    | no rest required                                     |
| Restrictions                                                                             | 26-50   | 1 day rest (Pitch on Monday, can pitch on Wednesday) |
| 20.5.1. No                                                                               | 51-60   | 2 days' rest (Pitch on Monday, can pitch Thursday)   |
| longer                                                                                   | 61-75   | 3 days' rest (Pitch Monday, can pitch Friday)        |
| than 32 inches                                                                           |         |                                                      |
| 20.5.2. No specific weight/length ratio limit                                            |         |                                                      |
| 20.5.3. Wood, metal or composite is allowed                                              |         |                                                      |
| 20.5.4. Non-wood and multi-piece wood bats must be certified according to section 12.1.4 |         |                                                      |

- 20.6. Rules
  - 20.6.1. Each team must start the game with a minimum of nine (9) players. If the batting roster drops below nine (9) at any point in the game an out will be taken for the missing player(s) at the respective player's

- 20.6.2. Players may lead off.
- 20.6.3. Players may steal any base.
- 20.6.4. There will be a dropped third strike rule.
- 20.6.5. A dropped third strike is a live ball. The catcher must either tag the batter or make the out at first base. If there are fewer than two (2) outs and first base is occupied, the batter is out.
- 20.6.6. Walks are considered dead and runners may only advance to next base from the base occupied at the time of the fourth ball.
- 20.6.7.
- 20.6.8. If a throw by a fielder goes out of play, each base runner will be awarded one (1) base from his position at the time of the throw.
- 20.6.9. All players present at the game will be put into the batting order. If a player is late for the game, that player must be added at the end of the batting order. If a player cannot continue in a game, his/her spot in the lineup is left open and he/she is not an out.
- 20.6.10. No Intentional Walks
- 20.6.11. Balks and illegal pitches will be enforced. The pitcher will be warned, and no bases will be awarded for the 1<sup>st</sup> offense, any balk afterwards will result in a base being awarded. Catcher's interference will be penalized. The batter is awarded first base.

## 21. 11u

- 21.1. Game Logistics
  - 21.1.1. Innings: 6 (official game after 4.5 innings)
  - 21.1.2. Umpires: 1
  - 21.1.3. \$40 per team

- 21.2. Field Dimensions:
  - 21.2.1. Pitching: 50 ft
  - 21.2.2. Bases: 70 ft

- 21.3. Run Rules (Mercy Rules)
  - 21.3.1. Twelve (12) run lead in three (3) innings
  - 21.3.2. Ten (10) run lead in four (4) innings
  - 21.3.3. Eight (8) run lead in five (5) innings

- 21.4. Pitching
  - 21.4.1. A pitcher shall be removed from the mound after hitting three batters in one inning or five batters total in a game. The player is only removed from the pitching position and may continue in the game at any other position.
  - 21.4.2. A pitcher shall be removed from the mound upon the third mound visit from a coach.
  - 21.4.3. When a pitcher is removed for any reason, the player is only removed from the pitching position and may continue in the game at any other position.
  - 21.4.4. Maximum number of pitchers for one (1) say is 75.
  - 21.4.5. If the final pitching limit is reached in the middle of an at-bat, the pitcher may complete the at-bat without penalty.
  - 21.4.6. Pitching Limits:

|                        | Pitches | Required Rest                                        |
|------------------------|---------|------------------------------------------------------|
| 21.5. Bat Restrictions | < 25    | no rest required                                     |
|                        | 26-50   | 1 day rest (Pitch on Monday, can pitch on Wednesday) |
|                        | 51-60   | 2 days' rest (Pitch on Monday, can pitch Thursday)   |
|                        | 61-75   | 3 days' rest (Pitch Monday, can pitch Friday)        |

- 21.5.1. No longer than 32 inches
- 21.5.2. No specific weight/length ratio limit
- 21.5.3. Wood, metal or composite is allowed
- 21.5.4. Non-wood and multi-piece wood bats must be certified according to section 12.1.4

## 21.6. Rules

- 21.6.1. Each team must start the game with a minimum of nine (9) players. If the batting roster drops below nine (9) at any point in the game an out will be taken for the missing player(s) at the respective player's
- 21.6.2. A dropped third strike is a live ball. The catcher must either tag the batter or make the out at first base. If there are fewer than two (2) outs and first base is occupied, the batter is out.
- 21.6.3. Walks are considered dead and runners may only advance to next base from the base occupied at the time of the fourth ball.
- 21.6.4. If a throw by a fielder goes out of play, each base runner will be awarded one (1) base from his position at the time of the throw.
- 21.6.5. All players present at the game will be put into the batting order. If a player is late for the game, that player must be added at the end of the batting order. If a player cannot continue in a game, his/her spot in the lineup is left open and he/she is not an out.
- 21.6.6. No Intentional Walks
- 21.6.7. Balks and illegal pitches will be enforced.
- 21.6.8. Catcher's interference will be penalized. The batter is awarded first base.

## 22. 12u

### 22.1. Game Logistics

- 22.1.1. Innings: 6 (official game after 4.5 innings)
- 22.1.2. Umpires: 1
- 22.1.3. \$40 per team

### 22.2. Field Dimensions:

- 22.2.1. Pitching: 50 ft
- 22.2.2. Bases: 70 ft

### 22.3. Run Rules (Mercy Rules)

- 22.3.1. Twelve (12) run lead in three (3) innings
- 22.3.2. Ten (10) run lead in four (4) innings
- 22.3.3. Eight (8) run lead in five (5) innings

### 22.4. Pitching

- 22.4.1. A pitcher shall be removed from the mound after hitting three batters in one inning or five batters total in a game. The player is only removed from the pitching position and may continue in the game at any other position.
- 22.4.2. A pitcher shall be removed from the mound upon the third mound visit from a coach.
- 22.4.3. When a pitcher is removed for any reason, the player is only removed from the pitching position and may continue in the game at any other position.
- 22.4.4. Maximum number of pitchers for one (1) say is 85.
- 22.4.5. If the final pitching limit is reached in the middle of an at-bat, the pitcher may complete the at-bat without penalty.
- 22.4.6. Pitching Limits:

|              | Pitches | Required Rest                                        |
|--------------|---------|------------------------------------------------------|
|              | < 30    | no rest required                                     |
|              | 31-55   | 1 day rest (Pitch on Monday, can pitch on Wednesday) |
| 22.5. Bat    | 56-70   | 2 days' rest (Pitch on Monday, can pitch Thursday)   |
| Restrictions | 70-85   | 3 days' rest (Pitch Monday, can pitch Friday)        |

22.5.1. No longer than 34 inches

22.5.2. No specific weight/length ratio limit

22.5.3. Wood, metal or composite is allowed

22.5.4. Non-wood and multi-piece wood bats must be certified according to section 12.1.4

## 22.6. Rules

22.6.1. Each team must start the game with a minimum of nine (9) players. If the batting roster drops below nine (9) at any point in the game an out will be taken for the missing player(s) at the respective player's

22.6.2. A dropped third strike is a live ball. The catcher must either tag the batter or make the out at first base. If there are fewer than two (2) outs and first base is occupied, the batter is out.

22.6.3. If a throw by a fielder goes out of play, each base runner will be awarded one (1) base from his position at the time of the throw.

22.6.4. All players present at the game will be put into the batting order. If a player is late for the game, that player must be added at the end of the batting order. If a player cannot continue in a game, his/her spot in the lineup is left open and he/she is not an out.

22.6.5. No Intentional Walks

22.6.6. Balks and illegal pitches will be enforced.

22.6.7. Catcher's interference will be penalized. The batter is awarded first base.

## 23. 13u

### 23.1. Game Logistics

23.1.1. Innings: 6 (official game after 4.5 innings)

23.1.2. Umpires: 1

23.1.3. \$40 per team

### 23.2. Field Dimensions:

23.2.1. Pitching: 54 ft

23.2.2. Bases: 80 ft

### 23.3. Run Rules (Mercy Rules)

23.3.1. Twelve (12) run lead in three (3) innings

23.3.2. Ten (10) run lead in four (4) innings

23.3.3. Eight (8) run lead in five (5) innings

### 23.4. Pitching

23.4.1. A pitcher shall be removed from the mound after hitting three batters in one inning or five batters total in a game. The player is only removed from the pitching position and may continue in the game at any other position.

23.4.2. A pitcher shall be removed from the mound upon the third mound visit from a coach.

23.4.3. When a pitcher is removed for any reason, the player is only removed from the pitching position and may continue in the game at any other position.

23.4.4. Maximum number of pitchers for one (1) day is 85.

23.4.5. If the final pitching limit is reached in the middle of an at-bat, the pitcher may complete the at-bat without penalty.

#### 23.4.6. Pitching Limits:

|                                                                                          | Pitches | Required Rest                                        |
|------------------------------------------------------------------------------------------|---------|------------------------------------------------------|
| 23.5. Bat                                                                                | < 30    | no rest required                                     |
| Restrictions                                                                             | 31-55   | 1 day rest (Pitch on Monday, can pitch on Wednesday) |
| 23.5.1. No                                                                               | 56-70   | 2 days' rest (Pitch on Monday, can pitch Thursday)   |
| longer                                                                                   | 70-85   | 3 days' rest (Pitch Monday, can pitch Friday)        |
| than 34 inches                                                                           |         |                                                      |
| 23.5.2. No specific weight/length ratio limit                                            |         |                                                      |
| 23.5.3. Wood, metal or composite is allowed                                              |         |                                                      |
| 23.5.4. Non-wood and multi-piece wood bats must be certified according to section 12.1.4 |         |                                                      |

#### 23.6. Rules

- 23.6.1. Each team must start the game with a minimum of nine (9) players. If the batting roster drops below nine (9) at any point in the game an out will be taken for the missing player(s) at the respective player's
- 23.6.2. A dropped third strike is a live ball. The catcher must either tag the batter or make the out at first base. If there are fewer than two (2) outs and first base is occupied, the batter is out.
- 23.6.3. If a throw by a fielder goes out of play, each base runner will be awarded one (1) base from his position at the time of the throw.
- 23.6.4. All players present at the game will be put into the batting order. If a player is late for the game, that player must be added at the end of the batting order. If a player cannot continue in a game, his/her spot in the lineup is left open and he/she is not an out.
- 23.6.5. No Intentional Walks
- 23.6.6. Balks/illegal pitches will be enforced.
- 23.6.7. Catcher's interference will be penalized. The batter is awarded first base

### 24. 14u

#### Game Logistics .24.1

- 24.1.1. Innings: 7 (official game after 5.5 innings)
- 24.1.2. Umpires: 1
  - 24.1.3. \$60 per team
- 24.1.4. Umpires: 2
  - 24.1.5. \$100 per team (\$100 to each umpire)

#### 24.2. Field Dimensions:

- 24.2.1. Pitching: 60 ft, 6 in
- 24.2.2. Bases: 90 ft

#### 24.3. Run Rules (Mercy Rules)

- 24.3.1. Fifteen (15) run lead in three (3) innings
- 24.3.2. Ten (10) run lead in four (4) innings
- 24.3.3. Eight (8) run lead in five (5) innings

#### 24.4. Pitching

- 24.4.1. A pitcher shall be removed from the mound after hitting three batters in one inning or five batters total in a game. The player is only removed from the pitching position and may continue in the game at any other position.
- 24.4.2. A pitcher shall be removed from the mound upon the third mound visit from a coach.
- 24.4.3. When a pitcher is removed for any reason, the player is only removed from the pitching position and may continue in the game at any other position.

24.4.4. Maximum number of pitchers for one (1) say is 95.

24.4.5. If the final pitching limit is reached in the middle of an at-bat, the pitcher may complete the at-bat without penalty.

24.4.6. Pitching Limits:

|                                                                                          | Pitches | Required Rest                                        |
|------------------------------------------------------------------------------------------|---------|------------------------------------------------------|
| 24.5. Bat                                                                                | < 35    | no rest required                                     |
| Restrictions                                                                             | 36-60   | 1 day rest (Pitch on Monday, can pitch on Wednesday) |
| 24.5.1. No                                                                               | 61-75   | 2 days' rest (Pitch on Monday, can pitch Thursday)   |
| longer                                                                                   | 76-95   | 3 days' rest (Pitch Monday, can pitch Friday)        |
| than 34 inches                                                                           |         |                                                      |
| 24.5.2. Maximum -3 (drop 3) weight/length ratio                                          |         |                                                      |
| 24.5.3. Wood bats are unrestricted for weight                                            |         |                                                      |
| 24.5.4. NFHS approved                                                                    |         |                                                      |
| 24.5.5. Non-wood and multi-piece wood bats must be certified according to section 12.1.4 |         |                                                      |

## 24.6. Rules

24.6.1. Each team must start the game with a minimum of nine (9) players. If the batting roster drops below nine (9) at any point in the game an out will be taken for the missing player(s) at the respective player's

24.6.2. A dropped third strike is a live ball. The catcher must either tag the batter or make the out at first base. If there are fewer than two (2) outs and first base is occupied, the batter is out.

24.6.3. If a throw by a fielder goes out of play, each base runner will be awarded one (1) base from his position at the time of the throw.

24.6.4. All players present at the game will be put into the batting order. If a player is late for the game, that player must be added at the end of the batting order. If a player cannot continue in a game, his/her spot in the lineup is left open and he/she is not an out.

24.6.5. Balks/illegal pitches will be enforced.

24.6.6. Catcher's interference will be penalized. The batter is awarded first base.

24.6.7.

## 25. Dislodged/Moved Base Rule

25.1. If a base moves while running or sliding into it, the player must stay where the base was originally positioned. If a play moves toward the dislodged base and is tagged, they will be called out.

## 26. Penalties

26.1. Pitching limit violation

26.1.1. First offense: Warning

26.1.2. Subsequent offenses: Manager is suspended for two (2) games and any game effected by the violation will be forfeited.

26.2. Bat violation

26.2.1. The batter is called out.

26.2.2. The ball is immediately dead.

26.2.3. The umpire reserves the right to eject the player and/or manager.

26.3. Bat Throwing

26.3.1. Teams in 8u, 9u, and 10u will be warned one (1) time for throwing the bat. The second offense the batter will be out, after that the player will be ejected.

26.3.2. Players in all other age groups will not be given a warning for throwing the bat and the player will be called out.

26.3.3. If a player is called out for throwing the bat, it is a dead ball.

#### 26.4. Ejections

26.4.1. Any player, manager, or coach ejected from a game must sit out the next scheduled game