



2026 Recreational Rules
www.riverfrontbaseball.com

RIVERFRONT BASEBALL LEAGUE RULES & REGULATIONS 2026

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1 Age Limits for 2026

16U-18U	Current high school students up to class of 2026
14U-16U	youth cannot turn 17 before May 1 st , 2026
13U	youth cannot turn 14 before May 1 st , 2026
12U	youth cannot turn 13 before May 1 st , 2026
11U	youth cannot turn 12 before May 1 st , 2026
10U	youth cannot turn 11 before May 1 st , 2026
9U	youth cannot turn 10 before May 1 st , 2026
8U	youth cannot turn 9 before May 1 st , 2026
7U (Coach Pitch)	youth cannot turn 8 before May 1 st , 2026
6U (T-Ball/Coach Pitch) ...	youth cannot turn 7 before May 1 st , 2026
5U (T-Ball)	youth cannot turn 6 before May 1 st , 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
5U – 7U	\$100 per team
8U - 10U	\$275 per team
11U – 14U	\$300 per team
15U on 18U	\$350 per team
Adult League	\$350 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 16th. Once a parent signs the agreement, the player is under contract for that team until the end of the player's regular league season
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 encouraged to have a minimum of twelve (12)
4.2 Team may not exceed a maximum of fifteen (15) players on its roster.
4.3 Managers and organizations are responsible for financial viability.
4.3.1 All league fees must be paid by February 12th.
4.3.2 Failure to pay fees by the deadline will result in a \$50 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 groups if a game follows immediately on the same field.

- 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 lightning strike.
- 6.2 The delay will be enforced for fifteen (15) 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 Tournament

- 8.1 Teams must play a minimum of ten (10) games to be eligible for the tournament.
- 8.2 Seeding will be based on regular season records as of 8:00 am the Friday before the tournament begins. Any scores not entered by the deadline will not be considered for seeding.
- 8.3 The tournament will begin on the 4th Wednesday of June.
- 8.4 Tournament Innings
 - 8.4.1 8U-13U will be six (6) innings long with a game being considered official after four (4) innings.
 - 8.4.2 14U-18U will be seven (7) innings long with a game being considered official after five (5) innings.

9 Field condition

- 9.1 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.
- 9.2 All three must agree or the game will not be played.

10 Personnel on Playing Field

- 10.1 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.
- 10.2 Failure to comply with this rule can result in forfeiture of the game by action of the umpire in chief.

11 Prohibited Items at Riverfront Baseball Games

- 11.1 Alcohol
- 11.2 Tobacco products
- 11.3 Glass containers
- 11.4 Firearms (with or without permit)
- 11.5 Other items at the umpire's discretion

12 Disputed Plays

- 12.1 Only one member of the team staff, the individual who attends the ground rules, may address the umpire on any disputed play during the progress of the game.

13 Formal Protests

- 13.1 Any formal rules 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. The game continues under Protest until the game is completed by either meeting the minimal innings played or time limit.
- 13.2 The online Protest Form must be submitted by the official team manager prior to 2:00 pm the following day. The filing cost is \$100 cash or Venmo and must be received by the league by 2:00 pm at the same time the protest form is submitted.
- 13.3 Protest decision made by the board are final.

14 Game Result Reporting

- 14.1 The winning manager must submit the score and pitch counts for both teams by logging into the team's account at www.riverfrontbaseball.com.

15 Forfeit

- 15.1 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.
- 15.2 Any cancellations made after four hours before scheduled game start will be considered a forfeit.
- 15.3 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.
- 15.4 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.
- 15.5 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.

16 Player Illness/Injury

- 16.1 A player who is injured or ill or who leaves the park may leave the game, player may NOT return.
- 16.2 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.
- 16.3 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.

17 Player/Field Equipment

- 17.1 Batter
 - 17.1.1 Batters must wear a single or double-eared helmet while at the plate and while running the bases.
 - 17.1.2 Penalty for refusing to wear a proper helmet shall be that the player will be declared "OUT".
 - 17.1.3 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.
 - 17.1.4 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.
 - 17.1.4.1 Age specific bat restrictions are noted in specific age group sections.
 - 17.1.4.2 The penalty for using a restricted or unapproved bat is as follows:

- 17.1.4.2.1 Player is out
- 17.1.4.2.2 The ball is dead immediately
- 17.1.4.2.3 The bat is immediately removed from the game and the bench area.
- 17.1.4.2.4 Additionally, the manager of the offending team and player may be ejected from the game.

17.2 Base Runners

- 17.2.1 All base runners must wear a single or double eared helmet while at the plate and while running the bases.
- 17.2.2 Penalty for refusing to wear a proper helmet shall be that the player will be declared "OUT".
- 17.2.3 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.

17.3 Catchers

- 17.3.1 Catchers are required to wear:
 - 17.3.1.1 Chest protector
 - 17.3.1.2 Helmet/Mask (preferably with throat protector)
 - 17.3.1.3 Shin guards
 - 17.3.1.4 Catcher's mitt
 - 17.3.1.5 We recommend male catchers wear a cup.
 - 17.3.1.6 14U-18U must have a NOCSAE rated catcher's helmet & chest protector.

- 17.4 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.
- 17.5 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.
- 17.6 Weighted or pegged bases are permitted.

18 General Rules of Play

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

19 8u

- 19.1 Game Logistics
 - 19.1.1 Innings: 5 (official game after 3.5 innings)
 - 19.1.2 Umpires: 1
 - 19.1.3 \$35 per team
- 19.2 Field Dimensions:
 - 19.2.1 Pitching: 40 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
19.5 Bat	< 25	no rest required
	26-45	1 day rest (Pitch on Monday, can pitch on Wednesday)
	46-55	2 days' rest (Pitch on Monday, can pitch Thursday)
	56-65	3 days' rest (Pitch Monday, can pitch Friday)

Restrictions

- 19.5.1 None

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 roster position.
- 19.6.2 Players may not steal any base or home plate or lead off at any time. There will not be a dropped third strike rule.
- 19.6.3 A half inning is over when a team scores four (4) runs or three (3) outs, whichever comes first. This rule applies only in the first four (4) innings (The Run Rule does not apply during tournament).
- 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.
- 19.6.6 No Intentional Walks
- 19.6.7 Balks will not be enforced
- 19.6.8 Catcher's interference will not be penalized.

20 9u

20.1 Game Logistics

- 20.1.1 Innings: 6 (official game after 4.5 innings)
- 20.1.2 Umpires: 1
- 20.1.3 \$35 per team

20.2 Field Dimensions:

- 20.2.1 Pitching: 45 ft
- 20.2.2 Bases: 60 ft

20.3 Run Rules (Mercy Rules)

- 20.3.1 Ten (10) run lead in three (3) innings
- 20.3.2 Eight (8) run lead in four (4) 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 The maximum number of pitches for one (1) day is 65
- 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
	26-45	1 day rest (Pitch on Monday, can pitch on Wednesday)
	46-55	2 days' rest (Pitch on Monday, can pitch Thursday)
	56-65	3 days' rest (Pitch Monday, can pitch Friday)

Restrictions

- 20.5.1 No longer 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 spot in the lineup.
- 20.6.2 Players may not steal any base or home plate at any time. A reasonable 2 step lead off at each base. There will not be a dropped third strike rule.
- 20.6.3 A half inning is over when a team scores four (6) runs or three (3) outs, whichever comes first. This rule applies only in the first four (5) innings (The Run Rule does not apply during tournament).
- 20.6.4 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.
- 20.6.5 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.
- 20.6.6 No Intentional Walks
- 20.6.7 Balks will not be enforced
- 20.6.8 Catcher's interference will not be penalized.

21 10u

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: 48 ft
- 21.2.2 Bases: 65 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) day 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	< 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)

Restrictions

- 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 Players may lead off Players may steal any base except home plate upon a pitched ball. Advancing to home plate may only occur when a ball is hit in play or during a pick-off attempt.
- 21.6.3 There will not be a dropped third strike rule.
- 21.6.4 Walks are considered dead and runners may only advance to next base from the base occupied at the time of the fourth ball.
- 21.6.5 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.
- 21.6.6 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.

21.6.7 No Intentional Walks

21.6.8 Balks will be called dead, and no penalty will be enforced. The pitcher will be warned, and no bases will be awarded. Once a balk has been called and the pitcher warned, there will be no more pick-off attempts allowed for the remainder of the half-inning.

21.6.9 Catcher's interference will not be penalized.

22 11u

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) day is 75.

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
22.5 Bat	< 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)

Restrictions

22.5.1 No longer than 32 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 Walks are considered dead and runners may only advance to next base from the base occupied at the time of the fourth ball.
- 22.6.4 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.
- 22.6.5 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.
- 22.6.6 No Intentional Walks
- 22.6.7 Balks will be enforced. The pitcher will be warning with no penalty. After the first warning (per game) runners will be awarded bases.

23 12u

- 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: 52 ft
 - 23.2.2 Bases: 70 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) say 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
	< 30	no rest required
23.5 Bat	31-55	1 day rest (Pitch on Monday, can pitch on Wednesday)
	56-70	2 days' rest (Pitch on Monday, can pitch Thursday)
	70-85	3 days' rest (Pitch Monday, can pitch Friday)

Restrictions

23.5.1 No longer 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

24 13u

24.1 Game Logistics

24.1.1 Innings: 6 (official game after 4.5 innings)

24.1.2 Umpires: 1

24.1.3 \$40 per team

24.2 Field Dimensions:

24.2.1 Pitching: 54 ft

24.2.2 Bases: 80 ft

24.3 Run Rules (Mercy Rules)

24.3.1 Twelve (12) 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 85.

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	< 30	no rest required
	31-55	1 day rest (Pitch on Monday, can pitch on Wednesday)
	56-70	2 days' rest (Pitch on Monday, can pitch Thursday)
	70-85	3 days' rest (Pitch Monday, can pitch Friday)

Restrictions

24.5.1 No longer than 34 inches

24.5.2 No specific weight/length ratio limit

24.5.3 Wood, metal or composite is allowed

24.5.4 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 No Intentional Walks

25 14u

25.1 Game Logistics

25.1.1 Innings: 7 (official game after 5.5 innings)

25.1.2 Umpires: 1

25.1.3 \$60 per team

25.1.4 Umpires: 2

25.1.5 \$100 per team

25.2 Field Dimensions:

25.2.1 Pitching: 60 ft, 6 in

25.2.2 Bases: 90 ft

25.3 Run Rules (Mercy Rules)

25.3.1 Fifteen (15) run lead in three (3) innings

25.3.2 Ten (10) run lead in four (4) innings

25.3.3 Eight (8) run lead in five (5) innings

25.4 Pitching

25.4.1 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.

- 25.4.2 A pitcher shall be removed from the mound upon the third mound visit from a coach.
- 25.4.3 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.
- 25.4.4 Maximum number of pitchers for one (1) day is 95.
- 25.4.5 If the final pitching limit is reached in the middle of an at-bat, the pitcher may complete the at-bat without penalty.
- 25.4.6 Pitching Limits:

	Pitches	Required Rest
25.5 Bat	< 35	no rest required
	36-60	1 day rest (Pitch on Monday, can pitch on Wednesday)
	61-75	2 days' rest (Pitch on Monday, can pitch Thursday)
	76-95	3 days' rest (Pitch Monday, can pitch Friday)

Restrictions

- 25.5.1 No longer than 34 inches
- 25.5.2 Maximum -5 (drop 5) weight/length ratio
- 25.5.3 Wood bats are unrestricted for weight
- 25.5.4 NFHS approved
- 25.5.5 Non-wood and multi-piece wood bats must be certified according to section 12.1.4

25.6 Rules

- 25.6.1 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
- 25.6.2 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.
- 25.6.3 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.
- 25.6.4 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.

26 15u/16u/17u/18u

26.1 Game Logistics

- 26.1.1 Innings: 7 (official game after 5.5 innings)
- 26.1.2 Umpires: 1
 - 26.1.3 \$60 per team
- 26.1.4 Umpires: 2
 - 26.1.5 \$100 per team

26.2 Field Dimensions:

- 26.2.1 Pitching: 60 ft, 6 in
- 26.2.2 Bases: 90 ft

26.3 Run Rules (Mercy Rules)

- 26.3.1 Fifteen (15) run lead in three (3) innings
- 26.3.2 Ten (10) run lead in four (4) innings
- 26.3.3 Eight (8) run lead in five (5) innings

26.4 Pitching

- 26.4.1 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.
- 26.4.2 A pitcher shall be removed from the mound upon the third mound visit from a coach.
- 26.4.3 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.
- 26.4.4 Maximum number of pitchers for one (1) day is 95.
- 26.4.5 If the final pitching limit is reached in the middle of an at-bat, the pitcher may complete the at-bat without penalty.
- 26.4.6 Pitching Limits:

	Pitches	Required Rest
26.5 Bat	< 35	no rest required
	36-60	1 day rest (Pitch on Monday, can pitch on Wednesday)
	61-75	2 days' rest (Pitch on Monday, can pitch Thursday)
	76-95	3 days' rest (Pitch Monday, can pitch Friday)

Restrictions

- 26.5.1 No longer than 34 inches
 - 26.5.2 Maximum -3 (drop 3) weight/length ratio
 - 26.5.3 Wood bats are unrestricted for weight
 - 26.5.4 NFHS approved
 - 26.5.5 Non-wood and multi-piece wood bats must be certified according to section 12.1.4
- ## 26.6 Rules
- 26.6.1 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
 - 26.6.2 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.
 - 26.6.3 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.
 - 26.6.4 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.

27 Sliding Base Rule

- 27.1 No player shall slide into first base. If this occurs, the player will be called out.
- 27.2 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.

28 Penalties

- 28.1 Pitching limit violation
 - 28.1.1 First offense: Warning
 - 28.1.2 Subsequent offenses: Manager is suspended for two (2) games and any game effected by the violation will be forfeited.
- 28.2 Bat violation

- 28.2.1 The batter is called out.
- 28.2.2 The ball is immediately dead, and the bat is removed from the dugout.
- 28.2.3 The umpire reserves the right to eject the player and/or manager.
- 28.3 Bat Throwing
 - 28.3.1 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.
 - 28.3.2 Players in all other age groups will not be given a warning for throwing the bat and the player will be called out.
 - 28.3.3 If a player is called out for throwing the bat, it is a dead ball, and base runners will return to their original base.
- 28.4 Ejections
 - 28.4.1 Any player, manager, or coach ejected from a game must sit out the next scheduled game