



Recreation

CITY OF MAULDIN

SPRING

BASEBALL / SOFTBALL

Opening Day:

- Saturday, April 1st
- Sunset Park (211 Fowler Circle, Greenville, SC 29607)
- Schedules will be released shortly after drafts

Picture Day:

- Saturday, April 1st "Sunset Park"
- Sunset Park (211 Fowler Circle, Greenville, SC 29607)
- Photographer: Darrell Collie
- Photography by "Pro Shots Studios"

Inclement Weather Procedure

- Check "Mauldin Recreation" Facebook Page
- Check "@Mauldin_Recreation" Instagram Page

Coaching Responsibilities:

- Meet with parents before the first practice and discuss our code of conduct. Let them know what will be expected from them out at the field
- Inform all parents of rained out or canceled games and practices (group texts are acceptable as long as you inform the parents that this is the main form of contact)
- Schedule team banquet (Mauldin Recreation does not provide trophies. Teams purchase their own trophies)
- Return any loaned equipment to parks and recreation office.
- Make sure that your team is properly dressed and equipped prior to every game.
- Make sure all participants are picked up by guardian before leaving facility.
- During practices make sure batters and runners wear helmets including on deck area
- Praise. Every improvement, however small, deserves a compliment. This does not mean you cannot criticize an incorrect batting or fielding stance. Your job is to teach, but please remember to compliment.

Teams and Coaches:

- Teams are divided by a draft
- Team draft is set in place to make sure we split the talent of the players evenly to every team.
- The number of players shall be the total number of kids divided by the number of teams the athletic department sets
- League age for a child is May 1st of the current year

- Leagues are divided by age groups 3-4 (tball), 6U(Modified Coaches Pitch) (A), 8U (Coaches Pitch) (AA), Minors, and OZone
- Coaches are appointed by athletic dept. staff
- Coaches must pass our mandatory background check

Team Drafting:

- Teams returning players to the same age group and coach will remain on the same team unless set parent puts player back in the draft.
- A coach may name two assistants before the draft begins (all head coaches and assistant coaches sons automatically go to that team)
- Coaches will select players during the draft on a predetermined draft order selected before the selections begin. If a player is not present at the tryout and is not on a returning team, that player is placed in a hat pick (random pick out of a hat)
- Trades are deemed ok as long as both teams agree on the trade. Each team may trade a maximum of 2 times. All trades must be agreed upon by both teams no later than 10 minutes after the draft.
- Requests are not guaranteed. Requests will not be given out to all coaches (requests consistently deter and undermine the process of creating parity and competition for all)
- All siblings will automatically be placed on the same team.

Equipment:

- **All age divisions are not required to have facemask on their helmets**
- (TBALL) 4-5 division is provided 1 tee, tee balls, 5 helmets, and a bat
- (MODIFIED COACHES PITCH) 6U division is provided 1 catcher combo, balls, 5 helmets, 1 tee
- (COACHES PITCH) 8U division is provided 1 catcher combo, balls, 4 helmets
- (Minors) division is provided 1 catcher combo, balls, and 4 helmets
- (Majors) division is provided 1 catcher combo, balls, and 4 helmets
- Coaches Pitch, Minors, and Ozone divisions may use a bat with the barrel diameter no more than 2 5/8. Bat must also be stamped USA Baseball.
- Tball, Modified Coaches Pitch, Coaches Pitch, Minors, and Ozone divisions are not allowed to wear metal cleats
- Any player coaching a base must wear a helmet
- Any player warming up a pitcher must wear a catcher's facemask
- Teams that do not have bases on practice field will be provided throw down bases

TBALL Rules (3-4)

- No score will be kept or recognized.
- There is no bat rule in this age division

- Only 6 players may play in the infield (the rest must be in outfield positions). The key is to teach all of your players the positions. Each team is required to switch out pitcher position every 3 batters (have your player selected and move quickly on your switch)
- All infield and outfield positions must be played. Do not send your team out onto the field not in position (1st, 2nd, 3rd, SS, P, LF, RF, CF). No catcher position will be needed.
- All players present will play the entire ballgame on offense and defense. All players will bat each inning
- The time limit for each game is 1 hour. There will be no forfeits. All teams will play with the number of players they have present at game time
- Each team will maintain its own line up card. The batting order should remain the same throughout the game
- After the last batter completes his turn in the line up teams will switch sides
- Players cannot intentionally roll the ball to a base to get a runner out
- When a team is on offense, a coach should be in each base-coaching box and shall assist the players at bat. You can have a coach at home plate with the batter
- No umpires will be used in this division
- Runners may not steal
- Time limit is 1 hour or 2 innings complete

Modified Coaches Pitch (6)

- No score will be kept or recognized
- May have 5 coaches. Pitcher coach, catcher coach, two base coaches, and dugout coach.
- Coaches will pitch from 30ft. No buffer is allowed. Coach must have one foot on chalk line when he/she pitches. Coaches will not pitch from inside the circle. Chalk line will be outside of circle
- Each team will bat through their batting order 2 innings and play the field 2 innings
- A 12 foot diameter chalked or painted player pitcher circle with a chalked or painted line in the center of the pitching circle at 46 feet drawn completely across the circle is the designated player pitcher area. Player pitcher must stay behind the 46 foot line to the left or right of coach pitching
- No bat rule for this age division
- 6 infielders max. No players sit on bench defensively. Outfielders must be in grass. In the case of a field having a designated outfield with chalk or paint players must stay 10 feet behind that point.
- Six pitches will be allowed. If the batter does not put the ball into play in those six pitches, the ball will be placed on a tee for them to hit. The batter will get six pitches no matter if he swings and misses 1,2,3,4, or 5 times
- Three offensive coaches are allowed on the playing field when at bat. Manager should remain near the dugout or batter's box. First and third base coaches near respective bases. Two defensive coaches are allowed on the playing field for the defense. Defensive coaches must stay

in the outfield area. A “throw back” coach is also allowed. This coach will stand behind catcher position and throw ball back to coach pitcher (keeps game flowing)

- Half way marks will be provided. In order to get time called ANY player must have ball in possession inside the circle or lead runner must be stopped. Only then will time be granted. If a runner is past the halfway marker he will be awarded the next base. If runner did not pass halfway marker the runner will be required to return to last base touched.
- In the event that you have an overthrow to first, second, third, home plate, or back into player pitcher (ball goes behind the fielder at the base or home plate) the maximum number of bases a runner can advance is one base. He will be advancing at his own risk. If the ball thrown to the base remains in front of fielder at 1st, 2nd, or 3rd runners may advance as far as they want at their own risk
- Once you have an overthrow
 - 1. Runners can advance a MAXIMUM of 1 base
 - 2. They are advancing at their OWN RISK
 - 3. If your runner is put out he is out
 - 4. If the infielder or outfielder makes another errant throw on the 1 base advancement it does not matter. The baserunners are restricted to a MAXIMUM advance of 1 base. Does not matter if you have 1, 2, 3, 4, or 14000 overthrows. Your baserunners are restricted to 1 base after the initial overthrow
- If the coach is struck by a batted ball it will be treated as a foul ball
- If the ball is hit and any defensive player touches the ball first and then the ball hits the coach the play will be treated as a live ball
- No offensive coaches may stand behind batter’s box instructing batter (the only coach who may stand behind catcher is throw back coach). Base coaches may stand behind first and third. If you need to call time to talk to your batter feel free to do so only 1 time per half inning (in order to keep the game moving).
- If the coach interferes with a ball in play, time will be called and the batter will be called out and runners cannot advance
- Infield fly rule is not in effect
- All players listed on lineup card will bat in order they are listed (continuous batting lineup)
- Runners may not steal
- Time limit is 1 hour or 2 innings complete.
- Player must have ball inside circle to get time called. Do not instruct your players to throw ball into circle to coach pitcher.
- No umpires will be used in this division.

COACHES PITCH (7-8)

- Continuous batting order
- 6 infielders max
- Each player must bat once and play 3 consecutive outs on defense. No player may sit consecutive half innings defensively.

- A 12 foot diameter chalked or painted player pitcher circle with a chalked or painted line in the center of the pitching circle at 46 feet drawn completely across the circle is the designated player pitcher area. Player pitcher must stay behind the 46 foot line to the left or right of coach pitching
- Coach pitchers must have both feet inside circle when pitching. Coach does not have to pitch from 46 foot center line. He may move all the way to the front of circle and pitch as long as he has both feet inside the circle when he pitches.
- No bat rule for this age division
- Each player must bat once and play 3 consecutive outs on defense. No player may sit consecutive half innings defensively.
- 4 outfielders max. Players must be in grass at least 10 feet from designated outfield. In the case of a field having a designated outfield with chalk or paint players must stay 10 feet behind that point
- Half way marks will be provided. In order to get time called ANY player must have ball in possession inside the circle or lead runner must be stopped. Only then will time be granted. If a runner is past the halfway marker he will be awarded the next base. If runner did not pass halfway marker the runner will be required to return to last base touched.
- In the event that you have an overthrow to first, second, third, home plate, or back into player pitcher (ball goes behind the fielder at the base or home plate) the maximum number of bases a runner can advance is one base. He will be advancing at his own risk. If the ball thrown to the base remains in front of fielder at 1st, 2nd, or 3rd runners may advance as far as they want at their own risk
- Once you have an overthrow
 - 1. Runners can advance a MAXIMUM of 1 base
 - 2. They are advancing at their OWN RISK
 - 3. If your runner is put out he is out
 - 4. If the infielder or outfielder makes another errant throw on the 1 base advancement it does not matter. The baserunners are restricted to a MAXIMUM advance of 1 base. Does not matter if you have 1, 2, 3, 4, or 14000 overthrows. Your baserunners are restricted to 1 base after the initial overthrow
- Six pitches will be allowed. The batter may strike out by a combination of foul pitches and swinging strikes. If the 6th pitch is fouled, the batter may continue until he either puts ball in play or strikes out. If the batter does not foul the ball and does not swing at the sixth pitch he is out
- If the ball is hit and any defensive player touches the ball first and then the ball hits the coach it will be considered a live ball
- If the coach is struck by a batted ball it will be treated as a foul ball
- No offensive coaches may stand behind batter's box instructing batter. Base coaches may stand behind first and third. If you need to call time to talk to your batter feel free to do so.
- If the coach interferes with a ball in play, time will be called and the batter will be called out and runners cannot advance

- Infield fly rule is not in effect
- All players listed on lineup card will bat in order they are listed
- A half inning consists of 3 outs or 7 runs (maximum)
- Runners may not steal
- Time limit is 1 hour. No inning may be started after the 50 minute mark. Innings must be completed after time limit expires. In case of inclement weather games will be considered final after 45 minutes or 3 complete innings. Game will be considered final after 6 complete innings
- In regular season games may end in a tie. Points are awarded for wins and ties

MINORS (9-10)

- Continuous batting order
- 6 infielders max
- There is no bat rule for this age division.
- 3 outfielders
- Basepaths are closed. Runners may not leave the bag until the ball reaches home plate.
- Each player must bat once and play 3 consecutive outs on defense. No player may sit consecutive half innings defensively.
- Teams will bat one through his entire order (continuous batting order) and substitute defensively freely
- At any point a teams roster drops below 9 players, that team shall take an out when the 9th spot in the order comes to bat. Teams can play with 7 players. However, when the 8th and 9th spots come up in the order they will take outs. If your team falls below the 9 player minimum due to injury, illness, or disqualification you will not be penalized.
- In regular season games may end in a tie. A point system for wins, losses, and ties is used to determine standings.
- Games stopped early due to acts of God that do not satisfy the time limit shall be resumed from the point of termination. Pitching rules, roster options, apply to the current day of the game that is being played, not the original day the game was scheduled
- Pitching distance is 46 feet
- Instructional Balks
- All basepaths will be set at 60 feet
- Should a game satisfy the time limit, but not last 3 complete innings the participation rule can be waived
- Max pitch count is 75 per game.
- Pitch count is on calendar days.

Required Rest	No Rest	1 Day	2 Days	3 Days
Pitches Per Day	1 -- 30	31 - 45	46 - 65	66+

- No pitcher may return to the mound after being pulled from pitching in the same game

- Time limit is 1 hour and 30 minutes. No inning may be started after the 1 hour 20 minute mark. Innings must be completed after time expires. In case of inclement weather games will be considered final after 3 complete innings or 1 hour.
- Courtesy runner for catcher position only. Courtesy runner must be the last out
- A half inning consists of 3 outs or 7 runs (maximum)
- No dropped third strike
- Mercy rule 15 after 3, 10 after 4
- In regular season games may end in a tie. Points are awarded for wins and ties.

OZONE (11-12)

- Continuous batting order
- Pitching distance is 50 feet
- All basepaths will be set at 70 feet
- Drop 3rd strike rule is in effect
- Open base paths. Runners may advance at own risk. Stealing is allowed.
- Instructional balks will be called. If pitcher balks and throws runner out the runner will be safe under instructional balk rule and return back to previous base. No bases will be awarded on instructional balk. If a runner makes it to the next base and pitcher balks runner will stay at base advanced to.
- 6 infielders max
- There is no bat rule for this age division.
- 3 outfielders
- Each player must bat once and play 3 consecutive outs of defense. No player may sit consecutive half innings defensively.
- Teams will bat one through his entire order (continuous batting order) and substitute defensively freely
- At any point a teams roster drops below 9 players, that team shall take an out when the 9th spot in the order comes to bat. Teams can play with 7 players. However, when the 8th and 9th spots come up in the order they will take outs. If your team falls below the 9 player minimum due to injury, illness, or disqualification you will not be penalized.
- Courtsey runner with 2 outs for the catcher.
- Regular season games may end in a tie. Points are awarded for wins and ties.
- Should a game satisfy the time limit, but not last 3 complete innings the participation rule can be waived
- Max pitch count is 85 per game
- Pitch count is on calendar days.

Required Rest	No Rest	1 Day	2 Days	3 Days
Pitches Per Day	1 -- 30	31 - 45	46 - 65	66+

- No pitcher may return to the mound after being pulled from pitching in the same game
- Time limit is 1 hour and 30 minutes. No inning may be started after the 1 hour 20 minute mark. Innings must be completed after time expires. In case of inclement weather games will be considered final after 3 complete innings or 1 hour.
- Courtesy runner for catcher position only. Courtesy runner must be the last out
- Half inning consists of 3 outs or 7 runs scored max
- Mercy rule 15 after 3, 10 after 4

SCORE KEEPER

- Each team shall appoint a scorekeeper. The Scorekeeper may also act as the “Innings Pitched” recorder. The home team scorekeeper shall be the official scorekeeper for the game.

SPORTSMANSHIP

- All players, coaches, and parents are expected to behave in a sportsmanlike manner at all times. The umpire’s judgement calls are not to be argued. Any player, coach, parent, or fan whose conduct is unbecoming or abusive will be warned and may be removed from the playing field or the game site.

EJECTION

- In all age groups, the first ejections results in suspension for the rest of the game. The player or coach must leave the game site, which includes the parking lot, in which the ejection occurs and is also suspended from the team’s next game.

FORFEITS

- If a team has to forfeit a game for any reason, the score shall be recorded as the number of innings in a complete game to zero (0). *Example: The score for a forfeited 10U game would be recorded as 6-0.*

TRIPS TO THE MOUND

- When a team is charged with its second trip to the mound in an inning, the pitcher must be removed from the pitching position for the remainder of the game. The pitcher may be moved to another defensive position, but may not return to the pitcher’s position.

COMPLETE GAME

- For Tee-Ball (5) and Modified Coaches Pitch (6), a total of two (2) innings are played both defensively and offensively by both teams. The score is not kept.
- The table below indicates Complete Games and Official Games if a game is shortened due to inclement weather.

	Coaches Pitch (8U)	Minors / Ozone 10U-12U	
Complete Game	5 Innings	6 Innings	
Official Game	3 Innings	4 Innings	
Official Game if the Home Team is ahead	2½ Innings	3½ Innings	

TIME LIMITS

- The umpire shall provide both teams with the official starting time of the game. The official time should be recorded in the scorebook by each team's scorekeeper. The time limits begin with the official starting time, not the scheduled game time.
- The game shall be ended if the Time Limit is reached and the Home team is ahead. No new inning shall be started after the limits indicated for "No New Inning After".

	Coaches Pitch (8U)	10U	12U	14U
Time Limit	1 hour	1 hour 30 minutes	1 hour 30 minutes	1 hour 30 minutes
No New Inning After	50 minutes	1 hour 20 minutes	1 hour 20 minutes	1 hour 20 minutes
				1 hour 35 minutes DROP TIME

HELMETS

- **Facemask must be worn on helmets in the 8U Coaches Pitch Division. Players in 10U Minors and 12U Majors do not have to wear a facemask.**

SOFTBALL

Balls

- A regulation softball will be used for all softball divisions. In the Coach Pitch and 9-10 Kid Pitch divisions an 11 inch ball will be used. In the 11-12 Kid Pitch division a 12 inch ball will be used.
- **9-10 Kids Pitch (softball)** – if the pitcher walks a total of three batters the coach for the team batting will come out and pitch the remainder of that inning. The player pitcher will start each inning of the game. This should keep the game moving and still allow pitchers to work in the games and not penalize a pitcher with good control. When the coach pitches to the batters, they have 5 pitches OR 3 SWINGING STRIKES and all rules revert back to 2nd and 3rd grade division rules.

Base lines

- 2nd and 3rd / 4th and 5th baseball and softball and 6th and 7th softball = 60 feet

Base Stealing

- In all divisions Coach Pitch and 9-10 Kid Pitch, a runner must remain in contact with the base until the ball reaches home plate. If a player is called for "leaving early", the defensive coach shall have the choice of having the runner return to the last base occupied AND whether to accept the pitch as called, or to consider it a "no pitch". Example: A runner on first leaves before the ball reaches the plate, as indicated by the umpire. The batter swings and hits a single into right field. The runner advances to third on the hit. After play is stopped, the defensive coach may send the runner back to first and consider it a "no pitch", where the batter would return to the plate and assume the previous count. Exceptions: a.) The batter hits a ground rule double, in which case all runners will advance two (2) bases. b.) The batter hits a fly ball over the outfield fence in fair territory (home run). c.) The batter is hit by the pitch. In the 4th and 5th grade division of baseball and softball, a base runner cannot steal home on a passed ball.

Batting

- In Coach Pitch division a batter shall receive up to five (5) pitches. A batter is out if he does not put the ball into play with one of the five (5) pitches. If the fifth pitch is hit foul, the batter continues until the ball is put into play or is missed. If the catcher catches a foul ball (pop up) on any pitch or a foul tip on the fifth pitch, the batter is out.
- In all age groups, if a batter slings a bat the umpire will issue a warning to each team. All subsequent batters on either team that sling a bat are OUT.

Pitching

- In Coach Pitch division, pitching is by the offensive team's coach or designate. The adult pitcher shall pitch from within the pitching circle. The adult pitcher may pitch underhand or overhand, from the standing or kneeling position. If the adult pitcher is hit by a batted ball or catches a batted ball in self-defense, it is considered a base hit and dead ball all runners move up one base(not to penalize the batter for a well hit ball). If, in the umpire's opinion, the adult pitcher intentionally interferes with a batted ball, the batter is OUT. In the Coach Pitch division, the player in the pitcher's position must remain within the pitching circle until the ball crosses the plate. The player may stand behind or beside the adult pitcher, but not in front. In all other

divisions a pitcher cannot pitch more than 6 innings a week when there are 2 scheduled games in one week and 8 innings a week when there are 3 scheduled games in one week. A week is defined as Monday – Saturday.

- **9-10 Kid Pitch (softball)** – if the pitcher walks a total of three batters the coach for the team batting will come out and pitch the remainder of that inning. The player pitcher will start each inning of the game. This should keep the game moving and still allow pitchers to work in the games and not penalize a pitcher with good control. When the coach pitches to the batters, they have 5 pitches OR 3 SWINGING STRIKES and all rules revert back to Coach Pitch division rules.

Pitching Distance

- In the Coach Pitch Division a 10 foot circle will be drawn around the pitching rubber. The coach must pitch from within that circle.
- 9-10 Kid Pitch Division: Softball = 35 feet
- 11-12 Kid Pitch Division: Softball = 40 feet

Time Limit

The umpire shall provide both teams with the official starting time of the game. The official time should be recorded in the scorebook by each team's scorekeeper. The time limits begin with the official starting time, not the scheduled game time.

The game shall be ended if the Time Limit is reached and the Home team is ahead. No new inning shall be started after the limits indicated for "No New Inning After".

	9-10 & 11-12 Softball
Time Limit	1 hour 30 minutes
No New Inning After	1 hour 20 minutes
	Drop dead 1hr 35min
	Revert to last complete

13-14 BASEBALL

- SCHSL school rules (with the exception of batting order)
- Metal spikes allowed
- Bats must be stamped USA Baseball (may also use a -3 bat bbcor)
- Pitching distance is 60 feet
- All basepaths will be set at 90 feet
- Drop 3rd strike rule is in effect
- Balks will be called
- Open base paths. Runners may advance at own risk. Stealing is allowed.

- 6 infielders max
- The home team shall occupy the dugout on the third base side of the field. The visiting team shall occupy the dugout on the first base side of the field.
- There is no bat rule in this division.
- 3 outfielders
- **Seven Run Rule**
- In all divisions the offensive team shall score no more than 7 runs in an inning. When the 7th run crosses the plate, play stops and the offensive team assumes three (3) outs.
- Each player must bat once and play 3 consecutive outs of defense.
- Teams will bat one through his entire order (continuous batting order) and substitute defensively freely
- At any point a teams roster drops below 9 players, that team shall take an out when the 9th spot in the order comes to bat. Teams can play with 7 players. However, when the 8th and 9th spots come up in the order they will take outs. If your team falls below the 9 player minimum due to injury, illness, or disqualification you will not be penalized.
- Regular season games may end in a tie.
- Should a game satisfy the time limit, but not last 3 complete innings the participation rule can be waived
- Max pitch count is 75 per game.

Required Rest	No Rest	1 Day	2 Days	3 Days
Pitches Per Day	1 -- 30	31 - 45	46 - 65	66+

- A player who has pitched may not move to catcher in the same game/day.
- No pitcher may return to the mound after being pulled from pitching in the same game
- Pitcher will be allowed to finish the batter if he reaches the 75 pitch limit during the at-bat.
- Time limit is 1 hour and 30 minutes. No inning may be started after the 1 hour 20 minute mark. There is 1 hour 45 minute drop time. Innings must be completed after time expires. In case of inclement weather games will be considered final after 3 complete innings or 1 hour.
- Courtesy runner for catcher position only. Courtesy runner must be the last out
- **Half inning consists of 3 outs or 7 runs scored max**
- Mercy rule 15 after 3, 10 after 4