



**SPRING  
BASEBALL RULES**

### **Inclement Weather Procedure (Please Follow our Social Media Pages)**

- Check your email to see a message from Civic Rec
- Check “**Mauldin Recreation**” Facebook Page
- Check “**Mauldin\_Recreation**” Instagram Page

Please make sure you follow this procedure. During days with inclement weather the athletic office is flooded with phone calls. This is the exact procedure that we follow every time inclement weather arrives. Games are only canceled if you receive word through one of the options above. If none of the options above are showing a cancellation show up ready to play.

### **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 the 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 a guardian before leaving the 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. Except for 4U, 6U, 14U Baseball and all Softball age groups.
- 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 1<sup>st</sup> of the current year
- Leagues are divided by age groups 4U (tball), 6U(Modified Coaches Pitch) (A), 8U (Coaches Pitch) (AA), Minors, and OZone
- Coaches are appointed by the 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 the set parent puts the 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 can protect three players max and their siblings
- 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 Softball age divisions are required to have facemask on their helmets**
- **No bat rule or restrictions.**
- (TBALL) 3-4 division is provided tee and balls
- (MODIFIED COACHES PITCH) 6U division is provided tee and balls
- (COACHES PITCH) 8U division is provided 1 catcher combo and balls
- (Minors) division is provide 1 catcher combo and balls
- (Majors) division is provided 1 catcher combo and balls
- 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

#### **T BALL Rules (3-4)**

- No score will be kept or recognized.
- 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 (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 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 (5-6)**

- 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 the 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
- 6 infielders max. No players sit on the 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 on 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 "throwback" 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 the 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 the runner did not pass the halfway marker the runner will be required to return to the 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 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> 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 the batter's box instructing the batter (the only coach who may stand behind the catcher is the 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 the ball inside the circle to get time called. Do not instruct your players to throw the ball into the circle to coach the 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 the circle when pitching. Coach does not have to pitch from the 46 foot center line. He may move all the way to the front of the circle and pitch as long as he has both feet inside the circle when he pitches.
- 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 the ball in possession inside the circle or the 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 the runner did not pass the halfway marker the runner will be required to return to the 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 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> 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 6<sup>th</sup> pitch is fouled, the batter may continue until he either puts the 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 the batter's box instructing the 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 5 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 the 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
- 3 outfielders
- Base Paths 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 9<sup>th</sup> spot in the order comes to bat. Teams can play with 7 players. However, when the 8<sup>th</sup> and 9<sup>th</sup> 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 Balls
- 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 5 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 3<sup>rd</sup> strike rule is in effect
- Open base paths. Runners may advance at their own risk. Stealing is allowed.
- Instructional balks will be called. If the pitcher balks and throws the runner out the runner will be safe under instructional balk rule and return back to the previous base. No bases will be awarded on instructional balk. If a runner makes it to the next base and the pitcher balks, the runner will stay at base advanced to.
- 6 infielders max
- 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 9<sup>th</sup> spot in the order comes to bat. Teams can play with 7 players. However, when the 8<sup>th</sup> and 9<sup>th</sup> 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.
- Courtesy 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 5 runs scored max**
- Mercy rule 15 after 3, 10 after 4

### 13-14 BASEBALL

- SCHSL school rules (with the exception of batting order)
- Metal spikes allowed
- Pitching distance is 60 feet
- All basepaths will be set at 90 feet
- Drop 3<sup>rd</sup> strike rule is in effect



- Balks will be called
- Open base paths. Runners may advance at their 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.
- 3 outfielders
- In all divisions the offensive team shall score no more than 5 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 9<sup>th</sup> spot in the order comes to bat. Teams can play with 7 players. However, when the 8<sup>th</sup> and 9<sup>th</sup> 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
- Pitchers 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 5 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 judgment 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 ejection 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 and Modified Coaches Pitch, 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.

	<b>Coaches Pitch (8U)</b>	<b>Minors / Ozone 10U-12U</b>	
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<b>Complete Game</b>	5 Innings	6 Innings	
<b>Official Game</b>	3 Innings	4 Innings	
<b>Official Game if the Home Team is ahead</b>	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".

	<b>Coaches Pitch (8U)</b>	<b>10U</b>	<b>12U</b>	<b>14U</b>
<b>Time Limit</b>	1 hour	1 hour 30 minutes	1 hour 30 minutes	1 hour 30 minutes
<b>No New Inning After</b>	50 minutes	1 hour 20 minutes	1 hour 20 minutes	1 hour 20 minutes