

Monroe County Recreation Department
Baseball Local League Rules

8U - 7&8 Baseball Local League Rules Pitching distance 40', Base distance 60'

Each player must play in the field at least 1 inning. (5 Inning Games)

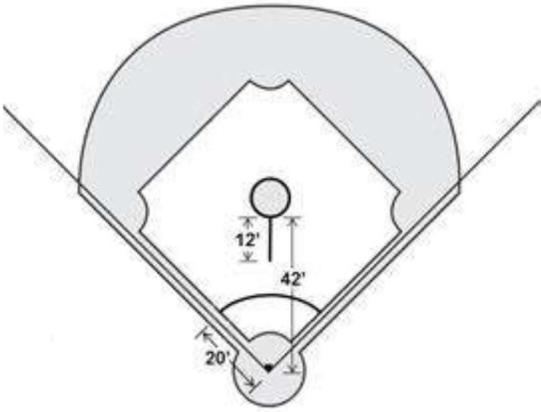
1. Face masks and chin straps will be Parental Preference on all batting helmets.
2. No Steel Cleats.
3. Run limit per inning is 5 runs.
4. There is no stealing at any time. Runners cannot advance on a passed ball at the plate or back to the pitcher.
5. The defense must stop the lead runner from advancing to the next base. Once the lead runner has been stopped and the ball returned to the mound, "Time" will be called and the play is then dead.
6. Continuous batting order will be implemented
7. This league will be a hybrid Kid/ Coach pitch. Coach pitch will come into effect after the pitch count reaches 3 pitches from the pitcher. The coach will have 10 seconds to get to the mound and pitch. The coach pitcher has a maximum of 3 pitches to allow batter to put ball into play. Strikes will be called when kid pitcher is pitching and the count will continue when coach pitcher comes in. (Example: If the batter has 2 strikes when the coach pitcher comes in and swings and misses the first pitch, they are out.)
8. The pitching rubber will be set at 40' and there will be a 12' circle painted around the mound. The kid pitcher must pitch from mound but the coach pitcher can choose to pitch from the mound or in front of the mound up to painted T.
9. Coach pitchers must get off of the field as soon as possible after their pitch is hit and may not coach their team to run or stay. This is for the base coaches to do.
10. If, while the kid pitcher is pitching, a batter gets hit by pitch, 1st base will be awarded to the batter, and base runners will advance "1" base. This does not apply while the coach is pitching.
11. Players must avoid unnecessary contact on possible play at the plate.
12. If ball goes under or bounce over outfield fence the batter only gets a double and the runners advance. Raise hands to notify umpire.
13. Time Limit is 1 hour 15 minutes. No new inning will begin after 1 hour 5 minutes. Time starts immediately after pregame meeting at home plate.
14. 15 minute grace period for 1st game only. Clock starts at scheduled time.
15. All games, except for play-off games, can end in a tie.
16. You can play with 8 players, but when the 9th player comes up to bat it is an automatic out every time that player comes up.
17. No jewelry is allowed. This means no earrings, studs, nose rings, bobby pins, barrettes (including plastic ones), jewelry related to body piercings, necklaces, etc. **PIERCED EARS CANNOT BE TAPED TO PLAY.** Religious and medical-alert medals are not considered jewelry. A religious medal must be taped and worn under the uniform. A medical-alert medal must be taped and may be visible.
18. Coaches will remain in the dugout when your team is in the field. Only base coaches and coach pitcher allowed out of the dugout.

7.09 Coach Pitch Specific Rules Of Play (8U):

- 7.09. A** Fair Ball Arc: There shall be a twenty (20) foot arc from the first (1st) Baseline to the third (3rd) baseline in front of home plate. A batted ball Must advance to this line to be adjudged as fair.
- 7.09. B** Pitching Circle: There shall be a ten (10) foot diameter circle with the Front edge set at forty-two (42) feet from the rear point of home plate.
- 7.09. C** Pitcher's Line: There shall be a line from the front edge of the Pitching Circle twelve (12) feet towards home plate.
- 7.09. C.1** The coach pitcher shall be an adult at least eighteen (18) Years of age.
- 7.09. C.2** The coach pitcher shall keep one foot on or straddle the Pitcher's Line and shall not verbally or physically coach

while in the pitching position.

7.09. C.3 The coach pitcher shall position himself as not to be an impediment to the defensive team on any Possible "live ball" play.



10U - 9&10 Baseball Local League Rules ...Pitching distance 46', Base distance 65'

Each player must play in the field at least 1 inning. (5 Inning Games)

1. Face masks, chin straps will be Parental preference on batting helmet.
2. No Steel Cleats.
3. Continuous batting order will be implemented.
4. 5 Runs per inning run limit.
5. Infield fly rule is in effect.
6. Players can lead off bases. Cannot advance to stolen base till the pitcher starts forward motion to the plate. If player leaves early they will be called out. Must make an attempt to return to the bag on 1st pickoff attempt.
7. Drop 3rd strike rule is in effect.
8. If ball goes under or bounce over outfield fence the batter only gets a double and the runners advance. Raise hands to notify umpire.
9. The umpire will speak with a pitcher and explain what he is doing wrong before he calls a BALK. This will be considered the warning. After the pitcher has been warned and spoken to by the umpire, BALKS WILL BE CALLED.
10. Pitchers will have 20 seconds after the catcher throws the ball back to the pitcher to put the ball in play.
11. All games, except for playoff games, can end in a tie.
12. Time limit is 1 hour and 15 minutes. No new inning will be started after 1 hour and 15 minutes. Time starts immediately after pregame meeting at home plate. 15 minute grace period for 1st game only. Clock starts at scheduled time.
13. You can play with 8 players, but when the 9th player comes up to bat it is an automatic out every time that Player comes up.
14. No jewelry is allowed. This means no earrings, studs, nose rings, bobby pins, barrettes (including plastic ones), Jewelry related to body piercings, necklaces, etc. PIERCED EARS CANNOT BE TAPED TO PLAY. Religious and medical-alert medals are not considered jewelry. A religious medal must be taped and worn under the uniform. A medical-alert medal must be taped and may be visible.
15. Coaches will remain in the dugout when your team is in the field. Only base coaches allowed out of the dugout

AGE DIVISION	1 DAY MAX TO PITCH THE NEXT DAY	1 DAY MAX	3 DAY MAX
10U-12U	3	6	8

12U - 11&12 Baseball Local League Rules ...Pitching distance 50', Base distance 70'

Each player must play in the field at least 1 inning. (6 Inning Games)

1. Face masks, chin straps will be Parental preference on batting helr
2. No Steel Cleats.
3. Continuous batting order will be implemented.

AGE DIVISION	1 DAY MAX TO PITCH THE NEXT DAY	1 DAY MAX	3 DAY MAX
10U-12U	3	6	8

4. 7 Runs per inning run limit.
5. Infield fly rule is in effect.
6. Players can lead off bases.
7. Drop 3rd strike rule is in effect.
8. Players must avoid unnecessary contact on possible play at the plate..
9. If ball goes under or bounce over outfield fence the batter only gets a double and the runners advance. Raise hands to notify umpire.
10. The umpire will speak with a pitcher and explain what he is doing wrong before he calls a BALK. This will be considered the warning. After the pitcher has been warned and spoken to by the umpire, BALKS WILL BE CALLED.
11. Pitchers will have 20 seconds after the catcher throws the ball back to the pitcher to put the ball in play.
12. All games, except for playoff games, can end in a tie.
13. Time limit is 1 hour and 30 minutes. No new inning will be started after 1 hour and 30 minutes. Time starts immediately after pregame meeting at home plate.
14. 15 minute grace period for 1st game only. Clock starts at scheduled time.
15. You can play with 8 players, but when the 9th player comes up to bat it is an automatic out every time that player comes up.
16. No jewelry is allowed. This means no earrings, studs, nose rings, bobby pins, barrettes (including plastic ones), Jewelry related to body piercings, necklaces, etc. PIERCED EARS CANNOT BE TAPED TO PLAY. Religious and medical-alert medals are not considered jewelry. A religious medal must be taped and worn under the uniform. A medical-alert medal must be taped and may be visible.
19. Coaches will remain in the dugout when your team is in the field. Only base coaches allowed out of the dugout.

14U - 16U Baseball Local League Rules ...Pitching distance 60.6', Base distance 90'

Each player must play in the field at least 1 inning. (7 Inning Games)

1. Face masks and chin straps are not required on batting helmets.
2. Steel Cleats are allowed 14U+ ONLY. (Tennis Shoes for Pitching)
3. Continuous batting order will be implemented.
4. 7 Runs per inning run limit.
5. Infield fly rule is in effect.
6. Players can lead off bases.
7. Drop 3rd strike rule is in effect.
8. All games, except for playoff games, can end in a tie.
9. Players must make an attempt to "get down" or out of the way on a potential play at the plate.
10. If ball goes under or bounce over outfield fence the batter only gets a double and the runners advance. Raise hands to notify umpire.
11. The umpire will speak with a pitcher and explain what he is doing wrong before he calls a BALK. This will be considered the warning. After the pitcher has been warned and spoken to by the umpire, BALKS WILL BE CALLED.
12. Pitchers will have 20 seconds after the catcher throws the ball back to the pitcher to put the ball in play.
13. 14U Time limit is 1 hour 30 minutes. No new inning will be started after 1 hour and 45 minutes. Time starts immediately after pregame meeting at home plate.
14. 16U Time limit is 2 hours. No new inning will be started after 2 hours. Time starts immediately after pregame meeting at home plate.
13. 15 minute grace period for 1st game only. Clock starts at scheduled time.
14. You can play with 8 players, but when the 9th player comes up to bat it is an automatic out every time that player comes up.
15. No jewelry is allowed. This means no earrings, studs, nose rings, bobby pins, barrettes (including plastic ones), Jewelry related to body piercings, necklaces, etc. PIERCED EARS CANNOT BE TAPED TO PLAY. Religious and medical-alert medals are not considered jewelry. A religious medal must be taped and worn under the uniform. A medical-alert medal must be taped and may be visible.
16. Coaches will remain in the dugout when your team is in the field. Only base coaches allowed out of the dugout.

AGE DIVISION	1 DAY MAX TO PITCH THE NEXT DAY	2 DAY MAX	3 DAY MAX
14U+	3	7	8

ANY RULES NOT SPECIFICALLY OUTLINED IN THESE LOCAL LEAGUE RULES WILL REFER BACK TO THE USSSA RULE BOOK. If you have any questions please feel free to contact @ 478-994-7795

The **RUN RULE** awards a win to the team that has a 12 run lead after the 3 completed innings or 2 ½ innings if the home team is ahead. 8 runs after 4 innings.* Please allow all hitters to hit

The umpires respectfully request the following of coaches at ALL age ranges:

*At the 2nd out...please have your catcher begin to suit up and be ready to assume the position....even if they are on deck they can be wearing the leg protectors and take them off to bat. This will save on tremendous amount of time in each game if all coaches work with their catcher to do this. PLEASE consider having a dug out mom in your dug out to assist you in this and to help your catcher gear up.

NOTE: If your team only has 7 players at the start of the game, you will be forced to forfeit the game on the books. You are able to pick up another child to make your team have a min of 8 players to scrimmage for that game time. *Coaches will facilitate scrimmage. Scorekeepers will not keep scorebooks during scrimmage.*