



2018 Youth Baseball & Softball Rules

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AP&R Youth Baseball/Softball Coordinator:

Don Mendoza: 587-2524, dmendoza@ci.alamosa.co.us

AP&R Youth Baseball/Softball Assistant Coordinator:

Alamosa Family Recreation Center: 589-2105 2222 Old Sanford Rd. 81101 www.AlamosaRec.org

Facebook: *City of Alamosa Activities*

Age Groups for Boys and Girls/Description

**Age for division placement is determined as of June 1, 2018. Player move ups or exceptions must be approved by AP&R League Coordinator. Girls have the option to continue to play baseball with the boys.*

Coed Teeball: ages 5-6; Focus is on exposure for the beginning player.

Coed Machine Pitch Baseball: ages 7-8; Focus is on basic fundamentals and instructions for baseball. Umpire will operate pitching machine at games. Fundamentals of pitching should be taught at this level.

Player-Pitch Baseball/Softball: ages 9-10; players pitch. Focus is on basic fundamentals and instructions for baseball/softball.

Player-Pitch Boys: ages 11-13; players pitch. Focus is on developing and advancing players in the complete game of baseball/softball. No restrictions on base stealing or bunting.

Player-Pitch Girls: ages 11-13; players pitch. Focus is on continuing to develop the player in the complete game of baseball/softball. No restrictions on bunting; leading off/stealing only allowed after ball crosses home plate.

Division Snapshot

Division	Game Location	Game Day(s)	Travel	Bases (Feet)	Mound (Feet)	Bat Length	Balls
T-Ball (ages 5-6)	Sunset Park	Tue's only	No	50	38	24-26"	RIF 1 teeball
Machine Pitch Coed (ages 7-8)	Sunset Park	Thu's only	No	50	38	24-27"	RIF 5 baseball
Player Pitch Boys (ages 9-10)	Cole Park	Mon & Wed	Yes	60	44	26-29"	RIF 5 baseball
Player Pitch Girls (ages 9-10)	Lee, Field 4	Tue	Yes	65	40	26-29"	RIF 10, 11" softball
Player Pitch Boys (ages 11-13)	Cole Park	Thu	Yes	70	48	28-32"	RIF 5 baseball
Player Pitch Girls (ages 11-13)	Lee, Field 4	Thu	Yes	65	40	28-32"	11" .44/375 SB (green dot)

Sportsmanship

All players, coaches, and spectators are expected to behave in a manner befitting of youth sports. Any violations of this code will result in the ejection of that player, coach, or spectator from the park. The local site supervisor shall have the authorization to enforce sportsmanlike conduct, declare a forfeit, and/or remove parents, coaches or spectators if necessary. The umpire has the complete authority of the game, shall enforce sportsmanlike conduct, and has the right to declare a forfeit if necessary. Negative cheering and taunting are considered unsportsmanlike conduct.

Throwing a bat, a mitt, or batting helmet:

- A batter shall not throw the bat, regardless of whether it is intentional or unintentional. On the first occurrence, the batter will be warned; on the second, he will be called out. If on a third occurrence, the player will be ejected from the game.
- If a fielder throws his glove, hat, or any other equipment in an unsportsmanlike manner, he will receive a warning for the first offense and on the second and subsequent offense, runners shall advance two bases.
- If a batter or runner throws a helmet in an unsportsmanlike manner, he will receive a warning for the first offense and on the second and subsequent offense will be declared out by the umpire.
- All players outside of the dugout shall wear batter's helmet at all times when at bat, including when inside the on-deck circle. Any bat boy, base runner, player base-coaches and/or any offensive player on the field will also be required to wear helmets at all times.
- The umpire has the authority to eject any player for unsporting behavior without prior warning.

Player Equipment

- All players must wear uniform shirts and hats the league provides. Pant or short color may vary.
- Rubber cleats are encourage, but not required. Metal cleats will not be allowed.
- Protective cups are required for boys at the Pinto level and higher.
- Mouthpieces, face masks, and chin straps for batting helmets are encouraged.
- All jewelry must be removed.

Bats

- Bats of aluminum or composite materials are allowed
- Baseball bats must be "Approved for Baseball", with a barrel diameter of 2-1/4" to 2-5/8"
- Softball Bats must have an "Official Softball" stamp, with a barrel diameter of 2-1/4"
- All bats must be free of dents, cracks, or other defects. Unmarked bats may not be used.

Any batter who uses an illegal bat shall be called out and all runners shall return to the bases occupied by them at the time such batter took his position in the batter's box, if protested by the opposing team coach prior to the first pitch to the next batter. The first offense shall result in a warning; second offense shall result in the coach's ejection.

Note: any player, parent or coach caught tampering with gear to give a player or team an unfair advantage will result in disciplinary actions, such as possible ejection from the game.

Catcher's Equipment

For all leagues except Shetland, catchers must wear a catcher's helmet, chest protector, and shin guards. When warming up a pitcher without the use of a fully-suited catcher, the temporary catcher must wear a catcher's helmet if a minor.

T-Ball Rules

1. The entire roster of players present for the game shall bat in rotation.
2. T-ball is coach-officiated.
3. 10 players will be used defensively, with 4 outfielders.
4. Bunting and stealing are not allowed; base runners must have contact with the base until the ball is in play.
5. The batting tee will be placed on home plate and a coach will remove tee while ball is in play.
6. The 3-strike rule will be in effect and the ball must travel 10 feet or it's considered a foul ball. A ten foot arc from home plate will be chalked. Any hit ball that does not reach first or third base and moves foul will be a foul ball.
7. Catchers will stand off to the side until they must field their position defensively.
8. There is no dropped-third strike rule.
9. There is no infield fly rule.
10. Free substitutions may be utilized on defense.

11. When a ball is in play and is returned to the catcher, the ball is dead and all runners or runner must remain on their base and not advance.
12. If a coach is immediately hit by a live ball, whether it is thrown or hit by the batter, the ball is automatically dead and the runners advance one base.
13. T-ball games are 3 inning or 45 minutes, whichever comes first. Score is not kept.

Coed Machine Pitch Rules

1. One umpire will officiate and operate the pitching machine. Coaches from both teams will keep score.
2. 10 players will be used defensively, with 4 outfielders. Teams may bat with one extra hitter. Teams do not bat through entire line up.
3. Number of Players: Teams may play short-handed, with no penalty throughout regular season; or loan a player to the opposite team.
4. Pitching: Coed 7-8 division will be machine pitch only and the 3-strike rule will be in effect. Three strikes and the batter is out, but the batter can stay alive on fouls. Umpire will administer as many pitches needed to achieve a hit or strike out; there are no walks. If the pitch is deemed unhittable, the umpire will announce "No Pitch" and no strike will be recorded. However, if a "No Pitch" ball is hit, the ball will be live if put into play or count as a foul if fouled off. If a batter is hit by a pitch, they will be entitled to advance to first base at the umpire's discretion.
5. Catchers will assume their position to receive pitches, must wear full catcher's equipment.
6. There is no dropped-third strike rule.
7. There is no infield fly rule.
8. Free substitutions may be utilized on defense.
9. When a ball is in play and is returned to the pitcher, the ball is dead and all runners or runner must remain on their base and not advance.
10. If a coach or umpire is immediately hit by a live ball, whether it is thrown or hit by the batter, the ball is automatically dead and the runners advance one base. If the umpire deems the coach actively interferes with play, or attempt to make a play, the lead runner is automatically out.
11. Coed Machine Pitch shall play a 6 innings or 75 minutes, unless the home team does not need its last half inning. If there is less than 5 minutes left in game, a new inning will not be started.
12. No more than 5 runs shall be counted for score each inning for both teams except the 6th inning. Once 5 runs have been scored by a team in an inning, the offense and defense switch out. Games may end in a tie.
13. Run rule is in effect for Pinto-15 runs after 3 innings, 10 runs after 4 innings with the home team getting last at bat, except if ahead. If time remains, teams may unofficially keep playing.
14. No Stealing or leading off allowed.

Player Pitch Boys/Girls (9-10) & Boys/Girls (11-13) Rules

1. Pitching:
For the safety of our young pitchers, the following pitch count regulations will be observed:
95 pitch maximum/day (pitcher may finish out the inning when pitch maximum/day is reached)
71-95 pitches in a day requires 3 calendar days rest
51-70 pitches in a day requires 2 calendar days rest
31-50 pitches in a day requires 1 calendar days rest
1-30 pitches in a day requires zero calendar days rest
 - Coaches should abide by pitch count rules in good faith.
 - For games played in Alamosa, the scorekeeper is responsible for keeping track of pitch counts for all pitchers for both teams playing. The scorekeeper will notify coaches prior to the evening's games of the pitch count totals/pitcher. When playing away, coaches should abide by pitching rules in good faith.

- Coaches who violate pitch count and rest rules will be warned on the first occurrence. On the next occurrence, a coach will be suspended from the team's next game. If pitch count rules continue to be violated, the League Director reserves the right to remove the coach from the team.
 - During tournament play, pitching regulations will be relaxed by 1 calendar day.
 - A pitcher may re-enter the game and pitch again if they have not reached the daily limit.
2. Number of Players:
- 9-10 & 11-13 Boys: 10 in the field, can bat 11 (one extra hitter)
- Teams may play short-handed, with no penalty throughout regular season; or loan a player to the opposite team, with the stipulation that this loaned player may not pitch or catch. During tournament play, players may not be borrowed. Borrowed players must come from same age division.
3. Substitutions
- Players should play a minimum of 2 innings or six outs and bat a minimum of 2 at bats.
 - Players may be substituted at any time the ball is dead during a game. A substitute shall bat in the replaced player's position in the team's batting order but may be used in any fielding position. Coaches shall see that substitutions are properly called to the attention of the official scorekeeper or opposing coach. Any player, whether a starter or substitute, who has been removed from the game may re-enter the game one time provided that they occupy the same position in the batting order they originally occupied.
 - In the event a coach has used all of his eligible players and a player is injured, becomes ill and cannot continue, is ejected or removed from the game by an umpire or official, or is not present when a suspended game is resumed, the game shall not be forfeited. The coach shall select a player from the bench who is capable of playing the position of the injured or ill player, but who has already been in the game and this player shall replace the injured or ill player.
4. Run Rule: 15 runs after 3 innings, 10 runs after 4 innings with the home team getting last at bat, except if ahead. If time remains, teams may unofficially keep playing.
5. Infield Fly Rule
- An INFIELD FLY is a fair fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, when there are less than two outs. The pitcher, catcher and any outfielder stationed in the infield on the play shall be considered infielders for the purpose of this rule.
 - When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baseline, the umpire shall declare "Infield Fly, if Fair."
 - The ball is live and runners may advance at the risk of the ball being caught or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.
 - If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul and remains foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground, outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly.
6. Overthrow Rule: If a fielder overthrows a ball and the ball goes out of play (over the fence, in a dugout), a runner shall receive a one base award.
7. Pitcher Conferences/Delay of Game: A coach shall be entitled to request time, on defense, to talk to his players twice during the same inning while the same pitcher is on the mound without penalty. On the third request for time with the same pitcher on the mound, the coach will be required to remove the pitcher from the mound but not the game. Pitchers shall have to the count of ten to deliver a pitch from the time the umpire says "play ball".
8. Offensive Conferences/Injury Time Outs: One time-out shall be allowed on offense to talk to a batter during the same time at-bat. Requesting a second time-out to talk to the batter during the same at-bat shall result in the coach being removed from the coach's box and placed in the dugout for the remainder of the game. A time-out

because of injury or sickness or for the purpose of discussing a play situation with an umpire shall not be considered a charged time out for the purpose of this rule. Also, coaches are cautioned that an umpire is the only one who can call time; coaches may only request that time be called by the umpire.

9. Live Ball: The ball is considered live after the umpire calls "play" and is in play. The ball remains live until it is legally caused to become dead or at the umpire's call, "time", suspending play. While the ball is dead, no player may be put out, no bases may be run, and no runs may be scored. Exception: runners may advance one or more bases as the result of acts which occurred while the ball was live, such as but not limited to a balk, an overthrow, interference, a home run or other fair ball hit out of the playing field.
10. Game Duration: Official time is kept by the scorekeeper. Umpire shall announce the game time at the start of the game. A game is considered regulation after 4 innings (or 3 ½ if the home team is ahead), in the event of game suspension due to adverse weather or unforeseen circumstances.
11. Home Team: The home team is listed on the schedule as the home team in season play. There shall be no coin toss. Every attempt will be made to balance total number of home and away games.
12. Warm Ups: Practicing on the infields is not allowed on the game field once the infield has been dragged and chalked, except for at the start of a game, pitchers are entitled to eight warm-up pitches from the mound, both the visiting and the home pitcher. At the start of each inning after the first inning, pitchers will be allowed five warm-up pitches. New pitchers are allowed eight pitches at the time they enter the game (whether at the start of an inning or during an inning) unless the previous pitcher was removed due to injury.
13. Courtesy Runners are allowed for pitchers and catchers and can be used at the discretion of the coach. The courtesy runner should be a player not already in the game, but can be a player already in the game if no other players are available to run.

Player Pitch 9-10 Boys Baseball - Special Rules

1. Official Baseball Rules are in effect, except for following:
2. Leading off is allowed once ball crosses home plate.
3. Stealing is allowed, but stealing home is not.
4. A batter may not advance on a dropped-third strike; ball is dead. The ball is dead after a batter has been walked.
5. Runner at 3rd base may not take a "running lead off".
6. Bunting: For safety reasons, if a player shows bunt, the player can bunt or can pull back. If he pulls back though, he may not hit the ball. If the player hits the ball after showing bunt, the ball (whether fair or foul) will be called dead and the batter will be called out.
7. Head first slides are prohibited, except when returning to original base, or "dive back".
8. "Unnecessary Contact" at any base is prohibited. If in the umpire's judgment there is unnecessary contact, the runner will be called out.
9. "Bowling Over" at any base is prohibited. If in the umpire's judgment the runner tries to "bowl over" the fielder, the runner will be called out, with possible ejection from the game if warranted by the umpire.
10. Umpires may also call illegal blocking of the base without the ball.
11. If the ball beats the runner and the fielder has possession of the ball, the runner must slide into the base. A runner who doesn't slide will be called out.
12. If in the umpire's judgment a fielder forces a runner to slide by using a fake tag or other ruse, the runner is called safe and is rewarded an extra base.
13. Balks will be given one warning, the second called immediately by the umpire. Runner will receive one free base or batter will receive one ball on batters pitch count.
14. Time limit is 75 minutes or 6 innings for the Mustang division, whichever comes first. No new inning shall begin after time has expired or if there is 5 minutes of left on the game clock.

Player Pitch 11-13 Boys Baseball - Special Rules

1. All Rules and Regulations of these leagues will be referred to the Major League Baseball Rules Handbook, except these for safety reasons;
2. No restrictions on stealing bases, leading off, or bunting. Runners may steal home.
3. Time limit is 90 minutes or 7 innings. If a regular season game is tied after regulation is reached, game shall end in a tie. Tournament games shall go extra innings to break a tie.
4. If the ball beats the runner and the fielder has possession of the ball, the runner must slide into the base. A runner who doesn't slide or give themselves up will be called out.
5. "Unnecessary Contact" at any base is prohibited. If in the umpire's judgment there is unnecessary contact, the runner will be called out.
6. "Bowling Over" at any base is prohibited. If in the umpire's judgment the runner tries to "bowl over" the fielder, the runner will be called out, with possible ejection from the game if warranted by the umpire.
7. Umpires may also call illegal blocking of the base without the ball.
8. If in the umpire's judgment a fielder forces a runner to slide by using a fake tag or other ruse, the runner is called safe and is rewarded an extra base.
9. Balks will be given one warning, the second called immediately by the umpire. Runner will receive one free base or batter will receive one Ball on batters pitch count.
10. A batter may advance on a dropped third strike if first base is unoccupied; the ball is still live. A ball is also live after a batter has walked; for example, on a wild pitch that is the 4th ball.

Player Pitch 11-13 Girls Softball - Special Rules

1. These leagues will abide by the Pony Softball Rules and Regulations , except these for safety reasons:
2. Time limit is 90 minutes or 7 innings. If a regular season game is tied after regulation is reached, game shall end in a tie. Tournament games shall go extra innings to break a tie.
3. Batters do not start with 1 and 1 count, as in previous years.
4. Stealing is allowed. Stealing home is allowed. Runners may only lead off once ball has crossed home plate.
5. "Unnecessary Contact" at any base is prohibited. If in the umpire's judgment there is unnecessary contact, the runner will be called out.
6. "Bowling Over" at any base is prohibited. If in the umpire's judgment the runner tries to "bowl over" the fielder, the runner will be called out, with possible ejection from the game if warranted by the umpire.
7. Umpires may also call illegal blocking of the base without the ball.
8. If the ball beats the runner and the fielder has possession of the ball, the runner must slide into the base. A runner who doesn't slide or give themselves up will be called out.
9. If in the umpire's judgment a fielder forces a runner to slide by using a fake tag or other ruse, the runner is called safe and is rewarded an extra base.
10. Balks will be given one warning, the second called immediately by the umpire. Runner will receive one free base or batter will receive one Ball on batters pitch count.
11. A batter may advance on a dropped third strike if first base is unoccupied; the ball is still live. A ball is also live after a batter has walked; for example, on a wild pitch that is the 4th ball.

Special Rules for Inter-Community Games

1. All cancelations of games should be made 24-hours in advance, so all parties are immediately informed. Weather cancellations may be last minute; check with Recreation Staff if weather looks questionable.
2. The home team/community's rules will be used in game and will trump any rule discrepancies. Coaches shall be made aware of any rules differences at the pre-game conference by either the umpire or local site coordinator.