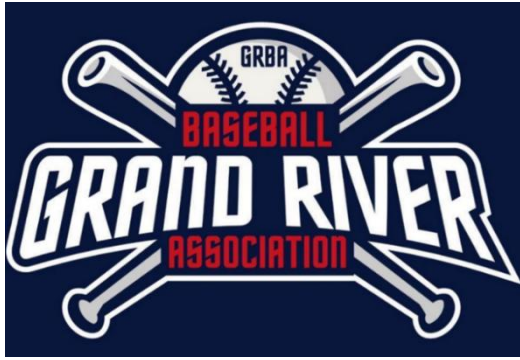


## 5U/6U/8U

### SPECIFIC MODIFICATIONS

1. Time Limits for 5u, 6u-60 minutes and 8u 75 minutes. Finish the Inning (Unless home up by more than 5)
2. 5 runs per inning. Forfeit for a team then the Winner records 5-0 as score.
3. Run Rule is 12 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings, or anytime the margin is greater than 5 runs and times expired.
4. 5u- 3 swings off the Tee TOTAL—NO 3rd strike foul continuation (batters out).
5. 6u-3 pitches/swing from coach-2 swings from tee. NO 3rd strike continuation after 2 swings on tee. (batters out). Coaches can help retrieve pitched balls from backstop.
6. 8u-5 pitches from coach or 3 swings. 3rd strike foul on 5th pitch continuation IS LEGAL. (batter continues to swing on foul ball).
7. 6u/8u Coach Pitches MUST be thrown overhand, NO underhand pitches will be allowed. Coach will pitch from Circle. Can step over the circle. Coach can pitch from knee. If coach gets hit by the ball, then it is a Dead Ball.
8. 5u-Coaches (on defense) you MUST stand behind the base path and only 2 coaches allowed on field.
9. 6u-Coaches (on defense) you MUST stand behind the base path and only 1 coach allowed on field.
10. 8u-NO coaches allowed on field during defense.
11. 5u-Coaches (on offense) can have 1 coach at each base (total of 3). 1<sup>st</sup> and 3<sup>rd</sup> must stay in foul territory. 2<sup>nd</sup> base coach can stand behind base. If 2<sup>nd</sup> base coach gets hit then it is dead ball.
12. Player in the Pitching Defensive Position must have 1 foot in the circle and cannot leave until ball is hit.
13. All Infield Players shall play reasonable Baseball Positions. No forming a Wall on the Safety arc line.
14. There will be a 37' Safety arc. Infielders MUST stay behind this arc until ball is hit.

15. Fielders MUST make baseball plays on balls hit to the pitcher side of the Throwing Line (line between first and second base). Fielder must throw ball for an out (no running a player down). 1<sup>ST</sup> Baseman is the only player allowed to tag runner if the ball is fielded on the 1<sup>st</sup> base side of the throwing line.
16. 4 outfielders are allowed for 5-8u. Outfielders Must play behind the base paths.
17. 5u catchers MUST have a helmet with facemask. 6u & 8u catchers MUST wear full gear. (including full helmet, no 2 piece helmets allowed).
18. Teams may start the game with 7-8 players. If play with 7 players must take 1 out during the 8<sup>th</sup> batter position. If play with 8 players NO out will be taken.
19. Absolutely no bunts allowed. Player must make full swing.
20. Can pickup a player from own town. Player must be a part of the Towns' League (contact President for verification). Player must come from a younger age division.
21. Every player on team must bat and play defense.
22. 5U Only – If ball is overthrown to 1<sup>st</sup> and it is egregious and “unplayable” the ump will call time. The runner running to 1st and any runner in front of them can only advance 1 base. It will be at the umpires discretion of when time is called for an over throw at 1st. If 1<sup>st</sup> baseman can still get to the ball and make an out at 1<sup>st</sup> then this rule will not apply.
23. 5U/6U - Umpire will call time when lead runner stops attempting to advance. Once time is called if runners are not over half way to the next base they must return to the base.



## 10U/12U KID PITCH

### SPECIFIC MODIFICATIONS

1. Time Limits for 10u and 12u are 90 minutes. Finish the Inning (unless Home team up by more than 5 runs)
2. 5 runs per inning. Forfeit for a team then the Winner records 5-0 as score.
3. Run Rule is 12 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings, or anytime the margin is greater than 5 runs and times expired.
4. 10u-12u Drop 3rd strike is ACTIVE.
5. IN-field fly is ACTIVE.
6. Pitching Limitations (10u-12u)
  - a. 9 outs or less in one day = can pitch the next day with NO REST
  - b. 10 outs or more in one day = Pitcher is required (2) DAYS REST
  - C. NO MORE THAN 18 outs in consecutive days during league Regular Season or Tournament
7. Out Tracking must be kept by both teams scorekeeper during a game. Out count will be verified after game between both scorekeepers and sent to each League Presidents for recording.
8. If 5 runs is scored on a Pitcher then 3 outs will be recorded on that pitcher
9. Can lead off and steal.
10. 3 outfielders.
11. NO coaches on field during defense.
12. 10u-12u catchers MUST wear full gear. (including full helmet, no 2 piece helmets allowed).
12. Balk rules DO apply.
  - a. 10u is allowed 2 warnings per pitcher
  - b. 12u is only allowed 1 warning per pitcher
13. Teams may start with 7-8 players. If play with 7 players must take 1 out during the 8<sup>th</sup> batter position. If play with 8 players NO out will be taken.
14. Do not have to bat entire team in the lineup. But all kids must play in every game on defensive and offensive.