

PIONEER BASEBALL AND SOFTBALL ASSOCIATION

LOCAL LEAGUE RULES

These rules are in addition to the rules enumerated in the Babe Ruth League, Inc
Baseball and Softball Rules and Regulations and Official Playing Rules

ALL DIVISIONS:

1. It is strongly recommended that all coaches and umpires take the umpire certification through Babe Ruth League, Inc. (www.baberuthleague.org)
2. It is MANDATORY All coaches must take the Coaches Certification through Babe Ruth League, Inc. (www.baberuthcoaching.org). Certification is good for life.
3. It is MANDATORY all coaches must take a concussion training course annually. A copy of the certificate needs to be sent to the league administrator.
4. If a team has a handicapped or special needs player, the coach shall request a meeting with the umpires and the opposing coach before the game begins. Any special considerations for the player shall be discussed and agreed upon by both coaches and the umpire. If there is a dispute, the umpire shall decide.
5. No player may play in a division below their age unless the League Board has made an exception for a player with a disability or special need.
6. A player may play up one division at the request of the coach or parent(s) after receiving the approval of the League President.
7. Dual participation by a player in another league is allowed.
8. All players must play in at least half of their teams regular season games to be eligible to play in the End of Season Tournament. Exceptions may be granted by the League Board for special circumstances. No new players may be signed to play after half of the teams scheduled games have been played.
9. A game is complete once becoming regulation if one team is ahead by 10 or more runs and have had equal times at bat or the home team is leading.
10. All scheduled games must be played on the date scheduled unless weather prevents the start of the game. No game may be cancelled due to weather prior to the official start time.
11. The coach of the home team must notify the League President of the rescheduled game and receive approval for the date and time the game is to be played.
12. Coaches must receive the consent of the League President prior to rescheduling a game for any reason other than weather.
13. No umpire or coach may call a game complete unless all innings are played, or until the time limit is reached, or the 10 run rule takes effect. If there is time left on the clock when the third out is made, the next inning must be started. Once started, the inning must be completed.
14. Borrowing of players to field a team-
 - A. For regular season games- Players may only be borrowed from the same level or a lower level (i.e.- a Minor for a Minor, or a Rookie for a Minor; never a Minor for a Rookie). Any borrowed player must meet League age eligibility for the team they are playing for, and meet all mandatory game play requirements unless they are listed on the lineup as "injury substitute only".
 - B. For League Tournaments, players may only be borrowed to fill a lineup to 10 players. Also, players may only be borrowed from a lower level (i.e.- a Minor for a Major, a Rookie for a Minor, a T-Ball for a Rookie). The only exception is a T-Ball player may be borrowed from another T-Ball team as there is no lower level. These players must meet League Age eligibility for the team they are playing on and all mandatory game play requirements.
14. Each team shall bring 1 game ball to every game.
15. All Local League Rules shall apply to the Local League tournament(s), except there shall be no time limit for the championship game. InterLeague tournaments may have modified rules determined by the Head Umpires of the leagues.

BABE RUTH 16-18

1. Age-16-18. Players must be of age as of May 1.
2. Time Limit-For regular season games, game length shall be 7 innings or 2.5 hours.
3. A team must have a minimum of 8 players on the lineup or the game shall be forfeited.
4. A team may play a maximum of 9 players defensively.
5. A team may use an Extra Player, designated as EP on the roster. This player may be placed in any position on the lineup, but shall not take a defensive position on the field while listed as EP. The EP is a 10th starter.
6. There shall be a minimum of two umpires for each game.
7. Tournament pitching rules shall be in effect for all Local League tournament(s). (see 11.05 –Playing Rules)
8. There is no mandatory playing time requirement.

BABE RUTH 13-15

1. Age-13-15. Players must be of age as of May 1.
2. Time Limit-For regular season games, game length shall be 7 innings or 2.5 hours.
3. A team must have a minimum of 8 players on the lineup or the game shall be forfeited.
4. A team may play a maximum of 9 players defensively.
5. A team may use an Extra Player, designated as EP on the roster. This player may be placed in any position on the lineup, but shall not take a defensive position on the field while listed as EP. The EP is a 10th starter.
6. There shall be a minimum of two umpires for each game.
7. Tournament pitching rules shall be in effect for all Local League tournament(s). (see 11.05 –Playing Rules)
8. There is no mandatory playing time requirement.

MAJORS/MINORS:

1. Age-9, 10, 11, and 12 year olds. Players must be of age as of May 1.
2. Majors teams shall be drafted first from all available players (this roster should have at least 12 players and may not exceed 14 players after initial draft). There is no restriction on the number of 12 year olds rostered on one team.
3. Minors teams shall include all 9 through 12 year olds that are not rostered as Majors, and may have younger players rostered under Rule #6 of All Divisions.
4. Time Limit- For regular season games, game length shall be 6 innings or two hours fifteen minutes for Majors, two hours for Minors. For Local League Tournaments, the time limit shall be 1 hour 45 minutes (see Rule 15, All Divisions) unless the League Board specifies otherwise for a specific tournament.
5. Minors Only-The game will be 6 innings or 2 hours in length, each half inning to end after 3 outs are recorded or 6+ runs have scored after the completion of a play (Positions of runners at the completion of the play are the umpire's judgement). The 3rd inning is declared an “unlimited run inning” and both teams will play by the three-out rule without the “6+ run” rule. If time remains, additional innings may be played reverting back to the 6+ run rule limit per inning.
6. A team must have a minimum of 8 players on the lineup or the game shall be forfeited.
7. A team may play a maximum of 9 players defensively.
8. All players shall play a minimum of one complete inning (defined as one at-bat, and 3 defensive outs) per game. A player who does not play at least one complete inning must start the next game and play at least two complete innings in that game before he/she may be replaced with a substitute.
9. A team may use an Extra Player, designated as EP on the roster. This player may be placed in any position on the lineup, but shall not take a defensive position on the field while listed as EP. This player must play at least one half inning in a defensive position (see Rule 7). This player is NOT a designated hitter for a defensive player. The EP is a 10th starter.
10. There is no leading off in Minors.
11. There is no dropped third strike in Minors.
12. There shall be a minimum of two umpires for each game.

13. Tournament pitching rules shall be in effect for all Local League tournament(s). (see 11.05 –Playing Rules)

ROOKIES:

1. Age-7 and 8 year olds and may have younger players rostered under Rule #6 of All Divisions. Players must be of age as of May 1. Nine (9) year olds may be permitted to be rostered as a Rookie if the Minors and Rookies coaches and the Area Representative to the League agree that the player's skill level is not sufficient for Minors.
2. Time Limit-game length shall be 6 innings or one hour and thirty minutes.
3. A team must have a minimum of 8 players on the lineup or the game shall be forfeited.
4. A team may play a maximum of 9 players defensively.
5. All players on the lineup shall bat in order, whether playing defensively or not.
6. All players shall play a minimum of one inning per game. A player who does not play at least one complete inning (defined as one at-bat, and 3 defensive outs) must start the next game and play at least two complete innings in that game.
7. The pitching machine shall be used for all games.
8. Pitching Machine Circle-There shall be a 2.5' radius circle in front of and touching the pitchers circle. The pitching machine shall be placed in the center of this circle, approximately 37'-39' from home plate.
9. The pitching machine shall be set for a standard setting of 5 or 6.
10. A coach from the offensive team shall feed the pitching machine. He or she must not obstruct the view of the batter by a defensive player.
11. The batter shall receive up to 5 hittable pitches. If the machine delivers a pitch that the umpire deems a ball, it shall be declared a non-pitch and not count against the 5 pitch limit.
12. If the fifth or subsequent pitch is hit foul, the batter shall receive another pitch until the ball is put into play or a strike is made.
13. If there is a malfunction with the machine, a coach shall pitch to his batters up to 9 pitches until 3 strikes are made or the ball is put into play.
14. If a hit ball strikes the coach feeding the pitching machine or pitching to his/her players before a defensive player or the pitching machine has touched it, the ball shall be declared dead and the batter/runner shall be awarded first base and all runners shall advance one base without risk of being put out.
15. Batters Circle-There shall be a 12' radius circle marked from the point of home plate. If a batter throws or carries the bat so that any part of the bat comes to rest across or touching any part of the circle the batter shall be called out.
 - A. If the ball is hit in foul territory, the batter is out and no runner may advance.
 - B. If the ball is hit in fair territory, the ball is live and runners may advance at their own risk.
 - C. The force out is removed. All plays are tag plays.
 - D. The umpire shall signal the out; if it is the third out, the half inning is over. If it is the first or second out, the play shall continue until the third out is recorded or a defensive player has possession of the ball in the pitchers circle (see Rule 25).
16. A half inning is over when nine players have batted or three outs are made, whichever occurs first.
17. If the ninth batter comes to the plate before 3 outs are recorded, if first base is reached safely, he/she must continue to circle the bases until he or she has scored, or the third out is made, or a defensive player has thrown the ball to the catcher who then must touch home plate, or a defensive player has carried the ball to and touched home plate. All other base runners must continue to advance until any of these events occurs. Any of these events will end the half inning.
18. Bunting is allowed.
19. No stealing or leading off is permitted.
20. A batted ball that strikes, hits, or impacts the pitching machine, or comes to rest within the 2.5' radius pitching machine circle before a defensive player has touched it, shall be declared a dead ball and the batter runner shall be awarded first base and all runners shall advance one base without risk of being put out.
21. A thrown ball that strikes, hits, or impacts the pitching machine, or comes to rest within the 2.5' radius pitching machine circle shall be declared a dead ball. Any runner that has reached the halfway mark in

- the baseline shall be awarded the next base if it is unoccupied or the runner is forced. The batter runner shall be awarded first base.
22. A ball deflected by a defensive player that strikes, hits, or impacts the pitching machine, and does not come to rest inside or touching the 2.5' radius pitching machine circle shall be a live ball. If the ball comes to rest inside or touching the pitching machine circle it shall be declared a dead ball and the batter runner shall be awarded first base and all runners shall advance one base without risk of being put out.
 23. Pitchers Circle-There shall be a 6' radius circle marked from the center of the front edge of the pitchers rubber.
 24. The pitcher must be in contact with the rubber when the pitch is made to the batter.
 25. The umpire shall declare the ball dead when a defensive player has possession of the ball in the pitchers circle. An attempt to throw to the pitcher is still a live ball until a defensive player has possession of the ball in the pitchers circle. Any base runner may advance to the next base if they have reached the halfway mark before the ball is declared dead and the base they are advancing to is unoccupied or the runner is forced.
 26. There shall be two umpires for each game.
 27. A cushioned cork center ball will be used by all Rookie teams. Balls marked Level 1, or Soft Compression, or Tee Ball may not be used.

T-BALL:

1. Age-4, 5, and 6 year olds. Players must be of age by May 1.
2. Time Limit-game length shall be 6 innings or one hour and fifteen minutes.
3. A team must have a minimum of 8 players on the lineup or the game shall be forfeited.
4. A team may play a maximum of 9 players defensively.
5. Batters Circle-There shall be a 12' radius circle marked from the point of home plate. If a batter throws or carries the bat so that any part of the bat comes to rest across or touching any part of the circle the batter shall be called out.
Whether the ball is hit in fair or foul territory, the ball is dead and no runner may advance.
6. All batters shall hit the ball from a batting tee. The tee may be adjusted by the coach.
7. All players on the roster shall bat in order, whether playing defensively or not.
8. A coach may assist a batter in addressing the ball on the hitting tee.
9. A half inning is over when nine players have batted or three outs are made, whichever occurs first.
10. If the ninth batter comes to the plate before 3 outs are recorded, if first base is reached safely, he/she must continue to circle the bases until he or she has scored, or the third out is made, or a defensive player has thrown the ball to the catcher who then must touch home plate, or a defensive player has carried the ball to and touched home plate. All other base runners must continue to advance until any of these events occurs. Any of these events will end the half inning.
11. Batting helmets must be worn when a player is at bat or is a base runner.
12. The ball must be hit beyond the 12' radius batters circle in fair territory or it shall be declared a foul.
13. A complete miss of the ball while batting shall be called a strike.
14. If a batter strikes part of the ball and part of the hitting tee and the ball goes beyond the batters circle in fair territory, it is a fair ball.
15. If a batter strikes part of the ball and part of the hitting tee and the ball fails to clear the batters circle, it is a foul ball. It is also a foul ball if the batter strikes only the hitting tee.
16. Bunting is not allowed.
17. No stealing or leading off is permitted.
18. The catcher shall wear a batting helmet. It is recommended that it have an attached face mask.
19. It is recommended that the catcher wear a chest protector.
20. Pitchers Circle-There shall be a 6' radius circle marked from the center of the front edge of the pitchers rubber.
21. The pitcher must be in contact with the rubber until the ball is hit.
22. The pitcher must have both feet inside the circle when an attempt to throw the ball to the pitcher is made. When an infielder releases the ball in an attempt to throw to the pitcher, the ball is dead. Any base runners may advance to the next base if they have passed the halfway mark before the ball is released and the base they are advancing to is unoccupied or the runner is forced. When an attempt to

- throw to the pitcher is made by a player beyond the base path, a base runner may continue to advance until the ball crosses the base path. At that time the umpire shall declare the ball dead. Any base runner may advance to the next base if they have reached the halfway mark before the ball is declared dead and the base they are advancing to is unoccupied or the runner is forced.
23. If a thrown ball goes past first or third base in foul territory and goes beyond the back of the coach's box, it shall be declared a dead ball. All runners will be awarded the next base. (See Diagram 4, page 89)
 24. If a thrown ball goes past first, second, or third base in fair territory, it is a live ball.
 25. All players shall play a minimum of one defensive inning per game. A player who does not play at least one defensive inning must start the next game and play at least two defensive innings in that game. A defensive inning is defined as three outs.
 26. A coach may be stationed beyond the infield to provide instruction to all defensive players. There shall be no physical contact between the coach and players.
 27. Defensive arc-There shall be an arc between the foul lines 30 feet from the point of home plate. No player shall take a defensive position between this arc and home plate prior to the ball being hit by the batter.
 28. There shall be a minimum of two umpires for each game.
 29. Balls marked Level 1, or Soft Compression, or Tee Ball must be used.
 30. If there is time remaining but the losing team cannot win, play shall continue until the time limit has expired.

BABE RUTH SOFTBALL

16 AND 14 UNDER:

1. Age-13 to 16. Players must be of age by or on December 31.
2. Time Limit-For regular season games, game length shall be 7 innings or 1 hour 45 minutes. For Local League Tournaments, the time limit shall be 1 hour 45 minutes (see Rule 15, All Divisions) unless the League Board specifies otherwise for a specific tournament.
3. A team must have a minimum of 8 players on the lineup or the game shall be forfeited.
4. A team may play a maximum of 9 players defensively.
5. A team may use an Extra Hitter, designated as EH on the roster. This player may be placed in any position on the lineup, but shall not take a defensive position on the field while listed as EH.
6. Stealing is permitted. Runner may leave the base as soon as the pitcher releases the pitch.
7. The batter can advance on a dropped third strike.
8. Pitching distance is 43 feet
9. Infield Fly Rule does apply.
10. All players must use a protective helmet with a mask when at bat or as a base runner.
11. A 12 inch ball is used.
12. The home team shall supply the game ball.
13. There is no pitching limitation on innings pitched during the week.
14. There is no mandatory playing time requirement.
15. There shall be a minimum of two umpires for each game.

12 AND UNDER:

1. Age-8 to 12. Players must be of age by or on December 31.
2. A 13 year old may be allowed to play on a 12U team if a town is unable to field a 14U team. This is at the discretion of the League President. A 13 year old player on a 12U team shall not play the position of pitcher.
3. Time Limit-For regular season games, game length shall be 6 innings or 1 hour 45 minutes. For Local League Tournaments, the time limit shall be 1 hour 45 minutes (see Rule 15, All Divisions) unless the League Board specifies otherwise for a specific tournament.
4. A team must have a minimum of 8 players on the lineup or the game shall be forfeited.
5. A team may play a maximum of 9 players defensively.
6. A team may use an Extra Hitter, designated as EH on the roster. This player may be placed in any position on the lineup, but shall not take a defensive position on the field while listed as EH. This

- player must play at least one half inning in a defensive position (see Rule 6). This player is NOT a designated hitter for a defensive player.
7. A team may not send more than 9 batters to the plate in 1 inning, unless the team is using an EH, then they may send a 10th batter to the plate. A half inning is over when 9 players (10, if using an EH) have batted or three outs are recorded, whichever occurs first.
 8. All players shall play a minimum of one complete inning (defined as one at-bat, and 3 defensive outs) per game. A player who does not play at least one complete inning must start the next game and play at least two complete innings in that game before they can be substituted for.
 9. Stealing is permitted. Runner may leave the base as soon as the pitcher releases the pitch.
 10. The batter can advance on a dropped third strike.
 11. Pitching distance is 40 feet
 12. Infield Fly Rule does apply.
 13. All players must use a protective helmet with a mask when at bat or as a base runner.
 14. A 12 inch ball is used.
 15. The home team shall supply the game ball.
 16. A pitcher may pitch no more than 10 innings per calendar week.
 17. There shall be a minimum of two umpires for each game.

10 AND UNDER:

1. Age-8 to 10. Players must be of age by December 31.
2. Time Limit-For regular season games, game length shall be 6 innings or 1.5 hours. For Local League Tournaments, the time limit shall be 1 hour 30 minutes (see Rule 15, All Divisions) unless the League Board specifies otherwise for a specific tournament.
3. A team must have a minimum of 8 players on the lineup or the game shall be forfeited.
4. A team may play a maximum of 9 players defensively.
5. A team may use an Extra Hitter, designated as EH on the roster. This player may be placed in any position on the lineup, but shall not take a defensive position on the field while listed as EH. This player must play at least one half inning in a defensive position (see Rule 6). This player is NOT a designated hitter for a defensive player.
6. All players shall play a minimum of one complete inning (defined as one at-bat, and 3 defensive outs) per game. A player who does not play at least one complete inning must start the next game and play at least two complete innings in that game before they can be substituted for.
7. Batters Circle-There shall be a 12' radius circle marked from the point of home plate. If a batter throws the bat so that any part of the bat comes to rest across or touching any part of the circle the batter shall be called out.
 - A. If the ball is hit in foul territory, the batter is out and no runner may advance.
 - B. If the ball is hit in fair territory, the ball is live and runners may advance at their own risk.
 - C. The force out is removed. All plays are tag plays.
 - D. The umpire shall signal the out; if it is the third out, the half inning is over. If it is the first or second out, the play shall continue until the third out is recorded or the ball is in the possession of the pitcher on the rubber.
8. Bunting IS allowed.
9. The batter CAN NOT advance on a dropped third strike.
10. Stealing is permitted. Runner may leave the base as soon as the ball crosses the plate.
11. A half inning is over when nine players have batted or three outs are made, whichever occurs first.
12. If the ninth batter comes to the plate before 3 outs are recorded, if first base is reached safely, he/she must continue to circle the bases until he or she has scored, or the third out is made, or a defensive player has thrown the ball to the catcher who then must touch home plate, or a defensive player has carried the ball to and touched home plate. All other base runners must continue to advance until any of these events occurs. Any of these events will end the half inning.
13. Pitching distance is 35 feet
14. Infield Fly Rule does NOT apply.
15. All players must use a protective helmet with a mask when at bat or as a base runner.
16. An 11 inch ball is used.
17. The home team shall supply the game ball.

18. A pitcher may pitch no more than 10 innings per calendar week.
19. During tournament play, a pitcher may pitch no more than 6 innings in any two consecutive games.
20. There shall be a minimum of two umpires for each game.