

BLAST BALL DIVISION

(4 Year Olds)

1. The emphasis will be on teaching FUNdamental skills and the very basic understanding of the game.
2. Players must be 4 years old on April 30th of the current year. This is a 'coed' league. There may be any mixture of boys or girls on a team.
3. Teams should consist of not more than 7 players, nor less than 4.
4. This is an instructional league. No official score is kept and rainouts may not be rescheduled. Metals spikes or cleats are not allowed.
5. Field dimensions:
 - a. Standard distance for the fair ball line is 15' straight out from the tee.
 - b. Standard distance for 1st base is 25' diagonally from the tee.
 - c. A cone shall be used to mark the left field foul line.
6. Games are 45 minutes in length, including 10-15 minute practice time prior to each game. There will be 2 games per week and games will only be played in the month of June.
7. Every child present will be in the batting order and will bat every inning. Each player will receive as many attempts as needed in order to hit a fair ball. Once the ball is hit, the batter will immediately run to first base. When the base runner steps on the base it will 'honk'. The batter will only advance to 3rd base. Once he reaches 3rd, he will then return to the dugout. On-deck batters are not allowed. Base stealing is not allowed nor is leading off.
8. Every child present will be positioned in the outfield. They will position themselves in a single line behind the 'fair ball marker'. When the ball comes across the 'fair ball marker', the defensive players should try to catch or grab the ball. The player who catches or grabs the ball will hold the ball in the air and yell "Blast!". If the batter 'honks' first base before the defense yells 'blast', the batter is safe. If the defense yells 'blast' before the batter honks the base, the batter is out. (Batting through the line-up constitutes one-half inning – not the number of outs). Defensive players need not have ball gloves.
9. Offensive coaches can position themselves in the 1st and 3rd base coach's boxes. Defensive coaches can position themselves at least 15' behind their players.
10. Umpires will not be used. Coaches will 'umpire' the game.

T-BALL DIVISION

(cannot turn 7 before April 30th)

1. The emphasis will be on teaching FUNdamental skills and basic understanding of the game, in preparation for more advanced play in the older age groups.
2. Players must be 5 years old on April 30th of the current year - and cannot be 7 on April 30th. This is a 'coed' league. There may be any number of boys & girls on a team.
3. Teams should consist of not more than 15 players, or less than 12.
4. The Board may approve an older child (7 or 8 years old) to play in this league. Recommendations will only be considered for children who have never played or for a child who does not possess the necessary skills for competition in his/ her correct age group.
5. Games will be 1(one) hour. No new inning shall begin after 45 minutes of play.
6. Bases will be 50 feet apart; the player playing the pitcher will position himself or herself at least 40 feet from home plate.
7. It is mandatory for batters and base runners to wear a NOCSAE approved batting helmet with an attached face shield and protective ear guards.
8. Catchers must wear full protective gear. To include a helmet with face mask & throat protector, shin guards, chest protector, etc. The catcher should place himself at least 10 feet behind the plate. Once the ball has been hit or there is the potential for a play at home plate, the catcher will move into his defensive position.
9. Each team will use all its players defensively – all 'extra' players will be placed in the outfield. Every player will be in the line-up for batting (batting order will not change) and everyone will bat each inning - the number of outs has nothing to do with an inning.
10. The coach, whose team is at bat, will place the ball on the tee, which lets the batter know it is all right to swing. Base coaches will be adults. A coach is allowed in the outfield to help out his or her players.
11. Three (3) strikes or 4 fouls constitutes an out. A foul ball is called if the tee is hit by the swing of the bat. The ball must go 10 feet from the tee before it is playable.

12. Each player will receive one (1) warning for throwing the bat, after which that player may be called out.

13. On-deck batters are not allowed.

14. Stealing is not allowed. Base runners will not lead off and will only be allowed to advance one base on an overthrow.

15. Play is considered over and time called when the ball reaches the infield.

16. Metal spikes or cleats are not allowed.

17. A 9-inch Incrediball is used and shall be provided by the teams.

18. All bats **MUST** be official T-ball bats. **Baseball or softball bats are not allowed.**

19. A pre-game coach's meeting is mandatory. Since you will be playing games outside of our league, a coach's meeting is necessary to discuss differences in league rules and which rules will apply to this game. (When playing games at home, our rules are followed. When games are played away, their rules are usually followed. This is why a coach's meeting is extremely necessary.)

GOALS FOR T-BALL PLAYERS:

1. To learn the name and location of all defensive positions.

2. To learn game & field terms - such as – batter's box, infield, outfield, etc.

3. To learn the proper way to field a ball.

4. To learn the proper way to throw and to catch a ball.

COACH PITCH DIVISION

(can not turn 9 before April 30th)

1. The emphasis will be on increasing the players' basic skills and their understanding of the game, in preparation for more advanced play in older age groups, because of this the score will not be kept. This is not t-ball, so the players should be learning the rules of the game as well as what to do in different game situations.

2. Players must be 7 years old on April 30th of the current year - and cannot turn 9 on or before April 30th. This is a 'coed' league. There may be any number of boys or girls on a team.

3. A pre-determined coach will deliver/pitch the ball to the batter. Each batter will receive 5 pitches. If all the pitches were good and the batter did not hit the ball, he/she is out.

4. Each team will use all its players defensively – all 'extra' players will be placed in the outfield. Infield will include the catcher's position. Every player will be in the line-up for batting and the batting order will not change. A coach is allowed in the outfield to help out his/her players.

5. Each at bat (1/2 inning) will consist of three outs or batting through the line-up one (1) time.

6. On-deck batters are not allowed.

7. After a batted ball is in play, the coach/umpire will call 'time' once the ball is in control in the infield; and runners, if not at the halfway point, will not advance further at the discretion of the umpire/coach.

8. Stealing is not allowed and dropped third strike is not in effect. Base runners will not lead off and will only be allowed to advance one base on an overthrow.

9. Games will be 1 hour & 20 minutes from game scheduled start time. No new inning will start after 60 minutes of play.

10. There will be no penalty for playing with less than 9 players (i.e. no automatic outs or forfeiture because of lack of players).

11. The batter and all base runners must wear a NOCSAE approved batting helmet with an attached face shield and protective ear guards.

12. Catchers must wear full protective gear. To include a helmet with face mask & throat protector, shin guards, chest protector, etc. The defensive team needs to provide a person to retrieve passed balls (by the catcher) and who will then throw the ball back to the coach who is pitching. Doing so will significantly speed up the game.

13. Base coaches will be adults.

14. In order to prevent injuries, all base runners must slide if there is a close play at second, third or home plate. (FYI – baserunners must use the orange half of the double-first base, with the first baseman using the white half).

15. A player will receive one warning for throwing a bat, after which he/she may be called out.

16. Metal spikes or cleats are not allowed.

17. All players must be in a team issued uniform to play.

18. Bases will be 60 feet apart. The coach will position himself/herself an adequate distance from the plate so that the pitch crosses the plate and it is hittable. (38 feet from home plate is about normal for this age group).

19. A 9-inch Incrediball is used and shall be provided by the teams.

20. Volunteer umpires are appreciated.

21. A pre-game coach's meeting is mandatory. Since you will be playing games outside of our league, a coach's meeting is necessary to discuss differences in league rules and which rules will apply to this game. (When playing games at home, our rules are followed. When games are played away, their rules are usually followed. This is why a coach's meeting is extremely necessary.)

9 & 10 YEAR OLD DIVISION

(cannot turn 11 before April 30th)

1. The emphasis will be on increasing the players' basic skills and understanding of the game, with the introduction of players pitching, limited base stealing, etc.

2. The defensive team will field nine (9) players. Every player will be in the line-up for batting. "Free substitution" will be allowed on defense, - i.e. players may enter and re-enter the game at any time to any position (except pitching) as long as everyone plays a minimum of two consecutive innings in the field. The batting order will not change.

3. Games will be 6 innings. No new inning will be started after 1 hour and 30 minutes, unless called earlier because of darkness, weather, etc. A game called before 6 innings will be considered a completed game if called after 4 complete innings (3 1/2 if the home team is ahead); a game called before it can be considered officially completed will be considered suspended, and will be resumed later. (If this occurs both coaches and/or scorekeepers and the umpire should agree and shall record the game situation at the time of suspension - score, outs, etc.)

***** One-half inning will consist of 3 defensive outs or 5 runs – whichever is achieved first.**

4. If a game is tied after 6 innings and the time limit has not expired, play will continue until time has expired. If the game is still tied and time has expired, it will be recorded as a tie.

5. Bases will be 60 feet apart; pitchers will pitch from a distance of 44 feet.

6. For the first half of the season, a pitcher may pitch in a maximum of 3 innings per day, and in no more than 8 innings per calendar week. After pitching in 3 innings, that player may not pitch again for 40 hours. For the second half of the season (or beginning June 1st) a pitcher may pitch in a maximum of 4 innings per day, and in no more than 10 innings per calendar week. After pitching in 4 innings, that player may not pitch again for 40 hours.

IMPORTANT: As soon as a pitcher delivers one pitch to a batter that pitcher shall be considered as having pitched 1 inning.

7. Runners at first and second bases may lead off and steal bases as in Official Baseball Rules. Runners at 3rd base CAN NOT steal home for the first half of the season (or until June 1). After June 1st all base runners may lead off and steal bases as in Official Baseball Rules.

8. A team must field a minimum of 8 players for an official game. There will be no automatic outs or game forfeiture because of lack of players.

9. All players must be in a league/team issued uniform to play.

10. The 12-run rule will apply: if a team is winning by 12 runs or more after 3 full innings (2 1/2 if the home team is ahead by 12 or more) the team with the lead will be declared the winner. The 10-run rule will apply: if a team is winning by 10 runs or more after 4 full innings (3 1/2 if the home team is ahead by 10 or more) the team with the lead will be declared the winner.

11. Bunting will be allowed.

12. The dropped third strike rule will not be in effect for league play the first half of the season (on a third strike the batter is out, even if the catcher drops the ball). The dropped third strike will be in effect the second half of the season (starting June 1st).

13. In order to prevent injuries, base runners must slide if there is a close play at second, third or home plate. Base runners may be called out for failing to do so.

14. The batter, including the on-deck batter, and all base runners must wear a NOSCAE approved batting helmet with an attached face guard and protective ear guards.

15. Base coaches may be adults or players - if they are a player, they must wear a batting helmet (as described in rule # 14) while in the coach's box.

16. Catchers must wear full protective catchers' gear at all times behind the plate - to include a helmet with a face mask & throat protector, shin guards, chest protector, cup, etc. Any player warming-up a pitcher in the bull pen area or behind the plate must wear (at least) a catchers' mask. An adult may warm up a pitcher before the game or between innings until the catcher is ready.

17. Metal spikes or cleats are not allowed.

18. A pre-game coach's meeting is mandatory. Since you will be playing games outside of our league, a coach's meeting is necessary to discuss differences in league rules and which rules will apply to this game. (When playing games at home, our rules are followed. When games are played away, their rules are usually followed. This is why a coach's meeting is extremely necessary.)

11 & 12 YEAR OLD DIVISION

(cannot turn 13 before April 30th)

1. In this age group the players are introduced to the *full* game of baseball, without some of the restrictions placed on younger age groups.

2. The defensive team will field 9 players. Every player will be in the line-up for batting. "Free substitution" will be allowed on defense, i.e. players may enter and re-enter the game at any time to any position (except pitching) as long as everyone plays a minimum of two consecutive innings in the field. The batting order will not change.

3. Games will be 7 innings, with no new inning to be started after 1 hour and 45 minutes, unless called earlier because of darkness, weather, etc. A game called before 7 innings will be considered a completed game if called after 5 innings (4 1/2 if the home team is ahead); a game called before it can be considered officially completed will be considered suspended, and will be resumed later. (If this occurs both coaches and/or scorekeepers and the umpire should agree and shall record the game situation at the time of suspension - score, outs, etc.)

4. If a game is tied after 7 full innings and time has not expired, play will continue until time expires. If the game is still tied, and time has expired, it will be recorded as a tie.

5. Bases will be 70 feet apart- pitchers will pitch from a distance of 48 feet.

6. A pitcher may pitch in a maximum of 7 innings in one day and in 10 innings in a calendar week; after pitching in 4 or more innings in one day, the player cannot pitch again for 40 hours. **IMPORTANT: As soon as a pitcher delivers one pitch to a batter that pitcher shall be considered as having pitched 1 inning.**

7. Runners may lead off and steal bases, as in official baseball rules.

8. The dropped third strike rule is in effect, as in official baseball rules.

9. A team must field a minimum of 8 players for an official game. There will be no penalty for playing with less than 9 players - i.e. no automatic outs or forfeiture of the game.

10. All players must be in a league/team issued uniform to play.

11. The 12 run rule will apply – if a team is winning by 12 runs or more after 4 innings

(3 1/2 if the home team is ahead by 12 or more) the team with the lead will be declared the winner. The 10-run rule will apply - if a team is winning by 10 runs or more after 5 full innings

(4 1/2 if the home team is ahead by 10 or more) the team with the lead will be declared the winner.

12. In order to prevent injuries, base runners must slide if there is a close play at second, third base or at home plate, and may be called out for failing to do so.

13. The batter, including the on-deck batter, and all base runners must wear a NOCSAE approved batting helmet with an attached face guard and protective ear guards.

14. Base coaches may be adults or players. If players, they must wear a batting helmet, as described in Rule # 13, while in the coach's box.

15. Catchers must wear full protective catchers' gear at all times behind the plate - to include a helmet with a face mask & throat protector, shin guards, chest protector, cup, etc. Any player warming-up a pitcher in the bull pen area or behind the plate must wear (at least) a catchers' mask. An adult may warm up a pitcher before the game or between innings until the catcher is ready.

16. Metal spikes or cleats are not allowed.

17. A pre-game coach's meeting is mandatory. Since you will be playing games outside of our league, a coach's meeting is necessary to discuss differences in league rules and which rules will apply to this game. (When playing games at home, our rules are followed. When games are played away, their rules are usually followed. This is why a coach's meeting is extremely necessary.)

13 & 14 YEAR OLD DIVISION

(cannot turn 15 before April 30th)

1. The defensive team will field nine players. Every player will be in the line-up for batting. "Free substitution" will be allowed on defense, i.e. players may enter and re-enter the game at any time to any position (except pitching) as long as everyone plays a minimum of two consecutive innings in the field. The batting order will not change.

2. Games will be 7 innings, with no new inning to be started after 1 hour 50 minutes, unless called earlier because of darkness, weather, etc. A game called before 7 innings will be considered a completed game if called after 5 innings (4 1/2 if the home team is ahead); a game called before it can be considered officially completed will be considered suspended, and will be resumed later. (If this occurs coaches and/or scorekeepers and the umpire should agree and shall record the game situation at the time of suspension - score, outs, etc.)

3. If a game is tied after 7 full innings and time has not expired, play will continue until time expires. If the game is still tied, and time has expired, it will be recorded as a tie.

4. Bases will be 80 feet apart; pitchers will pitch from a distance of 54 feet.

5. A pitcher may pitch in a maximum of 7 innings in one day and in 10 innings in a calendar week; after pitching in 4 or more innings in one day, the player cannot pitch again for 40 hours. **IMPORTANT: As soon as a pitcher delivers one pitch to a batter that pitcher shall be considered as having pitched 1 inning.**

6. A team must field a minimum of 8 players for an official game. There will be no penalty for playing with less than 9 players - i.e. no automatic outs or forfeiture of the game.

7. All players must be in a league/team issued uniform to play.

8. The 12-run rule will apply: if a team is winning by 12 runs or more after 4 full innings (3 1/2 if the home team is ahead by 12 or more) the team with the lead will be declared the winner. The 10-run rule will apply: if a team is winning by 10 runs or more after 5 full innings (4 1/2 if the home team is ahead by 10 or more) the team with the lead will be declared the winner.

9. In order to prevent injuries, base runners must slide if there is a close play at second, third base or at home plate, and may be called out for failing to do so.

10. The batter, including the on-deck batter, and all base runners must wear a NOCSAE approved batting helmet with an attached face guard and protective ear guards.

11. Base coaches may be adults or players: if they are players, they must wear a batting helmet, as described in Rule #10, while in the coach's box.

12. Catchers must wear full protective catchers' gear at all times behind the plate - to include a helmet with a face mask & throat protector, shin guards, chest protector, cup, etc. Any player warming-up a pitcher in the bull pen area or behind the plate must wear (at least) a catchers' mask. An adult may warm up a pitcher before the game or between innings until the catcher is ready.

13. Metal spikes or cleats are allowed.

14. A pre-game coach's meeting is mandatory. Since you will be playing games outside of our league, a coach's meeting is necessary to discuss differences in league rules and which rules will apply to this game. (When playing games at home, our rules are followed. When games are played away, their rules are usually followed. This is why a coach's meeting is extremely necessary.)