

TRI-COM RECREATION LEAGUE BY-LAWS AND PLAYING RULES

2022 Season

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I Purpose

The League is established to provide recreational baseball/softball in West Michigan devoted to teaching the fundamentals of the game and to harbor good sportsmanship and teamwork.

II Philosophy

The League wants this to be an enjoyable experience for all participants in the program, including players, coaches, and umpires. To meet that primary value system, the League will emphasize good sportsmanship and recreational play. All players and coaches are expected to read, understand, and abide by the game conduct rules as noted in the High School rulebooks.

III Organization

Name: The TRI-COM Recreation League, known throughout this document as “The League,” shall be comprised of age specific divisions for boys and girls. All rules and policies shall apply equally to boys and girls within the same age division except where specifically noted.

Governing and Members: The League's governing members shall be the chief officer(s) of the Dorr, Hopkins, Martin, Middleville, and Wayland leagues/organizations. Each member shall have one vote. Additional (non-voting) members may be added to the League as voted on by the existing members. The League shall set all rules and procedures for the operation of the league and for the scheduling and playing of games. All teams shall conform to League rules. Other leagues/organizations that play official contests with teams from The League will modify rules/procedures as necessary where conflict(s) exist with League rules.

The members shall appoint a League director to be responsible for inter-league scheduling, maintaining division standings and establishing any post-season play.

Awards: Communities will provide awards at their discretion. The League will track standings for Minor and Major Divisions.

Boundaries: Boundaries are within the scope and responsibility of the individual leagues submitting teams. However, school district boundaries should be adhered to the maximum extent possible. Organizations will not seek/solicit players from other organizations and their geographical boundaries.

Costs: The League will assume responsibility for all costs that are uniquely common to The League such as software and administrative efforts. Umpire fees will be paid by the local league/organization.

Leagues/organizations entering teams shall assume all team costs, such as equipment and uniforms as well as all financial and preparatory responsibilities for upkeep of provided playing sites.

Playing Schedules: Community program directors may enter as many teams for inter-league competition as they see fit. This decision can be changed annually depending on availability of teams in each community program. Teams from other nearby community youth recreation programs may be accepted for TRI-COM play if they accept and agree to abide by TRI-COM rules. Acceptance of teams can be limited to maintain League numbers balance or geographical area. Total number of teams accepted is also dependent on availability of playing sites. No travel teams will be allowed to compete.

Standings: The League will maintain win-loss records for Minor, Major and Senior divisions for the purpose of determining division standings. Coaches must email or call in all game scores to their respective organization Director(s) within the week the game is played. The local director is to then ensure all scores from games played that week are submitted to the TRI-COM score keeper by **5pm SUNDAY**. Failure to report game scores by Sunday at 5pm may result in a forfeit.

IV League Policy & Procedure

COVID SAFETY PROCEDURES:

Equipment: Team equipment (bats, helmets, etc.) is the responsibility of each league/organization. Equipment must be provided that conforms to standards set forth in the official rules book.

Governing: For each game, the home team shall provide one new baseball for boys and one new softball for girls. Exception-Two (2) new leather Baseballs/Softballs are needed for the Senior Level.

League Age: A player's League Age is defined by his/her chronological age as of April 30th of the playing year. Legal players shall have reached their 14th, but not their 15th birthday prior to April 30th. **NEW IN 2019:** Team rosters (including full name and birth date) must be kept with coaches at all games. A copy is to be given to the opposing coach at the beginning of each game. Proof of birthdate (birth certificate) may be required. Coaches will have up to 72 hours to submit proof of birth date from time of inquiry. If player is not eligible to play in division, then game will be forfeited.

Managers: Team coaches/managers shall be at least nineteen years of age at the start of the season. The manager shall have complete responsibility for their team to include practices, setting game rosters, substitutions and coaching during the games. The Manager is expected to demonstrate and demand high standards of game conduct from the players.

Assistant coaches must be older than the players; The League recommends that they too be nineteen or older.

Players: Other than League Age and accepted organizational boundaries, no other restrictions shall prevent any qualified youth from playing in this league. However, as equal opportunities exist for both sexes, boys must play on boy's teams in the boys division and girls must play on girl's teams in the girls division.

No player that participates on a high school team of any spring sport can play games with his/her team prior to the completion of that high school sport schedule. If a player is on a freshman or JV team and is called up to the Varsity for tournament play, that player cannot play games with a senior team until playoffs are completed. These participants may practice at anytime with the Senior teams if prior approval is received from their respective High School Coach(s).

A community will only actively advertise or recruit players within their own area. If a player seeks out another community that player should not be turned away. Any violations of this rule will be handled by two uninvolved members of The League.

Protests: Managers and umpires should make every attempt to resolve disputes at the game sites. Manager's knowledge of the rules, a skilled umpire and suppression of game aggressiveness is conducive to minimizing protests. If a manager insists on protesting, then he/she must notify The League Director within 48 hours. The League Director will interview both managers and the game's Chief Umpire. The decision made will be final. (**NOTE:** in case of protest, both managers must mark in their score books the exact position of the game at the time of the protest. If the protest is upheld, then the game must be replayed starting at exactly that point.)

Rosters: Team rosters shall be provided to The League two weeks prior to the first game being played. The League must approve Roster changes after the first game. Rosters will include team name, coach's names and phone numbers, and player's names, birth dates, and phone numbers. Failure to provide as required will result in forfeiture of all games played up to the time that the roster is submitted. Likewise,

playing a player not on the roster will result in game forfeiture. Major players may be used in Senior Leagues but must be added to rosters prior to the start of the season.

Schedule: The League shall establish two games per week. Start dates will be adjusted to the availability of fields. Saturday may be used for make-up games or schedule balancing. The League will publish the schedule at least one week prior to start of play; all teams are expected to play their games according to the schedule and to make every effort to prevent cancellations of scheduled games. Failure to provide two days cancellation notice to The League will result in game forfeiture. Legally cancelled games will be rescheduled by the coaches, and new game dates given to directors so they can acquire umpires and fields. However, rained out games may or may not be replayed. If rainout games have an effect on top 2 standings it must be played or forfeited by a team.

Teams: Teams shall consist of players as evenly balanced as is reasonable with the players available. Senior, Major and Minor teams will be created via player draft. Minor teams will draft with an emphasis on pitcher ability. The recommended team size is 11 to 13 players. If there exists a significant disparity between team sizes, players may have an option (which only they can elect) to transfer to another team within The League even though the team affected is from a different sponsoring organization. Any such moves must be approved by majority vote of the governing body to prevent a skewing of skill balance throughout the division.

Travel: As the League is comprised of multiple communities, travel is required for games. It is the player's (thus their parent's) responsibility for transportation to/from their respective playing sites. Games are scheduled to start at 6:30pm with time limits set for individual divisions. When two games are scheduled for a lighted field, the first game will start at 6:00pm and both games will be limited so that no inning starts two hours after their start time. The Chief Umpire may override the time limit to complete a tied game if he/she feels that light and weather conditions warrant it. The Chief Umpire will make the decision to suspend a game due to weather, light or un-playable field conditions. Games suspended prior to reaching legal completion will be cancelled/re-scheduled by the communities involved. Re-scheduled games will be played from the beginning.

Umpires: The Individual leagues will train umpires. Certification is awarded to umpires either based on League recognition of competency/experience, or attendance to the individual league/organization Umpire's Training Clinics.

Weather Warnings: If a Severe Thunderstorm *Warning*, Tornado *Watch* or Tornado *Warning* is in effect at the start of any scheduled game start times, the entire scheduled game is cancelled. Games can be started under a Severe Thunderstorm *Watch*, but if upgraded to a *Warning* all games will be immediately suspended and players sent home (see Travel). A heat index of 100+ degrees in Wayland (central location) at 4:30 pm will constitute cancellation of all scheduled games/practices for that day.

The Chief Umpire (Plate) has the responsibility and authority to suspend games due to inclement weather. If lightning is visible and/or audible, play will be suspended immediately, and players will be removed from the field(s) to a safe shelter (vehicles or a four-side building). The game will not resume until 30 minutes from the last lightning strike have elapsed.

V Game Rules (All divisions)

Games will be played in accordance with the rules established by the National Federation of High Schools Association as adopted by the Michigan High School Athletic Association (MHSAA), except as amended by local rules defined below. Local leagues/organizations will furnish team managers with the current rules for that season as determined by The League. Team managers are expected to be knowledgeable of all rules prior to the start of the season. Local directors must provide all current rules (local and divisional) to all coaches and Umpires.

1. For each game the manager shall present a batting order consisting of all players present. Late arrivals will be placed at the bottom of the list. If a player is removed from the game due to injury or personal reasons the batting order will move up to close the gap. If the Umpire ejects a player from the game for unsportsmanlike conduct then that opening shall remain in the order, which will result in an automatic out each time that batting position is reached. If a player is removed from a game by a Coach for disciplinary reasons, he/she cannot re-enter the game at a later time. However, his/her position in the batting order will also move up to close the gap each time the spot is reached in the order. Coaches must communicate changes with the Umpire as well as the opposing coach.
2. Unless otherwise noted, teams need a minimum of 8 players to start and to finish a game. A team that is not ready to play 15 minutes after scheduled start time will forfeit the game. Any game can be played after forfeit with players from the opposing team but will count as a forfeit in the official standings-if applicable.
3. Unlimited substitution; defensive players may be returned to the game at any time. Pitchers – see specific division rules.
4. Shoes with metal spikes or toes are not allowed until participation in the Senior League level.
5. No balks (baseball) or illegal pitches (softball) will be called. **Exception:** In the Senior League balks/illegal pitches will be called; Umpires must be trained.
6. The DP/FLEX rule is not in use.
7. The Courtesy Runner can be any player who is at least six batting positions down from the player that he/she is replacing.
8. Coach Conference rules are not in use. Coaches can go onto the field to confer with the pitcher or any other defensive player after time has been called. A pitcher is removed from pitching on the third trip to the field during that pitcher's time on the mound whether the pitcher had been part of earlier conferences or not. Unless otherwise noted, coaches are not permitted in the field during play and base coaches will remain within the respective base boxes unless time is called.
9. Games will have time limits. Games can continue beyond the time limit, but no new inning will start after time has expired. **Example:** if the time limit expires at 7:30 pm but the last out was at 7:25 pm, there will be one more inning. Teams cannot prolong a game by using timeouts or other means to extend the game past the limit. This Umpire will have complete discretion over this rule.
10. Mercy Rule: The game will end if-after 3 ½ innings (4 ½ for Senior level)-a team is behind by 10 or more runs and has completed their turn at bat.
11. In games in which scores are kept and standings maintained, tie games will be resolved with the International Tiebreaker (ITB) rule. Under ITB rules, each team will start their half inning with a runner on second base. That runner shall be the last batter scheduled to bat in that half-inning. If it is getting dark, the umpire can get the permission from both coaches to start the ITB with 1 out to hurry up the game.
12. In games in which scores are kept and standings maintained, the home team maintains the official scorebook and must check with other scorekeepers at the end of each inning. The chief umpire should check scorekeepers periodically to ensure that both books are in agreement.
13. Players or coaches ejected from games for unsportsmanlike conduct will be suspended from

further league participation, pending a meeting with their League leader. The Board will review the League leader's decision.

VI Division-Specific Rules:

Age 7 and 8 – Youth Division

1. Teams are determined at the discretion of the league/organization coordinator, with any and all possible parent requests for player pairings and team selection considered. Win/loss records are not kept, and there are no division champions.
2. Bases are placed at a distance of 60' apart. Coaches will be placed-40' for Boys and 35' for Girls-from the back of home plate and in the middle of the Pitching mound.
3. Game limit is 6 innings, or 1.5 hours. ITB will not be used.
4. A half inning consists of 3 outs, or five runs scored. Batters will get up to 6 pitches from a pitching coach. After 6 pitches, the batter is retired to the bench unless the last pitch is fouled off. If the batter keeps fouling off, pitches will continue until they hit or miss the ensuing pitch.
5. Each team will field ten defensive players on the field at one time. At least four must be placed in the outfield, at least 10' behind infielders.
6. Defensive coaches may be positioned in the outfield only, for coaching purposes.
7. Each player will play at least every other inning on defense and cannot play the same position more than twice in a single game.
8. Teams will not forfeit due to a lack of players. Teams should borrow players or play with the number available.
9. Pitching coaches will be used instead of machines. Balls will be inspected for cuts and discarded if damaged in any way. Pitching coaches **will not** field any ball in play.
10. Boys will use standard baseballs; girls will use standard 11" softballs. Synthetic leather is ok to use at this level.
11. Pitching coaches will make every attempt to stay out of the way of a batted ball. Any batted ball that contacts the pitching coach will be considered dead with the batter taking first and subsequent base runners advancing **if** forced.
12. Runners must maintain contact with their base until the pitched ball crosses the plate and runners may not steal on a pitch or advance on an overthrown ball.
13. It is recommended that all coaches tell their players to slide at home plate if/when there is a play at the plate. Although not an automatic out if they do not, it will be at the discretion of the umpire to call the runner out if there was intent to intentionally run over/into the catcher.
14. Runners may continue to advance on a ball hit into the outfield until the ball is returned to and possession is taken on the infield. Runners between bases will advance/return at their own peril.
15. The Infield Fly/dropped third strike rules are **not** in effect.
16. To ensure a steady pace to each inning, pitches to each batter will not exceed a 10-second

interval, unless to collect more balls or pull foul balls out of the way. The interval is defined as the time from the previous pitched ball to come to rest out of play to the time of the next pitched ball.

Age 9 and 10 – Minor Division

1. Teams are determined at the discretion of the league/organization coordinator, with any and all possible parent requests for player pairings and team selection considered.
2. Bases are placed at a distance of 60' apart. The pitching plate is placed-40' for Boys and 35' for Girls-from the back of home plate and in the middle of the Pitching mound.
3. Game limit is 6 innings, or 1.5 hours.
4. A half inning consists of 3 outs, or five runs scored. There is no run limit in the last inning of play.
5. Each team can field up to ten defensive players. Four players must be in the outfield, or at least 25' behind the closest infielder.
6. A single defensive coach may be positioned in the field for coaching purposes but, confined to the outfield.
7. Each player will play a minimum of two innings on defense, one of which must be in the infield.
8. Teams will borrow players from their opponents to prevent forfeiting a game.
9. Pitchers are limited to six innings per week and no more than four in one game. An inning is counted when one batter has completed their time at bat. A player may pitch non-consecutive innings only once for the contest. In the event of a makeup game a pitcher, who has reached their inning limit may pitch 2 additional innings if they have had one day rest.
10. Coaches will be required to keep a pitching log, and have it signed by the umpire at the conclusion of the game. The log must be presented to the opposing coach before a game begins. **If the log is not presented the coach will only be allowed to use 1 pitcher per inning for that game.**
11. Unlimited substitution allowed – defensive players may be returned to the game at any time. However, once removed from pitching, that player may only return if the innings limit has not been exceeded (see Rule 9).
12. It is recommended that all coaches tell their players to slide at home if/when there is a play at the plate. Although not an automatic out if they do not, it will be under the discretion of the umpire to call the runner out if there was intent to run over/into the catcher.
13. BOYS – Once the bases are loaded, the current batter cannot be walked. After four balls, the strike count is reduced by one. The offensive coach will then pitch over hand, until that batter has completed their turn at bat. NOTE: a hit batter is not a walk; that batter will be awarded first base and any other runners will advance **if** forced. Any player hit by a coach will **not** be awarded a base.
14. GIRLS – Anytime the 4th ball is called by the umpire, the current batter shall not be walked. After four (4) balls, the strike count is reduced by one strike. The offensive coach will then pitch underhand, until that batter has completed their turn at bat. NOTE: a hit batter is not a walk; that

batter will be awarded first base and all other runners will advance **if** forced. Any player hit by a coach will **not** be awarded a base.

15. The Chief Umpire shall remove any pitcher pitching wild or erratic to the point of being a hazard to the batters. A pitcher will be removed from the mound after hitting two batters in an inning, or four in the game. Pitchers may re-enter a contest after hitting two batters in an inning **IF** they do not pitch for one complete inning **AND** has an eligible inning to return (see Rule 9).
16. Boys will use standard baseballs; girls will use 11" softballs.
17. Bunting is not allowed.
18. Runners must maintain contact with their base until the pitched ball **crosses** home plate.
 - a) **Baseball:** Delayed dead ball. At the end of the play the offending runner(s) are returned to the last base occupied, or the furthest base they can legally occupy depending on the actions of the subsequent batter or other base runners.

Note: if the offending runner scored and 3rd base is legally occupied, he is removed from the bases and his run is not counted.
 - b) **Softball:** Immediate dead ball, the runner is called out.

Note: A "no pitch" is called, all subsequent action is negated.
19. Runners may steal but, **will not** steal home or score on any overthrown ball.
20. Runners may continue to advance on a ball hit into the outfield until the ball is returned to and possession is taken on the infield. Runners between bases will advance/return at their own peril.
21. The Infield Fly Rule is **not** in effect and the batter is out on an uncaught third strike.
22. No restriction on bats.
23. GIRLS- First Base, Third Base and the Pitcher are **REQUIRED** to wear face masks while on the field. Failure to wear the mask is grounds for forfeiture of the contest.

Age 11 and 12 – Major Division

1. Bases are placed at a distance of 60' apart. The pitching plate is placed-46' for Boys and 40' for Girls-from the back of home plate and in the middle of the Pitching mound.
2. Win/loss records are kept. 1st and 2nd place teams will be recognized.
3. Game limit is 6 innings, or 2.0 hours. ITB will be used to settle ties.
4. Each team can field up to ten defensive players. Four players must be in the outfield, or at least 25' behind the closest infielder.
5. It is required that girls playing positions of Pitcher, 1st or 3rd base wear protective face masks. Teams not adhering to this rule will forfeit the contest.
6. Each player will play a minimum of every other inning on defense.
7. Uniforms/shirts must have numbers on the back.
8. All pitchers are limited to six innings per week. Pitchers may not pitch more than 4 innings per

game. An inning is counted when one batter has completed a time at bat. A player may pitch non-consecutive innings only once for the contest. In the event of a makeup game a pitcher, who has reached their inning limit may pitch 2 additional innings if they have had one day rest.

9. Coaches will be required to keep a pitching log, and have it signed by the umpire at the conclusion of the game. The log must be presented to the opposing coach before a game begins. If the log is not presented the coach will only be allowed to use 1 pitcher per inning for that game.
10. The Chief Umpire shall remove any pitcher pitching wild or erratic to the point of being a hazard to the batters. A pitcher will be removed from the mound after hitting two batters in an inning, or four in the game. Pitchers may re-enter a contest after hitting two batters in an inning **IF** they do not pitch for one complete inning **AND** has an eligible inning to return.
11. Unlimited substitution allowed – defensive players may be returned to the game at any time. However, once removed from pitching, that player may only return if the innings limit has not been exceeded (see Rule 9).
12. It is recommended that all coaches tell their players to slide at home if/when there is a play at the plate. Although not an automatic out if they do not, it will be under the discretion of the umpire to call the runner out if there was intent to run over/into the catcher.
13. Boys will use standard baseballs; girls will use 12” softballs must be Leather, NO SYNTHETIC BASEBALLS OR SOFTBALLS.
14. Dropped 3rd strike will be in effect. Batter must make a move towards 1st base within 4 steps or is called out.
15. No restrictions on bats.
16. The infield-fly rule **is** in effect.
17. Stealing **is** allowed. Leading off is okay.

Age 13-14 – Senior Division

1. Field Dimensions:
 - a. Baseball: 90’ distance between bases & 60’6” pitching plate distance measured from the back of home plate to then center of pitching mound.
 - b. Softball: 60’ distance between bases & 43’ pitching plate distance measured from the back of home plate to the center of pitching mound.
2. Win/loss records are kept; 1st and 2nd place teams will be recognized.
3. Game time limit 2.5 hours. No inning will start after the time limit, but you may finish innings already started. Game time will be extended to settle ties under ITB rules.
4. It is required that girls playing positions of Pitcher, 1st or 3rd base wear protective face masks. Teams not conforming to this rule will forfeit the contest.
5. Each player will play a minimum of every other inning on defense.
6. Uniforms/shirts must have numbers on the back.

7. All pitchers are limited to six innings per week. Pitchers may not pitch more than 4 innings per game. An inning is counted when one batter has completed a time at bat. A player may pitch non-consecutive innings only once for the contest. In the event of a makeup game a pitcher, who has reached their inning limit may pitch 2 additional innings if they have had one day rest.
8. The Chief Umpire shall remove any pitcher pitching wild or erratic to the point of being a hazard to the batters. A pitcher will be removed from the mound after hitting two batters in an inning, or four in the game. Pitchers may re-enter a contest after hitting two batters in an inning **IF** they do not pitch for one complete inning **AND** has an eligible inning to return.
9. Coaches will be required to keep a pitching log, and have it signed by the umpire at the conclusion of the game. The log must be presented to the opposing coach before a game begins. If the log is not presented the coach will only be allowed to use 1 pitcher per inning for that game
10. Each pitcher will be allowed one balk (baseball) or illegal pitch (softball) warning per game. The umpire will explain the reason for the call. The second violation will be called and the penalty enforced.
11. Unlimited substitution allowed – defensive players may be returned to the game at **any** time.
12. It is recommended that all coaches tell their players to slide at home plate when there is a play. Although not an automatic out if they do not, it will be under the discretion of the umpire to call the runner out if the runner was to intentionally run over the catcher.
13. Boy's bats may weigh up to 9 oz. less than length and cannot be more than 2 5/8" in dia. Bats will **NOT** have to be BBCOR listed/marked.
14. Metal spikes may be worn by players.
15. The infield-fly rule **is** in effect.
16. Stealing **is** allowed. Leading off is okay.

VII Draft Rules

1. Each League shall establish their specific draft rules.
2. However, certain common-sense rules should be adhered to, such as:
 - Protected players are automatically assigned to teams; they are not subject to drafting.
 - Coaches should be allowed to protect their child, and the child of one assistant coach.
 - Siblings should be protected, unless requested otherwise by parents.
 - Players should be drafted based on personal evaluations by league personnel.
 - Whether teams draft to fill up a team of returning players; or if they draft a completely new team each season, is up to the individual League.
 - Traveling team and High school players ***must*** be divided up evenly in each division.

VIII Umpire Qualifications and Pay Schedule

1. Umpires must wear a mask, chest protector; shin guards for Major/Senior levels and protective shoes are strongly recommended.
2. Umpires should be familiar with and shall carry a full complete copy of League Rules for the

division they are calling.

3. Umpires should be familiar with the high school rulebook. Copies are available at www.NFHS.com for \$7.95, and must be made available by each league/organization.
4. Umpires should not be a member of the immediate family of a coach or player in the game being called.
5. Minimum age requirements:
 - a. Plate Umpire, Minors – 14
 - b. Base Umpire, Minors – 13
 - c. Plate Umpire, Majors – 16
 - d. Base Umpire, Majors – 14
 - e. Plate Umpire, Seniors – 18
 - f. Base Umpire, Seniors – 16
6. Pay Schedule (these are general guidelines; you may pay more but not less than listed.)
 - a. Plate Umpire, Minors – 20
 - b. Base Umpire, Minors – 10
 - c. Plate Umpire, Majors – 20
 - d. Base Umpire, Majors – 10
 - e. Plate Umpire, Seniors – 30 - \$40 if MHSAA certified (recommended)
 - f. Base Umpire, Seniors – 20 - \$30 if MHSAA certified (recommended)
 - g. Single Umpire, Minors and Majors - \$25

*** Single umpire not allowed for Senior Boys and girls.**

A-1 APPENDIX

	MINORS 10U	MAJORS 12U	SENIORS 14U
Bases	60'	60'	Boys - 90' Girls - 60'
Pitching Plate	Boys - 40' Girls - 35"	Boys - 46' Girls - 40"	Boys - 60'6" Girls - 43"
Metal Spikes?	No	No	Yes
Balks/Illegal Pitches	Not Called	Not Called	Called after 1 warning
Mercy Rule	10 runs behind & 3 1/2 innings	10 runs behind & 3 1/2 innings	10 runs behind & 4 1/2 innings
Innings/Time Limits	6 innings or 1.5 hours	6 innings - 2 hours.	7 innings 2.5 hours
Max runs per inning	5 runs per inning - no limit on runs in last inning	N/A	N/A
# of defensive players on field	No more than 10 (4 must be in outfield-25')	No more than 10 (4 must be in outfield-25')	No more than 9
Pitcher inning limits -	* 6 inning per week max. No more than 4 per game * Logs must be kept by each team, signed by umpire and presented to opposing coach	* 6 inning per week max. No more than 4 per game * Logs must be kept by each team, signed by	* 6 inning per week max. No more than 4 per game * Logs must be kept by each team, signed by umpire and presented to

	prior to each game	umpire and presented to opposing coach prior to each game	opposing coach prior to each game
Walks – Boys	No walks after bases loaded. After 4 balls, the strike count is reduced by one and offensive coach pitches.	Walks allowed	Walks allowed
Walks – Girls	No Walks. After 4 balls, the strike count is reduced by one and offensive coach pitches.	Walks allowed	Walks allowed
Wild Pitches	Umpire may remove any pitcher considered hazardous. Pitcher removed after hitting 2 batters in an inning or 4 batters in a game.	Pitcher removed after hitting 2 batters in an inning or 4 batters in 3.	Pitcher removed after hitting 2 batters in an inning or 4 batters in 3.
Ball Size	Boys – standard baseball; Girls – 11”	Boys - standard baseball Girls – 12” must be leather	Boys - standard baseball, Girls – 12” must be leather
Bunting	Not allowed	Yes	Yes
Leading off	Runners must maintain contact until ball crosses the plate.	Allowed	Allowed
Stealing	Runners must maintain contact until ball crosses the plate.	Allowed	Allowed
Ball hit to outfield	Advance until ball returned to and in possession of an infielder. Runners between bases at own peril.	At own peril	At own peril
Infield Fly Rule	Not in effect	In effect	In effect
Dropped (uncaught) 3rd Strike	Batter is out. Batter cannot advance.	Boys - In effect. Batter must make move to base in first 4 steps or called out. Girls - not in effect.	In effect - Boys and Girls
Win/Loss Records kept	yes	Yes	Yes
Ties allowed	Yes	No Ties - must complete game. ITB in effect.	No Ties – must complete game. ITB in effect.
Bat restrictions	None	None	Boys –up to 9 ounces less than length, not more than 2 5/8 dia. Does <u>not</u> have to be BBCOR.

