

KINDERKAMACK SOFTBALL SUMMER RULES

Updated 11/22/24

Philosophy - To foster the true spirit of the game, where managers, coaches and parents encourage and support the social fabric of the game, the fun and enjoyment in playing the game of softball, teaching the kids sportsmanship, to be team players, to be schooled in the fundamentals and to be enthusiastic and confident.

Player Eligibility:

The Kinderkamack Softball Summer program is open to town all-star teams and is not open to club teams. We encourage that all players must reside in town however we understand that some towns might have trouble completing a roster. The following are the eligibility rules that Kinderkamack Softball Summer program will follow for the season.

1. Players are only eligible to be on a summer roster if she was on a roster for the spring season. The only exceptions that will be made are for a town that did not participate in the spring season but want to submit a team in the summer.
2. All players must reside in the town they are playing for, unless approved by Kinderkamack Softball.
3. No team will be granted permission to use a player from a town that has a team participating in the Kinderkamack Softball Summer program unless permission is granted from that town.
4. No player shall be denied a roster spot for an out-of-town player.
5. Rosters including **name, birthday, address, grade, and uniform number** must be submitted before the first game is played. A player's name can only appear on one roster. Copies of birth certificates and proof of address may need to be presented, at some point, so coaches should have them available. No player can be added to the roster after July 1.
6. Rosters should be more than 10 and not exceed 20 players.
7. Roster players must play in at least 50% of the games to be eligible for the playoffs.

Any violation of the above rules, a team shall forfeit their entry fees, be ineligible for any playoff games, and possibly be removed from the summer program.

Exceptions:

Allowances will be afforded to a player who has a unique circumstance or hardship.

Out of town residents attending an in town private or parochial school.

Team coaches should notify the commissioners if any of the above exceptions exist.

Allowances will be afforded to towns that don't have enough players and combine with another town to form a team. Approval by Kinderkamack Softball is required.

General Information

The season will begin mid June. All teams will play a 10 game schedule.

Playoffs will end by July 31st.

Winning team must submit scores on kinderkamacksoftball.com within 24 hours of games completion.

DO NOT REPORT FAKE SCORES FOR GAMES THAT WERE NOT PLAYED

The age cutoffs will be the following

1 st /2 nd Grade	Attended 1 st or 2 nd grade this past school year
2 nd /3 rd Grade	Attended 2 nd or 3 rd grade this past school year
3 rd /4 th Grade	Attended 3 rd or 4 th grade this past school year
10U Division	10 or under as of January 1 st
12U Division	12 or under as of January 1 st
14U Division	14 or under as of January 1 st

Rainouts and cancellations need to be worked out within 3 days of the rainout or cancellation date.

Playoffs:

Playoffs teams will be based in the total number of teams in the division. The higher seeded teams will be the home team. There will be NO RE-SEEDING for each round. Both 1st and 2nd place teams will receive trophies.

The playoffs will be single elimination. Seeding for the playoffs will be determined by a point system. Higher seeded team will be the home team unless there are field availability issues. Each team will be awarded points as follows:

3-Win 2-Tie 1-Loss 0-Forfeit (forfeited games will be scored 7-0)

Tie breakers will be as follows:

- A) Wins
- B) Losses
- C) Head-to-Head
- D) Runs Against
- E) Runs For
- F) Coin Toss with the team you are tied with.

Playoff games will require 1 umpire at 1/2, 2/3, 3/4, and 10U and 2 umpires at 12U and 14U

Championship games will require 1 umpire at 1/2 and 2/3 and 2 umpires at 3/4, 10U, 12U, and 14U.

Teams will split the cost of the umpires at all Playoff games as well as all Championship games.

All teams must be prepared to play at any time during the playoff week

Dates for playoff games are posted on the website and may be changed due to weather and/or field availability.

Any changes will be communicated to you as soon as possible.

High School rules apply in all aspects unless mentioned specifically in these rules.

(Important: when asked by umpires whether Kinderkamack Softball follows the High School rule, respond by saying “No.” Say instead we follow our OWN RULES)

Game and Field Rules:

1. **Batting Order:** *See division rules*
2. **Lineup Cards** – must be exchanged with the other coaches before the game starts and **must include First and Last Name, and uniform number.** If not batting everyone, subs must also be listed. *Not applicable to the 1/2 Division*
3. **Guest players** can be used from other teams in the same participating town to fill a roster to 10 players. Guest players must be from the same division or lower division, They cannot play down a level even if they are age eligible. (For example, a 4th grade player on a 3/4 roster can play up to 10U but a 4th grade player on a 10U roster cannot play down to 3/4.) **Guest players must bat last.** Towns should use their best effort to replace missing players with players of equal ability of the missing player(s). **No guest players will be allowed to play in the playoffs. See below for rules regarding guest pitchers.**
4. **Roster**-must be submitted by June 10th. No changes after July 1st.
5. **Roster minimum size** – 10 players
6. **Roster maximum size** – 20 players
7. **Game day minimum field roster** – 8 (to have a game)
8. **Mercy rule** – *see division rules*
9. **Time limit per game** – *see division rules* – Time will stop for weather delays.
10. **Umpires**- Home team will provide and pay for the umpires. No umpires for 1/2 during regular season. One umpire at 2/3, 3/4, 10U, and 12U. Two umpires required at 14U.
11. **Makeup games**- Make every effort to promptly schedule makeup games. The home team will offer the visiting team 3 dates to makeup the game within 48 hours of the cancelled game.
12. **Reporting a Score**- The winning team’s coach must report the score to kinderkamacksoftball@gmail.com or at kinderkamacksoftball.com within 24 hours of the game.

Guest Pitcher Rules

During the regular season guest players can serve as pitchers as long as the following criteria are met:

1. Guest pitchers must be rostered on a 3/4, 10U, or 12U team. There will be no guest pitchers from the 1/2 or 2/3 level.
2. Guest pitchers may only play up ONE age level and they CANNOT play for another team at the same age level.
3. A girl cannot pitch in more than 1 game in a single day.
4. A girl cannot pitch in more than 4 games across multiple age levels in any one calendar week.
5. Only one guest pitcher is allowed per game per team. A team cannot have more than one guest pitcher. A guest pitcher may expand a team's available game day roster by one player even if that team already has 10 or more players available.

6. Girls are only to serve as guest pitchers for the following reasons: 1) Avoid postponement and or cancellation of a game. 2) If a team absolutely cannot field a pitcher from its available game day roster. 3) The girl is an established pitcher at the level from which she is being called up. Girls "learning" to pitch should not be called up to serve as guest pitchers. 4) Facilitate a quality experience for all girls in terms of pace of play and avoiding "walk-a-thon" game experiences.

The guest pitcher's coaches are responsible to determine a girl's eligibility in accordance with these rules. A violation of this rule, including an accidental violation, will result in disciplinary action as determined by the Kinderkamack Softball Board of Directors.

Guest pitchers must be declared to the opposing coach prior to the start of the game and must bat last. Guest pitchers must be reported to kinderkamacksoftball@gmail.com after the game. These emails will be kept in a folder and reviewed to determine if any coaches and or towns are misusing and or abusing the guest pitcher provision. Misuse and or abuse of the guest pitcher provision will result in disciplinary action as determined by the Kinderkamack Softball Board of Directors. **No guest pitchers of any kind will be allowed to play in the playoffs.**

ADDITIONAL GAME RULES

1. **Sliding** – Head first sliding is not permitted except when returning to a base. All base runners advancing shall slide feet first at all bases. Any other slide is an automatic out. No hurdling over a player on a tag play to avoid tag. This will result in an automatic out. A baserunner should avoid collisions at all time by either sliding or avoiding collision with the defensive player. To clarify a baserunner must slide or avoid. In the judgment of the umpire, any runner is OUT when the runner does not slide OR attempt to get around a fielder who has the ball and is waiting to make the tag. It is the responsibility of the runner to slide in order to reduce potentially injurious contact on all plays at all bases. NOTE: A player is not out if she doesn't slide, she's out only when she creates a collision with a defensive player. No contact, no out. Also, a defensive player cannot block a base unless there is a play at that base and the defensive player is in possession of the ball or is in the process of receiving the ball. IF A DEFENSIVE PLAYER IS NOT IN POSSESSION OF THE BALL OR IS IN THE ACT OF FIELDING or RECEIVING THE BALL AND THERE IS A COLLISION then the umpire shall wait until a dead ball situation and award the runner the base by reason of obstruction. Interference and obstruction by base runners and fielders are as per HS rules.
2. **Regulation game** – If a game is ended by the umpire due to weather or darkness prior to completion, the following rules apply:

1/2 Division - It's an official game, after (3) three innings, unless the Home Team is leading after 2 1/2 innings.

After three innings, you revert back to the previous completed inning to determine a winner if the game is called due to weather or darkness.

2/3 & 3/4 Divisions - It's an official game after (4) four innings, unless the Home Team is leading after 3 1/2 innings.

After four innings, you revert back to the previous completed inning to determine a winner if the game is called due to weather or darkness.

10U, 12U & 14U Divisions - It's an official game, after (5) five innings, unless the Home Team is leading after 4 1/2 innings.

After five innings, you revert back to the previous completed inning to determine a winner if the game is called due to weather or darkness.

If a game is called before it's a regulation game you resume play from the exact point that the play was halted until it becomes a regulation game.

If there is a tie after the scheduled number of innings, extra innings will be allowed if under time limit otherwise game will end in a tie.

Games that end due to TIME LIMIT are official regardless of how many innings were completed.

If "last inning - unlimited runs" IS NOT DECLARED AT THE BEGINNING OF THE TOP OF THE INNING AND THE BOTTOM OF THE INNING GOES BEYOND THE TIME LIMIT, then the mercy rule run cap WILL apply to that bottom half of the inning. At this point, the game would end and be considered an official game.

If the margin of runs by the Visiting Team is greater than 6, then the Visiting Team is declared the winner and you finish the bottom half of that inning for "fun" or "Practice". As that is considered an official game.

If the "last inning" is declared before the top of the inning and the inning finishes before getting to the time limit, the game is over and is considered an official game.

3. During the regular season a tie will stand as the final score.
4. All playoff games must be played until a winner is determined, upon weather or darkness game will follow continuation rule. *The time limit restriction will not apply to championship games.*
5. **Continuation Rule** – Game will be resumed exactly where it left off. All records including pitching shall be counted. Players that were not in the original game lineup will not be allowed to play in the resumed game. Players that are not at the resumed game but were in the original game lineup will have their spot in the lineup skipped without penalty.
6. **Players arriving to a game late** – Player will be added at the bottom of the batting order.
7. **Players leaving a game early** - There is no penalty for players leaving the games early. The spot in the lineup will be skipped. If a player is ejected, their spot in the lineup becomes an out only if Cinderella batting is being used.
8. **Speed Up Rule** – Teams can choose to use a courtesy runner for pitchers or catchers no matter how many outs. The courtesy runner must be the last batted out or a player not in the starting lineup.
9. **Infield Fly Rule** – *see division rules.*
10. **Tagging up** – from any base is allowed at all divisions except 1/2.
11. **Warm Up** – Prior to games, the visiting team shall have a 15 minute window to warm up and practice on the opposing team's field.
12. **Game balls** - Home Teams are responsible to supply 2 game balls (11" for 1/2, 2/3, 3/4 and 10U, 12" for 12U, & 14U). Balls must be max .47 COR, max 375 lb. compression

Players Code of Conduct:

1. Umpires have the sole authority and discretion to warn, discharge and suspend a player whose conduct on the field is contrary to the spirit of "fair play" and to our philosophy.
2. These infractions involve but are not limited to:
3. Profanity or abusive language
4. Throwing of equipment in the dugout or on the field
5. Act of violence or intent to injure a player
6. Arguing with umpires or players
7. Willful acts or behavior in delaying a game

8. Childish behaviors in the dugout or on the field so as to taunt, bait, discredit and make fun of a player (race, religion and origin)
9. Purposely obstruct or hinder a player from making a play, running bases or any routine play
10. Personal actions to incite spectators or demonstrations
11. Entering the area behind the catcher while the pitcher and catcher are in their respective position
12. Be outside the designated dugout or bullpen area if not a batter.
13. Any player ejected in a game is subject to their town's ejection rules for the following game.

Players Dress Code:

1. All players should be in the same color matching uniforms.
2. All player's uniform shirts should be tucked in their pants at all times during the game.
3. Shoes with rubber cleats are the only acceptable footwear to be worn by the players in the game.
4. No player is allowed to wear jewelry, earrings or any ornamental body piece during the game.

Managers and Coaches Rules:

"Special Code of Conduct"

1. No smoking, tobacco chewing, spitting is allowed in the dugout or on the field.
2. Profanity, abusive language or continuous yelling and harassment should not be directed toward any player on either team in the dugout or on the field.
3. A manager or coach who deems winning the game the only reason for his or her involvement, should stay out of our program and watch the game outside the field boundaries along with the rest of the spectators.
4. Arguing with umpires is prohibited; accept the umpire's call and play. The umpire is incidental to the game, not a major symbol for debate.
5. No coach shall physically assist a runner during play.
6. Coaches shall stay within the boundaries of the coaching boxes.
7. Ejections from any game will be that game plus the next. This rule applies to all coaches. A second ejection in the season of any coach will be handled on an individual basis by the administrators from each participating town.

Safety Code:

1. Responsibility for safety procedures should be that of an adult member of your program.
2. Arrangements should be made in advance of all games and practices for emergency medical services.
3. Managers, coaches and umpires should have some training in first aid. First aid kits should be available at the field.
4. No games or practice should be held when weather or field conditions are not playable, particularly when lighting is inadequate.
5. Play area should be inspected frequently for holes, damage, stones, glass and other foreign objects.
6. Dugouts, on-deck circles and bat racks should be positioned behind the screens and/or fences.
7. Only players, managers, coaches and umpires are permitted on the playing field during play and practice sessions.
8. Responsibility for keeping bats and loose equipment off the field of play should be that of a regular player assigned for this purpose.
9. Procedure should be established for retrieving foul balls hit out of the playing area.

10. During practice games all players should be alert and watch the batter on every pitch.
11. During warm up drills players should be spaced so that no one is endangered by wild throws or missed catches.
12. Equipment should be inspected regularly.
13. Batters must wear protective helmets with facemasks during practice, as well as during games.
14. Catchers must wear catcher helmet, facemask, chest protector, and shin guards at all times during the game and while warming up pitchers.
15. At no time should “horse play” be permitted on the field.
16. Safety glasses – per New Jersey law as follows: Any child who wears corrective eyeglasses while participating in racquetball, squash, tennis, women's lacrosse, basketball, women's field hockey, badminton, paddleball, soccer, volleyball, baseball or softball, sponsored by a school, community or government agency, shall be required to wear protective eyewear that meets the frames standards of the American Society for Testing and Materials (ASTM) F803 and lens standards of the American National Standards Institute (ANSI) Z87.1.

1st & 2nd Grade Rules

1. Games are scheduled for 4 innings. An official game is 3 innings (2 ½ if the home team is winning). No new inning will begin after 1 hour and 15 minutes of play.
2. Teams will use 11" safety balls, (i.e. "RIF", or "Incrediballs").
3. Bases are at 60 feet.
4. Batters and runners must wear helmets with face masks
5. There is no infield fly rule.
6. There is no tagging up.
7. There is no leading or stealing.
8. There is no bunting.
9. There are no intentional walks.
10. Coaches pitch to the players from at least 25'.
11. There are no umpires during the regular season. One is required for playoff games.

Minimum of 7 and maximum of 10 players on the field. Infield positions consist of: One pitcher's helper, C, 1B, 2B, SS, 3B, and 4 outfielders. Outfields are to stand **behind the baseline and on the grass of the outfield**. Pitcher's helpers are to stand no closer than 30 feet.

There will be a maximum of 3 coaches on the field. One pitching, one behind the catcher, and one in the field.

There will be a Cinderella batting order, every player hits.

After five (5) swinging strikes, the batter is out. There is no hitting off a tee. There are no called strikes.

The runners advance 1 base at a time unless the ball is hit past the outfielders, then they may advance 2 bases. The ball does not have to be hit over the outfielder's head on a fly. Any ball that an outfielder needs to turn their back to home plate to field is considered past the outfielders.

On an overthrow, the ball is dead and the play is over.

The inning is over after 3 outs are recorded or 5 runs are scored.

There is unlimited scoring in the last inning. Coaches must agree which inning is the last when the time limit is close to being reached.

Coaches are encouraged to teach their players to throw to the catcher on a force play at home plate, not run to home to make the out. We want to try to avoid collisions at home plate.

Bats: Composite bats are banned at this level

2nd & 3rd Grade Rules

Game & Field

1. Games are scheduled for 6 innings. An official game is 4 innings (3 ½ if the home team is winning). No new inning will begin after 1 hour and 30 minutes of play.
2. All players on the roster will bat and 10 play on the field.
3. The 10th player in the field must be 10 feet behind 2nd base as a starting point and can move in on the release of the pitch.
4. There is unlimited substitution, players may be removed and reinserted in the game in defensive positions.
5. Mercy rule *per inning*– Maximum of 4 runs per inning except for the last inning. When games are approaching the time limit coaches must agree what inning will be the last.
6. Mercy rule *per game* – 12 runs after 4 innings, 10 runs after 5 innings
7. The “*Dropped Third Strike Rule*” and the “*Infield Fly Rule*” are **NOT** in effect.
8. The pitching rubber shall be 35 feet from the back of home plate. A line shall be marked at 30 feet also.
9. 11” ball
10. Bases are to be 60 feet apart.
11. Bunting is **NOT** allowed.
12. Composite bats are allowed.
13. There are no intentional walks.
14. Defensive facemasks **MUST** be worn by **ALL** players on the field.

Pitching

1. A pitcher may pitch a maximum of 3 innings (2 consecutive innings max.) One pitch constitutes an inning. Only the starting pitcher may return to pitch once. Extra innings constitute a new game for the purpose of pitchers.
2. A 2nd grader, or a combination of 2nd graders, must pitch at least one inning or 3 consecutive outs in each game. This has to occur before the completion of the 3rd inning.
3. The 2nd grade pitcher is encouraged to pitch from 35 feet. However, if she is struggling to reach the plate, the 2nd grade pitcher may move to 30 feet which will be previously marked off at the start of the game by spray paint or chalk.
4. Hit by pitch rules - The batter must make an attempt to avoid the pitch if possible. The definition of "attempt" is an umpire's discretion call. Batters that are hit by "slow" pitches that are rolling or bounce multiple times should not be awarded 1st base. If a pitcher hits 3 batters in a game, both coaches and the umpire should discuss if the pitcher is a safety concern. If so, then the pitcher should be removed from the game. There must be a unanimous agreement amongst the 3 parties (2 coaches plus the umpire) agreeing the pitcher is not a safety concern in order for the pitcher to remain in the game. If an agreement cannot be reached and at least one party believes a safety concern exists, then the pitcher should be removed after the third hit batter. We do not want to punish struggling pitchers but we also do not want players getting hurt.
5. The coach/manager is allowed 2 trips to the pitcher's mound per inning. Upon the 3rd trip, the pitcher must be removed. This does not include the “coach pitch rule”.
6. There will be a maximum of one walk per inning per team.
7. Coach Pitch Rule - The coach will pitch when 4 balls have been thrown **AFTER** the one walk per inning has been observed. The coach must pitch from inside the pitcher's circle. If the batter has 2 strikes when the coach enters the game, the strike count will go down to 1. The coach will have the pitcher step aside, remain inside the circle, either even or behind the pitching rubber and pitch to the batter until the batter either hits the ball or strikes out. Umpires

will call strikes on the batter. The batter can strike out swinging or looking. The pitcher will then pitch to the next batter.

Baserunning

1. Baserunners will be allowed to lead upon the release by the pitcher. If a baserunner leaves early, there will be 1 warning per team per game. Next infraction constitutes a dead ball and the runner is out.
2. There will be no advancement on overthrows by the catcher.
3. The ball is dead once in control by any player in the pitcher's circle. Baserunners will be sent back to previous base if less than halfway to next base as determined by the umpire
4. Only one base is allowed per overthrow at all bases unless the overthrow is from the catcher (see rule # 2).
5. NO Stealing.
6. Pick offs are all force plays.

3rd & 4th Grade Rules

Game & Field

1. Games are scheduled for 6 innings. An official game is 4 innings (3 ½ if the home team is winning). No new inning will begin after 1 hour and 30 minutes of play.
2. All players on the roster will bat (Cinderella lineup) and 10 play on the field.
3. The 10th player in the field must be at least 10 feet behind 2nd base as a starting point and can move in on the release of the pitch.
4. There is unlimited substitution, players may be removed and reinserted in the game in defensive positions.
5. Mercy rule *per inning*– Maximum of 6 runs per inning except for the last inning. When games are approaching the time limit coaches must agree what inning will be the last.
6. Mercy rule *per game* – 15 runs after 4 innings, 12 runs after 5 innings
7. The “*Dropped Third Strike Rule*” and the “*Infield Fly Rule*” are **NOT** in effect.
8. The pitching rubber shall be 35 feet from the back of home plate.
9. 11” ball
10. Bases are to be 60 feet apart.
11. Bunting is **NOT** allowed.
12. Composite bats are allowed.
13. There are no intentional walks.
14. Defensive facemasks **MUST** be worn by **ALL** players on the field

Pitching

1. A pitcher may pitch a maximum of 3 innings One pitch constitutes an inning. Only the starting pitcher may return to pitch once. Extra innings constitute a new game for the purpose of pitchers.
2. The coach/manager is allowed 2 trips to the pitcher’s mound per inning. Upon the 3rd trip, the pitcher must be removed.

Baserunning

1. Baserunners will be allowed to lead upon the release by the pitcher. If a baserunner leaves early, there will be 1 warning per team per game. Next infraction constitutes a dead ball and the runner is out.
2. There will be no advancement on overthrows by the catcher.
3. The ball is dead once in control by any player in the pitcher’s circle. Baserunners will be sent back to previous base if less than halfway to next base as determined by the umpire
4. Maximum of 2 successful steals per inning. 2nd to 3rd base only.
5. Pick offs- 1st and 3rd base are force plays. Runners cannot advance on an overthrow of a pick off attempt.

10U Rules

Game & Field

1. Games are scheduled for 7 innings. An official game is 5 innings (4 ½ if the home team is winning). No new inning will begin after 1 hour and 45 minutes of play.
2. Teams can bat Cinderella, bat the same as the opposing team, or bat 10 players only. It can change from game to game, but must declare to the umpire and opposing manager prior to start of the game. If a team does not bat Cinderella, they are allowed to use the High School re-entry rule.
3. There is unlimited substitution, players may be removed and reinserted in the game in defensive positions, as long as Cinderella batting is being used, otherwise the one for one substitution rule is in effect (High School Rules).
4. There can be 10 players on the field. The 10th player in the field must be at least 10 feet behind 2nd base as a starting point and can move in on the release of the pitch.
5. Mercy rule *per inning*– Maximum of 6 runs per inning except for the last inning. When games are approaching the time limit coaches must agree what inning will be the last.
6. Mercy rule *per game* – 12 runs after 5 innings.
7. The “*Dropped Third Strike Rule*” and the “*Infield Fly Rule*” are **NOT** in effect.
8. The pitching rubber shall be 35 feet from the back of home plate.
9. 11” ball
10. Bases are to be 60 feet apart.
11. Bunting is allowed. No Fake Bunting then swinging away. No slashing or slapping.
12. Composite Bats are allowed.
13. There are no intentional walks.
14. Defensive facemasks **MUST** be worn by **ALL** players on the field

Pitching

1. A pitcher may pitch a maximum of 4 innings. One pitch constitutes an inning. Only the starting pitcher may return to pitch once. Extra innings constitute a new game for the purpose of pitchers.
2. The coach/manager is allowed 2 trips to the pitcher’s mound per inning. Upon the 3rd trip, the pitcher must be removed.

Baserunning

1. Baserunners will be allowed to lead upon the release by the pitcher. If a baserunner leaves early, there will be 1 warning per team per game. Next infraction constitutes a dead ball and the runner is out.
2. There will be no advancement on overthrows by the catcher.
3. The ball is dead once in control by any player in the pitcher’s circle. Baserunners will be sent back to previous base if less than halfway to next base as determined by the umpire
4. Maximum of 3 successful steals per inning. 2nd to 3rd base only.
5. Pick offs- 1st and 3rd base are force plays. Runners cannot advance on an overthrow of a pick off attempt.

12U Rules

Game & Field

1. Games are scheduled for 7 innings. An official game is 5 innings (4 ½ if the home team is winning). No time limit unless specified by field ground rules. Must be discussed before game.
2. Teams can bat Cinderella, bat the same as the opposing team, or bat 10 players only. It can change from game to game, but must declare to the umpire and opposing manager prior to start of the game. If a team does not bat Cinderella, they are allowed to use the High School re-entry rule.
3. There is unlimited substitution, players may be removed and reinserted in the game in defensive positions, as long as Cinderella batting is being used, otherwise the one for one substitution rule is in effect (High School Rules).
4. There can be 10 players on the field. The 10th player will not be a shortfielder. Outfield will play 4 across.
5. Mercy rule *per inning*– Maximum of 6 runs per inning except for the last inning. When games are approaching the time limit coaches must agree what inning will be the last.
6. Mercy rule *per game* – 12 runs after 5 innings.
7. The “*Dropped Third Strike Rule*” and the “*Infield Fly Rule*” ARE in effect.
8. The pitching rubber shall be 40 feet from the back of home plate.
9. 12” ball
10. Bunting is allowed. No Fake Bunting then swinging away. Slapping is allowed.
11. Composite Bats are allowed.
12. Intentional walks are limited to 1 per player per game.
13. Defensive facemasks **MUST** be worn by **ALL** players in the field.

Pitching

1. A pitcher may pitch a maximum of 4 innings. One pitch constitutes an inning. Only the starting pitcher may return to pitch once. Extra innings constitute a new game for the purpose of pitchers.
2. The coach/manager is allowed 2 trips to the pitcher’s mound per inning. Upon the 3rd trip, the pitcher must be removed.

Baserunning

1. Baserunners will be allowed to lead upon the release by the pitcher. If a baserunner leaves early, there will be 1 warning per team per game. Next infraction constitutes a dead ball and the runner is out.
2. Unlimited stealing including home.
3. Pick offs - Tag plays at all bases.
4. Runners may advance on overthrows at any base or balls overthrown to the pitcher. Runners advance at their own risk.
5. Continuous walk is NOT permitted.

14U Rules

Game & Field

1. Games are scheduled for 7 innings. An official game is 5 innings (4 ½ if the home team is winning). No time limit unless specified by field ground rules. Must be discussed before game.
2. Teams can bat Cinderella, bat the same as the opposing team, or bat 9 players only. It can change from game to game, but must declare to the umpire and opposing manager prior to start of the game. If a team does not bat Cinderella, they are allowed to use the High School re-entry rule.
3. There is unlimited substitution, players may be removed and reinserted in the game in defensive positions, as long as Cinderella batting is being used, otherwise the one for one substitution rule is in effect (High School Rules).
4. There can be only 9 players on the field.
5. Mercy rule *per inning* – none
6. Mercy rule *per game* – 10 runs after 5 innings.
7. The “*Dropped Third Strike Rule*” and the “*Infield Fly Rule*” ARE in effect.
8. The pitching rubber shall be 43 feet from the back of home plate.
9. 12” ball
10. Bunting is allowed. No Fake Bunting then swinging away. Slapping is allowed.
11. Composite Bats are allowed.
12. Intentional walks are limited to 1 per player per game.
13. Defensive facemasks **MUST** be worn by **ALL** players in the infield. Optional for outfielders.

Pitching

1. There is no limit on innings pitched. Only the starting pitcher may return to the pitch once.
2. The coach/manager is allowed 2 trips to the pitcher’s mound per inning. Upon the 3rd trip, the pitcher must be removed.

Baserunning

1. Baserunners will be allowed to lead upon the release by the pitcher. If a baserunner leaves early, there will be no warning and the runner will be called out.
2. Unlimited stealing including home.
3. Pick offs - Tag plays at all bases.
4. Runners may advance on overthrows at any base or balls overthrown to the pitcher. Runners advance at their own risk.
5. Continuous walk is permitted.