**PEE WEE (T-BALL) RULES**

(Girls: age 6, 7, 8, Boys: aged 6,7)

1. The bases should be 35’ apart.
2. The Coaches need to recruit 2 parent volunteers for each game: a) one to umpire at home plate, and b) one to keep score.
3. All players for each team play field every inning, with a maximum of 7 players in the infield (catcher, pitcher, 1st, 2nd, 3rd, short stop between 2nd and 3rd, and another shortstop between 1st and 2nd), and the remaining players in the outfield. To be fair, the Coach should ensure that no child plays the same position more than once per game.
4. A written batting order should be done up for each game by each Coach, and rotated every game (e.g.: alphabetical one game, reverse alphabetical the next).
5. All batters and base runners **must** wear a batting helmet.
6. Bunting, “lead offs”, base stealing, and sliding are not allowed.
7. Every player gets to hit each inning, with the number of batters determined by the team with the most players (e.g.: each team sends up the same number of batters, with some children batting twice on the team with the lesser number of players). To ensure fair batting for all, in a 2 inning game no child should hit more than 3 times, and in a 3 inning game no child should hit more than 4 times.
8. “At bat” for a team is over when all batters have hit (to the maximum number of batters as per point 8). This means that the number of “outs” is unlimited.
9. A batter cannot strike out and continues at bat until they hit the ball.
10. When the last batter comes up to the plate, everyone is notified by the umpire and/or Coach. When he/she hits the ball all runners are to keep running until the ball is returned to home plate. Once the ball is at home plate, any further runners are not counted as runs.
11. Base paths should be clear of players to avoid collisions. If a collision or obstruction occurs, the player is safe at the base he/she is advancing towards.
12. Base runners that overrun a base runner in front of them, are called out.
13. Because many balls are hit short distances, the ball must cross the “live line”, which is 25’ in front of the home plate (each equipment bag has a “pitcher’s plate” to use to mark this 15’). The hit ball is not live until it crosses this line. This avoids an abundance of short hits and the crowding of in-fielders too close to home plate. Infielders must remain outside this “live line” until a hit.
14. Players are not allowed to tag players out between home and 1st. They must throw the ball to first base.
15. Balls must be thrown and not rolled to bases to make a play.
16. If a pop-fly is caught, only the batter is out. None of the base runners advance or are called or tagged out.
17. If a ball is hit to the outfield, base runners advance as long as or until the ball is thrown in or run in to the infield, crossing a base line (except for the last batter, as per rule #4 above). In other words, the play is “dead” when the ball is back in the infield.
18. A maximum number of Coaches allowed on the field is: a) the “at bat” team may have a Coach at first and third base as well as one Coach helping the batter (with verbal but not physical assistance), and b) the “on field” team may have one Coach infield, and one Coach in the outfield. In all cases, no Coach may interfere with the ball or baserunners at any time.
19. Overthrown balls (either in or out of bounds) are “dead” and do not result in a base advance for any baserunners.
20. Bats must NOT be thrown. The most common source of injuries in T-ball are thrown bats and bat practice swinging, so please watch for both of these!
21. At this age, the children often need help with batting (stance, holding the bat, running, etc.). It is therefore, totally acceptable for the Coaches to help the children while at bat in terms of advice, but they cannot help with the actually swinging of the bat.
22. The number of innings should ideally be 3. No new inning should be started after ~7:45 p.m., and all innings should end by ~8:15 p.m..

**JUNIOR BASEBALL RULES**

(Girls: age 9,10,11, Boys: aged 8,9)

1. The bases should be 40’ apart. The pitcher’s mound should be 30’ from home plate, in a direct line between 2nd base and home plate.
2. The Coaches need to recruit 2 parent volunteers for each game: a) one to umpire at home plate, and b) one to keep score.
3. “Coach-pitch” is used, whereby a Coach pitches to his/her own team when they are at bat. The Coach pitches until each player gets a fair hit. There are no “walks”.
4. All players for each team play field every inning, with a maximum of 7 players in the infield (catcher, pitcher, 1st, 2nd, 3rd, short stop between 2nd and 3rd, and another shortstop between 1st and 2nd), and the remaining players in the outfield. To be fair, the Coach should ensure that no child plays the same position more than once per game.
5. A written batting order should be done up for each game by each Coach, and rotated every game (e.g.: alphabetical one game, reverse alphabetical the next).
6. All batters and base runners **must** wear a batting helmet.
7. Catchers must wear the catcher’s mask and padding. A mask is also supplied for the umpire
8. Bunting, “lead offs”, base stealing, and sliding are not allowed, nor does the infield fly rule apply.
9. Every player gets to hit each inning, with the number of batters determined by the team with the most players (e.g.: each team sends up the same number of batters, with some children batting twice on the team with the lesser number of players). To ensure fair batting for all, in a 2 inning game no child should hit more than 3 times, and in a 3 inning game no child should hit more than 4 times.
10. “At bat” for a team is over when all batters have hit (to the maximum number of batters as per point 9). This means that the number of “outs” is unlimited.
11. Base paths should be clear of players to avoid collisions. If a collision or obstruction occurs, the player is safe at the base he/she is advancing towards.
12. Base runners that overrun a base runner in front of them, are called out.
13. If a pop-fly is caught, only the batter is out. None of the base runners advance or are called or tagged out.
14. Runners from home to 1st base cannot be tagged out, as the ball must be thrown to first base to make an out.
15. Time is called by the umpire after an out, or after one play attempt.
16. Whenever time is called, all base runners are awarded the base they were running to IF they are more than ½ way to that base. If they are less than ½ way they must return to the base they were coming from.
17. A maximum number of Coaches allowed on the field is: a) the “at bat” team may have 1 Coach each at first and third base, and b) the “on field” team may have one Coach. In all cases, no Coach may interfere with the ball or baserunners at any time.
18. Overthrown balls (either in or out of bounds) are “dead” and do not result in a base advance for any baserunners.
19. Bats must NOT be thrown. The most common source of injuries in baseball are thrown bats and bat practice swinging, so please watch for both of these!
20. The number of innings should be no less than 3. No new inning should be started after ~8:00 p.m., and all innings should end by ~8:30 p.m..

**INTERMEDIATE BASEBALL RULES**

(Boys: aged 10, 11)

1. The bases should be 45’ apart. The pitcher’s mound (marked by a “pitcher’s plate” supplied in each bag) should be 30’ from home plate, in a direct line between 2nd base and home plate.
2. The Coaches need to recruit 2 parent volunteers for each game: a) one to umpire at home plate, and b) one to keep score.
3. Each on-field team provides their own pitcher to pitch to the other team at bat. Each pitcher can pitch a maximum of 1 inning. A maximum of 5 warm up pitches is allowed to start each inning. A pitcher may be replaced partially through an inning, but: a) only 3 warm up pitches are allowed, and b) if a player pitches in any part of an inning that will be considered one inning pitched (e.g.: their maximum).
4. A maximum of 11 players are allowed for each team when they are playing on the field, with a maximum of 6 players in the infield and 5 players in the outfield. To be fair, the Coach should ensure that no child plays the same position more than once per game.
5. A written batting order should be done up for each game by each Coach, and rotated every game (e.g.: alphabetical one game, reverse alphabetical the next).
6. The “strike zone” is between the armpits and the knees of the batter. Walks (intentional or not) are not allowed (e.g.: a player at bat continues until they hit or have 3 strikes).
7. All batters and base runners **must** wear a batting helmet.
8. Catchers must wear the catchers mask and padding. A mask is also supplied for the umpire.
9. Bunting, “lead offs”, base stealing, and sliding are not allowed, nor does the infield fly rule apply.
10. “At bat” for a team is over when either: a) 3 outs are achieved, or b) when 7 runs have occurred. There is however, no “7 run maximum” rule for the last inning.
11. Base paths should be clear of players to avoid collisions. If a collision or obstruction occurs, the player is safe at the base he/she is advancing towards.
12. Base runners that overrun a base runner in front of them, are called out.
13. If a pop-fly is caught, only the batter is out. None of the base runners advance or are called or tagged out.
14. Runners from home to 1st base cannot be tagged out, as the ball must be thrown to first base to make an out.
15. “Time” is not called by the umpire. The play is “dead” when the team has control of the play and the ball is returned to the pitcher.
16. Coaches are allowed on the field only for the “at bat” team, and the maximum number allowed is a Coach each at first and third base.
17. Overthrown balls (either in or out of bounds) result in one base advance for any baserunners.
18. Bats must NOT be thrown. The most common source of injuries in baseball are thrown bats and bat practice swinging, so please watch for both of these!
19. The number of innings should be no less than 3. No new inning should be started after ~8:10 p.m., and all innings should end by ~8:30 p.m..

**SENIOR BASEBALL RULES**

(Boys/Girls: aged 12,13,14)

1. The bases should be 50’ (boys) and 45’ (girls) apart. The pitcher’s mound (marked by a “pitchers plate” supplied in each bag) should be 35’ (boys) and 30’ (girls) from home plate, in a direct line between 2nd base and home plate.
2. The Coaches need to recruit 2 parent volunteers for each game: a) one to umpire at home plate, and b) one to keep score.
3. Each on-field team provides their own pitcher to pitch against the other team at bat. Each pitcher can pitch a maximum of 1 inning. A maximum of 5 warm up pitches is allowed to start each inning. A pitcher may be replaced partially through an inning, but: a) only 3 warm up pitches are allowed, and b) if a player pitches in any part of an inning that will be considered one inning pitched (e.g.: their maximum).
4. For pitching:
	1. Boys: normal softball pitching, but with no “windmills”, nor can the wind-up go over the pitchers head. The “strike zone” is between the armpits and the knees of the batter. Intentional walks are not allowed.
	2. Girls: slow pitch where the ball must “arc” (e.g.: on its way to the batter the ball must at some point be over the head of the batter), and a strike occurs when the ball lands on the slow pitch matt. However if the ball lands on the matt but it did not have an arc, the strike is called back and the pitch is redone. Intentional walks are not allowed.
5. A maximum of 10 players are allowed for each team when they are playing on the field, with a maximum of 6 players in the infield and 4 players in the outfield. To be fair, the Coach should ensure that no child plays the same position more than once per game.
6. A written batting order should be done up for each game by each Coach, and rotated every game (e.g.: alphabetical one game, reverse alphabetical the next).
7. All batters and base runners **must** wear a batting helmet.
8. Catchers must wear the catchers mask and padding. A mask is also supplied for the umpire.
9. Bunting, “lead offs”, base stealing, and sliding are allowed, with the exception that sliding into 1st base is not allowed. The infield fly rule does not apply.
10. “At bat” for a team is over when either: a) 3 outs are achieved, or b) when 7 runs have occurred. There is however, no “7 run maximum” rule for the last inning.
11. Base paths should be clear of players to avoid collisions. If a collision or obstruction occurs, the player is safe at the base he/she is advancing towards.
12. Base runners that overrun a base runner in front of them, are called out.
13. On a pop-fly, the base runners may advance after tagging up.
14. Runners from home to 1st base can be tagged out, or the ball may also be thrown to first base to make an out.
15. “Time” is not called by the umpire. The play is “dead” when the fielding team has control of the play.
16. Coaches are allowed on the field only for the “at bat” team, and the maximum allowed is a Coach each at first and third base.
17. The rule for overthrown balls is twofold: a) out of bounds overthrows result in one base advance for any baserunners, b) in bound overthrows have no maximum base advances and the play continues and runners can advance until the fielding team has control of the play.
18. Bats must NOT be thrown. The most common source of injuries in baseball are thrown bats and bat practice swinging, so please watch for both of these!
19. The number of innings should ideally be no less than 4. No new inning should be started after ~8:10 p.m., and all innings should end by ~8:30 p.m..

**LPAA BASEBALL: MAJOR RULE COMPARISON SUMMARY BY DIVISION**

*NOTE: THIS IS A SUMMARY ONLY – PLEASE SEE THE FULL RULES FOR EACH DIVISION FOR FULL DETAILS!*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **RULE** | **PEE WEE**Girls: 6,7,8Boys: 6,7 | **JUNIOR**Girls: 9,10,11Boys: 8,9 | **INTERMEDIATE**Boys:10,11 | **SENIOR**Girls/Boys:12,13,14 |
| **Bases** | 35’ | 40’ | 45’ | 50’ boys/45’ girls |
| **Pitchers mound** | N/A | 30’ | 30’ | 35’ boys/30’ girls |
| **Innings (min.)** | 3 (last @ 7:45) | 3 (last @ 8:00) | 3 (last @ 8:10) | 4 (last @ 8:10) |
| **“At bat” ends @** | All players bat every inning (each team bats same #) | All players bat every inning (each team bats same #) | 3 outs or 7 runs max.(except no max on last inning) | 3 outs or 7 runs max.(except no max on last inning) |
| **Last Inning** | Always occurs | Only occurs if lead is <12 runs | Only occurs if lead is <12 runs | Only occurs if lead is <12 runs |
| **Pitches**  | T-ball: until hit | Coach-pitch until hit | 3 strikes, no walks1 inning max per pitcher | 3 strikes1 inning max per pitcher |
| **Players on field****In-field****Outfield****TOTAL** | 7UnlimitedALL(all players must rotate positions) | 7UnlimitedALL(all players must rotate positions) | 6511(all players must rotate positions) | 6410(all players must rotate positions) |
| **Sit-outs** | None(at bat or in field) | None(at bat or in field) | At bat: no sit outsIn field: equal sit outs (max 11 players in field) | At bat: no sit outsOutfield: equal sit outs (max 10 players in field) |
| **Coaches** | 2 on field team3 at bat team | 1 on field team3 at bat team | 1 on field team2 at bat team | 2 at bat team |
| **Bunting/Stealing/lead offs** | No | No | No | Yes |
| **Overthrows** | Time called, no extra bases(in or out of bounds) | Time called, no extra bases(in or out of bounds) | One base max(in or out of bounds) | One base max for out of bounds, no max for in bounds |
| **Time called (e.g.: play called dead)** | On an out, or when ball is in the in-field | On an out, and after one play attempt | On an out | Not called (team must control the play) |
| **Infield fly rule** | No | No | No | No |
| **Sliding** | No | No | No | Yes, except for 1st base |

LPAA

**BASEBALL SCORE SHEET**

Coaches: please ask a parent to keep score, and keep track of each games results for playoff standings!

Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

|  |  |  |
| --- | --- | --- |
| **Visitors (1st team listed on schedule-bat 1st):** |  | **Home (2nd team listed on schedule – field 1st)** |
| **Team: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** |  | **Team: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** |
|  | # | Player | 1 | 2 | 3 | 4 |  | # | Player | 1 | 2 | 3 | 4 |
| 1 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 2 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 3 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 4 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 5 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 6 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 7 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 8 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 9 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 10 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 11 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 12 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 13 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 14 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 15 |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  | **TOTAL RUNS** |  |  |  |  |  |  | **TOTAL RUNS** |  |  |  |  |