



23Club Baseball Rules

General Rules – these rules apply to all age divisions. There may be modifications to these rules depending on the age division in which those modifications will be identified in the age division sections below.

1. Time limit for each game will be 1 hour and 30 minutes. Time will start when the home team takes the field. A new inning may not start after 1 hour and 30 minutes. Once the 1 hour and 30 minute time limit is reached, the inning will be played out until completed. (See T-Ball and Babe Ruth Division rules)
2. The home team will be listed on the schedule.
3. Coaches must bat the entire roster. Defensive players may be substituted freely. Players cannot sit out a 2nd inning until every other player on the roster has sat out defensively at least 1 inning.
4. If a team has 8 or less players for a game from their roster, they may spike a player from another team in the league or from a younger league. A team can spike multiple players but can only play with a maximum of 9 players if they are using spiked players. Spiked players must bat last in the lineup and can only play in the outfield.
5. Coaches and players are responsible for cleaning up trash from the dugout before they leave the field.
6. Coaches are responsible for signing the umpire sheets before they leave the field.
7. Lightning Delay – once a lightning strike is detected within 10 miles of the complex, a mandatory 30 minute lightning delay will be in effect. That delay will reset every time there is another lightning strike within 10 miles. Once the 30 minute delay extends past the 1 hour and 30 minute time limit for the game, the game will be called. During the delay, players need to remain inside the dugout or sit in vehicles with their parents. Games will not be extended an additional 30 minutes due to lightning delay, the 1 hour 30 minute time limit still applies.
8. If games are cancelled due to weather, it is the coach's responsibility to try and reschedule the game with the opposing coach. This needs to be coordinated through the commissioner of the league in conjunction with the umpire coordinator.
9. Bats with the USSSA 1.15, USA Baseball or BBCOR stamps may be used.

T-Ball League (ages 4-6)

1. Time limits will be 1 hour for all T-ball games. Game will be played right up to the 1 hour time limit and then stopped regardless of half inning or if everyone has batted through the lineup.
2. Teams will bat through the entire roster every inning. There are no outs and all players will run the bases regardless of whether they are out or not. Runners will advance 1 base on each hit regardless of how far the ball travels. The final batter of the half inning may run around the entire set of bases if the coach allows.
3. All players on the roster will play in the field defensively every inning.

8U – Pitching Machine (ages 7-8)

1. The pitching machine will be set on a speed of 32-34 mph. Home team coaches are responsible for setting up the pitching machine and making sure it gets put away.
2. Teams will bat through the entire roster every inning. If an out is recorded, the player that got out will go to the bench and not continue running the bases. Coaches will be responsible for calling runners safe or out. The last batter of the half inning will only advance as far as the play allows.
3. Batters will get 6 pitches to hit the ball. If they fail to get a hit after the 6th pitch, they are out. If the batter fouls off the 6th pitch, they will continue to get pitches until they hit or strike out. If the coach determines 1 of the 6 pitches was un-hittable due to pitching machine error, the hitter may receive a 7th pitch.
4. Runners may advance multiple bases on a hit to the outfield. Once the ball enters back into the infield, the runners must stop. No advancing of runners on over throws.
5. All players on the roster will play in the field defensively every inning. However only 6 players.

10U – Kid Pitch (ages 9-10)

1. Teams will bat the entire roster.
2. Only 9 players will be on the field defensively.
3. The half inning will be over once the defensive team records 3 outs or when the offensive team bats through their lineup twice.
4. No leading off. Runners may lead off and/or steal the base once the ball crosses home plate.
5. Runners cannot advance on the throw from the catcher back to the pitcher. Runners cannot advance on an overthrow from the catcher back to pitcher. Once the catcher has possession of the ball and is making an attempt to return the ball to the pitcher, the play is dead and all runners must return to their base.
6. No walks. Once a batter takes ball 4, the offensive team's coach will get 3 pitches to throw to the batter. The coach may throw these pitches however they deem necessary so that the player has the best chance of hitting the ball. If the player fails to get a hit after the 3rd pitch, they are out. If they foul off the 3rd pitch, they will continue to get additional pitches until they hit or strike out. No stealing home during coach pitches.
7. No player can pitch more than 2 innings per game. 1 pitch equals 1 inning. Players from travel teams may only pitch 1 inning per game. A 9-year-old must pitch at least 2 innings during the game.
8. Games will be 6 innings unless shortened due to the time limit. Games tied after 6 innings or at the end of the time limit will finish as a tie. No extra innings.
9. No 10 run mercy rule. Games will be played the entire 6 innings or until the time limit is up.
10. No metal cleats allowed.

12U (ages 11-12)

1. Teams will bat the entire roster.
2. Only 9 players will be on the field defensively.
3. The half inning will be over once the defensive team records 3 outs or when the offensive team bats through their lineup twice.
4. Runners may lead off and steal bases. Each pitcher will get 1 warning on balks. After the warning, additional balks will result in runners advancing 1 base.
5. The dropped 3rd strike rule is not in effect.
6. No player can pitch more than 2 innings per game. 1 pitch equals 1 inning. Players from travel teams may only pitch 1 inning per game. An 11-year-old must pitch at least 2 innings during the game.
7. Games will be 6 innings unless shortened due to the time limit. Games tied after 6 innings or at the end of the time limit will finish as a tie. No extra innings.
8. The 10 run mercy rule will go into effect after 3 ½ innings.
9. No metal cleats allowed.

15U (ages 13-15)

1. Teams will bat the entire roster.
2. Only 9 players will be on the field defensively.
3. The dropped 3rd strike rule is in effect.
4. No player can pitch more than 3 innings per game. 1 pitch equals 1 inning. Players from travel teams may only pitch 2 innings per game. A 13-year-old must pitch at least 2 innings during the game.
5. Games will be 7 innings or 1 hour and 45 minutes. No new inning can start after the 1 hour and 45 minute time limit. Games tied after 7 innings or at the end of the time limit will finish as a tie. No extra innings.
6. The 10 run mercy rule will go into effect after 4 ½ innings.
7. Metal cleats are allowed.