



Waterloo Sports Association

T-Ball / Softball / Baseball Rules

(revised June 2025)

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Divisions

No player in open registration shall be allowed to play up more than one age level unless approved by the Director of his/her sport. The following age divisions will be followed if participation levels allow. If participation levels do not allow for the following age divisions, they will be combined where needed.

- T-Ball 1 – Includes players who are 4 years old by April 1; will utilize a tee
- T-Ball 2 – Age 5 (must presently be in Kindergarten); coach pitch for 5 pitches, if child doesn't hit then utilize a tee
- Petites I – First grade girls; coach pitch
- Petites II – Second & Third grade girls; D19 – kid pitch 2 innings and coach pitch
- Chics – Fourth and fifth grade girls; D19 – kid pitch
- Robins – Six, seventh and eighth grade girls; D19 – kid pitch
- Atoms I – First grade boys; will utilize pitching machines
- Atoms II – Second & Third grade boys; kid pitch 2 innings and pitching machine for the remainder of the game
- Bantams – Fourth & Fifth grade boys; D19 – kid pitch
- Midgets – Six, Seventh & Eighth grade boys; D19 kid pitch

Pitching and Base Distances

Division	Pitching Distances (feet)	Base Distances (feet)	Pitching Machine Used
Pre-K & T-ball	30	55	n/a
Petites (1 & 2)	30	55	n/a
Chics	35	60	n/a
Robins	40	60	n/a
Atoms (1&2)	38	55	Yes – 35 mph
Bantams	45	65	n/a
Midgets	55	80	n/a

Roster Rules

1. Rosters and Registration Forms
 - a. To be eligible to participate in a WSA game, a player must be properly registered on the official website and show on the team roster.
2. Team Rosters
 - a. A player can only be on 1 WSA team roster.
 - b. Once a team has been determined for the player, transferring to another team is not allowed unless approved by the WSA Spring Sports Director.
3. Applicability
 - a. The roster and registration form for a player, manager and coach applies to the current season only.
 - b. No child shall be permitted to play in a division below their grade level under any circumstance.
4. Discretion
 - a. The WSA Board of Directors reserves the right to reject the application registration of a prospective player, manager or coach.
5. Additions to a Roster
 - a. Once registration is closed, no additions to team rosters will be permitted for the current playing season unless otherwise determined by the WSA Spring Sports Director.
 - b. The late registrant will be assigned a team by the WSA Spring Sports Director.
6. Player Verification
 - a. The signer of the registration form shall be accountable for the child's age and all information provided for that child at time of registration.

Game Times & Cancellations

1. Starting Time
 - a. All games start promptly as scheduled.
 - b. Petites 1 and Atoms 1 & 2 must start the game with at least eight players but cannot finish the game with less than eight.
 - c. All players showing up after the start of the game will be added to the bottom of the lineup.
2. Official Time
 - a. The umpire will be the only one to keep Official Time.
 - b. No game shall start before scheduled time unless both managers agree.
 - c. The official starting time will be the scheduled starting time unless the game time has changed and been approved by the WSA Spring Sports Director.
3. Regulation Game
 - a. A regulation game shall consist of seven innings for softball and baseball with the exceptions noted in the specific division sections below.
 - b. For any reason, if a game results in a tie, and the game is of regulation innings, the game will be recorded as a tie unless there is time left to play another inning.
4. Time Limits for All WSA Games
 - a. No inning can start after 1 hour and 50 minutes of continual playing time.
 - b. A new inning begins immediately after the final out of the previous inning.
 - c. In the T-Ball division, 3 innings will be played with a maximum play time of 1 hour.
5. Inclement Weather
 - a. In case of inclement weather, all games will be postponed by the WSA Spring Sports Director or the umpire if inclement weather occurs during play.
 - b. In case of a tornado warning, the game will be suspended.
 - c. When thunder is heard, or lightning is seen, play must be suspended for 30 minutes.
 - d. 30 minute rule – once play has been suspended, wait at least 30 minutes after the last thunder is heard or lightning is seen.
 - e. Any subsequent thunder or lightning after the beginning of the 30 minute count will reset the clock and another 30 minute count should begin.
6. Hot Weather Rule
 - a. WSA will not play games if the Heat Index is 105 degrees at the scheduled start time of the game.
 - b. Games can be postponed or rescheduled if agreed upon by both coaches and **must be approved by the WSA Spring Sports Director**. Examples of this are below.

- i. Delay the start of the game by 30-60 minutes, when possible.
 - ii. Play a shortened game, i.e., 4 or 5 innings.
 - iii. Provide frequent hydration breaks.
 - iv. Lower inning run limits to shorten game time.
- 7. Rescheduled Games
 - a. The WSA Spring Sports Director will manage all rescheduled games and notify coaches of make up dates and times.

Equipment

- 1. Shoes
 - a. All players must wear tie or Velcro-fastened shoes.
 - b. Shoes with metal spikes or metal cleats are strictly prohibited in all divisions of softball and baseball, except Midgets.
- 2. Baseball and Softballs
 - a. The official baseballs and softballs must be those as designated by the WSA.
- 3. Helmets
 - a. All batters and base runners are required to wear protective helmets when the ball is in play.
 - b. WSA does not supply players with helmets, these must be purchased separately.
 - c. In all divisions, the umpire will issue only one warning per game, per team regarding helmets for batters and base runners.
 - d. After the first warning, in either instance, any batter or base runner, not necessarily the same batter or runner, who assumes his/her position at the plate or on the bases without a helmet will be declared out by the umpire.
- 4. Required Catcher's Equipment
 - a. Any player catching a pitcher or pitching machine, while in a catching position will be required to wear a catcher's mask and a protective throat guard.
 - b. During the game, the catcher will also be required to wear a protective helmet.
 - c. Protective cups are recommended for all male players, but are not required.
- 5. Bat Restrictions
 - a. T-ball – all players must use a standard T-ball bat.
 - b. Atoms 1 & 2 – bats shall not be more than two and one-quarter (2 ¼) inches in diameter.
 - c. Petites 1 – players must use a softball bat, not a T-ball bat.
 - d. All other divisions should refer to the D19 rulebook for restrictions.

Protests

1. An umpire's call/decision is FINAL.

Umpires

1. One umpire is used for all Petite 1 and Atoms 1 & 2 games.
2. Eligibility and Role of the Umpire
 - a. Umpires for WSA must be at least 12 years of age.
 - b. Umpires will keep track of pitch count and call plays at the bases.
 - c. Preference shall be given to individuals who have participated in the WSA programs.
 - d. Final eligibility of the umpires is left to the discretion of the official scheduler.
 - e. After all games, the umpire must turn the signed card into the concession stand.
3. Authority
 - a. When the umpire enters the field until the time he/she leaves the field, he/she shall have complete charge of the field and shall exercise the game rules listed on page 3 of this rule book.
4. Discretion
 - a. Inclement weather decisions shall be at the umpire's discretion or the authority of the WSA Spring Sports Director.

Conduct

1. All that is dishonorable, unsportsmanlike, and unbecoming is condemned.
2. A coach, player or team spectator shall not deliberately throw equipment on the field or in the dugout. Penalty for such an offense may result in a warning or immediate ejection. Failure to comply with the ejection shall result in a forfeit.
3. Spectators are not allowed in the field of play outside the vicinity of the dugout/bench.
4. Profane Language and Harassment
 - a. Profane language and harassment by any coach, player or spectator is strictly prohibited and will not be tolerated.
 - b. The umpire will warn the manager of the offending team (be it player, coach or spectator) at the time of the infraction.
 - c. If the infraction is deemed intolerable by the umpire, the guilty party may be ejected immediately.
 - d. If profane language or harassment continues after the warning, play will be suspended temporarily until the situation is corrected and the umpire will eject the guilty parties from the game, bench or complex.
 - e. If the infraction of profane language or harassment forces suspension of the game for longer than 3 minutes, the game will be forfeited in favor of the opposing team.
 - f. For any incident or ejection of a coach, player or spectator, the umpire must notify the WSA Spring Sports Director within 24 hours.
5. Discussion / Physical Contact
 - a. All disputed plays must be discussed in a calm and sportsmanlike manner, but the umpires decision is final.
 - b. During a game, it is prohibited for any person to make verbal threats or deliberate physical conduct with an umpire, opposing player or coach.
 - c. The umpire shall judge whether verbal statements or contact is deliberate or threatening.
 - d. If the offender is a player, he/she shall be immediately ejected.
 - e. If the offender is a coach, he/she shall be immediately ejected.
 - f. If the offender is a spectator, the umpire shall request the coach of that spectator's team to get the person under control. Should the problem persist, the offender shall be ejected from the WSA facility.
 - g. The umpire shall report all ejections and forfeitures to the WSA Spring Sports Director within 24 hours of the ejection.

- h. At the conclusion of a game, whether by inning limit, time limit or forfeiture, the coaches, players, and spectators are prohibited from confronting or harassing the umpire.
 - i. Any such incident shall result in an immediate ejection from the WSA complex and the WSA Spring Sports Director should be notified within 24 hours of the ejection.
 - j. The WSA Board of Directors will review and evaluate all reported incidents to determine if additional disciplinary action is needed.
 - k. Any coach, player or spectator that is ejected from a game for striking or pushing an umpire, member of the opposing team or any person in attendance at the WSA complex shall be suspended from participation in all WSA games and banned from all WSA facilities and events until reviewed by the WSA Board of Directors.
- 6. Alcohol / Tobacco Products / Illegal Drugs
 - a. The consumption of alcohol or use of any tobacco products or illegal drugs by any coach during a game or during pre-game activity is strictly prohibited and will not be tolerated.
 - b. The restriction applies to the field of play, the player's bench and anywhere in close proximity to the field of play.
- 7. Coach Responsibilities
 - a. The coach of a team is responsible for the conduct of his/her players, parents, and spectators of his/her team.
- 8. General Behavior
 - a. A coach, player or team spectator shall not deliberately throw equipment on the field or in the dugout. Penalty for such an offense may result in a warning or immediate ejection.

Rules Pertaining to T-Ball 1 & 2

1. T-Ball 1 is open to boys and girls who are 4 years old by April 1 and/or in Pre-K.
2. T-Ball 2 is open to boys and girls who are in Kindergarten.
3. Players should be fielded at the following positions each inning: pitcher, first base, second base, shortstop and third base. Remaining players should be positioned in the outfield.
4. T-Ball 1 – all players must hit off the tee all season long. NO EXCEPTIONS.
5. T-Ball 2 – coach is to pitch 5 pitches to the child, if the child doesn't hit a fair ball that child can use the tee to hit off of.
6. The ball is a small, soft ball.
7. Time limit is 3 innings or an hour of continual play.
8. Each half inning consists of the entire batting order getting to bat and ends when all players have batted.
9. After hitting the ball, the player will take one base per hit. The ball is returned to the coach. The last hitter in the line up will run all the bases.
10. Leadoffs and stealing are not allowed.
11. Adult coaches are allowed on the field with the fielding team (maximum four coaches are allowed on the field at one time).
12. All players will run the bases regardless if there is an out.
13. No standings will be kept for the T-Ball games.
14. T-Ball is for the players to learn, experience and enjoy playing the game.

Rules Pertaining to Petites 1

1. The pitching and base distance for Petites 1 will be as follows:

Pitching	30 feet
Bases	55 feet
Ball	10-inch softball

2. A team may not score more than seven (7) runs in any one inning. As soon as the seventh run crosses the plate, there are automatically three (3) outs for the team batting, and that half of the inning is over. The seven (7) run rule applies until the last inning. During the last inning, an unlimited number of runs may be scored.
3. There will be free substitution of defensive players with every player playing at least three of the seven innings in the field. Players may be inserted defensively at any time during the game.
4. Any player arriving after a game has begun must be inserted in the last spot in the batting order.
5. Player Injury
 - a. If a pinch runner is needed for an injury, the player making the last out will be the pinch runner.
 - b. If an injured player cannot take her turn at bat, that player will not be considered an out and the next batter should bat.
6. Runner(s) must stay on the base until the batter swings in the Petite divisions.
7. The infield fly rule will not be enforced in the Petite divisions.
8. At the time of the pitch, all defensive players must play positions as defined in the National Federation rule book. No outfielders may play the infield position. The nine players must be a 1 pitcher, no more than 4 infielders, and no less than 2 outfielders.
9. In the Petite 1 division, games must be played with nine (9) players on the field but with no less than eight (8) players if nine (9) players are not available.
10. A coach can remain in the outfield while his/her team is on defense.
11. Each coach will pitch to his own respective players. It will be to each coach's discretion as to how to pitch –overhand, underhand, etc.
12. Coach Pitch Rules - There will be a maximum of seven (7) consecutive pitches to any batter from their respective coach-pitcher. A batter cannot be out on a 7th pitch foul ball, the

batter will get another pitch they must swing at. If a batter continues to foul off the last pitch they continue to bat until they hit or miss the ball. There will be no called balls and strikes, but the umpire will keep count of all pitches and swinging and/or foul ball strikes. There will be no walks and no-hit batters. An out will consist of:

- 3 swinging strikes or,
- 1 foul ball and 2 swinging strikes, or
- 2 foul balls and 1 swinging strike, or
- 7 pitches

13. Petites are automatically out on a dropped third strike.
14. All pitches in the Petite division must be delivered from the pitching rubber.
15. The batter, while standing in the batter's box, must take a full swing. No bunting is allowed.
16. No stealing will be allowed. Runners must stay on base until the batter swings. PENALTY:
After one warning by the umpire, runners leaving the base before the batter swings are out, and the play is dead.
17. Base runners may not advance beyond the base they are going to, unless a play is being made, after a batted ball to the outfield is in the possession of an infielder within the square of the bases.
18. When a batted ball makes contact with the coach pitcher, the ball remains in play.
19. Runners may NOT advance past their intended base on any overthrown ball to first base or any ball that goes into foul territory or out of play.
20. No inning shall start after 1 hour and 50 minutes.

Rules Pertaining to Petites 2 ([District 19 rules](#))

1. The pitching and base distance for the Petites 2 division will be as follows:

Pitching	30 feet
Bases	55 feet
Ball	11-inch softball

2. If during the process of any game in the Association, the home team, after 4 ½ or more innings is leading by ten (10) or more runs, or the visiting team after five (5) or more innings is leading by ten (10) runs at the end of any completed inning, then the umpire shall terminate the game. From that point, upon agreement of both managers, the game may be completed for practice only. (2019)
3. A team may not score more than five (5) runs in any one inning. As soon as the 5th run crosses the plate, there are automatically three (3) outs for the team batting, and that half of the inning is over. The 5-run rule applies until the end of the 5th inning. After the 5th inning, an unlimited number of runs may be scored.
4. Players must play at least 3 innings in a completed game. The only exceptions to this are disciplinary action being taken by a manager or illness. The manager of the opposing team and the umpire must be informed of these exceptions before the game. If a game is called because of the run rule, any player who did not play the required number of innings, must start in the field the next game.
5. Before each game, the managers will exchange the lists of available players' first names and last name initial; full name if duplicate names are present. Players not available by the end of the 3rd inning do not have to play in that game. All line-ups must include both the first names and last name initial of the players. (2023)
6. Any player arriving after a game has begun must be inserted in the last spot in the batting order.
7. Runner(s) must stay on the base until the batter swings in the Petite division.
8. The infield fly rule will not be enforced in the Petites 2 division.
9. At the time of the pitch, all defensive players must play positions as defined in the National Federation rule book. No outfielders may play the infield positions. The ten (10) players must be 1 pitcher, 1 catcher, no more than 4 infielders, and no less than 2 outfielders. (2008)
10. All outfielders must play a minimum of fifteen (15) feet behind the square of the infield.

11. Games must be played with ten (10) players on the field but with no less than eight (8) players if ten (10) players are not available.
12. Shirt tails are not required to be tucked in. Caps or visors are optional on defense. (2008)
13. Kid Pitch Rules (2018) – Only innings 1 and 2
 - Home plate umpire will call balls and strikes, hit batters from behind the catcher.
 - Youth pitchers get 6 warm-up pitches to start the game and 3 warm-up pitches between innings or in the event a new pitcher is inserted during an inning. (2019)
 - Youth pitchers are only required for 2 innings. (2022) If a pitcher is removed mid-inning, the new pitcher is only allowed the remaining incidents from the previous pitcher (i.e., pitcher leaves with 3 incidents, new pitcher only has the next 2 of the inning). (2022) If the pitcher gets out of their first inning with <4 incidents, they will enter the next inning with the remaining incidents up to 5 total. (2019)
 - Youth pitchers are allowed no more than 5 incidents per inning. An incident is defined as a walk or a hit batter; however, each pitcher shall not exceed 2 hit batters in an inning. If the incident limit or hit batter limit is reached, the offensive team's coach shall pitch the remainder of the half inning with normal coach pitch rules.
 - There will be a maximum of seven (7) consecutive pitches to any batter.
 - An out will consist of:
 - Three (3) swinging strikes.
 - One (1) foul ball and two (2) swinging strikes.
 - Two (2) foul balls and one (1) swinging strike.
 - Seven (7) pitches
14. Coach Pitch Rules (2018)
 - There will be a maximum of seven (7) consecutive pitches to any batter from their respective coach-pitcher.
 - There will be no called balls and strikes, but the umpire will keep count of all pitches and swinging and/or foul ball strikes.
 - There will be no walks and no-hit batters.
 - An out will consist of:
 - Three (3) swinging strikes
 - One (1) foul ball and two (2) swinging strikes
 - Two (2) foul balls and one (1) swinging strike
 - Seven (7) pitches
15. Each coach will pitch to his/her own respective players. It will be each coach's discretion as to how to pitch – overhand, underhand, etc.
16. Petites are automatically out on a dropped third strike.
17. Coach pitchers are allowed no more than three (3) warm-up pitches between innings.

18. The batter, while standing in the batter's box, must take a full swing. No bunting is allowed.
19. No stealing will be allowed. Runners must stay on the base until the batter swings.
PENALTY: after one warning by the umpire, runners leaving the base before the batter swings are out and the play is dead.
20. Base runners may NOT advance beyond the base they are going to, unless a play is being made, after a batted ball to the outfield is in the possession of an infielder within the square of the bases.
21. When a batted ball hits the coach pitcher, the ball is dead and must be replayed. Any hit ball hitting the coach pitcher will not count as one of the seven (7) pitches. (2007)
22. Runners may NOT advance past their intended base on any overthrown ball to first base or any ball that goes into foul territory or out of play.
23. No inning shall start after 8 pm. (2016)

Rules Pertaining to Atoms 1

1. The pitching and base distance for the Atoms 1 division will be as follows:

Pitching Machine	38 feet / 35 mph
Bases	55 feet
Ball	Atom Ball

2. A team may not score more than seven (7) runs in any one inning. As soon as the 7th run crosses the plate, there are automatically three (3) outs for the team batting, and that half of the inning is over. The 7-run rule applies until the end of the 6th inning. During the last inning, an unlimited number of runs may be scored.
3. There will be free substitution of defensive players with every player playing at least three (3) of the seven (7) innings in the field. Players may be inserted defensively at any time during the game.
4. Any player arriving after a game has begun must be inserted in the last spot in the batting order.
5. Runner(s) must stay on the base until the batter swings in the Atoms division. NO stealing bases.
6. At the time of the pitch, all defensive players must play positions as defined in the National Federation rule book. No outfielders may play the infield positions. The ten (10) players must be 1 pitcher, 1 catcher, no more than 4 infielders, and no less than 2 outfielders.
 - Catchers are optional for Atoms 1 division.
7. In the Atom division, games can be played with ten (10) players on the field but with no less than eight (8) players if ten (10) players are not available.
8. Machine pitch Rules
 - Each coach will feed the balls into the pitching machine to his own respective players.
 - There will be no called balls or strikes, but the umpire will keep count of all pitches and swinging and/or foul ball strikes.
 - There will be no walks and no-hit batters. An out will consist of:
 - Three (3) swinging strikes.
 - One (1) foul ball and two (2) swinging strikes.
 - Two (2) foul balls and one (1) swinging strike.
 - Seven (7) pitches
 - Home team should set up the pitching machine before the game and take down and put away after the game.
9. Atoms are automatically out on any dropped third strike.

10. The batter, while standing in the batter's box, must take a full swing. No bunting.
11. No stealing will be allowed. Runners must stay on the base until the batter swings.
PENALTY: After one warning, runners leaving the base before the batter swings are out, and the play is dead.
12. When a batted ball hits the machine, the hit is considered a single and all baserunners advance one base.
13. Runners may NOT advance past their intended base on any overthrown ball to first base or any ball that goes into foul territory or out of play.
14. No inning shall start after 1 hour and 50 minutes.

Rules Pertaining to Atoms 2

1. The pitching and base distance for the Atoms 2 division will be as follows:

Pitching Machine/Rubber	38 feet / 35 mph
Bases	55 feet
Ball	9" Baseball

2. A team may not score more than seven (7) runs in any one inning. As soon as the 7th run crosses the plate, there are automatically three (3) outs for the team batting, and that half of the inning is over. The 7-run rule applies until the end of the 6th inning. During the last inning, an unlimited number of runs may be scored.
3. There will be free substitution of defensive players with every player playing at least three (3) of the seven (7) innings in the field. Players may be inserted defensively at any time during the game.
4. Any player arriving after a game has begun must be inserted in the last spot in the batting order.
5. Runner(s) must stay on the base until the batter swings in the Atoms division. NO stealing bases.
6. At the time of the pitch, all defensive players must play positions as defined in the National Federation rule book. No outfielders may play infield positions. The ten (10) players must be 1 pitcher, 1 catcher, no more than 4 infielders, and no less than 2 outfielders.
7. In the Atom division, games can be played with ten (10) players on the field but with no less than eight (8) players if ten (10) players are not available.
8. Kid Pitch Rules (2025) – Only innings 1 and 2
 - Umpire will call balls and strikes, hit batters.
 - Youth pitchers get 6 warm-up pitches to start the game and 3 warm-up pitches between innings or in the event a new pitcher is inserted during an inning.
 - Youth pitchers are only required for 2 innings. If a pitcher is removed mid-inning, the new pitcher is only allowed the remaining incidents from the previous pitcher (i.e., pitcher leaves with 3 incidents, new pitcher only has the next 2 of the inning). If the pitcher gets out of their first inning with <4 incidents, they will enter the next inning with the remaining incidents up to 5 total.
 - Youth pitchers are allowed no more than 5 incidents per inning. An incident is defined as a walk or a hit batter; however, each pitcher shall not exceed 2 hit batters in an inning. If the incident limit or hit batter limit is reached, the offensive team's coach shall pitch the remainder of the half inning with normal coach pitch rules.
9. Coach Pitch Rules (2025)
 - Each coach will pitch to their own respective players.

- There will be a maximum of seven (7) consecutive pitches to any batter from their respective coach-pitcher.
- There will be no called balls and strikes, but the umpire will keep count of all pitches and swinging and/or foul ball strikes.
- There will be no walks and no-hit batters.
- An out will consist of:
 - Three (3) swinging strikes
 - One (1) foul ball and two (2) swinging strikes
 - Two (2) foul balls and one (1) swinging strike
 - Seven (7) pitches – if pitch #7 is fouled off batter can stay in for an additional pitch but must swing. If batter swings and misses or does not swing, they are out. Batter will not be out on a foul ball and can get additional pitches until he hits or misses – must swing at each pitch.

10. Machine pitch Rules

- Each coach will feed the balls into the pitching machine to his own respective players.
- There will be no called balls or strikes, but the umpire will keep count of all pitches and swinging and/or foul ball strikes.
- There will be no walks and no-hit batters. An out will consist of:
 - Three (3) swinging strikes.
 - One (1) foul ball and two (2) swinging strikes.
 - Two (2) foul balls and one (1) swinging strike.
 - Seven (7) pitches – if pitch #7 is fouled off batter can stay in for an additional pitch but must swing. If batter swings and misses or does not swing, they are out. Batter will not be out on a foul ball and can get additional pitches until he hits or misses – must swing at each pitch.
- Home team should set up the pitching machine before the game and take down and put away after the game.

11. Atoms are automatically out on any dropped third strike.

12. The batter, while standing in the batter's box, must take a full swing. No bunting.

13. No stealing will be allowed. Runners must stay on the base until the batter swings.
PENALTY: After one warning, runners leaving the base before the batter swings are out, and the play is dead.

14. When a batted ball hits the machine, the hit is considered a single and all baserunners advance one base.

15. Runners may NOT advance past their intended base on any overthrown ball to first base or any ball that goes into foul territory or out of play.

16. No inning shall start after 1 hour and 50 minutes.

Rules Pertaining to Bantams ([District 19 rules](#))

1. The pitching and base distance for the Bantams division will be as follows:

Pitching	45 feet
Bases	65 feet
Ball	Bantam/Midget Ball

2. If during the process of any game in the Association, the home team, after 4 ½ or more innings is leading by ten (10) or more runs, or the visiting team after five (5) or more innings is leading by ten (10) runs at the end of any completed inning, then the umpire shall terminate the game. From that point, upon agreement of both managers, the game may be completed for practice only. (2019)
3. A team may not score more than seven (7) runs in any one inning. As soon as the 7th run crosses the plate, there are automatically 3 outs for the team batting, and that half of the inning is over. The 7-run rule applies until the end of the 5th inning. After the 5th inning, an unlimited number of runs may be scored. (2019)
4. Players must play at least 3 innings in a completed game. The only exceptions to this are disciplinary action being taken by a manager or illness. The manager of the opposing team and the umpire must be informed of these exceptions before the game. If a game is called because of the run rule, any player who did not play the required number of innings, must start in the field the next game.
5. Before each game, the managers will exchange the lists of available players' first names and last name initial; full name if duplicate names are present. Players not available by the end of the 3rd inning do not have to play in that game. All line-ups must include both the first names and last name initial of the players. (2023)
6. Any player arriving after a game has begun must be inserted in the last spot in the batting order.
7. The infield fly rule will be enforced in the Bantams division.
8. A second trip to the mound by a manager or coach for the same pitcher in the same inning will cause that pitcher to be removed from pitching for the remainder of that inning.
9. At the time of the pitch, all defensive players must play positions as defined in the National Federation rule book. No outfielders may play the infield positions. The ten (10) players must be 1 pitcher, 1 catcher, no more than 4 infielders, and no less than 2 outfielders. (2008)
10. All outfielders must play a minimum of fifteen (15) feet behind the square of the infield.
11. Games can be played with no more than ten (10) players and no less than eight (8) players. (2009)

12. Bantams may NOT advance on an overthrow from the catcher to the pitcher. (2007)
13. Balks to be called. An explanation will be given and there will be NO advancement of the base runners. (2009)
14. Base runners in the Bantam division may not leave the base until the pitcher releases the ball. This rule applies to both the wind-up and the stretch positions. The penalty for leaving the base early is the base runner is out and the ball is dead. Pickoffs are not allowed. There is no leading off before stealing. (2007)
15. Players in the Bantam division may score on a pass ball or a wild pitch.
16. Pitchers are limited to four (4) innings per game or 60 pitches, whichever comes first. A pitcher entering during the process of an inning shall be charged a full inning. Maxing at 60 pitches eliminates the pitcher from the mound for 3 days (i.e., pitcher throws 60 pitches on Monday, he cannot pitch again until Friday). Any pitcher who throws less than 20 pitches can pitch the next day, 21 – 40 pitches requires one day rest (i.e., pitcher throws 33 pitches on Monday, can pitch on Wednesday). (2019)
17. The batter may attempt to advance to 1st base on a dropped 3rd strike. National Federation rules govern this call.
18. The number of warm-up pitches allowed is as follows:
 - Five (5) between innings
 - Seven (7) for a new pitcher
 - Unlimited for a new pitcher replacing an injured pitcher during an inning.
19. Shirt tails must be tucked in at all times.
20. Caps are an optional part of the uniform.
21. No portable mounds allowed. (2009)
22. If an illegal bat is discovered during a game, it should be removed from play. There is no penalty for the use of an illegal bat. (2015)
23. Bunting is allowed in the Bantam division. (2015)
24. No inning shall start after 8 pm. (2016)

Rules Pertaining to Softball for Chics ([District 19 rules](#))

1. The pitching and base distance the Chic division will be as follows:

Pitching	35 feet (2018)
Bases	60 feet
Ball	11-inch softball

2. If during the process of any game in the Association, the home team, after 4 ½ or more innings is leading by ten (10) or more runs, or the visiting team after five (5) or more innings is leading by ten (10) runs at the end of any completed inning, then the umpire shall terminate the game. From that point, upon agreement of both managers, the game may be completed for practice only. (2019)
3. A team may not score more than four (4) runs in any one inning. As soon as the 4th run crosses the plate, there are automatically 3 outs for the team batting, and that half of the inning is over. (2022)
4. Players must play at least 3 innings in a completed game. The only exceptions to this are disciplinary action being taken by a manager or illness. The manager of the opposing team and the umpire must be informed of these exceptions before the game. If a game is called because of the run rule, any player who did not play the required number of innings, must start in the field the next game.
5. Before each game, the managers will exchange the lists of available players' first names and last name initial; full name if duplicate names are present. Players not available by the end of the 3rd inning do not have to play in that game. All line-ups must include both the first names and last name initial of the players. (2023)
6. Any player arriving after a game has begun must be inserted in the last spot in the batting order.
7. The infield fly rule will not be enforced in the Chic division.
8. A second trip to the mound by a manager or coach for the same pitcher in the same inning will cause that pitcher to be removed from pitching for the remainder of that inning.
9. At the time of the pitch, all defensive players must play positions as defined in the National Federation rule book. No outfielders may play the infield positions. The ten (10) players must be 1 pitcher, 1 catcher, no more than 4 infielders, and no less than 2 outfielders. (2008)
10. All outfielders must play a minimum of fifteen (15) feet behind the square of the infield.
11. Games must be played with ten (10) players on the field but with no less than eight (8) players if ten (10) players are not available. (2009)
12. Chic may NOT advance on an overthrow from the catcher to the pitcher. (2007)

13. Stealing is allowed in the Chic division for 2nd and 3rd base at the point of release. You may ONLY advance to home on a batted ball put into play. (2022)
14. A dropped third strike in the Chic division is an automatic out on the batter.
15. The number of warm-up pitches allowed is as follows:
 - Five (5) between innings
 - Seven (7) for a new pitcher
 - Unlimited for a new pitcher replacing an injured pitcher during an inning.
16. Pitchers in the Chic division are limited to five (5) innings per game. (2012). Pitching to any batter in an inning constitutes a pitch. Pitcher must have 1 foot on the pitching plate (rubber) to start the pitch. (2024)
17. A batter hit by a pitch will be awarded first base.
18. Shirt tails must be tucked in at all times.
19. Caps or visors are optional on defense.
20. Bunting will be allowed in the Chic division.
21. No inning shall start after 8 pm. (2016)

Rules Pertaining to Baseball for Midgets ([District 19 rules](#))

1. The pitching and base distances for the Midgets division will be as follows:

Pitching	55 feet
Bases	80 feet
Ball	JJ Ball

2. If during the process of any game in the Association, the home team, after 4 ½ or more innings is leading by ten (10) or more runs, or the visiting team after five (5) or more innings is leading by ten (10) runs at the end of any completed inning, then the umpire shall terminate the game. From that point, upon agreement of both managers, the game may be completed for practice only. (2019)
3. A team may not score more than seven (7) runs in any one inning. As soon as the 7th run crosses the plate, there are automatically 3 outs for the team batting, and that half of the inning is over. The 7-run rule applies until the end of the 6th inning. After the 6th inning, an unlimited number of runs may be scored.
4. Players must play at least 3 innings in a completed game. The only exceptions to this are disciplinary action being taken by a manager or illness. The manager of the opposing team and the umpire must be informed of these exceptions before the game. If a game is called because of the run rule, any player who did not play the required number of innings, must start in the field the next game.
5. Before each game, the managers will exchange the lists of available players' first names and last name initial; full name if duplicate names are present. Players not available by the end of the 3rd inning do not have to play in that game. All line-ups must include both the first names and last name initial of the players. (2023)
6. Any player arriving after a game has begun must be inserted in the last spot in the batting order.
7. The infield fly rule will be enforced in the Midget division.
8. At the time of the pitch, all defensive players must play positions as defined in the National Federation rule book. No outfielders may play the infield positions. The nine (9) players must be 1 pitcher, 1 catcher, no more than 4 infielders, and no less than 2 outfielders. (2008)
9. All outfielders must play a minimum of fifteen (15) feet behind the square of the infield.
10. Games must be played with no more than nine (9) players and no less than eight (8) players. (2008)
11. A second trip to the mound by a manager or coach for the same pitcher in the same inning will cause that pitcher to be removed from pitching for the remainder of that inning.

12. Balks shall be called immediately in the Midget division.
13. All baseballs used in the Midget division must have an all-leather cover. Synthetic covered baseballs are not allowed.
14. Pitchers are limited to five (5) innings per game or 75 pitches, whichever comes first. A pitcher entering during the process of an inning shall be charged a full inning. Maxing at 75 pitches eliminates the pitcher from the mound for 3 days (i.e., pitcher throws 75 pitches on Monday, he cannot pitch again until Friday). Any pitcher who throws less than 25 pitches can pitch the next day, 26 – 50 pitches require one day rest (i.e., pitcher throws 43 pitches on Monday, can pitch again on Wednesday). (2019)
15. The batter may attempt to advance to 1st base on a dropped 3rd strike. National Federation rules govern this call.
16. The number of warm-up pitches allowed is as follows:
 - Five (5) between innings
 - Seven (7) for a new pitcher
 - Unlimited for a new pitcher replacing an injured pitcher during an inning.
17. Shirt tails must be tucked in at all times. Caps are an optional part of the uniform.
18. Metal Spikes may be worn in the Midget division. (2019)
19. A portable mound may be used in the Midget division. (2009)
20. If an illegal bat is discovered during a game, it should be removed from play. There is no penalty for the use of an illegal bat. (2015)
21. Bunting is allowed in the Midget division. (2015)
22. No inning shall start after 8 pm. (2016)

Rules Pertaining to Softball for Robins ([District 19 rules](#))

1. The pitching and base distance the Robin division will be as follows: (2010)

Pitching	40 feet
Bases	60 feet
Ball	12-inch softball
2. If during the process of any game in the Association, the home team, after 4 ½ or more innings is leading by ten (10) or more runs, or the visiting team after five (5) or more innings is leading by ten (10) runs at the end of any completed inning, then the umpire shall terminate the game. From that point, upon agreement of both managers, the game may be completed for practice only. (2019)
3. A team may not score more than seven (7) runs in any one inning. As soon as the 7th run crosses the plate, there are automatically 3 outs for the team batting, and that half of the inning is over. The 7-run rule applies until the end of the 6th inning. After the 6th inning, an unlimited number of runs may be scored.
4. Players must play at least 3 innings in a completed game. The only exceptions to this are disciplinary action being taken by a manager or illness. The manager of the opposing team and the umpire must be informed of these exceptions before the game. If a game is called because of the run rule, any player who did not play the required number of innings, must start in the field the next game.
5. Before each game, the managers will exchange the lists of available players' first names and last name initial; full name if duplicate names are present. Players not available by the end of the 3rd inning do not have to play in that game. All line-ups must include both the first names and last name initial of the players. (2023)
6. Any player arriving after a game has begun must be inserted in the last spot in the batting order.
7. The infield fly rule will be enforced in the Robins division.
8. At the time of the pitch, all defensive players must play positions as defined in the National Federation rule book. No outfielders may play the infield positions. The nine (9) players must be 1 pitcher, 1 catcher, no more than 4 infielders, and no less than 2 outfielders. (2008)
9. All outfielders must play a minimum of fifteen (15) feet behind the square of the infield.
10. Games must be played with no more than nine (9) players on the field but with no less than eight (8) players. (2008)
11. A second trip to the mound by a manager or coach for the same pitcher in the same inning will cause that pitcher to be removed from pitching for the remainder of that inning.

12. Stealing is allowed in the Robin division at the point of release.
13. The number of warm-up pitches allowed is as follows:
 - Five (5) between innings
 - Seven (7) for a new pitcher
 - Unlimited for a new pitcher replacing an injured pitcher during an inning.
14. A batter hit by a pitch will be awarded first base.
15. Shirt tails are not required to be tucked in. Caps or visors are optional on defense. (2008)
16. There are no pitching limits (innings) for the Robin division.
17. Metal cleats may be worn in the Robin division. (2019)
18. Bunting will be allowed in the Robin division.
19. No inning shall start after 8 pm. (2016)