

Grapevine Baseball & Softball

- Guidelines, Regulations, and Rules -



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OBJECTIVE

The Grapevine Baseball & Softball organization's objective is to provide supervised recreational baseball and softball programs that are enjoyable, educational, and challenging for the youth of our community. The attainment of exceptional athletic skill and the winning of games are secondary to this objective. GBS is a volunteer league and does not sanction payment to coaches.

COMMISSIONERS OF GRAPEVINE BASEBALL AND SOFTBALL

The GBS Commissioners are:

- Blastball (3/4U)
- T-Ball (5/6U)
- Coach Pitch Baseball (7/8U)
- Mustang Baseball (9/10U)
- Bronco Baseball (11/12U)
- Pony Baseball (13/14U)
- Colt/Varsity (18U)
- Softball 4-6U & 7-8U
- Softball 9-10U, 11-12U & 15U
- Baseball Interlock
- Softball Interlock
- TEBA

DUTIES OF COMMISSIONERS

- A. To serve as a communicator/facilitator between the City of Grapevine and the coaches in their respective leagues. League Commissioners will report directly to the City.
- B. To support rules, policies, and procedures as established by the City.
- C. To assist with schedule games, make ups, tournaments, and practices for their respective division.
- D. To serve as the focal distribution point for their respective division's equipment, pictures, trophies, fund-raiser, newsletters and other items which need to be distributed to each team.
- E. To secure registered coaches for each team of the commissioner's division.
- F. To submit a list of registered coaches in the commissioner's division.
- G. To report to the city any time a player is dropped from a roster for any reason.
- H. To submit any requests for registration refunds from players/parents that have left the program.
- I. To attend and/or assist in the umpire and scorekeeper training.
- J. To provide the following information to each head coach in the commissioner's division:
 - GBS rules for the respective division
 - Team roster with parent names, addresses, and phone numbers
 - Schedule of games and tournaments
 - Schedule of practice fields
 - Uniform sizes requested by the players
 - List of coaches in the respective division and phone numbers

COMMISSIONERS MEETINGS

Commissioners are expected to be present during the monthly meetings to receive all updates and to report on their division.

REGISTRATION

- A. Registration will open December 1 for each spring season and June 1 for each fall season.
- B. Each first month of registration will serve as an Early Bird registration period where participants will receive \$10 off registration.
- C. Late registrations will be accepted based on the following:
 - a. A \$25 late fee will be assessed.
 - b. There is room on the team rosters for late players.
- D. Refunds of Registration Fees:
 - a. There will be a \$20 admin fee prior to the Coaches Meeting
 - b. After the Coaches Meeting, there will be a \$50 admin fee due to uniform orders being placed
- E. Players will be registered in the following leagues based upon ages:

Baseball Divisions:

- Blastball League: Ages 3 and 4
- T-Ball League: Ages 5 and 6
- Coach Pitch League: Ages 7 and 8
- Mustang League: Ages 9 and 10
- Bronco League: Ages 11 and 12
- Pony League: Ages 13 and 14
- Colt/Varsity League: Ages 15 through 18
- TEBA: Ages 9 through 14

Softball Divisions

- 6U Softball
 - 8U Softball
 - 10U Softball
 - 12U Softball
 - 15U Softball
- F. For baseball divisions, the names of each league (starting at 9 & 10 year olds – Mustang) are used in reference to GCISD sports team names.
 - G. Players may play up with City approval and must attend an evaluation.
 - H. Spring baseball players will be registered in the appropriate league based upon the player's age as of May 1. Fall baseball players will be registered for the appropriate league based upon which league the player will play in the following spring baseball.
 - I. Softball players will be registered in the appropriate league based upon the player's age as of January 1.
 - J. Players shall not participate in more than one league at the same time.

DRAFT RULES RECREATIONAL LEAGUE

- A. Players will be selected by a draft process from Coach Pitch and above for both the Fall and Spring seasons.
- B. Each coach may protect up to four players. (The exception being teams participating in the Advanced Rec Division which is only allowed 3 protects). Coaches may protect players from the draft as long as written permission from the parents has been submitted to the commissioner prior to the coach look. (The exception is if a coach is recruited after the coach look, but before the draft. He may protect his allotment of players before the draft commences). If a coach's child is playing, then that child must count as one of the protected players. All siblings of protected players must be chosen before the coach can select any other players.
- C. All non-protected players wishing to be eligible for the draft **MUST** be registered and attend the coach look, with the following exceptions:
 - 1. PRIOR TO or AT Coach Look, the players, parent or guardian has notified the Commissioner of an illness, injury or family emergency that precluded that player from participating in Coach Look. If this occurs, the absent player may be eligible for the draft based on known skill level as determined by the Commissioner.
 - 2. PRIOR TO Coach Look, the player, parent or guardian has notified the Commissioner of an unavoidable and extenuating circumstance which prevents the player from participating in Coach Look. If this occurs, the absent player may be eligible for the draft based on known skill level as determined by the Commissioner.
- D. Anyone who does not attend the coach look and does not meet one of the two exceptions will be randomly assigned to a team. Any player that registers late will be placed on the team that had the next pick in the order in which they registered.
- E. Draft order for teams not participating in the Advanced Rec Division will be determined as follows:
 - 1. Teams that did not use their allotment of protects will pick first until they have the number of protects allowed. These teams will then automatically be given the last pick(s) of first round.
 - 2. Teams that had their full allotment of protects will then draw numbers from a hat to determine the draft order.
 - 3. At this point, the draft will resume beginning with number one. The draft will go from one to the last number and then the order shall be reversed for round two. Round three will begin with number one again and round four will go in reverse order. This process will continue until all the protected players, their siblings and all those who attended the coach look have been placed on a team. The remaining players that are registered that did not attend a coach look will then be randomly placed on a team.

ADVANCED REC DIVISION PROCESS

Balanced play in recreational leagues is the most desired situation. In the Advanced Rec Division, the more skilled players will play in one league more focused on competition and more advanced skill development, while the Rec Division will be more focused on skill development and learning for those becoming familiar with the game.

ADVANCED REC COACH SELECTION

Coaches for the Advanced Rec Division will be selected by the City taking into consideration the recommendation of the Advanced Rec division commissioner. All head coach candidates will be required to complete the normal background waiver forms in addition to a brief questionnaire. Each head coach candidate must notify the Commissioner of his or her Primary Assistant Coach.

ADVANCED REC DIVISION COACH LOOK AND PLAYER EVALUATIONS

- A. All players registered to play in the GBS leagues which has an Advanced Rec Division (subject to eligibility rules below) are eligible to try out. All players who attend the Advanced Rec Division tryout will be evaluated and scored by independent evaluators. In order to be considered for the Advanced Rec Division, players MUST tryout. All the scores for the players will be compiled into a composite score for each player. The players will be ranked based on their composite score to form a list of players eligible for the Advanced Rec Division.
- B. The "Advanced Rec Division consideration line" will be drawn to include 150-200% of the number of players who will actually be selected to Advanced Rec Division teams. Players above the consideration line will be "eligible" for the Advanced Rec Division draft. At the conclusion of the Advanced Rec Division draft, those players who were not selected will be placed into the Rec Division draft.
- C. Each Head Coach will be permitted 3 protected players ("protects"). These players shall include the Head Coaches child and his/her assistants' child.
- D. Based on the results of the coach look and the player ratings, league officials will establish groupings of players that would qualify as group 1, group 2, and group 3 in each age group (7U and 8U for Coach Pitch, 9U and 10U for Mustang, etc...). The process for grouping players will be as follows: group 1 and group 2 will consist of the number of potential "protects" per team times the number of teams. Group 3 will consist of all the players in that age group not in group 1 or 2.
 - a. For Example, there are 4 teams, which have two "protects" each. Therefore, group 1 and group 2 will be 8 players each; group 3 will be all other players.

DRAFT

- A. Draft position will be determined on a random draw. This position will be held the entire draft.
- B. The protected players for each Head Coach MUST be selected in the round that the player was classified. If a protected player is included in the first round grouping, the protected player must be the first selection for that age group. If a protected player is not included in the first round grouping, the protected player must be selected in the second or third round for the applicable age group in accordance with the player ratings and related groupings. All protected players must be selected no later than the third round for the player's age group. (If ratings for siblings are the same, selections of the siblings must be made in the next available round.) This is a departure from previous recreational draft rules that did not require a protected player to be picked in the draft process, thus allowing those teams with high-quality protected players to "stack" their teams with other high-quality players chosen early in the draft.
 - a. As an example, the Draft Rounds for 7U/8U will go as follows: Round 1 – Players

- from Group 1 for 8U can be selected.
 - b. Round 2 – Players from Group 2 for 8U plus any player from group 1 not selected in round 1.
 - c. Round 3 – Players from Group 3 for 8U plus any player not previously selected from groups 1 & 2.
 - d. Round 4 – Players from Group 1 for 7U can be selected.
 - e. Round 5 – Players from Group 2 for 7U plus any player from group 1 not selected in round 4. Round 6 and on - Any player that is not selected previously that qualified for the Advanced Rec Division based on evaluations.
- C. The draft will start with the first position in the draft order making the first selection in odd numbered rounds. The last position in the draft will make the first selection in even numbered rounds. A team will not participate in a draft rounds in which a player is already been chosen through being protected. This procedure will continue until all players are selected. No team shall have fewer than two (2) players from the younger age group.
- D. Players selected on an Advanced Rec Division team will be final. No trading of players will be allowed.

ADVANCED REC DIVISION REQUIREMENTS

- A. All players wishing to play in the Advanced Rec Division MUST attend the coach look, including protected players with the following exceptions: (1) PRIOR TO or AT Coach Look, the players, parent or guardian has notified the Commissioner of an illness, injury or family emergency that precluded that player from participating in Coach Look. If this occurs, the absent player may be eligible for the Advanced Rec Division draft based on known skill level as determined by the Commissioner. (2) PRIOR TO Coach Look, the player, parent or guardian has notified the Commissioner of an unavoidable and extenuating circumstance which prevents the player from participating in Coach Look. If this occurs, the absent player may be eligible for the Advanced Rec Division draft based on known skill level as determined by the Commissioner.
- B. Players MUST be registered to play in GBS PRIOR to the Coach Look. Any player not registered will not be eligible for the Advanced Rec Division.
- C. No Player can play “down” into the Advanced Rec Division.

HEAD COACH AND ASSISTANT COACH REQUIREMENTS

- A. The head coach’s purpose is not only to coach and administrate his/her team but more importantly to act as a role model for the youth in our community. Head coaches are responsible for directing the conduct of their players, assistant coaches, player's parents, and themselves towards the accomplishment of the GBS objective. All GBS coaches are volunteers.
- B. Head coaches will coach his/her team using the rules described in the GBS Standing Rules for the particular division that the coach is assigned.
- C. Coaches are required to be USA Baseball or Softball certified and background checked.
- D. All coaches and volunteers will be issued an ID badge each season once they have completed the certification and background check.

- E. ID badges must be worn at all times when volunteering for GBS. Any coach/volunteer interacting with the team players in the dugouts, batting cages, or on the field must have their ID badge on themselves at all times.
- F. Any coach or volunteer without an ID badge will be asked to go to the stands or removed from team activities until in compliance.

CODE OF CONDUCT - Parks and Recreation Department (PAR)

As a parent or legal guardian of a child in youth sports, I understand that I play an important role in the process. I understand that I, my family members, and my friends that attend PAR activities are responsible for proper conduct at PAR activities. I understand that if my family members, my friends, or I act improperly at PAR activities, said person(s) may be asked to leave PAR facilities and may be suspended from attendance at any following game at a PAR facility or as part of a PAR program. Multiple such violations may result in forfeiture of the privilege to attend all remaining games at PAR facilities or PAR programs.

Sports are intended to develop the following “six pillars of character”:

- *Trustworthiness *Respect *Responsibility
- *Fairness *Caring *Good Citizenship

I HEREBY AGREE TO THE FOLLOWING STATEMENTS BELOW:

- Children participate in sports to have fun and that the games are for the children and not the adults.
- My family, my guests, and I will be positive role models for all of the children and will encourage good sportsmanship by showing respect, courtesy, and positive support for all players, coaches, officials, and spectators at every game, practice, and team activity.
- My family, my guests, and I will not engage in unsportsmanlike conduct with officials, coaches, players, or parents such as booing and taunting; refusing to shake hands; or using profane language or gestures.
- I will teach my child to play by the rules and to resolve conflicts without hostility or violence.
- I will teach my child that doing one’s best is more important than winning, so that my child may not feel defeated by the outcome of a game or by his/her performance.
- I will not ridicule or yell at my child or other participants for making a mistake or losing a competition.
- I will emphasize skill development and practices and how they benefit my child over winning.
- I will honor the games and show respect for all involved including coaches, players, opponents, other spectators, umpires, and referees.
- I will not coach my child or other players during games or practices, unless I am an official team coach.
- I will demand a sports environment for my child that is free from drugs, tobacco, and alcohol and I will refrain from their use at all sports events.

CONDUCT

- A. Any GBS member (player, parent, guardian, spectator) who is reported to the City of Grapevine Parks and Recreation in writing for using profane language, acting in an unsportsmanlike manner, and/or under the influence of intoxicating beverages or illegal and/or controlled substance, any time or place in conjunction with a GBS function, will be subject to disciplinary action by the City of Grapevine.
- B. The use of tobacco in any form by coaches or volunteers during games, scrimmages, or practices is PROHIBITED.
- C. If any person is ejected from a game for any reason, he/she will leave the field area immediately. If the ejected person continues to disrupt the game they will be asked to leave the park. Failure to abide by this rule will constitute a forfeited game. A person ejected may be suspended from the program for the duration of the year upon review by The City of Grapevine. If a person is ejected twice in one season, they will be subject to dismissal from GBS. A person may be ejected immediately from the park for poor conduct at the discretion of an official or umpire.
- D. Any coach or registered volunteer who does not fulfill his/her duties or is the subject of a written complaint is subject to review by The City of Grapevine.
- E. Head Coaches must notify the appropriate Commissioner and The City of Grapevine in writing within 24 hours if any player quits their team.
- F. Each Head Coach must obtain approval from the Commissioner before making any registered coach changes, temporary or permanent. All head coaches and registered volunteers must be approved by The City of Grapevine.
- G. The Head Coach and assistant coaches must attend two-thirds of the practices and games, and must be on the playing fields during games.

GAME EJECTION

- A. Coaches represent GBS at all times. They are responsible for the well-being of each team member. All coaches will demonstrate proper demeanor while representing GBS. Failure to do so may result in probation or loss of coaching privileges. The City reserves the right to remove any coach from a team for cause.
- B. Any volunteer, registered coach, player or player's parent who has been ejected from a game will be ejected for two games. Two games will be considered the game in which the initial ejection occurred and the next scheduled game.
- C. If an ejection happens in the first game of a double header, the player or coach who is ejected for the current game and the second game.
- D. Coach may request appeal to be handled by the City. Coach should contact the City within 24 hours of occurrence to review. The City will have final say in suspension of coach.

SCOREKEEPING

The home team shall provide a responsible and qualified person to serve as the official scorekeeper for each ball game. The official scorekeeper may be from the visiting team only if the home team agrees.

UMPIRES

There should be two official umpires present at each ball game (except 6U Softball, T-Ball and Coach Pitch). However, the game will be played if only one official umpire is present at game time. In the event no official umpire is available at the scheduled game time, and the league commissioner is unable to appoint temporary umpires who are acceptable to both teams involved, the game will be rescheduled at a later date.

PENALTIES

- A. Penalty for use of an ineligible player, upon appeal by the opposing manager or notification by the official scorer or league officers, when the official scorebook or other league records verify the ineligibility of the player concerned, shall be immediate removal of the player from the lineup and ejection of the head coach from the game. Both the player and the head coach shall be ineligible to participate in the next scheduled game played by the team.
- B. An ineligible player is one who is legally a member of the league, but who is ineligible to play or to pitch in a particular game or games because of the limitations set forth in these Rules and Regulations, or as the result of a previous rules violation or disciplinary action.
- C. For purpose of interpreting this rule, a player shall not be considered in violation of the rules until at least one pitch has been thrown to the batter after the point of violation.
- D. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to the penalties stated for use of an ineligible player in this rule. The Head Coach will be ejected from the current game and suspended for one more game for the pitching violation.
- E. Illegal equipment shall be removed from the game.
- F. Penalty for use of illegal shoes shall be removal of the shoes from the game, and, if no other legal footwear is available, removal of the affected player or players from the lineup.
- G. Players who do not wear complete conventional uniforms, protective headgear and catching equipment as required by these rules shall be removed from the lineup.
- H. Players who intentionally, in the judgment of the umpire, throw bats or protective headgear, or discard protective headgear while bating or running the bases, shall be ejected from the game following completion of any play in progress at the time the violation occurs. Such action does not constitute an out and such players shall be replaced as batters or base runners if appropriate.

PROTESTS

- A. A protest based on a play that involves an umpire's judgment shall not be permitted.
- B. When protests are based on an interpretation of the rules, the objecting head coach shall, at the time the play occurs, notify the head umpire, the opposing head coach and official scorer that the game is being played under protest, and submit the protest in writing to the City, within 24 hours of the completion of the game.
- C. When the City upholds protests based on the interpretation of a rule, the game concerned shall be replayed from the point of protest.
- D. Umpires should make a public announcement to the crowd when a game is being played under protest.

ALL STARS

COACH SELECTION

An email will be sent by the City to all coaches from the league requesting interest in coaching an All-Star team. The City and commissioners will collaborate to identify the best candidate.

PLAYER SELECTION

- A. A player must have participated in at least 60% of the games to be considered eligible to be selected for All-Stars. A player that was granted a waiver to play down an age group is not eligible for All-Stars. Otherwise, any eligible player in the league may attend All-Star tryouts. Tryouts will take place at a posted time and location in late April or early May.
- B. There will be a committee of at least two non-partial judges and a coaching representative from each team who will rank the players trying out. The top 15 players are eligible to be chosen for the All-Star team.
- C. The head coach may have two “wildcard” picks that he/she may use to choose a player that does not rank in the top 15. The coach will then fill out their team to a total of 12 players.

UNIFORMS AND FEES

- A. The teams will all be named “Grapevine” and will wear any combination of royal blue, red and white.
- B. The team is responsible for the cost of the uniforms and all away tournaments.
- C. The City of Grapevine will provide the team with 1 dozen new balls and one standard equipment bag and equipment. GBS will also allow the Grapevine teams to play in our home All-Star tournament at no expense. GBS will provide the same supplementary insurance that the players are covered by during the regular season.

GENERAL RULES FOR RECREATIONAL BASEBALL: (T-BALL THROUGH COLT/VARSITY)

GBS LEAGUE SPECIFIC RULES AS LISTED BELOW:

- A. Agreed upon changes when interlocking with other organizations.
- B. Agreed upon changes with the opposing coach at the pre-game umpires meeting.
- C. Each team must bat their entire roster.
- D. A team may begin a game with 8 players.
- E. If a team has less than 9 players in attendance, then they may “borrow” a registered GBS player from another team as long as they are eligible to play in that league. They cannot be a select player or a player from an older age group. Any “borrowed” players must bat last and play outfield.
- F. Baseball Advanced Rec divisions and baseball divisions 11U and up play under the DFW Interlock rules of play: <https://www.leaguelineup.com/handouts.asp?url=interlockbaseball>
- G. TEBA teams and 15-18U baseball divisions play under the TEBA rules: <https://secure.sportability.com/spx/Leagues/LeagueMisc.asp?LgID=47628&MIID=1074>
- H. If a coach plays an ineligible player, that player shall be immediately removed from the line-up and the head coach shall be ejected. If it is not determined that the player was ineligible until after the contest, the game shall stand as played, but the coach will have to sit out the next scheduled game. If the ineligible player is a registered GBS player from a different league, then he will have to sit out the next game.
- I. If a player or coach is ejected for any reason, he/she shall sit out the next scheduled game as well.

SUBSTITUTIONS

- A. Free substitutions are allowed as long as the “playing time” guidelines from each league are followed.
- B. Courtesy runners are allowed and encouraged for the pitcher (9u and up) and catcher of the previous inning when there are two outs. The courtesy runner must be the last batted out. If the last batted out is the other half of the battery, then the courtesy runner would be the second to last bat out.

POST SEASON TOURNAMENTS

Most leagues will have a single-elimination tournament at the end of the spring season. Seeding will be determined by league standings.

EQUIPMENT

- A. Anyone who leaves the dugout on the team at bat must wear a protective helmet that covers both ears. This includes batters, base runners, and players warming up in the on-deck circle, players coaching bases or players shagging foul balls.
- B. Batting helmets must also be used at practice, whether in the cages or on the field.
- C. Catchers must have on the full complement of catching gear, including a cup and a mask that has a helmet protecting both ears and a throat guard.
- D. Players who are warming up a pitcher either on the mound or in the bullpen must wear a

cup and a mask if they squat down.

- E. Metal spike are not allowed
- F. The bat used must be appropriate to that age. No big barrel bats in T-ball and no T-ball bats anywhere except T-ball.
- G. No jewelry shall be worn unless it is for medical identification.
- H. Players who intentionally, in the judgment of the official, throw bats or protective headgear, or discard protective headgear while batting or running the bases, will receive one warning. For second offense a player shall be ejected from the game following completion of any play in progress at the time the violation occurs. Such action does not constitute an out and such players shall be replaced as batters or base runners if appropriate.

SCOREKEEPING

- A. The official score must be kept by the home team unless there is no one qualified, then it may be kept by someone on the visiting team.
- B. The official scorekeeper shall assist the coaches and umpires with run limits, proper batting order and recording the actual starting game time. If there is confusion on the field as to number of runs, outs or the count, the umpire may retrieve that information from the official scorekeeper.
- C. The run rule is in effect: 15 after 3 innings, 10 after 4 innings or 8 after 5 innings.

GAME PLAY

- A. No pre-game infield. If time allows, coaches may have fielding drills in the outfield prior to the start of their game.

PITCHING

Grapevine Baseball & Softball has adopted the MLB Pitch Smart pitching guidelines for all recreation baseball and tournament play. Pitch counts for youth and adolescent pitchers can be viewed here: <http://m.mlb.com/pitchsmart/pitching-guidelines/>

Addendum attached to bylaws of Pitch Count Limits and Required Rest Recommendations by MLB Pitch Smart.

PITCH COUNT LIMITS AND REQUIRED REST RECOMMENDATIONS

It is important for each league to set workload limits for their pitchers to limit the likelihood of pitching with fatigue. Research has shown that pitch counts are the most accurate and effective means of doing so.

AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST (PITCHES)					
		0 Days	1 Days	2 Days	3 Days	4 Days	5 Days
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	1-30	31-45	46-60	61-80	81+	N/A
19-22	120	1-30	31-45	46-60	61-80	81-105	106+

BLASTBALL RULES

This is a non-competitive league solely for the enjoyment of the players. The purpose of Blastball is for the player to learn how to play the game. With this purpose in mind, all games will end in a tie and no outs will be recorded.

- A. Each game will last for one (1) hour or until managers/coaches determine that everyone has lost interest; whichever comes first.
- B. Blastball uses all the bases so that the players learn the order and direction they should run.
- C. First base and third base lines are foul lines
- D. Dead ball line is within the batters box, on/behind the tee.
- E. Offensive team will bat the entire roster first. Once through the roster, the half inning will conclude and teams will switch sides.
- F. Batter uses a foam bat and hits a foam ball off a tee. A ball will be considered "fair" if it lands between first and third baselines, but past the 4-foot dead ball line based on coach's judgment. Each player will be allowed to bat until he/she hit the ball. If the ball strikes the tee, it is considered a foul ball.
- G. Score is not kept and umpires will not be used.
- H. The "home" team will sit in the first base dugout. "Away" team will sit in the third base dugout.
- I. Team Formation - Blastball teams will be formed in the following order:
- J. Requests are attempted, but not guaranteed. All siblings will be placed together.
- K. Teams shall consist of no more than 8 players or no less than 5 players on rosters.
- L. There will be a maximum of 5 coaches on the field during games which includes dugout parents. Parents may assist during practices as needed.
- M. Rainout games and practices are not rescheduled. Practices for teams are encouraged but not mandatory.

T-BALL RULES

TEAM FORMATION:

- A. The Advanced Rec Division is for 5-year-olds and 6-year-olds who have advanced baseball skills (i.e. are attentive on the field of play, understand basic rules in fielding, hitting and base running, can perform these skills with consistency).
- B. The Rec Division will play all other 5-year-olds and 6-year-olds. All players will be learning and sharpening their skills while learning the value of being part of a team. Teams will be formed according to requests (attempted, but not guaranteed) and then by grouping players with others from their school. All siblings will be placed together.
- C. Teams shall consist of 10-14 players.

EQUIPMENT:

- A. The baseball shall be a "safety or reduced injury" type ball.
- B. Catchers are required to wear a catcher's mask with throat guard. The catcher must be behind the cut-off grass behind the plate during the at bat, but may advance to the plate upon play. Catchers may wear a regular fielder's glove.

FIELD OF PLAY

- A. The bases shall be placed 55 feet apart.
- B. A ten foot arc is to be inscribed in front of home plate. The ball must pass over the arc to be in play or it is a foul ball. (If the game is played on a grass field, the cut of the grass can be used instead of a chalk line)

RULES OF THE GAME

- A. Tight base rule is in effect and should be enforced. A base runner shall remain in contact with the base until the ball is hit. PENALTY: Runner is called out, ball is live.
- B. The ball cannot be purposely rolled to obtain an out. If the ball is rolled and the umpire calls the runner safe, he/she is awarded the next base. If ball is rolled and umpire calls the runner out, runner is awarded the base.
- C. The batting tee will be placed on top of home plate with the point of the tee touching the point of home plate. Players are encouraged to make their own height adjustments to the tee.
- D. There are no walks or strikeouts.
- E. The pitchers and outfielders must throw the ball in a force situation.
- F. No infield fly rule is in effect
- G. No bunting
- H. No courtesy runner allowed except in the case of an injury or sudden illness, in which case it would be the last recorded out.
- I. Starting roughly midway through the season (or as determined by the commissioner) we will begin a modified T-ball. Each player will begin to receive 3 pitches when they are at bat and then move to a tee if no hit has been put in play. On the third pitch, a player can foul off the ball and receive another pitch. No strikeouts will be given/recorded.

SCORING THE GAME

- A. A half inning consists of three (3) outs or five runs score. There is a limit of five (5) runs per half inning. If the score is tied when the last full inning is completed after time expires, the game shall end in a tie.
- B. When the 5th run is scored, the play is not dead. The tie breaker, in determining the winner, is determined by the number of outs; therefore, if an out is recorded while the ball is live, but after the 5th run has scored, the out counts. In tournament play, if the teams are tied in runs and outs, then the next tie-breaker will be a coin flip to determine who advances.
- C. Games called for any reason shall be considered complete games if three innings have been completed. If games are called in less than three innings are to be continued, they shall be continued from point of curtailment.
- D. A line-up card must be presented to the opposing scorekeeper with the batting order and must include the player's name and jersey number. It should also include a script of the intended defensive positions (inning by inning) as well.
- E. If a team only has 8 players present, there shall be no automatic out for the 9th batter. There will be no game protests in T-ball.

PLAYING TIME

- A. All players present and on the game roster will play in the field defensively each inning. Extra players will be used as extra outfielders. No player will remain at the same infield position for more than two innings and every player must have played a full inning in the infield by the end of the third inning. If logistically possible, no player shall play the infield or outfield more than 3 innings.

COACHES

- A. The offensive team may have a first base coach, a third base coach, a bench coach and a coach helping out behind the plate. If there is no umpire, the coach helping at home plate shall remove the tee after the batter hits the ball.
- B. The defensive team may place one coach in foul territory on each side of the outfield.

REC DIVISION SPECIFIC RULES

- A. Length of Game – 60 minutes.
- B. Regular season score is not officially kept.
- C. Round robin tournament at end of season. Seeds are random drawn by the Commissioner (depending on number of teams).
- D. Approved T-ball bats only
- E. On a ball hit to the outfield, runners may advance until the ball is in the infield (possession by a defensive player is not mandatory).
- F. Runners are not allowed to advance on overthrows.

ADVANCED REC DIVISION SPECIFIC RULES

- A. Length of game – 70 minutes—finish full inning after time has expired.
- B. Score is to be kept every game.

- C. Base runners may advance one extra base on an overthrow (regardless of the number of overthrows) at their own risk.
- D. When the ball is in the possession of an infielder and all play on the runners has ceased, the defensive coach shall call time if an umpire is not present to do this.
- E. Batters will receive 3 total pitches to try and put the ball in play. If the ball is not put in play, the batter will hit from the tee.
- F. The Coach that is pitching must pitch from a standing position.
- G. Round Robin Tournament at end of season based on number of teams/games.
 - Seeded by
 - 1) Best record; if tied
 - 2) Head to head competition; if tied
 - 3) Most runs for, if tied
 - 4) Run differential if tied
 - 5) Coin flip.

COACH PITCH RULES

TEAM FORMATION:

Coach Pitch will be formed via a coach look and a draft. Teams will consist of 10-12 players.

EQUIPMENT:

- A. Catcher must wear full set of catchers gear.
- B. Catchers may wear a regular fielder's glove.

FIELD OF PLAY

- A. The bases shall be placed 60 feet apart. The pitching rubber shall be 40 feet from home plate.

RULES OF THE GAME

- A. Home team is determined by the GBS Schedule. Home team is responsible for the scorekeeping
- B. Offensive team may score a maximum of 5 runs per half inning.
- C. Run Rule is 15 runs after 3 innings, 10 after 4 and 6 after 5.
- D. The next inning is officially started once the last out of the previous inning is recorded.
- E. Each team must bat their entire roster. If a player leaves due to injury or illness or any other reason, no out shall be recorded (skip their turn in the batting order).
- F. Ten (10) players maximum on the field defensively. The four (4) outfielders must remain in the outfield and cannot play in the infield. Thus rovers or "stacking" players is not allowed.
- G. The player pitcher must keep one foot near the pitching circle and must be behind the pitching rubber until the ball is hit.
- H. Batter shall receive 6 pitches or three strikes. A foul ball (not caught) on the sixth pitch shall not be counted as a swing. The batter will continue to bat on a sixth pitch foul ball until such time that the ball is put into play or the batter swings and misses. The batter will be declared out on a foul tip that is caught by the catcher for strike three.
- I. There will be no: Base on Balls, Base awards for hit by Pitch, Infield Fly Rule, Base Stealing or Bunting. The intention of the batter will be taken into account when determining if a batted ball was bunted or not
- J. (i.e. if a player just does not follow through with their swing that is not considered a bunt, the intent has to be to bunt the ball in order to be declared a bunt).
- K. A batted ball that strikes the coach pitcher shall be considered a "Dead Ball, Foul Ball". If a coach pitcher intentionally interferes with a batted ball, the ball is dead and the batter shall be declared out. In either case, no runners shall advance.
- L. Coach must pitch from a standing position and must remain on the pitching mound with one foot on the pitching rubber. Once a player hits the baseball, the coach pitcher MUST LEAVE THE PLAYING FIELD until play has stopped and time is called.
- M. A coach pitcher is not allowed to instruct the batter but may coach a runner that is approaching the plate to slide.
- N. Stoppage of Play – the umpire shall declare "TIME" when the following conditions, in his/her mind have been satisfied: the ball is returned to the infield and in control of an

infielder, and lead runner has stopped running, hesitated or broken stride. RUNNERS ARE NOT TO BAIT FIELDERS INTO RUNNING AT THEM OR THROWING BEHIND THEM.

- O. The runner shall not leave the base until the ball is batted and considered in play. Any runner that leaves the base early shall be declared out.
- P. A player that slides head first into home during a play at the plate will be declared out.
- Q. No defensive coaches will be permitted on the field at any time for Advanced Rec Division games; they must remain in the dugout area. The Rec Division can have a coach down each foul line when on defense;
- R. No defensive timeouts will be called.
- S. Coaches are responsible for the conduct of their coaching staff and the parents and relatives of their parents. Unsportsmanlike conduct, in the umpire's judgment, shall be warned against one time. Should it continue, the umpire in charge, is given authority to resolve the problem if he deems the situation unsportsmanlike.

PLAYING TIME

Rec Division

- A. No player shall sit for two innings until all of the players have sat for one inning.
- B. Every player must play in the infield by the third inning (catcher does not count as an infield position).
- C. No player shall play the same position more than two total innings during a game and may not play more than four total innings in the infield during the course of a game.

Advanced Rec Division

- A. No player shall sit for two innings until all of the players have sat for one inning.
- B. Every player must play in the infield by the third inning
- C. No player shall play the same position more than three total innings during a game

END-OF-SEASON TOURNAMENT

Seeds based on

- 1) Best record, if tied
- 2) Head to head competition, if tied
- 3) Least runs against, if tied
- 4) Most runs for, if tied
- 5) Coin flip.

MUSTANG RULES

TEAM FORMATION

Teams will be formed via a coach look and a draft. Teams will consist of 9-11 players with no more than four coaches on the field or dugouts.

EQUIPMENT

Catchers must wear a catcher's mitt and catching gear.

FIELD OF PLAY

A. The bases shall be placed 65 feet apart. The pitching rubber shall be 46 feet from home plate.

RULES OF THE GAME

- A. Home team is determined by the GBS Schedule. Home team is responsible for the scorekeeping.
- B. Games will be 6 innings or 90 minutes. No innings shall start after the 90 minute mark.
- C. Offensive team may score a maximum of 6 runs per half inning.
- D. Run Rule is 15 runs after 3 innings, 10 after 4 and 7 after 5.
- E. If the score is tied when the last full inning is completed after time expires, the game shall end in a tie.
- F. Games called for any reason shall be considered complete games if three innings have been completed.
- G. If games are called in less than three innings are to be continued, they shall be continued from point of curtailment.
- H. The next inning is officially started once the last out of the previous inning is recorded.
- I. Each team must bat their entire roster. If a player leaves due to injury or illness or any other reason, no out shall be recorded, simply skip their turn in the batting order.
- J. Nine (9) players maximum on the field defensively.
- K. A line-up card must be presented to the opposing scorekeeper with the batting order and must include the player's name and jersey number. It is suggested that a script of the intended defensive positions (inning by inning) be given as well.
- L. All runners must slide at home plate if a play is being made on the runner.
- M. No player shall sit on the bench for two consecutive innings and must play at least one full inning in the infield by the third inning
- N. Grapevine Baseball & Softball has adopted the MLB Pitch Smart pitching guidelines for all recreation baseball and tournament play. Pitch counts for youth and adolescent pitchers can be viewed here: <http://m.mlb.com/pitchsmart/pitching-guidelines/>
Addendum attached to bylaws of Pitch Count Limits and Required Rest
Recommendations by MLB Pitch Smart.
- O. Open bases
- P. If a runner is attempting to steal home and is within 10 feet of home plate when the batter swings the bat, the runner shall be called out.
- Q. If the catcher throws to a base or overthrows the pitcher, the runners are free to advance

- at their own risk.
- R. Dropped third strike rule is in effect.
 - S. Bunting is allowed.
 - T. Infield fly rule is in effect.
 - U. Each pitcher may receive one balk warning on obvious infractions. An umpire may allow minor infractions. If a pitcher balks and not been warned, the base runner may not be put out on the balk play.
 - V. No Slashing (i.e. fake bunting)

END-OF-SEASON TOURNAMENT

Seeds based on

- 1) Best record, if tied
- 2) Head to head competition, if tied
- 3) Most runs for, if tied
- 4) Least runs against, if tied
- 5) Coin flip.

BRONCO RULES

TEAM FORMATION

Teams will be formed via a coach look and a draft. Teams will consist of 10-14 player with no more than four coaches on the field or dugouts.

EQUIPMENT

- A. Catchers must wear a catcher's mitt. Pitchers must wear a glove and not a mitt.
- B. Metal cleats are not allowed for games played at Oak Grove.

FIELD OF PLAY

- A. The bases shall be placed 70 feet apart. The pitching rubber shall be 50 feet from home plate.

RULES OF THE GAME

- A. Home team is determined by the GBS Schedule. Home team is responsible for the scorekeeping.
- B. Games will be 6 innings of 100 minutes. No innings shall start after the 100 minute mark.
- C. Offensive team may score a maximum of 6 runs per half inning.
- D. Run Rule is 15 runs after 3 innings, 10 after 4 and 7 after 5.
- E. If the score is tied when the last full inning is completed after time expires, the game shall end in a tie.
- F. Games called for any reason shall be considered complete games if three innings have been completed.
- G. If games are called in less than three innings are to be continued, they shall be continued from point of curtailment.
- H. The next inning is officially started once the last out of the previous inning is recorded.
- I. Each team must bat their entire roster. If a player leaves due to injury or illness or any other reason, no out shall be recorded, simply skip their turn in the batting order.
- J. Nine (9) players maximum on the field defensively.
- K. A line-up card must be presented to the opposing scorekeeper with the batting order and must include the player's name and jersey number. It is suggested that a script of the intended defensive positions (inning by inning) be given as well.
- L. All runners must slide at home plate if a play is being made on the runner.
- M. No player shall sit on the bench for two consecutive innings and must play at least one full inning in the infield by the third inning
- N. Grapevine Baseball & Softball has adopted the MLB Pitch Smart pitching guidelines for all recreation baseball and tournament play. Pitch counts for youth and adolescent pitchers can be viewed here: <http://m.mlb.com/pitchsmart/pitching-guidelines/>
Addendum attached to bylaws of Pitch Count Limits and Required Rest
Recommendations by MLB Pitch Smart.
- O. Each Pitcher may receive one balk warning on obvious infractions. An umpire may allow minor infractions. If a pitcher balks and has not been warned, the base runner may not be put out on the balk play.

- P. If a runner is attempting to steal home and is within 10 feet of home plate when the batter swings the bat, the runner shall be called out.
- Q. Infield fly rule is in effect.
- R. Dropped third strike rule is in effect.
- S. No Slashing (i.e. fake bunting)

END-OF-SEASON TOURNAMENT

- A. To be determined by the agreement of the interlock teams.

PONY RULES

TEAM FORMATION

Teams will be formed via a coach look and a draft. Teams will consist of 10-14 player with no more than four coaches on the field or dugouts.

EQUIPMENT

- A. Catchers must wear a catcher's mitt. Pitchers must wear a glove and not a mitt.
- B. Metal cleats are not allowed for games played at Oak Grove.

FIELD OF PLAY

- A. The bases shall be placed 80 feet apart. The pitching rubber shall be 54 feet from home plate.

RULES OF THE GAME

- A. All runners must slide at home plate if a play is being made on the runner.

SCORING THE GAME

- B. The game shall be six innings or 1:50. No inning shall begin after 1:50.
- C. A half inning consists of three (3) outs or six runs scored. There is a limit of six (6) runs per half inning. The sixth inning shall not have a run limit. If the score is tied when the last full inning is completed after time expires, the game shall end in a tie.
- D. Games called for any reason shall be considered complete games if three innings have been completed. If games are called in less than three innings are to be continued, they shall be continued from point of curtailment.
- E. A line-up card must be presented to the opposing scorekeeper with the batting order and must include the player's name and jersey number.

PLAYING TIME

- A. No player shall sit on the bench for two consecutive innings and must play at least one full inning in the infield during the game.

PITCHING RULES

Grapevine Baseball & Softball has adopted the MLB Pitch Smart pitching guidelines for all recreation baseball and tournament play. Pitch counts for youth and adolescent pitchers can be viewed here: <http://m.mlb.com/pitchsmart/pitching-guidelines/>

Addendum attached to bylaws of Pitch Count Limits and Required Rest Recommendations by MLB Pitch Smart.

END-OF-SEASON TOURNAMENT

- A. To be determined by the agreement of the interlock teams.

COLT AND VARSITY LEAGUE

TEAM FORMATION

Teams will be formed via a tryout with a specific coach.

EQUIPMENT

Metal cleats are not allowed for games played at Oak Grove. Spikes may not be allowed on some fields played on during "away" games.

FIELD OF PLAY

The bases shall be placed 90 feet apart. The pitching rubber shall be 60.5 feet from home plate.

RULES OF THE GAME

- A. Teams will bat their entire roster and there is free substitution.

SCORING THE GAME

- A. The game shall be seven innings or 2 hours.
- B. A half inning consists of three (3) outs or six runs scored. There is a limit of six (6) runs per half inning. The sixth inning shall not have a run limit. If the score is tied when the last full inning is completed after time expires, the game shall end in a tie.
- C. Games called for any reason shall be considered complete games if three innings have been completed. If games are called in less than three innings are to be continued, they shall be continued from point of curtailment.
- D. A line-up card must be presented to the opposing scorekeeper with the batting order and must include the player's name and jersey number.

LENGTH OF GAME

No inning shall begin after 2 hours.

PITCHING RULES

Grapevine Baseball & Softball has adopted the MLB Pitch Smart pitching guidelines for all recreation baseball and tournament play. Pitch counts for youth and adolescent pitchers can be viewed here: <http://m.mlb.com/pitchsmart/pitching-guidelines/>

Addendum attached to bylaws of Pitch Count Limits and Required Rest Recommendations by MLB Pitch Smart.

TEBA LEAGUE

TEAM FORMATION

Teams will be formed via a tryout with a specific coach. Tryouts are held prior to the start of each spring and fall season. Teams sanctioned by GBS will adhere to the following residency requirements. Teams may carry the following number of players who are not considered residents. GBS considers a “resident” to be anyone that meets any one of the following criteria

- 1) Lives in Grapevine
- 2) Is a GCISD student or resident of the GCISD district
- 3) Attends private school in Grapevine
- 4) Played 2 seasons with GBS

	AA	AAA	Major
8U	3	3	3
9U	3	3	3
10U	3	3	3
11U	3	3	4
12U	3	4	4
13U	4	4	5
14U	4	4	5

SKILL SET

The TEBA program provides an advanced opportunity beyond recreation baseball by competing at a AA or AAA level. There can be significant time commitments for families due to additional practices and tournaments. The time commitment can be expected throughout the summers depending on the teams/coaches.

Softball Division Rules

The Grapevine Baseball and Softball program's softball divisions will follow the Mid-Cities Interlock rules

Mid-Cities Softball Interlock Softball Rules

Substitution & General Rules for all Age Divisions

- A. Substitute players can be pulled from teams laterally or below only.
- B. A substitute player from a lateral-division team is only allowed when a 9th player is needed to fill the roster of a lateral team and bats last.
- C. A substitute player from a lateral-division team may only play in the outfield and bats last.
- D. Substitute players from a lower age division can be used to fill any vacant, permanent place on a roster. Lower age-division players may only be used when a permanent roster player is absent.
- E. Age-eligibility of players participating in older age divisions does not make them eligible to substitute in a younger age-division than the division in which they are playing.
- F. Any substitute player will play in her own team uniform.
- G. All substitute players must be identified to the opposing coach and umpire during the pre-game coaches' meeting. Only during that meeting may an opposing coach raise an objection regarding a substitute player.
- H. Substitute players must be a registered participant of an Interlock association and assigned to a permanent roster.
- I. A player on a "C" team is considered to be playing up, not laterally, if she substitutes on a "K" team. This applies to 8U C & K and 10U C & K teams.
- J. In a case of weather or other early stoppage of play. If a minimum of 2 innings OR 45mins has been played, a game will be considered complete. If the home team has the lead at the time of the stoppage, the score will be recorded as is even if the inning did not complete. Otherwise the score will be recorded as the score from the last completed inning. IF the game is less than 2 innings AND less than 45 minutes, it will be made up and will pick up where it left off. Example: At the end of the 2nd inning, score is 4-6, home team is up. The game is then called in the middle of the top of the 3rd inning (visitors at bat), they are now up 7-6. The score goes back to the end of the completed 2nd inning 4-6.
- K. End of Season Playoffs - Tie Breakers are Modified California, bases loaded, and zero outs. If goes to another additional innings, bases loaded, 1 out and so on.
- L. If any rec player picks up to play with a select team during the rec season, they are ineligible to play in the All Stars (if selected).
- M. Can play the game with no automatic out penalty if a team starts with less than 9 on the roster. This is for EOS playoffs too.

6U SOFTBALL RULES (Modification from 8U VTD rules)

Participation:

- A. All teams will bat throughout the roster until three outs are made.
- B. 7 players play the field. Infielders will take normal infield positions with the addition of a rover between 1 and 2 base. Extra players will be placed in the outfield. All outfielders must be positioned in the outfield grass and cannot come into the infield until the pitch reaches the batter.
- C. The game will be played with an umpire if six or more players are present from each team.
- D. If a team has less than 6 players present, the game will be played but potentially without an umpire. Outs are not called for line-ups of less than 9 players.
- E. There are no forfeits unless a team including a coach are not present at the scheduled time.
- F. Fielders must attempt to make plays with overhand throws or underhand tosses to the bases. Intentionally rolled balls will result in the runner being called safe.
- G. The Player-Pitcher must throw the ball in all Force Out situations, they may not tag the opposing runner or run to the base themselves. For example, if a ball is hit back to the pitcher with the bases loaded, in order to get an out at the runner going home, she must make a throw to her teammate. If she tags the player going home or touches home plate, the runner will be called safe. This is applicable to ALL force out situations at ALL bases, not just home plate. However, if there is not a Force Out situation, she may make a tag to get an out. For example, if there is a runner on 3rd and nobody on 2nd base, and the ball is hit back to the pitcher, she may tag the runner approaching home for the out instead of throwing.
- H. Outfielders must play on grass at time of pitch.
- I. Field Umpire will make all calls. Coaches may not argue judgment calls. Home team is determined by a coin toss for pool games.

Base Running:

- A. Runners may not leave a base they are occupying at the time of the pitch. Runners may leave once the ball is contacted by the batter.
- B. Play is stopped once the base runners advance one base or an out is made.
- C. No "slap" hitting. If a batter turns to bunt, she may not pull bat back and swing at pitch. Player will be called out on first "slap" attempt. No bunting allowed.
- D. There is NO INFIELD FLY RULE ADDITIONAL RULES: Runners may advance 1 base per batted ball that is in the infield. Runners may advance 2 bases per batted ball that reaches the outfield.

Pitching:

- A. Coach pitch up to 4 balls. If there is not a batted ball, player will hit from the tee. There are no strikeouts.
- B. Coaches will pitch from behind the 27' chalk line. Coaches will finish the pitch with both feet in the circle. Player designated pitcher must be to the right or left of that box.

- C. Catcher must be on field for every pitch. If umpire determines that a team is delaying game by slowing down getting a catcher on the field, batter will be awarded first base. This is considered a judgment call. Last batted out will be required to run for catcher with 2 outs.
- D. If a batted ball should-hit the coach pitching then, the ball is declared a “dead ball” and will be re-pitched.
- E. All defensive players (including the pitcher) shall be positioned outside of the pitching circle at their normal positions. The pitcher shall assume a position on either side of the pitching circle (1st base side or 3rd base side) and shall be no closer to home plate than the 27’ pitching rubber.
- F. No drop 3rd strike in effect

Coaches Responsibilities:

- A. Two defensive coaches will be allowed in the outfield. A coach is allowed to help retrieve balls that pass the catcher but is not allowed to engage in coaching the players.
- B. Offensive coaches are to be in coach’s boxes at first base, third base and behind the pitching line.

General:

- A. A five run rule for each one-half inning will apply or 3 outs, whichever comes 1st.
- B. All batters must wear helmets with face masks; Chin straps are encouraged but discretionary.
- C. The game is officially over once 6 innings have been played or time has expired.
- D. 60 minutes finish the inning for ALL games. No NEW inning will start after 60 minutes have been played. Once time has expired and it is determined that there is no way the losing team can score enough runs to tie or win the game within the inning they are playing, the batter at the plate will finish her at bat and then the game is over.
- E. All players must be properly equipped and must have matching uniforms with numbers on the back.
- F. Line up must be turned into score keeper before first pitch. NO EXCEPTIONS.
- G. All players must bat in order. Any deviations will be considered outs.
- H. Games can end in a tie.
- I. Teams will use an 11” Incredible Ball

8UC Softball: SECTION 14 – 8U RULES
(For the complete set of rules visit the IFA/VTD rulebook online)

Participation:

- A. All teams will bat through the roster until three outs are made.
- B. Ten players play the field. Infielders will take normal infield positions. All outfielders must be positioned on the outfield grass and cannot come into the infield until the ball is put into play by the batter. The 11th and beyond will play in the outfield 20' behind the first four outfielders. All players in the line-up will play in the field.
- C. The game will be played if eight or more players are present from each team.
- D. Fielders must attempt to make plays with overhand throws or underhand tosses to the bases. Intentionally rolled balls will result in the runner being called safe.
- E. Outfielders must play on grass at time of pitch. Outfielders may not begin advancing toward the in-field until the ball is hit by the batter.
- F. All players must play at least 1 inning at an in-field position by the 3rd inning. Exceptions should be raised by coach at umpire meeting. Rosters provided to opposing teams should indicate positions for each player through the 3rd inning.
- G. Field Umpire will make all calls. Coaches may not argue judgment calls.

Base Running:

- A. Runners may not leave a base they are occupying at the time of the pitch. Runners may leave once the ball is contacted by the batter. Stealing bases is not allowed.
- B. All runners are allowed to advance only one base on any overthrow to any base.
- C. Play is stopped when the ball is in possession of any infield player on the infield area. Base runners must stop at the base they are going to at time of throw. The umpire should call coach's interference if a coach fails to get out of the way of a fielder, or if the umpire determines a coach pitcher intentionally drops/misses a ball thrown to him or her by a fielder in order to allow base runners to advance. Any bases awarded or taken away will be at the umpire's discretion.
- D. A player attempting to reach the next base is considered "going" to the next base. If pitcher attempts to throw runner out, ball is considered an overthrow and base runners may advance one base.
- E. Slap hitting, slash hitting and bunting are not permitted.
- F. There is NO IN-FIELD FLY RULE

Pitching:

- A. Coach pitch only.
- B. Coaches must release the ball with both feet in the pitching circle. Player designated pitcher must be to the right or left of the coach pitcher with at least one foot in the circle.
- C. The coach pitcher must get off the field once the ball is put in play, there is no coaching from the pitchers circle (as in base coaching), as you are running off the field you can talk to the batter that has hit and tell her to run, go etc. There is no standing in the circle once the ball is put in play.
- D. Catcher must be on the field for every pitch. If umpire determines that a team is delaying

game by slowing down getting a catcher on the field, the batter will be awarded first base. This is considered a judgment call. Last batted out may run for the catcher of record with 2 outs.

- E. A batter gets up to 5 pitches to try to put the ball into play. A player is out after 3 strikes (physical swings of the bat) or after 5 pitches and the ball has not been put into play. There is no ball count kept.
- F. If the batter fouls the 5th pitch, she gets another pitch. This can be repeated if the batter fouls additional "final" pitches.
- G. If a batted ball should hit the coach who is pitching, the ball is declared a "dead ball" and the pitch will be replayed. All runners must return to the base where they began. All defensive players (excluding the pitcher) shall be positioned outside of the pitching circle at their normal positions. The pitcher should be in a position on either side of the pitching coach (1st base side or 3rd base side) with at least one foot inside the pitching circle, and shall be no closer to home plate than the 27' line when the pitch is launched.
- H. No drop 3rd strike in effect
- I. No Slap hitting or Slash hitting

Coaches Responsibilities:

- A. Two defensive coaches will be allowed in the outfield and one defensive coach behind the catcher.
- B. Offensive coaches are to be in coach's boxes at first base, third base and within the pitching circle.

General

- A. A 5-run rule for each one-half inning will apply.
- B. All batters must wear helmets with face masks. Chin straps are encouraged but discretionary.
- C. The game is officially over once 6 innings have been played or time has expired.
- D. 60 minutes finish the inning for ALL games. No NEW inning will start after 60 minutes have been played. Once time has expired and it is determined that there is no way the losing team can score enough runs to tie or win the game within the inning they are playing, the batter at the plate will finish her at bat and then the game is over.
- E. All players must be properly equipped and must have uniforms with numbers on the back.
- F. Line-up must be turned into score keeper before first pitch. NO EXCEPTIONS.
- G. All players must bat in order. Any deviations will be considered outs.

Interlock specific rules:

- A. Bases are set at 60'.
- B. Pitching rubber is set at 35'.
- C. The coach pitcher must finish his/her pitch with both feet within the pitching circle.
- D. Teams will use an 11" standard softball.

8UK Softball: SECTION 14 – 8U RULES
(For the complete set of rules visit the IFA/VTD rulebook online)

Participation:

- A. All teams will bat through the roster until three outs are made.
- B. Ten players play the field. Infielders will take normal infield positions. All outfielders must be positioned on the outfield grass and cannot come into the infield until the ball is put into play by the batter. The 11th and beyond will play in the outfield 20' behind the first four outfielders. All players in the line-up will play in the field.
- C. The game will be played if eight or more players are present from each team.
- D. Fielders must attempt to make plays with overhand throws or underhand tosses to the bases. Intentionally rolled balls will result in the runner being called safe.
- E. Outfielders must play on grass at time of pitch. Outfielders may not begin advancing toward the in-field until the ball is hit by the batter.
- F. Field Umpire will make all calls. Coaches may not argue judgment calls.

Base Running:

- A. Runners may not leave a base they are occupying at the time of the pitch. Runners may leave once the ball is contacted by the batter. Stealing bases is not allowed.
- B. Runners are allowed to advance one base on an overthrow when a play is being attempted at the base they are occupying. That runner may continue to another base only if there is a subsequent overthrow to the pitcher on any other base. Any other base runners may attempt to advance multiple bases as long as the overthrow is not at the base they are occupying.
- C. Play is stopped when the player pitcher has control of the ball with at least one foot in the pitching circle. Once this occurs, all base runners must stop at the base they are advancing to. The umpire should call coach's interference if a coach fails to get out of the way of a fielder, or if the umpire determines a coach pitcher intentionally drops/misses a ball thrown to him or her by a fielder in order to allow base runners to advance. Any bases awarded or taken away will be at the umpire's discretion.
- D. A player attempting to reach the next base is considered "going" to the next base. If pitcher attempts to throw runner out, ball is considered live and base runners may continue as overthrow.
- E. Slap hitting and bunting are allowed only off the kid pitcher. Slash hitting (showing bunt, pulling back and then swinging) is never permitted.
- F. There is NO IN-FIELD FLY RULE
- G. No "Look Back" rule

Pitching:

- A. The coach pitcher will pitch the 1st, 2nd and 3rd innings and a kid pitcher will pitch the 4th and 5th innings. Any remaining innings will go back to coach pitch.
- B. During coach pitching, a batter gets up to 5 pitches to try to put the ball into play. A player is out after 3 strikes (physical swings of the bat) or after 5 pitches and the ball has not been put into play. There is no ball count kept.

- C. During the kid pitch innings, each batter receives pitches from a player/pitcher until she puts the ball in play, strikes out or receives three balls. After receiving three balls, the coach pitcher for the batting team enters and assumes the strike count. The coach pitcher may throw either 1, 2 or 3 pitches, depending on the strike count. If the coach pitcher assumes a strike count of more than zero strikes, the coach pitcher can throw only the number of pitches equal to the number of strikes remaining. The batter can put the ball in play, strike out, or fail to hit (i.e. not swing at the final pitch), at which time her at-bat is over and an out is recorded.
- D. A final pitch that is fouled off does not count toward the coach's pitch count and an additional pitch (or pitches) may be thrown. An exception to this would be if the catcher catches the foul tip on the third strike or the final coach pitcher pitch, in which case an out is recorded.
- E. There are no walks by either the coach or kid pitcher, but if a batter is hit by a kid pitcher, then the batter is awarded 1st base.
- F. Coaches must release the ball with both feet in the pitching circle. Player designated pitcher must be to the right or left of the coach pitcher with at least one foot in the circle.
- G. The coach pitcher must get off the field once the ball is put in play, there is no coaching from the pitchers circle (as in base coaching), as you are running off the field you can talk to the batter that has hit and tell her to run, go etc. There is no standing in the circle once the ball is put in play.
- H. Catcher must be on the field for every pitch. If umpire determines that a team is delaying game by slowing down getting a catcher on the field, the batter will be awarded first base. This is considered a judgment call. Last batted out may run for the catcher of record with 2 outs.
- I. If a batted ball should-hit the coach who is pitching, the ball is declared a "dead ball" and the pitch will be replayed. All runners must return to the base where they began. All defensive players (excluding the pitcher) shall be positioned outside of the pitching circle at their normal positions. The pitcher should be in a position on either side of the pitching coach (1st base side or 3rd base side) with at least one foot inside the pitching circle, and shall be no closer to home plate than the 27' line when the pitch is launched.
- J. No drop 3rd strike in effect

Coaches Responsibilities:

- A. Two defensive coaches will be allowed in the outfield only.
- B. Offensive coaches are to be in coach's boxes at first base and third base and, during coach pitch innings, within the pitching circle.

General

- A. A 5-run rule for each one-half inning will apply.
- B. All batters must wear helmets with face masks. Chin straps are encouraged but discretionary.
- C. The game is officially over once 6 innings have been played or time has expired.
- D. 75 minutes finish the inning for ALL games. No NEW inning will start after 75 minutes have been played. Once time has expired and it is determined that there is no way the losing team can score enough runs to tie or win the game within the inning they are playing, the

batter at the plate will finish her at bat and then the game is over.

- E. All players must be properly equipped and must have uniforms with numbers on the back.
- F. Line-up must be turned into score keeper before first pitch. NO EXCEPTIONS.
- G. All players must bat in order. Any deviations will be considered outs.

Interlock specific rules:

- A. There are no playing or infield rotation requirements for fielders.
- B. The kid pitcher must pitch from the 35' pitching rubber.
- C. Bases are set at 60'.
- D. Teams will use an 11" standard softball.
- E. No coach should be positioned behind the catcher.
- F. No player who is a pitcher on a select team is allowed to pitch.

10UC: SECTION 14 – 10U RULES
(For the complete set of rules visit the IFA/VTD rulebook online)

Field recommendations for 10U

- A. Base distances should be 60'.
- B. Pitching distance should be 35'.
- C. Outfield fence distances should be minimum of 150' and a maximum of 225'.

Equipment and Uniforms

- A. Ball should be: yellow optic cover, 11-inch ball

Pitching

- A. A Pitcher may only pitch 2 of the first 4 innings of each game. If a pitcher throws 1 pitch in the inning, it is considered an inning pitched.

Batting

- A. Dropped Third Strike Rule - NO DROP THIRD PLAYED!
- B. Each batter receives pitches from a player/pitcher until she puts the ball in play, strikes out or receives 4 balls. After receiving four balls, the coach/pitcher for the batting team enters and assumes the strike count. The coach/pitcher may throw up to a maximum of 3 pitches. If the coach/pitcher assumes a strike count of more than zero strikes, the coach/pitcher may still throw up to 3 pitches, assuming the batter chooses not to swing at one or more pitches. The batter can put the ball in play, strike out, or fail to hit (i.e. not swing at the final pitch) at which time she sits down and an out is recorded. A final pitch that is fouled off does not count toward the pitch count and an additional pitch or pitches may be thrown. An exception to this would be if the catcher catches the foul tip on the third strike or the final coach/pitcher pitch, in which case an out is recorded. [Note: If a coach/pitcher is hit with the batted ball, the ball is dead, and the pitch is replayed.]
- C. No bunting allowed off of coach pitcher.
- D. No slash hitting (showing bunt, pulling back and swinging) allowed off coach or kid pitcher.

Infield Fly Rule

- A. The traditional infield fly rule will be used in all 10U play in IFA / VTD. (See Section 10.17 on Infield Fly Rule)

Base Running

- A. Lead offs are allowed after the ball leaves the pitcher's (coach or player) hand. Leaving early will result in an out. Runners with a lead must go back to the base when the ball is controlled in the circle. Runners may lead off on a coach pitch but may not steal.
- B. Stealing of 2B and 3B is allowed (one base at a time) only upon the ball leaving the hand of the player/pitcher. (On a non-batted ball and runners on 1st or 1st & 2nd, if a throw is made to a base where the lead runner is leading off, the runner is free to advance on a steal to the next base. (If runners are on 1st and 3rd, and a throw goes to first base, only

the runner on first may steal.) If a catcher throws to the base that a runner would reach next, no steal may occur by any runner and the ball is ruled dead. If a catcher/fielder runs at the runner, the runner must go back towards the base from which she came and can be tagged out. Only if a throw is made towards the base from which the runner came from, may a steal occur.] No steals on coach pitches. No running on an overthrow from a steal. No stealing third with a runner already on third. If this occurs and a throw is made to third, the play is dead and the runners return. If the pitched ball is hit, play continues.

- C. A runner may not steal home. She may advance home if an attempt is made at 3rd to pick her off and she started the at bat on third base. A runner that start's the at bat on second base may advance only as far as third base, even if there is a throw to third base which rolls into the outfield she may not go home.
- D. On a batted ball, the base runners may advance on overthrown balls at her own risk until the ball is returned to the pitcher and they have possession in the circle. Once possession in circle, the runner gets the base they are going to if no play is made. If a play is made, the runner may continue until the ball is returned to the circle.
- E. Courtesy runners for pitcher and catcher of record are allowed with 2 outs. Courtesy runner must be the last batted out.

ADDITIONAL RULES FOR INTERLOCK REC SEASON:

- A. Games are 75 minutes long
- B. 5 run limit per half inning.
- C. No select pitcher is allowed to pitch even if playing up.
- D. All batters must wear helmets with face masks. Chin straps are encouraged but discretionary.
- E. Outfield players may not begin approach forward until ball is hit by the batter or thrown by the catcher.
- F. Coach Pitcher MUST pitch from the pitching rubber.
- G. All Teams bat their roster and all players must bat in order. Any deviations will be considered outs.

10UK: SECTION 14 – 10U RULES

(For the complete set of rules visit the IFA/VTD rulebook online)

10U Field Recommendations:

- A. Base distances should be 60'.
- B. Pitching distance should be 35'.
- C. Outfield fence distances should be minimum of 150' and a maximum of 225'.

Equipment and Uniforms

- A. Ball should be yellow optic cover, 11-inch ball

Batting

- A. Dropped Third Strike Rule will be omitted for Interlock Play
- B. No slash hitting (showing bunt, pulling back and swinging) allowed

Infield Fly Rule

- A. The traditional infield fly rule will be used in all 10U play in IFA / VTD. (See Section 10.17 on Infield Fly Rule)

Base Running

- A. Courtesy runners for pitcher and catcher of record are allowed with 2 outs. Courtesy runner must be the last batted out.

ADDITIONAL RULES FOR INTERLOCKING REC SEASON:

- A. Games are 75 minutes long
- B. 5 run limit per half inning.
- C. No select pitcher is allowed to pitch even if playing up.
- D. Girl pitchers only. There are no coach pitchers.
- E. All batters must wear helmets with face masks. Chin straps are encouraged but discretionary.
- F. All Teams bat their roster and all players must bat in order. Any deviations will be considered outs.

12U and 15U Mid-Cities Interlock Rules
(For the complete set of rules visit the IFA/VTD rulebook online)

12U Exceptions

- A. The full line-up will bat.
- B. No select pitcher is allowed to pitch, even if playing up. Play 9

15U Exceptions

- A. Age criteria for division is max of 15 years of age on January 1st of each year. The full line-up will bat.
- B. Pitching distance will be 43” except at venues where permanent 40” rubbers are installed. No select pitcher is allowed to pitch, even if playing up
- C. Play 9

ADDITIONAL RULES FOR INTERLOCKING REC SEASON (for both 12U&15U):

- D. Games are 75 minutes long
- E. 5 run limit per half inning.
- F. No select pitcher is allowed to pitch even if playing up.
- G. Girl pitchers only. There are no coach pitchers.
- H. All batters must wear helmets with face masks. Chin straps are encouraged but discretionary.