

Game Limits - SMALL TOWN SUMMER REC LEAGUE

1. An official game will be 5 innings maximum with no extra innings except during tournament games.
2. 5 runs per inning or 3 outs whichever occurs first.
3. No inning may start beyond 1 hour and 15 minutes from the start of the game.
4. If both teams' coaches agree that a rain out or other game postponement should be rescheduled, then the home team's coach must communicate that need to the In-House Game Schedule Coordinator and schedule with the opposing coach. Coaches may also reschedule themselves as long as fields are available.

Lineup and Playing Time

1. The defensive team will play a maximum of 10 players on the field at one time.
2. A minimum of 6 players is required to start/continue a game.
3. Every player present must play at least 1 inning in the infield within the first 4 innings. All infield positions must be filled (P, C, 1B, 2B, 3B, SS). Outfielders must play at least 10 feet behind the bases.
4. Every player present must play a minimum of every other inning on defense. If this is pointed out during the game, the offending team must forfeit the game.
5. Teams will bat every player present in sequence.
6. An inning consists of three outs or 10 batters, whichever comes first.
7. Players can be called up from a lower division when a team is short players, but cannot play the infield ahead of a regular player and will bat last. (If a player is needed please contact a league commissioner for assistance if needed).

Field Dimensions

1. Bases: 60 feet apart
2. Pitchers Rubber: Depending on the batter, coaches may pitch over or underhanded. (Coach must wear a glove when pitching)
3. Baseball: Official T-Ball Ball

Game Rules

1. No bunting will be allowed.
2. Infield fly rule will not be called.
3. Batter cannot advance on a dropped third strike.
4. Although the offensive team's coach may be closer than 35 feet when pitching, one player from the defensive team will be designated to field the pitcher's position. This player will be positioned on either side and behind the pitching rubber (35 foot rubber – Coach pitcher must be a minimum of 25 feet away) until the ball is hit.
5. Balls and strikes will not be called. Three swinging strikes or five pitches (whichever comes first) will be a strikeout except on a foul ball not caught in the air, if fouling the 5 pitch, batter may continue. **TEES MAY BE USED IN GAME added 2026**
6. Runner may not advance on any overthrown ball.
7. On a well hit ball beyond the outfielders, the hitter and base runners may continue to advance on the bases until the ball has been returned to the infield (within the baselines). Base runners will be allowed to continue to the base that they were headed to but advance no further once the ball is in the field or if it passed through the 1st or 3rd base lines in the infield on an overthrow.
8. No leadoffs or stealing of bases will be allowed. Runners must remain in contact with the base until the ball is hit.
9. A maximum of 3 defensive team coaches may be on the playing field during play to instruct the players. These coaches will also act as base umpires and one of the coaches can be behind the catcher by the backstop.
10. If the ball touches the coach or parent when it is hit, it is considered a live ball, if it hits the pitcher it is a dead ball.
11. Courtesy runner is allowed in all divisions (must be last batted out for the pitcher or catcher only).
12. Home team is responsible for game balls.
13. All teams must email the roster (last name and first letter of first name – J. Smith) at the time they send in team numbers.

Safety

1. Batters and base runners must wear protective headgear during live ball. Catchers to stand a minimum of 10' behind home plate, catcher gear is NOT required.
2. No metal spikes or cleats on shoes will be allowed.
3. Players will be encouraged to slide or avoid contact when being played upon at a base and remain in the base path. Intentionally causing contact or mowing players will not be tolerated. Players will be called out, no warnings, and a second offense will be a removal from the game.
4. The onset of severe weather coaches and umpires will call game. Please take this matter serious and error on the side of caution. If lightning or thunder occurs, the game must be postponed at least for 30 minutes after the last sighting of lightning or hearing of thunder. Postponements should not exceed one hour, if so then the game should be called.

Competition and Awards

1. Scorebooks will be kept for games.
2. Division standings will not be kept, and no awards will be given for division standings.

2026 NO 6U TOURNAMENTS