

**BASEBALL**  
SOFTBALL AND TEE BALL

# RULEBOOK



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# General Information

*Any rule not specifically covered by Columbus Recreation and Parks will be governed in accordance with the Little League International Baseball/Softball rules book.*

## Age Groups

Tee Ball, Ages 4-6

Coach Pitch, Ages 7-8

Minor League, Ages 9-10

Major League, Ages 11-13

Softball League, Ages 11-14 (Girls)

Columbus Recreation and Parks reserves the right to combine and/or alter age groups based on safety and need. No player may play down to a lower age group. Playing up to a higher age group is permitted with the written consent of the participant's parent/guardian.

## General Personal Conduct

Anyone using foul or disrespectful language at anytime before, during, or after the games will be asked to leave the park. Coaches using said language during practices and/or games may be dismissed from his/her coaching responsibilities. Set a good example! Parents, coaches, and spectators are expected to cheer in a positive fashion for all players! This is a recreational league and its sole purpose is for the players to learn the game of baseball and have fun!

## Eligibility

Age group shall be determined by the players age as of May 1st of the current year. Age will be verified by a valid birth certificate, Insurance card, or State ID Card. All players must present a waiver that is signed by a legal guardian or parent. All players must have a valid Leisure Card. Roster will be checked and approved by Center Manager or their designee.

## Weather Policy

In the event of rain or lightning/thunder during the games, it is the Center Manager's or his/her designee to make a decision on whether to delay or terminate the games. This decision is based on the safety of all parties involved. This decision is final. In the event of lightning/thunder, play is suspended 30 minutes if thunder is heard or lightning is seen. The 30 minute time resets after each occurrence of lightning/thunder. No participants are permitted to be on the playing field during any delay.

## Postseason Play

Each community center is responsible for designing any and all playoff formats.

## Playing rules

Rules not covered in this rule book shall be governed by Little League Internationals rules.

# Tee Ball, Ages 4-6

## Field Specifications

<b>HcdjW</b>	<b>Fi`Y`</b>
Type of Ball	"Soft-tee" style baseball
Base Distances	50 feet
Mound Distance	46 feet
Distance of Legal Hit	10-12 feet from base of tee

## Game Structure

<b>HcdjW</b>	<b>Fi`Y`</b>
Game Length	2 innings, or 45 minutes. Games may be played inside the community center (unless unavailable due to other programs) in the event the fields are too wet/muddy to play on. Please have the children wear tennis shoes if this is the case since cleats are not allowed on the gym floor. In the event games are cancelled, they will not be made up. This decision is at the discretion of the Center Manager.
Participation	All players bat, all players field
Scoring	No score will be kept
Umpires	No umpires will be used
Equipment	All batters and all baserunners will use a helmet
Parents and Coaches	Coaches will be on the field, parents highly encouraged to participate

## Game Tactics

<b>HcdjW</b>	<b>Fi`Y`</b>
Pitching	No pitching, all batters will hit from tee.
Batting	All players bat in continuous order. All payers bat once per inning. Last batter in lineup will run all bases. No bunting allowed. Ball must travel 10-12 ft from base of the tee.
Baserunning	No steals permitted. If the runner is less than halfway between the next base when the ball is in the infield they must go back to the previous base. But if the runner is more than half way then they advance to the next base. A halfway line will be used.
Fielding	All players should play a different position each inning or game, and have opportunity to play all positions during the season. Regular infield positions are taken with remaining fielders taking positions in the outfield.

# Coach-Pitch, Ages 7-8

## Field Specifications

<b>HcdjW</b>	<b>Fi`Y</b>
Type of Ball	Regulation baseball
Base Distances	50 feet
Mound Distance	46 feet

## Game Structure

<b>HcdjW</b>	<b>Fi`Y</b>
Game Length	5 innings or 1 hour & 20 minutes. Innings will end with 3 outs and/or with a maximum of 1 time through the batting lineup.
Participation	Depending on roster size, 9 or 10 players will be used in the field. Number of players is agreed upon by both teams prior to the game.
Scoring	No score will be kept
Umpires	Umpires will be used at the discretion of the individual Community Center.
Equipment	All batters and baserunners will wear helmets. Catchers must wear a complete set of catcher's equipment.
Parents and Coaches	Only coaches may be on the field assisting players

## Game Tactics

<b>HcdjW</b>	<b>Fi`Y</b>
Pitching	The coach can only pitch 6 pitches. If no hit occurs, then the ball will be placed on a batting tee and the batter will bat until they put the ball in play.
Batting	The team at-bat will have their coach pitch to their own batters. All batters and base runners will wear helmets. No bunting is allowed. Batters may be pitched an overhand or underhand pitch.
Baserunning	No players slides allowed. No steals allowed. Baserunners may tag up after a batted ball is caught by a fielder. If the runner is less than halfway between the next base when the ball is in the infield they must go back to the previous base. But if the runner is more than half way then they advance to the next base. A halfway line will be used.
Fielding	All players should play a different position each inning or game, and have an opportunity to play all the positions during the season. Regular infield positions are taken with the remaining fielders taking positions in the outfield. Only coaches may be on the field assisting.

# Minor, Ages 9-10 / Majors, Ages 11-13

## Field Specifications

HcdjW	Fi`Y`
Type of Ball	Regulation baseball
Base Distances	60 feet
Mound Distance	46 feet

## Game Structure

HcdjW	Fi`Y`
Game Length	6 innings or 1 hour & 30 minutes. No new inning can begin after the time limit has been reached. Complete any inning started prior to the time limit.
Participation	Depending on roster size, 9 players will be used in the field. Teams provide opposing team with lineup. Players arriving late will be added to the bottom of the batting order. Teams may not add participants to team roster after k YY_`& and rosters must be turned in or games played will be <b>ZfZ]hg"</b>
Scoring	Score will be kept.
Umpires	Umpires will be used.
Equipment	All batters and baserunners will wear helmets. Catchers must wear a complete set of catcher's equipment. No metal cleats permitted. 1st offense, player is out; 2nd offense, player is ejected.
Coaches	Only 3rd base and 1st base coaches allowed on the field during offense; all coaches must be in the dugout while on defense. If a coach visits the pitcher, (other than to tend to an injury), twice in an inning, the pitcher must be removed from the game.

## Game Tactics

HcdjW	Fi`Y`
Pitching	<b>H Y'a ]bcfg# U'cfg`X]j ]g]cbg`]g'd`UmYf`d]HW`"Bc'a cfY`H Ub`*`]bb]b[ g`WUb`VY`d]HW`YX` ]b`UWU`YbXUf`k YY_`"</b> Minors: If the pitcher walks 3 consecutive batters, his/her coach may take the pitchers mound and complete the inning. The pitcher may return to the pitcher's mound the next inning to continue pitching.
Batting	Bunting is allowed. Every player will bat (roster batting).
Baserunning	Baserunners must slide feet first. Baserunners must be on the base once the pitcher has the ball and is on the pitching rubber. No leading off permitted. On a dropped third strike, the batter may advance to first base if it is unoccupied; with 2 outs, the batter may advance with first base occupied or unoccupied. Steals are allowed, once the ball crosses home plate. Baserunners may tag up and advance on caught fly balls.
Fielding	9 players will be used on defense. All players must play at least 3 innings on defense. If the catcher catches a "foul tip" with 2 strikes, the batter is out.
Miscellaneous	If a team is short players, opposing team may provide players if agreed upon. Game will be declared a forfeit. Mercy rule - 15 runs after 3 innings, 10 runs after 4 innings.

# Softball, Ages 11-14

## Field Specifications

HcdjW	Fi`Y`
Type of Ball	Regulation Softball
Base Distances	60 feet
Mound Distance	40 feet

## Game Structure

HcdjW	Fi`Y`
Game Length	6 innings or 1 hour & 30 minutes. No new inning can begin after the time limit has been reached. Complete any inning started prior to the time limit.
Participation	Depending on roster size, 9 players will be used in the field. Teams provide opposing team with lineup. Players arriving late will be added to the bottom of the batting order. Teams may not add participants to team roster after k YY_`& and rosters must be turned in or games played will be ZfZ]hg"
Scoring	Score will be kept.
Umpires	Umpires will be used.
Equipment	All batters and baserunners will wear helmets. Catchers must wear a complete set of catcher's equipment. No metal cleats permitted. 1st offense, player is out; 2nd offense, player is ejected.
Coaches	Only 3rd base and 1st base coaches allowed on the field during offense; all coaches must be in the dugout while on defense. If a coach visits the pitcher, (other than to tend to an injury), twice in an inning, the pitcher must be removed from the game.

## Game Tactics

HcdjW	Fi`Y`
Pitching	Bc`a cfY`H Ub`*`]bb]b[ g`WUb`VY`d]HW`YX`]b`UWU`YbXUf`k`YY_`"Pitchers may use the windmill fastpitch style windup or regular slow pitch wind up.
Batting	Bunting is allowed. Every player will bat (roster batting).
Baserunning	Baserunners must slide feet first. Once the pitcher has the ball in the 8ft radius circle, and the runners are not in contact with the base, runners must immediately attempt to advance to the next base or return to the base the runner is entitled. On a dropped third strike, the batter may advance to first base if it is unoccupied; with 2 outs, the batter may advance with first base occupied or unoccupied. Steals are allowed, once the ball crosses home plate. Baserunners may tag up and advance on caught fly balls.
Fielding	9 players will be used on defense. All players must play at least 3 innings on defense. If the catcher catches a "foul tip" with 2 strikes, the batter is out.
Miscellaneous	If a team is short players, opposing team may provide players if agreed upon. Game will be declared a forfeit. Mercy rule - 15 runs after 3 innings, 10 runs after 4 innings. Each half inning will end after three outs are attained or 8 runs are scored. The half inning ends once the 8th run has crossed home plate.



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