



River Valley Youth Baseball/Softball League

Official Rules 2026

Amended 4/26/2026

Baseball/Softball General Rules for Regular Season & Play-Off Games 12U(Majors) and 10U(Minors) and 8U (Instructional)

Age Eligibility

Age eligibility cut off dates of current year:

Baseball

- a. 12U Baseball Players must be age 12 or younger as of (April 30th)
- b. 10U Baseball Players must be age 10 or younger as of (April 30th)
- c. 8U Baseball Players must be age 8 or younger as of (April 30th)

Softball

- d. 12U Softball Players must be age 12 or younger as of (August 31st)
- e. 10U Softball Players must be age 10 or younger as of (August 31st)
- f. 8U Softball Players must be age 8 or younger as of (August 31st)

Scheduling

River Valley scheduling takes precedence over house scheduling and non-league scrimmages. In-house scheduling should be done after the official River Valley scheduling meeting.

Game Play: # Innings/Time limit/Tie Game/Cancellations/other

1. **Innings: All** teams will play a 6-inning game. All games begin at the scheduled time as per plate umpire's watch. If a team is unable to field a team by 15 minutes past game time, they must forfeit the game.
2. A new inning cannot begin after 1 hour and 45 minutes from the first pitch of the game and the final inning must be declared and finished. Unless otherwise agreed upon at the start of the game. Teams must be at the field no later than 30 minutes prior to the start of each game. There will be unlimited runs in the last inning for both home and away teams. The decision that it is the last inning must be made before the inning is started to ensure fairness. The umpire will announce the decision before the first pitch is thrown.
3. Visiting team will take infield practice 20 minutes prior to the start of the game for a maximum of 10 minutes. Home team will follow with 10 minutes of infield practice and then remain on the field. It is the responsibility of the visiting team manager to get infield practice started to get the games started at their scheduled times.

4. **Tie:** In the event of a tie game, play will continue with extra innings until a winner is determined within the time limit allowed.
5. **Time Limit:** An official game must go at least 4 innings (3 ½ if home team is winning) or else be replayed in its entirety at a later date. A game that is rained out after it has started will be resumed from the point where the rain out occurred unless it has been considered a complete game as follows:
 - a. Boys Baseball: If visiting team is ahead and 4 innings are completed or if home team is ahead and 3 ½ innings completed.
 - b. Girls Softball: If visiting team is ahead and 5 innings are completed or if home team is ahead and 4 ½ innings completed.
6. **Rain:** Any entire game postponed due to rain must be completed before the last regularly scheduled season games. Any game not completed will be considered a forfeit for both teams. No exceptions. It is the responsibility of the 2 team managers involved to reschedule the game ASAP.
 - a. Weather Related Cancellations: Every attempt should be made to play scheduled games. However, after careful consideration and discussion, BOTH team managers determine that the field conditions and/or weather conditions are not appropriate for game play then games can be canceled. At the first sign of lightning teams will immediately stop playing and leave the field. Play can resume 30 minutes after the last sign of lightning. If the game required a paid umpire(s), the decision to cancel the game should be made, when possible, at least 2 hours prior to the scheduled start of the game. It is the home manager's responsibility to call the umpire scheduler to notify them of the cancellation.

5. **Other:**

- a. All players must be in full uniform, including the wearing of hats. SHIRTS MUST REMAIN TUCKED INTO PANTS AT ALL TIMES DURING GAMES
- b. Base coaches may not physically aid any base runner in any manner. Any base runner aided by a coach will result in the base runner being called out.
- c. The home team will keep the official book.
- d. No soft toss into the fence on any field.
- e. Home Team will supply 2 new balls for each game.
- f. Certified Umpires will be provided for umpiring behind the plate in both 10U and 12U divisions. High school kids are allowed at the 10U.

6. **Safety Rules: Required Equipment/Dug Out/On Deck Batter/Bleeding/Jewelry**

1. Catchers must wear a face mask when warming up a pitcher. No exceptions.

2. If there is a play at home plate, runners must avoid contact by sliding or will be called out. If the catcher is waiting for a throw, and a throw is apparent, he may position himself to make the play, the runner must slide. If no throw is apparent, the catcher must move out of the base path and the runner does not have to slide.
3. There will only be one on deck batter allowed out of the dugout. All remaining players must remain in the dugout. (Note: Managers will be given 2 bench warnings for kids out of the dugout, sitting on ledges, standing on the benches, illegal taunting, or unauthorized people in the dugout area. A third warning will result in an automatic out.
4. The people allowed in the fenced-in dugout area are as follows: (1) manager, (2) coaches, and (1) scorekeeper. A bat person is allowed at the manager's discretion and must always wear a helmet. Spectators must remain outside the fenced-in area.
5. Any player that is bleeding will come out of the game until the bleeding has stopped.
6. Injury rule applies to any player injured during the game. The player may reenter at any time, and if that spot in the batting order comes about, there will not be an out given.
7. Jewelry cannot be worn during game play.
8. No players in the batting cage without a helmet.

7. Sportsmanship/Negative Behavior

1. Throwing of the equipment either on the field or in the dugout is exhibiting unsportsmanlike conduct. Any player/coach exhibiting such behavior will either be issued a warning or ejected from the game at the umpire's discretion. A second offense will result in the player being automatically ejected from the game. All ejections need to be reported to the board at the field of play.
2. Any manager, coach, scorekeeper, player, or spectator using profanity or exhibiting inappropriate or unsportsmanlike-like behavior will either be issued a warning or ejected from the game at the discretion of the umpire.
3. Any Board member, manager, coach, or player ejected from a game will result in a suspension from the following game and be brought to the board for review. A second offense will result in a suspension for the remainder of the season, including All-Stars. There are **NO** exceptions to this rule.

Baseball Rules 8U Instructional

- 1. Batting** - The batting order must remain constant. If a player is injured or ill, they can be removed from the lineup without penalty. All other players will slide up a spot. If a player is removed for disciplinary reasons the missed at bat will be counted as an out. If a player bats out of turn it will be counted as an out. The first five innings do not have a mandatory 3 outs. If three outs are recorded, the inning is over. If three outs have not been recorded there is a 10th batter rule (this takes the place of the 5 run mercy rule). After the 10th batter the inning is over. To end an inning where three outs have not been recorded: a force play rule is in effect at all bases in front of the last batter or when the ball is in possession in the infield. The last inning requires 3 outs. Each coach will pitch to his/her own team. The coach pitcher may not pitch closer than 25 feet. The coach will throw 7 pitches to each batter or 3 swinging strikes. No batter will be walked. If the ball is not put into play within the 7 pitches or the batter swings and misses on 3 pitches the batter is recorded as out. (Unless the 7th pitch is fouled off then the at-bat continues until the ball is put into play, swing and a miss, or pitch without a swing. Bunting is not allowed. Any hit ball that hit a coach will be considered ball in play. Two adult base coaches are allowed.
- 2. Base Running** - runners will be called out for: throwing the bat, sliding into first, headfirst sliding (diving backwards to the base is allowed), colliding with a defensive player who is trying to play a ball, leaving a base before the ball is hit, not sliding at home plate when there is a play at the plate. Stealing and leading are not allowed. No play will be made on a runner once the play has stopped.
- 3. Fielding** - 10 players will be allowed in the field at a time. A minimum of 8 players is required to begin the game. When fielding 10 players teams must utilize four outfield positions (LF, LC, RC, RF). No Short Centerfielder. The player in the pitcher position must wear a helmet and must be behind the coach pitching and no further than the pitching rubber. Play is considered dead upon infield possession. Infielder must make it clear there is no intent to keep playing and coach will call ball dead. Two adult field coaches are allowed in the outfield. Fielders may not be in the base path unless they are playing the ball. Catchers must wear full catchers gear at all times. Defensive players may be subbed freely to ensure all players receive a minimum of 2 innings play.
- 4. There is only one base on an overthrow.** If a play is being made and there is an overthrow, then the runner may advance one base at their own risk. The fielder has the option to attempt to make the play on the runner. If the ball is overthrown again in a consecutive attempt on the same runner, they are not permitted to advance to yet another base. There is no advancement when the catcher overthrows the pitcher during an at bat.

Baseball Rules 10U (Minors) & 12U (Majors)



Game Play:

1. A minimum of 8 players is required to begin the game at both Minors & Majors Levels.
 - a. At minors' levels four outfielders may be used.
 - b. At majors' levels four outfielders are not permitted.
2. Teams must field 8 players to start a game. If at any time before the 4th inning a player is injured or disciplined the game will be rescheduled to be played in its entirety at a later date. If this occurs when the visiting team is ahead and 4 innings are completed or if the home team is ahead and 3 1/2 innings completed, then the game will be considered over.
3. Any player arriving late for a game will automatically go to the bottom of the lineup if the team has not yet batted through their order. If the team has already batted through their order the arriving player must be substituted into the game.
4. Every player must play a minimum of 2 innings in the field and one at bat per game.
5. Subs in the batting order & defense must be communicated to the opposing coach.
6. Extra Hitter Rule: both Majors & Minors may use the extra hitter at your discretion to get playing time for another child. If you designate someone as the extra hitter, they can be substituted for, and that player may play in the field. This is now just an extra position you may use as you would any other position, except that you cannot change the batting order when substitutions are made (i.e. you substitute a field player into the extra hitter slot, that player will still bat in their originally assigned batting position, and the player going out into the field will assume the batting position of the extra hitter) the decision to use an extra hitter must be made before the start of the game. If you start the game without the EH you must finish the game without the EH. Also, a player may not be used as an extra hitter for more than 9 innings during the season. If the schedule consists of more than 12 games, a player may EH up to 12 innings.
7. Coaches should bat the number of players taking the field up to 10. If one team has 10 batters and the opposing team does not, it will be at the discretion of the managers as to whether to use the extra batters. The batting order must remain

constant. If a player is injured or ill, they can be removed from the lineup without penalty. All other players will slide up a spot. If a player is removed for disciplinary reasons the missed at bat will be counted as an out. If a player bats out of turn it will be counted as an out. One pitch must be thrown to the incorrect batter to achieve the out. If it is corrected before a pitch is thrown there is no out.

8. In the event that a Majors or Minors team has only 8 players, a player may be borrowed from another team in that division when short of players for that specific game only.

1. If a player is not available from the same level, then a player may be brought up from another division.
2. The managers of each division will agree on a list of younger players that are capable of playing at a higher level.
3. One manager will be responsible for that list and for calling and contacting replacement players when requested by a coach.
4. The players will rotate through the list so that no one player plays up all the time.
5. Players can only be added to the list after discussion with the managers within their division, the manager of the player(s), the parents of the player, and the player.
6. Players may not be brought up for disciplinary reasons unless there are 9 or less players.
7. Players brought up or over are on an emergency basis only. They can only play if the team is short-handed or in case of injury. You may only use a player from the list. "If the player brought up or over is the 11th player for a Minors team or 10th player for a Majors team, this player may EH 2 innings and play the field 2 innings.
8. A player borrowed from another team or brought up may not pitch at any time.
9. Players that have been brought up to a higher level can play any position in the field (other than pitcher) but must bat last in the batting order (after all of the players that are actually on that team). Also, called up players should not be used unless the team calling up a player(s) does not have enough players to play a full field.

9. Base coaches may not physically aid any base runner in any manner. Any base runner aided by a coach will result in the base runner being called out.

10. If there is a play at home plate, runners must avoid contact by sliding or will be called out. If the catcher is waiting for a throw, and a throw is apparent, he may position himself to make the play, the runner must slide. If no throw is apparent, the catcher must move out of the base path and the runner does not have to slide. If in

the case the catcher fails to move out of the base path, the runner will be called safe. Failure to avoid or creating contact intentionally will be recorded as an out. Sliding is allowed at all bases except first base. A runner may slide back to 1st base after they have started towards 2nd base. There are NO headfirst slides into ANY base. A player may, however, fall back into a base headfirst. Violations of this rule will constitute an automatic out.

11. No Fake Bunting is allowed. If a player squares to bunt the ball, they must either bunt the ball into play or pull back to take the pitch. A player cannot square to bunt to draw the infielders in and then take a full swing at the pitch.

12. The “Infield Fly” rule is in effect.

13. Throwing the bat will constitute an automatic out.

14. Colliding with a defensive player who is trying to field the ball will constitute an automatic out.

15. There is no drop third strike rule in effect at any baseball level.

16. Mercy Rule:

- a. 12U level is 5 runs per inning or 12 runs after 4 innings
- b. 10U level is 5 runs per inning or 15 runs after 4 innings.

The 6th inning will allow unlimited runs to be applied at the coach’s/umpire’s discretion providing the time limit rule is followed.

17. Major and Minor boys may steal bases once the ball has passed home plate.

- a. Major boys' players leaving early will be automatically out (no warnings).
- b. Minor boys' players leaving early will result in a warning to both benches upon the first offense of the game by either team. After warning has been issued, any subsequent violation will result in an automatic out.

18. Only Managers and Coaches may coach the bases. Base coaches must remain out of the playing field and base path. Base coaches should be approximately 3 feet from the base when the pitch is being thrown. If you need to use a player in an emergency, they must wear a helmet

19. Pitchers are allowed 5 warm-up pitches between innings. Managers get your catchers ready to go so you do not slow up the progress of the game.

21. All appeals must come from the manager, the umpire will rule.
- a. 10U (Minors) and 12U (Majors) boys or girls missing bases will be called out on a successful appeal.

22. Legal Bat Specifications: Must have the “USA Baseball” licensing mark. 2 ¼”, 2 ½”, and 2 ⅝” barrels are all acceptable providing the bat has the licensing mark on the taper. Solid, one-piece wood bats that adhere to Little League’s regulations will be allowed for play with or without the USA Baseball mark. Multi-piece wood bats must have the USA Baseball mark to be approved for play. (This includes two-piece wood bats, composite wood bats, laminated wood bats, bonded wood bats, bamboo bats, and any wood bat that could be defined as an ‘experimental’ design.) Umpires may inspect players bats at any point during the game.

23. Field Specifications: **46/60**. A pitching distance of 46 feet with a 60-foot base path.

All other rules are Little League rules.

24. **PITCH COUNT REGULATION**

1. Any player on a regular season team may pitch (There is no limit to the number of pitchers a team may use in a game).
2. A pitcher remaining in the game, but moving to a different position, can return as a pitcher any time in the remainder of the game, but only once per game. (Assuming he is still eligible under the Pitching regulations outlined in Regulation C).
3. The manager must remove the pitcher when said pitcher reaches the limit for his league age group as noted below, but the pitcher may remain in the game at another position.
 - a. League Minors 75 pitches per day
 - b. Majors 85 pitches per day

25. **Rest Requirements:** Pitchers league age 12 and under must adhere to the following rest requirements:

- a. If a Majors player pitches 61-85 or more pitches in a day, three (3) calendar days of rest must be observed.
- b. If a Minor player pitches 61-75 pitches in a day, three (3) calendar days of rest must be observed.
- c. If a Major/Minor player pitches 46-60 pitches in a day, two (2) calendar days rest must be observed

- d. If a Minor/Major player pitches 31-45 pitches in a day, one (1) calendar day of rest must be observed.
- e. If a Minor/Major player pitches 1-30 pitches in a day, no (0) calendar days of rest must be observed.
- f. A pitcher who delivers 60 or more pitches in a game cannot play the position of Catcher for the remainder of that game.

Exception: If a pitcher reaches the limit imposed in Regulation C for his league and while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.

26. Intentional walk: Before a pitch is delivered to the batter, the catcher must inform the umpire-in chief that the defense team wishes to give the batter an intentional base-on-balls. The umpire-in chief waves the batter to first base. The ball is dead. You may use the intentional walk only once in a game and only if there are less than 2 outs.

27. Each team must designate the scorekeeper or another game official as the official pitch count recorder for each game.

28. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

29. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as note in regulation C. The umpire-in-chief will inform the pitchers manager that the pitcher must be removed and in accordance with regulation C. However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager or his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

NOTES

a. The withdrawal of a pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation.

b. Pitches delivered in games declared "regulation tie games" or "suspended games" shall be charged against pitchers' eligibility.

c. In suspended games resumed on another day, the pitchers or record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Example 1: A Minor or Major Pitcher pitches 75 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he has not observed the required four days of rest.

12U & 10U GIRLS SOFTBALL RULES

1. Game Play:

- a. A minimum of 8 players is required to begin a game at both 10U and 12U levels. At both 10U and 12U levels, four outfielders may be used
- b. A minimum of 8 players is required to finish a game. Teams must take an automatic out when they finish the game with fewer players than they started with. The out will occur in the slot left vacant in the lineup each time that slot comes up to bat. Vacant slots left due to INJURY or ILLNESS are exempt from this rule.
- c. Any player arriving late for a game will automatically go to the bottom of the lineup if the team has not yet batted through their order. If the team has already batted through their order the arriving player must be substituted into the game.
- d. Every player must play a minimum of 2 innings per game.
- e. Subs in the batting order & defense must be communicated to the opposing coach.
- f. Extra Hitter Rule: Both 10U and 12U may use the extra hitter at your discretion to get playing time for another child. If you designate someone as the extra hitter, they can be substituted for, and that player may play in the field. This is now just an extra position you may use as you would any other position, except that you cannot change the batting order when substitutions are made (i.e. you substitute a field player into the extra hitter slot, that player will still bat in their originally assigned batting position, and the player going out into the field will assume the batting position of the extra hitter) the decision to use an extra hitter must be made before the start of the game. If you start the game without the EH you must finish the game without the EH. Also, a player may not be used as the EH for more than 9 innings during the season. If the schedule consists of more than 12 games, a player may EH up to 12 innings.
- g. 10 Batter Rule: If both teams have 10 or more players, an extra batter MUST be used in the lineup. Each lineup will have 10 batting positions. The extra batter will still need to play her 2 innings in the field. If one team has 10 batters and the opposing team does not, it will be the discretion of the managers as to whether to use the extra batter. It is at the discretion of the managers if they choose to bat all players in the lineup. If all players are in the lineup at the beginning of the game they must remain in the lineup throughout the game.
- h. In the event that a 10U or 12U team has only 8 players, a player may be borrowed from another team in that division when short of players for that

specific game only. Managers will utilize an approved list and rotate through that list.

1. If a player is not available from the same level, then a player may be brought up from another division.
2. The managers of each division will agree on a list of younger players that are capable of playing at a higher level.
3. One manager will be responsible for that list and for calling and contacting replacement players when requested by a coach.
4. The players will rotate through the list so that no one player plays up all the time.
5. Players can only be added to the list after discussion with the managers within their division, the manager of the player(s), the parents of the player, and the player.
6. Players may not be brought up for disciplinary reasons unless there are 9 or less players.
7. Players brought up or over are on an emergency basis only. They can only play if the team is short-handed or in case of injury. You may only use a player from the list. "If the player brought up or over is the 11th player for a 10U team or 10th player for a 12U team, this player may EH 2 innings and play the field 2 innings.
8. A player borrowed from another team or brought up may not pitch at any time.
9. Players that have been brought up to a higher level can play any position in the field (other than pitcher) but must bat last in the batting order (after all of the players that are actually on that team). Also, called up players should not be used unless the team calling up a player(s) does not have enough players to play a full field.
10. If a player is not available from the same level, then a player may be brought up from another division. The manager at each level will agree on a list of younger players that are capable of playing at a higher level. One manager will be responsible for that list and for calling and contacting replacement players when requested by a coach.

2. Stealing bases:

- A. a. 12U girls may steal all bases including home as soon as the ball has left the pitcher's hand.
- B. b. 10U girls may steal all bases, including home, as soon as the ball crosses home plate. 10U girls may only advance one base per pitch when stealing and no stealing is allowed during coach pitch.
- C. c. 12U and 10U girls' players leaving too soon will result in a warning to both benches upon the first offense of the game by either team. After

warning has been issued, any subsequent violation will result in an automatic out.

D. D. If runners occupy 1st and 3rd bases the runner at 3rd may advance to home at her own discretion.

3. **Run Limit:** 8U & 10U girls have a 4-run limit per inning. Once the 4th run crosses home plate, the inning is over. 12U girls have a 5 run limit per inning. Once the 5th run crosses home plate, the inning is over.
4. **Mercy Rule:** If the home team is ahead by minimum of 15 runs after 4 1/2 innings or visiting team after 5 innings, the game is officially over. After 1 1/2 hours the next inning started is officially the last inning. There will be unlimited runs in the last inning for both home and away teams. The decision that it is the last inning must be made before the inning is started to ensure fairness. The umpire will announce the decision before the first pitch is thrown.
5. **The pitching rubber:**
 - a. 12U girls will be 40 feet from the back edge of home plate.
 - b. 10U girls will be 35 feet from the back edge of home plate.
6. **Walks:** 12U, and 10U girls will use 4 balls to constitute a walk.
7. **Coach Pitch:**
 - c. In 10U only, once a pitcher has walked/hit by pitch a total of four batters in any one inning, the coach will then come in and pitch to the next batter in the lineup. The batter can receive a total of 6 pitches from the coach. If the batter has not put the ball in play by the 6th pitch, they will be ruled out (unless the 6th pitch and any subsequent pitch is fouled off by the batter). The coach cannot walk a batter; the batter either strikes out or gets a hit.
 - d. The original pitcher will return to the pitching rubber for each new batter until 3 outs or another walk are achieved. Once another walk is issued by the same pitcher the coach will come in and pitch to the next batter. This will continue until the inning is over. If a second pitcher relieves the first pitcher she inherits the walk count. (Ex: Pitcher 1 walks 2 people, Pitcher 2 can walk 1 batter before the coach comes in.)

8. Dropped 3rd Strike Rule: is in effect for 12U Girls only. Drop third strike is in effect when there are less than 2 outs and there is not a runner occupying first base but if there are 2 outs and there is a runner at first then the drop 3rd strike is in effect.

9. Base Running:

- e. Only managers and coaches may coach the bases. Base coaches must remain out of the playing field and base path. Base coaches should be approximately 3 feet from the base when the pitch is being thrown.
- f. 10U and 12U girls only – Base runners may not advance a base if they have stopped their forward motion and the pitcher is receiving or has the ball on the pitcher’s mound.
- g. If there is a play at home plate, runners must avoid contact by sliding or will be called out. Failure to avoid or creating contact intentionally will be recorded as an out.
- h. Sliding is allowed at all bases except first base. A runner may slide back to 1st base after they have started towards 2nd base. There are NO headfirst slides into ANY base. A player may, however, fall back into a base headfirst. Violations of this rule will constitute an automatic out.

10. Ball Size:

- a. 8U and 10U Girls will use an 11-inch low compression Ball
- b. 12U Girls will use a 12-inch low compression Ball

11. Base Path:

- a. The base path for 8U,10U and 12U will be set to 60’.

12. USA Rules: All other rules go by USA recognized rules.

Softball Rules 8U Instructional

1. **Batting** - The batting order must remain constant. If a player is injured or ill, they can be removed from the lineup without penalty. All other players will slide up a spot. If a player is removed for disciplinary reasons the missed at bat will be counted as an out. If a player bats out of turn it will be counted as an out. The first five innings do not have a mandatory 3 outs. If three outs are recorded, the inning is over. If three outs have not been recorded there is a 10th batter rule (or a 4-run mercy rule whichever occurs first). After the 10th batter the inning is over. To end an inning where three outs have not been recorded: a force play rule is in effect at all bases in front of the last batter or when the ball is in possession in the infield. The last inning requires 3 outs. Each coach will pitch to his/her own team. The coach pitcher may not pitch closer than 25 feet. The coach will throw 7 pitches to each batter or 3 swinging strikes. No batter will be walked. If the ball is not put into play within the 7 pitches or the batter swings and misses on 3 pitches the batter is recorded as out. (Unless the 7th pitch is fouled off then the at-bat continues until the ball is put into play, swing and a miss, or pitch without a swing. Bunting is not allowed. Any hit ball that hit a coach will be considered ball in play. Two adult base coaches are allowed.
2. **Base Running** - runners will be called out for: throwing the bat, sliding into first, headfirst sliding (diving backwards to the base is allowed), colliding with a defensive player who is trying to play a ball, leaving a base before the ball is hit, not sliding at home plate when there is a play at the plate. Stealing and leading are not allowed. No play will be made on a runner once the play has stopped.
3. **Fielding** - 10 players will be allowed in the field at a time. A minimum of 8 players is required to begin the game. When fielding 10 players teams must utilize four outfield positions (LF, LC, RC, RF). No Short Centerfielder. The player in the pitcher position must wear a helmet and must be behind the coach pitching and no further than the pitching rubber. Play is considered dead upon infield possession. Infielder must make it clear there is no intent to keep playing and coach will call ball dead. Two adult field coaches are allowed in the outfield. Fielders may not be in the base path unless they are playing the ball. Catchers must wear full catchers gear at all times. Defensive players may be subbed freely to ensure all players receive a minimum of 2 innings play.
4. There is only one base on an overthrow. If a play is being made and there is an overthrow, then the runner may advance one base at their own risk. The fielder has the option to attempt to make the play on the runner. If the ball is overthrown again in a consecutive attempt on the same runner, they are not permitted to advance to yet another base. There is no advancement when the catcher overthrows the pitcher during an at bat.

Championship Tournaments

1. All regular season rules apply during play-off games
2. Certified/Patched umps will be used at 10U and 12U levels
3. Random Draw will determine team matchups
4. Host location will rotate annually

Championship Tournament Schedule

12U Baseball

2018 - Greenwich
2019 - Cambridge
2020 - COVID
2021 - Hoosic Valley
2022 - Hoosick Falls
2023 - Greenwich
2024 - Cambridge
2025 - Hoosic Valley
2026 - Cambridge

10U Baseball

2018 - Hoosick Falls
2019 - Greenwich
2020 - COVID
2021 - Cambridge
2022 - Cambridge
2023 - Schuylerville
2024 - Greenwich
2025 - Hoosick Falls
2026 - Hoosic Valley

12U Softball

2018 - Hoosic Valley
2019 - Hoosick Falls
2020 - COVID
2021 - Greenwich
2022 - Hoosic Valley
2023 - Hoosick Falls
2024 - Schuylerville
2025 - Greenwich
2026 - Hoosic Valley

10U Softball

2018 - Cambridge
2019 - Hoosic Valley
2020 - COVID
2021 - Hoosick Falls
2022 - Greenwich
2023 - Hoosic Valley
2024 - Hoosick Falls
2025 - Schuylerville
2026 - Cambridge