

**Pace Athletic and Recreation Association, Inc.**  
**Official Athletic Rules and Regulations**  
**PARA Rules**  
**Baseball Rules and Regulations**



This document comprises a summary of the rules and regulations for the Baseball leagues at PARA Sports Complex. The Baseball Committee compiled and edited these for the Spring 2022 season, and it has been approved by the Board of Directors. The following is intended to supplement the Pace Athletic and Recreation Association By-Laws. All implied or unwritten rules are hereby void.

## PARA T-Ball Rules

1. **Game Length**-Will be one hour 15 minutes or 5 innings in length, whichever occurs first.
2. **Player alignment** – We have to remember that the intent of T-Ball is to teach kids the game of baseball. With that in mind, players need to remain in their respective infield position. “Stacking” players at one infield position shall be prohibited. Infield players, however, may be shifted. The second baseman and first baseman shall remain in the area from second base, to the first base line (on the clay) as long as he or she is not in front of, nor behind another player. The shortstop and third baseman shall remain in the area from second base to the third base line (on the clay) as long as he or she is not in front, nor behind another player. The umpire shall have discretion as to whether a player is in front of or behind another player. **Additionally, outfielders must position themselves on the grass, and cannot come onto the clay until the batter makes contact with the ball.** The pitcher’s must keep one foot inside the pitchers circle.
3. **Batter Alignment** – The T-Ball batter shall be aligned to hit it in any direction. Once the ball is put on the Tee, the batter shall swing without “shifting” his or her rear foot to another alignment.
4. **Bats** – No big barreled bats will be allowed in Pre-Tee or Tee Ball. Bats can be stamped USA or USSSA but must be barreled no larger than 2 ¼”. Wood bats are legal and approved for use.
5. **NO STRIKEOUTS IN TBALL.**
6. **Base Running Rules:**

**Infield Hits**- If a ball is hit in the infield, time shall not be called until the lead runners forward progress has stopped. At this time the umpire shall call time.

**Outfield Hits**- On a ball hit into the outfield, time shall not be called until the lead runners forward progress has stopped. At this time the umpire shall call time.

### **The Overthrow Rule:**

There is no automatic free base for overthrown balls that are playable inside the fenced field. If player/runner elects to take the next base after a ball is overthrown to a base or home plate, he/she shall only be allowed to take one base, at his/her own risk.

Overthrow to first base will result in one base only at runners’ risk. Overthrows to any other base runners may advance until lead runners progress has stopped.

## PARA Pre-Tee Rules

PARA' s Pre-Tee was not designed to be played competitively, it was developed to introduce a younger age group to the game of baseball, while separating the age and physical difference of 5 year olds and 6 year olds. We have to remember; these children are only 3 and 4 years old.

1. All previously mentioned T-Ball rules will also apply to Pre-T.
2. **Game Length-** Will be one hour **or** 3 innings in length, whichever occurs first.
3. **Batting-** All batters will hit every inning.
4. **Fielding-** All players will play the field, coaches will do their best to teach the kids the basics of fielding the ball and making the play. Outs do not count, however make every attempt to ensure the players learn the basics.
5. **Base Running-** Base runners will proceed one base at a time, regardless of how far the ball is hit, you go base to base. If the player is ruled out, they will stay on base
6. **Score-** We will not keep an official score. ALL games will finish in a tie, the official scorebook will not be kept, nor will league won/loss records be kept.

## Coach Pitch Rules 7U/8U

- **Pitching Circle:** There shall be a ten (10) foot diameter circle with the front edge set at forty-two (42) feet from the rear point of home plate.
- **Pitcher's Line:** There shall be a line drawn from the pitcher's circle to the safety arc.
  - The pitching coach shall keep one foot on or straddle the pitcher's line.
  - The pitching coach shall not verbally or physically coach while in the pitching position
  - The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.

**Penalty:** If a coach violates this rule after the ball is pitched, obstruction will be called.

**Additional Penalty:** If a coach violates this rule before the ball is pitched,

- First Offense: Warning;
- Second Offense: Removal of coach as the pitcher for the remainder of the game.

**THE CATCHER** shall receive the pitch in the catcher's box in a normal baseball manner. If in the umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there will be a warning issued. If the act continues after the warning, the offending teams' manager will be ejected.

**TEN (10) DEFENSIVE PLAYERS** shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baselines.

The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.

**Penalty:** The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.

**Additional Penalty:**

- First Offense: Warning
- Second Offense: Removal of player from the pitching position for the remainder of the game.

1. **Defensive coaches** shall not be allowed on the field of play and shall coach from the dugout.
2. The **Infield Fly Rule** shall not be in effect at any time.
3. The **batting order** shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
4. Teams may start a game with eight (8) players. The ninth (9th) player in batting order will be declared an out each turn at bat. Only the 9th Player will be out.

**Approved Ruling:** A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.

**FREE SUBSTITUTION** Teams may use free substitution on defense, but the batting order shall remain the same.

5. **BUNTING** is not allowed in Coach Pitch.
6. **6 PITCH RULE** The batter shall receive 6 pitches if necessary. If a batter strikes out swinging in 3 pitches, he is out and does not get more pitches. However, a batter may receive additional pitches if:
  - a. the batter fouls tips the 6th pitch that does not go directly into the mit and caught, they shall have his turn at bat extended on foul balls until either there is a swinging missed strike, no swing at all, or the ball is put in play.
  - b. If the batter does not swing at the 6th pitch, he is OUT. No more pitches.
7. **INTENTIONAL WALKS** A player may only be Intentionally Walked once per game by announcement from the defensive team and only one player may be intentionally walked in an inning.
8. **LEAD OFF/STEALS** Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.
9. **COURTESY RUNNER** for catcher of record only the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team.
10. **TIME LIMIT** 1hr 15 mins or 6 innings. No open innings.
11. **RUN RULE** 15 runs after 4 innings, 8 runs after 5 innings.
12. **MAX RUNS PER INNING** A team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs. Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the all runners are not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.

13. **Comment:** When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.
14. **BATTED BALL HITS THE PITCHING COACH** the following shall apply: If in the umpire’s judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance. If in the umpire’s judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.

## Minors Rules 9U/10U Kid Pitch

- **FORCE PLAY SLIDE RULE** at 2nd, 3rd or Home, runner must slide directly into bag. All players are required to avoid violent contact with another player while running the bases. Players running to a base must slide directly into the base. If, in the opinion of the umpire, the runner does not make an effort to avoid collision, he is to be declared out. If the act is deemed by the umpire to be malicious, the runner will be ejected from the game.

NOTE: Force Play Slide Rule is in effect for all AGES.

- **COURTESY RUNNERS** for the catcher and pitcher are allowed for age's 9U-14U. Rule:
  - Must be sub player if team is not batting everyone
  - Last made out.
  - If last made out is the pitcher or catcher, player must run (no sub)
- **LINEUP OPTIONS** everyone on the lineup card will bat.

A team may start with 8 players but must take an out for the 9th player. If a team cannot start or finish with at least 8 players, the game will be forfeited.

- **INTENTIONAL WALKS** at 9U-14U age levels, the pitches do not need to be made.
- **DROP THIRD STRIKE** is an out, batter cannot advance to first on dropped third strike.
- **RE-ENTRY** Starters may re-enter the game one time, however they must re-enter in the same place in the batting order. Substitutes may not re-enter the game. Pitchers may not re-enter as the pitcher once removed from the mound.
- **FEET ON THE RUBBER** In the Windup Position, a pitcher is permitted to have his "free" foot on the rubber, in front of the rubber, behind the rubber or off the side of the rubber.
- **MOUND VISITS** – A coach is allowed 3 mound visits per game. A coach has to pull his pitcher on the 3rd mound visit of the game. Each visit after results in pulling the pitcher.
- **BALK CALLS** When a balk is called it is a dead ball. Fake 3rd to 1st is LEGAL.
- **SLASHING** Slashing (Fake bunt/swing away) attempts is not allowed. Batter will be called OUT.
- **MAX RUNS PER INNING** A team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs.
- **MERCY RULES** Games will be called if the following run limits have been met or acceded.
  - 12 runs after 3 innings
  - 10 runs after 4 innings
  - 8 runs after 5 innings

The home team will not bat once the run rule has been acquired, if ahead.

## **OFFICIAL GAME/TIME LIMITS**

**A . (6) inning game** (9U/10U) affected by but not limited to the weather, run rule, light failure, darkness (on fields without lights) or time limits, shall be considered a complete game after three (3) complete innings or two and a half (2 ½) if the home team is ahead.

**B. Game Time Limits** 1 hour 30 minutes

## 9U / 10U “No Stealing Rule”

**\*\*applicable to 9U/10U division only\*\***

### **BASERUNNERS**

All base-runners are allowed to take a lead from the base they are occupying

**Base-runners may advance if:**

- Base on Balls in a force situation
- A ball is put in play by the batter
- A balk is enforced by the umpire
- A pitched ball hits the ground or backstop.
- A throwing error on a pickoff attempt by the pitcher or catcher
- Over throw from the catcher to pitcher

**\*\*Clarification on the NO STEAL Rule:**

- baserunner can only advance on a dropped ball by the catcher or a pass ball
- baserunner cannot advance on a pick-off. If he gets in a run down and gets to 2nd base, he just goes back to 1B
- baserunner can advance on a dropped 3rd strike

### **PITCHERS**

- Pitchers must pitch from the stretch when runners are occupying bases.
- Pickoffs are legal at any base occupied by a base-runner
- Each pitcher in the contest will be given one warning before a balk is enforced.

### **BALKS**

- First Offense: Warning \*see comment\*
- Second Offense: Balk is enforced

**\*comment\*:** The umpire will make the “balk” call (which is a dead ball), state the reason why the call was made, then say that the next balk by that particular pitcher will be enforced.

## 9U / 10U “NO STEALING” Development

We are aware that all players develop at different rates, so we believe that a big emphasis needs to be put on correctly learning the fundamentals of the game at an early age. Therefore, we are implementing a new “no steal” rule for the 9U/10U division for the duration of the season.

### **WHY THE “NO STEAL” APPROACH?**

**COACHES**— it now becomes valuable to teach certain techniques and plays which are irrelevant if a player can steal 100% of the time.

**Offensive:** bunting, hit-and-run, secondary leads, dirt ball reads, reading pitcher’s moves, taking extra bases on hits, etc.

**Defensive:** proper pitching mechanics without having to control the running game, more emphasis on cutoffs and relays and bunt defense, double plays become a factor.

**PITCHERS**– can focus on pitching mechanics and locating pitches. They will also be able to learn how to pitch from the stretch in a controlled environment.

**CATCHERS**– can focus on catching the ball and blocking the ball without having to worry about base stealers.

**INFIELDERS**– the double play now becomes more of a factor as well as positioning per pitch/situation.

**OUTFIELDERS**– understanding cutoffs and relays now becomes a factor b/c preventing extra bases now keeps the double play in order.

**HITTERS**– bat control and the ability to produce situational hitting is now of more value.

## Majors Rules 11U/12U Kid Pitch

- **FORCE PLAY SLIDE RULE** at 2nd, 3rd or Home, runner must slide directly into bag. All players are required to avoid violent contact with another player while running the bases. Players running to a base must slide directly into the base. If, in the opinion of the umpire, the runner does not make an effort to avoid collision, he is to be declared out. If the act is deemed by the umpire to be malicious, the runner will be ejected from the game.

NOTE: Force Play Slide Rule is in effect for all AGES.

- **COURTESY RUNNERS** for the catcher and pitcher are allowed for age's 9U-14U. Rule:
  - Must be sub player if team is not batting everyone
  - Last made out.
  - If last made out is the pitcher or catcher, player must run (no sub)
- **LINEUP OPTIONS** everyone on the lineup card will bat.

A team may start with 8 players but must take an out for the 9th player. If a team cannot start or finish with at least 8 players, the game will be forfeited.

- **INTENTIONAL WALKS** at 9U-14U age levels, the pitches do not need to be made.
- **DROP THIRD STRIKE – batter can advance to first on dropped third strike**
- **RE-ENTRY** Starters may re-enter the game one time, however they must re-enter in the same place in the batting order. Substitutes may not re-enter the game. Pitchers may not re-enter as the pitcher once removed from the mound.
- **FEET ON THE RUBBER** In the Windup Position, a pitcher is permitted to have his “free” foot on the rubber, in front of the rubber, behind the rubber or off the side of the rubber.
- **MOUND VISITS** – A coach is allowed 3 mound visits per game. A coach has to pull his pitcher on the 3rd mound visit of the game. Each visit after results in pulling the pitcher.
- **BALK CALLS** When a balk is called it is a dead ball. Fake 3rd to 1st is LEGAL.
- **SLASHING** (Fake bunt/swing away) attempts is not allowed. Batter will be called OUT.
- **MAX RUNS PER INNING** A team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs.
- **MERCY RULES** Games will be called if the following run limits have been met or acceded.
  - 12 runs after 3 innings
  - 10 runs after 4 innings
  - 8 runs after 5 innings

The home team will not bat once the run rule has been acquired, if ahead.

## **OFFICIAL GAME/TIME LIMITS**

**A . (6) inning game** (11U/12U) affected by but not limited to the weather, run rule, light failure, darkness (on fields without lights) or time limits, shall be considered a complete game after three (3) complete innings or two and a half (2 ½) if the home team is ahead.

**B. Game Time Limits** 1 hour 30 minutes

## Teeners Rules 13U-15U Kid Pitch

- **FORCE PLAY SLIDE RULE** at 2nd, 3rd or Home, runner must slide directly into bag. All players are required to avoid violent contact with another player while running the bases. Players running to a base must slide directly into the base. If, in the opinion of the umpire, the runner does not make an effort to avoid collision, he is to be declared out. If the act is deemed by the umpire to be malicious, the runner will be ejected from the game.

NOTE: Force Play Slide Rule is in effect for all AGES.

- **COURTESY RUNNERS** for the catcher and pitcher are allowed for age's 9U-15U. Rule:
  - Must be sub player if team is not batting everyone
  - Last made out.
  - If last made out is the pitcher or catcher, player must run (no sub)
- **LINEUP OPTIONS** everyone on the lineup card will bat.

A team may start with 8 players but must take an out for the 9th player. If a team cannot start or finish with at least 8 players, the game will be forfeited.

- **INTENTIONAL WALKS** at 9U-14U age levels, the pitches do not need to be made.
- **DROP THIRD STRIKE** is an out, batter cannot advance to first on dropped third strike.
- **RE-ENTRY** Starters may re-enter the game one time, however they must re-enter in the same place in the batting order. Substitutes may not re-enter the game. Pitchers may not re-enter as the pitcher once removed from the mound.
- **FEET ON THE RUBBER** In the Windup Position, a pitcher is permitted to have his "free" foot on the rubber, in front of the rubber, behind the rubber or off the side of the rubber.
- **MOUND VISITS** – A coach is allowed 3 mound visits per game. A coach has to pull his pitcher on the 3rd mound visit of the game. Each visit after results in pulling the pitcher.
- **BALK CALLS** When a balk is called it is a dead ball. Fake 3rd to 1st is LEGAL.
- **SLASHING** (Fake bunt/swing away) attempts is not allowed. Batter will be called OUT.
- **MAX RUNS PER INNING** A team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs.
- **MERCY RULES** Games will be called if the following run limits have been met or acceded.
  - 12 runs after 3 innings
  - 10 runs after 4 innings
  - 8 runs after 5 innings

The home team will not bat once the run rule has been acquired, if ahead.

## **OFFICIAL GAME/TIME LIMITS**

**A . (7) inning game** (13U-15U) affected by but not limited to the weather, run rule, light failure, darkness (on fields without lights) or time limits, shall be considered a complete game after three (3) complete innings or two and a half (2 ½) if the home team is ahead.

**B. Game Time Limits** 1 hour 45 minutes

## Bats / Baseballs/ Uniforms

### BASEBALLS

Each team is responsible for supplying a minimum of 3 baseballs per game. Any Youth League Certified game ball is acceptable.

### BATS

The official bat shall be constructed of wood or aluminum or any other material or combination of materials.

DIVISION OF PLAY	BPF/BBCOR	WOOD	ALLUMINUM	MAX NEGATIVE WEIGHT
7/8U 1.15 BPF	ALLOWED	ALLOWED		NA
9U 1.15 BPF	ALLOWED	ALLOWED		NA
10U 1.15 BPF	ALLOWED	ALLOWED		NA
11U 1.15 BPF	ALLOWED	ALLOWED		NA
12U 1.15 BPF	ALLOWED	ALLOWED		NA
13U (60/90) 1.15 BPF	ALLOWED	ALLOWED		-8
14U (60/90) 1.15 BPF	ALLOWED	ALLOWED		-5
15U (60/90) BBCOR .50	ALLOWED	ALLOWED		-3

**BAT VIOLATIONS:** If a team violates the bat rules, the bat will be removed from play and the following will occur:

- a.** If an illegal bat is identified prior the batter putting the ball in play, the bat will be removed from play and the batter will continue his at bat with a legal bat. It is the responsibility of the Head Coach to remove the bat from the dugout or ensure the bat is not available for use. No exceptions.
- b.** If any batter comes to the plate and has a previously removed illegal bat, the bat will be removed again, the batter will be out, and the coach will be ejected.
- c.** If an illegal bat is identified after a batter put the ball in play but before a pitch is thrown to the next batter, the player who used the illegal bat will be declared out and all runners who advanced must return to the base they occupied.
- d. NOTE:** It is the responsibility of the opposing Coach to report/ask the umpire to check the bat. If a pitch is thrown to a batter that results in base runners advancing a base and/or scoring (via a passed ball, pick off, or direct steal, the opposing coach must bring it to the umpire before the next pitch is thrown. The only exception would be a player advancing due to a balk by the pitcher. If player advances due to a balk, the base runner does not have to return to the previous base.

## **UNIFORMS**

**Official uniforms:** must be complete with matching team jerseys with numbers that are non-duplicating. Uniforms are the financial responsibility of the individual teams, uniforms should be in good taste and not include any references to alcohol or tobacco. Only customary baseball shoes shall be worn by all players.

**Managers and coaches:** must wear a matching baseball hat and shirt with team insignia. Managers and coaches may wear athletic type shorts or pants.

**Metal cleats:** are NOT allowed in age division's 9U-12U. Metal cleats are allowed in the 13U division and higher. Metal cleats are not allowed on temporary mounds or in batting cages in which artificial turf is the surface material.

**Catchers Gear:** Catcher's requirements are the use of a catcher's mitt, chest protector, leg guards, protective cup, and catcher's helmet with face mask and throat guard. 8U-14U, catchers must use hockey style mask.

**Helmets:** Offensive players are required to wear a double ear cover batter's helmet whenever at bat, on deck, base running, or base coaching.

## Coach / Fan Ejection Policy

PARA has a **ZERO TOLERANCE** policy:

**(1) zero tolerance policy** on verbal and physical abuse of umpires; including profanity or consistent berating of officials during the game

**(2) zero tolerance policy** on verbal and physical abuse/altercations with opposing coaches and fans; including profanity or consistent verbal altercations throughout the game

**(3) zero tolerance policy** on verbal and physical abuse of event staff; including facility workers, directors, and event staff

○ **In the event of an altercation:**

- **one warning** will be issued by umpire and/or para board member
- if behavior continues, **fan will be ejected along with the head coach of the team**

**(4) Zero tolerance policy** on excessive ejections of coaches from games.

**In the event of a coach ejection:**

**The VP of Baseball and umpire will review the ejection; if the coach's behavior is deemed excessive, the coach will be suspended a minimum of 1 game (at the discretion of the VP of Baseball)**

## PARA All-Star Teams

An All-Star team shall be selected at the end of each spring season for the following age groups: 5 year olds, 6 year olds, 7 year olds, 8 year olds, 9 year olds, 10 year olds, 11 year olds, 12 year olds, 13 year olds, and 14 year olds. If the Head Coaches of a certain league cannot select an All-Star team for any given age group listed above, per the rules outlined herein, then an All-Star team will not exist for that age group for the present year.

- 1. Eligibility-** At the conclusion of the regular season each teams' Head Coach must complete the All-Star Eligibility Form. On this form each player/parent on the roster indicates whether or not they wish to be considered for the All-Star team. In order for a player to be eligible for All-Star selections "YES" must be indicated on the All-Star Eligibility Form and be accompanied by the parent's signature.
- 2. Selection Process-** The Head Coaches of the All-star team will have full control of the selection of the All-star team. League coaches can make recommendations and submit player names for consideration, but All-Star team will ultimately be chosen by the designated All-Star head coach.
- 3. Determination of Head Coaches-** The Head Coaches of the All-Star teams are determined based on the league standings at the end of the season. The Head Coach of the team finishing first in the league has his/her choice as to whether he/she would like to be the Head Coach of the older or younger league aged All-Star team. The Head Coach of the team finishing second in the league, will then have the opportunity to be the Head Coach of the other All-Star team. (If any coach turns down the opportunity to be the Head Coach of an All-Star team, the opportunity will then be given to the Head Coach of the team who finished just below the Coach that turned down the opportunity in the standings.)
- 4. Support From PARA-** All All-Stars teams selected as outlined above will be eligible for \$250 from the Board of Directors to use to their discretion for uniforms, tournament entry fees, game balls, etc. The \$250 support check will not be made out to an individual/coach, instead it must be made out to the uniform provider, sanctioning body for the tournament, etc. All All-Star teams must be outfitted with jerseys consistent with the red and royal Pace colors, and the jersey must indicate "PACE". Any fees, or additional monies, needed by the All-Star teams will be the responsibility of the parent/player selected to the All-Star team.
- 5. Tee Ball World Series-** The VP of Baseball will ensure that the 5 year old an 6 year old All-Star teams have all the necessary paperwork to register for the Tee Ball World Series, and ensure that each team has properly filled out and submitted the paperwork within the required guidelines.

