

SAC RIVER LEAGUE BASEBALL & SOFTBALL RULES 2024

THE PURPOSE OF THIS LEAGUE IS TO TEACH THE FUNDAMENTALS OF BASEBALL AND SOFTBALL. WE AS COACHES, PARENTS, AND FANS HAVE AN OBLIGATION TO OUR KID'S, TO MAKE SURE THEY GET THE MOST OUT OF THIS PROGRAM. EVERYONE INVOLVED SHOULD MAKE A SPECIAL EFFORT TO TEACH AND PROMOTE GOOD SPORTSMANSHIP. REMEMBER, WINNING ISN'T EVERYTHING. POOR SPORTSMANSHIP WILL NOT BE TOLERATED; THIS INCLUDES COACHES, PLAYERS, AND FANS. COACHES ARE RESPONSIBLE FOR THE ACTIONS OF THEIR PLAYERS AND FANS AND WILL BE HELD ACCOUNTABLE. ANY COACH WHO BREAKS THE RULES, OR ACTS IN AN UNSPORTSMANLIKE MANNER WILL BE SUSPENDED BY THE LEAGUE.

GENERAL RULES

1. Birthday cutoff date is May 1.
 - a. 5 and 6 years old Little Coaches Pitch
 - b. 7 and 8 years old Big Coaches Pitch
 - c. 9 and 10 years old Pee Wee League
 - d. 11 and 12 years old Little League
 - e. 13 - 15 years old Jr. Boys / Jr. Girls
2. Boys are to play baseball; Girls are to play softball. Except Coaches Pitch.
3. Rosters with the names and birthday of each team member must be sent to the league commissioner 15 days before the first season game. Coaches' names and telephone numbers must be included on each roster.
4. Any player not on a league roster by May 27th shall not be eligible to play in any game after May 27th.
5. Towns with more than 1 team in a division must divide ages as evenly as possible.
6. All players will play in their own age group or may move up to the next level. Exceptions to this rule will be dealt with on a per player basis at the Sac River League meeting before the season starts.
7. If a team is short on players, a younger (roster) player (of the same sport) may play on that team but can only move up 1 level. (This will not be allowed to happen every game. If a team becomes that short of players, a younger player should be moved up permanently for the remainder of the season.)
8. If a team must have a younger player play, the coach has to inform the other team before the game starts.
9. No younger player will play in place of a roster player, unless that team is short the proper number of roster players. At any time, the team ends up with the proper amount of roster players, the younger player must leave the game. No exceptions, Offenders of this rule will forfeit the game.
10. All baseball and softball leagues must start the game with at least 8 players. Late arrivals may enter the game only at the top of an inning. The vacant spot in the batting order can be anywhere in the order and is an automatic out when that place in the order comes to bat. (Except Coaches Pitch see LCP rule #10 & BCP rule #8).

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11. If a game is rained out, the home team shall propose 2 make-up dates (excluding Sundays), Holidays or dates which other games are already scheduled) to be played within 2 weeks of the original scheduled date. If the visiting teams cannot play on either of these dates, they shall forfeit.
12. If a game starts and you can't play the number of innings to be a complete game, the game will start over. 4 innings constitute a complete game.
13. No smoking or alcohol by players, coaches, or umpires is allowed on or close the field.
14. No In-Field fly rule in coach pitch.
15. Eligible roster players must play in at least 5 of the regular season games to be eligible to play tournament games.
16. PWG, LLG and JR Girls Pitcher, 1st Baseman, and 3rd Baseman will be required to wear a protective face mask. Penalty for not wearing the face mask will be 1 out in the teams next at bat.

GENERAL GAME RULES

1. Only players, coaches, and umpires are allowed on the field unless authorized. This includes benches.
2. Every eligible player in uniform at game time will participate in the game for a minimum of 3 consecutive defensive outs and 1 full at bat (4 balls, 3 strikes, base hit, or putout). Offenders of this rule will forfeit. No exceptions! Remember this is for the kids! (Exception: See Coaches Pitch General Rule # 15).
3. All players must wear a number on the front or back of their jersey.
4. All players must wear helmets at bat, on the bases, or in the coaching boxes. Any batter entering the batter's box without a helmet shall be called out.
5. All catchers must be fully protected by helmet, mask, chest protector, shin guards, and throat protector. Except Coaches Pitch, Coaches Pitch need only wear a helmet, mask, and throat protector. (This includes batting helmets with protective masks.)
6. Game time begins after first pitch has ended: forfeit time is 10 minutes after game time.
7. The last out of an inning constitutes the beginning of the next inning.
8. 1 pitch constitutes an inning.
9. There will be no balks. (Exception: LL boys and Jr. Boys)
10. A pitcher may have only 3 warm-up pitches after the first inning.
11. There will only be pre-game infield warm-up in JRB if time allows.
12. Hometown must supply at least 2 new balls per game.
13. A player may not block any base without possession of the ball.
14. Slide Rule: A runner will only be required to slide to avoid contact with a defensive player if:
 - a. A defensive player has possession of the ball at the base, or;
 - b. A defensive player is directly attempting to field a ball at the base.

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- c. If a runner is called out for not sliding, it is a dead ball, and any other runners should return to their previous base. THIS IS AN UMPIRE'S JUDGMENT CALL!!

SUBSTITUTIONS

1. Free substitution is allowed in all leagues. One or both teams may use this rule. If you use free substitution, you must start and end the game with it. This means you can bat all the players on your bench. You must give your batting lineup and field positions, and all fielding substitutions as they occur before and during the game, to the other team's scorekeeper. If you don't use free substitution Rule 2B will apply. If a player is in the lineup and does not show, it will be on out in the spot of the lineup. (Except Coaches Pitch)
1. 2B - A substitute can go in and out for the starter more than once, but they must stay in the same spot in the batting order. (Except Coaches Pitch)
 - a. A pitcher may move from pitcher to another field position but cannot return at pitcher in that half inning.

PROTESTS

Protests should be filed only as a last resort. We recommend settling the dispute at the game site. If as a coach, you know the umpire has made a rulebook call wrong, and the other coach brings it the umpire and wants to protest you should be big enough to change the call, as to avoid a protest. There is a 15 minute limit on settling any disputes. In the event of a protest, a \$25.00 deposit will be given to the umpire at the time of the protest. The time and spot in the game should be noted in both teams' scorebooks. As soon as the game finished, the umpire and both coaches will write out a statement as to what took place to cause the protest. The umpire will then give the deposit and the statements to the hometown representative. The town representatives of the 2 towns will try to resolve the issue. If the matter cannot be resolved, it will then be presented to the league rules interrupter and, or the league Commissioner for a ruling. If the protest is lost, the deposit will be forfeited to the league. If the protest is upheld, the game will be replayed from the point of the protest. Remember, you cannot protest a judgment call by an umpire. Only rule applications. There will be no refunds on any illegal protests. Protests will not be heard if they do not follow the above guidelines.

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COACHES PITCH GENERAL RULES

1. Teams shall be divided by age and gender, as evenly as possible.
2. There will be a 6-pitch limit. The batter must hit the 6th pitch, or it is a strikeout, the batter cannot strikeout on a foul ball. A batter can only strikeout swinging at 3 strikes, and cannot walk.
3. Hash marks will be located at the 30-foot mark between bases (except between home and first). A runner must pass the mark before play is called dead, in order to advance to next base. If not past the mark they must go back. Note: If a runner is not past the hash mark before play is called dead, and the runner is forced to move to the next base by another runner they are not called out, unless it is the last batter. See LCP rule #4 BCP rule #9.
4. A runner cannot be tagged out if they are past the hash mark between third and home.
5. All runners must be contact with the base until the ball is hit and may not steal.
6. The fielding pitcher must be in contact with the pitching rubber, until the ball is hit.
7. Pitching rubber will be at 40 feet.
8. If a batted ball makes contact with the pitching coach, play will become dead. The batter will not be charged with a pitch and all runners must return to their original base.
9. The pitching coach must stand to the side as not to interfere with the defensive pitchers view, But not more than 3 feet to either side of the pitching rubber and can be any distance from home plate.
10. The pitching coach must move to foul territory as soon as the ball has been hit.
11. There will be NO BUNTING.
12. The lead runner has to past the hash mark to be able to advance.
13. An inning is over when: 1. The last batter strikes out or flies out. 2. A force out occurs at any base but home. (There can be no force out at home exception LCP rule #4) 3. Play is called dead when the ball enters the arc (LCP) or the defense team touches the pitching rubber (BCP). 4. Any runner is tagged out. Note: Runners will score according to standard baseball rules, No runs score in any force out situation, runners who have passed the hash mark will score in a tag out, or dead ball situation.
14. Players are to play their positions. Out fielders must play behind the baseline. 15. Every eligible player in uniform at game time will participate in the game for a minimum of 2 innings. Except teams that have 16 or more eligible players.
15. Teams fielding 10 fielders will play with 4 out fielders. (Coach pitch only)

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LITTLE COACHES PITCH

1. Teams shall be made up of 5 and 6 year olds. Any town with 2 or more teams must divide the 6 year olds evenly.
2. Each field must have a 10-foot arc in front of home plate.
3. Any batted ball must travel out of the 10-foot arc and into fair territory to be in play. If the ball is a fair ball but not out of the arc, it is a dead ball and does not count as a pitch.
4. A runner must pass the hash mark before the ball passes into the 10-foot arc in order to get to the next base. If the ball passes into the arc first, the ball is dead and the runner goes back. If the bases are loaded and the third base runner does not pass the hash mark, before play is called dead, it is a force out at home.
5. All games will use the RB#5 ball.
6. BATS MUST BE LITTLE LEAGUE APPROVED (2 ¼") Bats can be t-ball bats.
7. A Defense Coach may stand out somewhere in center field to help the fielders. The things the Coach can and can't do:
 - a. Has to stand still, can't run around the field
 - b. Has to stay behind the fielders
 - c. Can't delay the next pitch
 - d. If the ball hits the coach, it is a dead ball, and the runners advance 1 base
 - e. Can't yell so loud that it interferes with the base runners
 - f. If the coach does not follow this guide lines the umpire will remove the coach from the field and that team cannot have a defense coach for the rest of the game.
8. When the fielder fields and throws to first to get the out if there is an overthrow all runners can advance only 1 base at their own risk (meaning the runner can still be thrown out). If it is the last batter of the inning then this rule will not apply. (This rule is to encourage coaches to teach their players to throw to first.)
9. Three innings constitutes a complete game or a 1-hour time limit. If there is no winner after 3 innings, it is a tie. (Except tournament play, where extra innings will be played until a winner is decided.)
10. Teams will Bat and field the number of players they have. Less than 8 players is a forfeit.
11. Lineups may be different in each inning, providing each player in the lineup plays defensively and bats in that inning. Lineups for all 3 innings must be given to the opposing team's scorekeeper prior to the game.
12. Every eligible player in uniform at game time will participate in the game for a minimum of 2 innings. Except teams that have 16 or more eligible players.

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BIG COACHES PITCH

1. Teams shall be made up of 7 and 8 year olds. Any town with 2 or more teams must divide the ages evenly.
2. Play will be dead when a defensive player has control of the ball and is in contact with the pitching rubber with the intent to stop play.
3. There will be NO CIRCLE in the middle of the field.
4. All games will use normal baseballs.
5. BATS CAN BE ANY SIZE
6. A half inning will be over when the fielding team makes 3 outs or 10 batters have batted. Game will be over after 6 innings or 1 hour time limit.
7. Every eligible player in uniform at game time will participate in the game for a minimum of 2 innings. Except teams that have 16 or more eligible players.
8. There will be 1 line-up for the entire game. Example: If you have 12 players and in the first inning the 5th player in your line up is the 3rd out, when you start the top of the 2nd inning your 6th batter becomes the lead off in that inning and your 3rd batter in your line-up will become your 10th batter if the defensive team does not get 3 outs.
9. Hash mark between 3rd and home will be 10' from home plate.
10. Coaches will pitch from at least 20' away.

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PEEWEE

1. Bases are 60 feet apart.
2. Pitching rubber 43 feet for baseball. 35 feet for softball. Baseball will use pitching mound.
3. 11-inch softball will be used.
4. Runners may steal 1 base per pitch after the ball crosses the plate. Runners may not steal home.
5. If after 6 innings or 1:30 the game is tied, extra innings will be played. 4 innings constitutes a complete game.
6. 6 RUN LIMIT PER INNING. ONCE A TEAM SCORES 6 RUNS IN THERE HALF INNING THAT HALF INNING IS OVER NO MATTER HOW MANY OUTS HAVE BEEN MADE.
7. In case of rain 4 innings will constitute a complete game.
8. The infield fly rule will be used.
9. Batters cannot advance on a dropped third strike.
10. A pitcher may pitch only 3 innings per game.
11. Runners may not leave base before the pitch crosses home plate. Any runner leaving too soon will be called out and play is dead.
12. Any baseball or softball bat may be used.
13. Softball will use the 16' circle. (Look back rule. When the defense player has control of the ball inside the 16' circle a runner who rounds a base may stop but then must immediately proceed to the next base or return to the previous base. Runners may not antagonize the pitcher)
14. Both PWB & PWG will use modified pitching rule:
 - When batter gets to a count of 3-0, 3-1 or 3-2 the batters coach will come to the pitching mound and pitch the remainder of the batters' count.
 - PWG coach must pitch from the pitching rubber PWB coach will pitch from in front of pitching mound.
 - Player pitcher will start even with the rubber and can move forward with the pitch.
 - All pitches from the coach will be called strikes swinging or non-swinging.
 - There will be no base stealing when the batting teams coach is pitching.
 - The batter cannot be called out on a foul tip into the catcher's mitt.
 - A foul ball that is not caught will not count as one of the coaches 3 pitches on the 3rd strike.
 - After the pitch the pitching coach must make an effort get out of the way of the play. If no effort is made the pitch will be a no pitch. If the pitching coach is hit by a pitch, it is a dead ball and no pitch.
15. Run rule: 15 runs after 3 innings or 10 runs after 4 innings.
16. Softball: Batters will be required to have a facemask on their batting helmets.

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LITTLE LEAGUE BOYS

1. Bases will be 70 feet apart.
2. Pitching rubber will be 50 feet.
3. WILL PLAY H.S. RULES
4. Games will be 6 innings, or 1 hour 40 minutes time limit. If a game ends in a tie, extra innings will be played to break the tie.
5. Run rule: 15 runs after 3 innings and 10 runs after 4 innings.
6. In case of rain 4 innings will constitute a complete game.
7. A pitcher may pitch only 3 innings per game. (See General Game Rule 9A)
8. Any baseball or softball bat may be used.
9. Will use portable pitching mounds.

LITTLE LEAGUE GIRLS

1. Bases will be 60 feet apart.
2. Pitching rubber will be 40 feet.
3. Softballs will be 12" balls.
4. Runners may steal on a pitched ball, when the ball is released from the pitchers hand.
5. Games will be 6 innings, or 1 hour 40 minutes time limit. If a game ends in a tie, extra innings will be played to break the tie.
6. Run rule: 15 runs after 3 innings and 10 runs after 4 innings.
7. In case of rain 4 innings will constitute a complete game.
8. A pitcher may pitch only 3 innings per game. (See General Game Rule 9A)
9. 6 RUN LIMIT PER INNING. ONCE A TEAM SCORES 6 RUNS IN THEIR HALF INNING, THAT HALF INNING IS OVER NO MATTER HOW MANY OUTS HAVE BEEN MADE.
10. Softball will use the 16' circle. (Look back rule. When the defense player has control of the ball inside the 16' circle a runner who rounds a base may stop but then must immediately proceed to the next base or return to the previous base. Runners may not antagonize the pitcher)
11. Batters will be required to have a facemask on their batting helmets.

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JR. LEAGUE GIRLS

1. Games will be 6 innings, or a 1 hour 40 minute time limit.
2. Bases will be 60 feet apart.
3. Pitching rubber will be 43 feet.
4. Softballs will be official high school balls.
5. Pitchers may pitch no more than 6 innings in any 2 consecutive games. 1 pitch constitutes an inning. Use of an ineligible pitcher constitutes a forfeit.
6. Coaches must have a score book that will show how many innings both teams pitcher have pitched each game.
7. Run rule: 15 runs after 3 innings and 10 runs after 4 innings.
8. Runners may steal on a pitched ball, when the ball is released from the pitchers hand.
9. Softball will use the 16' circle. (Look back rule. When the defense player has control of the ball inside the 16' circle a runner who rounds a base may stop but then must immediately proceed to the next base or return to the previous base. Runners may not antagonize the pitcher)
10. Batters will be required to have a facemask on their batting helmets.

JR. LEAGUE BOYS

1. Games will be 7 innings or a 2 hour time limit.
2. Bases will be 90 feet apart.
3. Pitching rubber will be 60 feet 6 inches. 4. The -3 weigh ratio bat rule is not in effect. Players can use any BASEBALL bat.
4. Pitchers may pitch no more than 7 innings in any 2 consecutive games. 1 pitch constitutes an inning. Use of an ineligible pitcher constitutes a forfeit.
5. Coaches must have a score book that will show how many innings both teams pitcher have pitched each game.
6. Run rule: 15 runs after 3 innings and 10 runs after 5 innings.

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TOURNAMENT RULES

1. Championship games will have no time limit.
2. The better-seeded team in any game will be the home team. (Exception: In the championship game, where the winner of the loser' bracket plays the winner of the winners' bracket. The winners' bracket will be the home team. If a second game is needed, a coin flip will decide the home team.
3. The host town must have an official score book and adult scorekeeper for all games. The host town will supply at least 2 new balls per game.
4. There shall be a tournament bracket at the field that shows times and places of all the games. If the tournament is being held in 2 different towns, the telephone numbers of both tournament directors should be on the bracket.
5. At the end of each night's play, the 2 tournament directors will give the results of the night's play to each other.
6. The tournament directors' have the right to make changes to the tournaments schedule as they see fit.
7. A town may not host the same tournament 2 years in a row.
8. Any major time or field changes has to approved by the league commissioner.
9. There will be no 6 run rule for Pee Wee or Little League in the tournament.