



**PORT ORANGE PARKS & RECREATION**  
**8U, 10U, 12U, 15U & 18U BASEBALL LEAGUES**  
**RULES AND REGULATIONS**

*All league rules will follow to the Official High School Rules with the following exceptions:*

1. Innings/Playing Time:

8U, 10U & 13U– 6 innings or 75 minutes, whichever comes first

15U – 7 innings or 100 minutes, whichever comes first

18U – 7 innings or 120 minutes, whichever comes first

**NO NEW INNING** may start with 5 minutes or less left on the clock. However, if the home team is down by more runs than they are allowed per inning with time still left on the clock, we will play it out until the clock ends or three outs are made. If the game clock ends, we will finish the batter and the game will end. **A game called for weather is considered complete after 4 innings, or if we have reached the half way point in the time limit. If the half way point in the time limit is reached and it is not a completed inning, the game will revert to the last completed inning for the game result. Games suspended before being called a completed game will be resumed where they left off.** Ties are permitted during the regular season.

During tournament play ties will be played out. Texas tie breaker will be played: the last batter will go to second base; we will start with 1 out. Tiebreaker for seeding will go: *Head to Head, runs against, run for, and coin flip*. **Coaches are responsible for getting the rainout information. Please call 386-506-5851 for updates as well as sign up for recalert by texting RECALERT to 55678**

2. A 1/2 inning shall consist of:

All leagues – 3 outs or 5 runs, whichever comes first

3. Each league will play on the following field sizes: (Pitching Distance/Base Distance)

8U – 46ft machine set at and 60' bases

10U – 46'/60'

13U - 50'/70'

15U & 18U – 60'/90'

4. The batting order shall consist of every player present. Those players arriving late will be placed at the end of the order. All players must play 2 innings on defense unless the game ends prior to 4 complete innings.

5. **MERCY RULE**- 10 runs after 4 innings.

6. If a player is injured and removed by his manager from the field/or game, other than by rule, they may not return to the game. The player's spot in the batting order will be skipped without penalty. If a player is ejected from a game, his spot in the batting will be an automatic out.

7. Teams may start and/or finish a game with 8 players. If you do not have 8 players at game time, the game clock will start, and you will be given a 10-minute grace period (for both the early & late game). After the 10 minutes, if you still have less than 8 players, your team will forfeit.

Any player withheld from play for disciplinary reasons must have the approval of the department prior to the start of the game.

8. All players must be in full matching uniforms and **NO** jewelry is permitted.
9. Players in 8U, 10U, & 13U must wear non-metal cleats. Players in 15U & 18U may wear metal cleats but is not recommended.
10. All teams must warm up in the designated warm up areas only. *There will be no hitting or throwing baseballs into the fence.*
11. Turn in copies of your line-up to the scorekeeper and other team 15 minutes prior to the game time. Coaches must put first and last names of players on the line-up card.
12. Unsportsmanlike conduct - if a player, coach or spectator is ejected during a game, they will miss their next game. Two ejections during the season will result in dismissal from the league without refund. Based on the severity of the offence, the person or persons may be dismissed from the league at the first offence without refund.
13. It will be the Coaches' responsibility to check for rainouts and when they will be made up. To check, call the office at 506-5851 and sign up for rec-alert by texting RECALERT to 55678.
14. There will be no bat boys/girls allowed.
15. Prior to the start of any 8U game the recreation staff will set up the machine on the field and the umpire will adjust it for accuracy and speed (speed set on 8, the pullback arm set at 4 and the ball holder set at 3). If during the game the machine needs to be re-adjusted, both coaches and staff will assist umpire. On defense, the pitcher must have 1 foot in the circle during each pitch and must stand on either side of the machine, but not in front of it. If the pitching machine is hit by a batted ball it will be considered a dead ball.
16. 8U teams are only permitted 2 defensive coaches on the field and the coaches must be stationed in the outfield. 8U offensive coaches are only permitted 1 batter visit per inning. In all other divisions only 1<sup>st</sup> & 3<sup>rd</sup> base coaches are permitted on the field.
17. Base Stealing:
  - 8U – No base stealing allowed
  - 10U – Runners cannot attempt to steal until the pitch crosses the plate. Leaving the base early will result in an out.
  - 13U, 15U & 18U – lead offs and stealing are allowed
18. **Mandatory**- The speed up rule will be in effect. You must run for your catcher with 2 outs, but you can run for him anytime. The courtesy runner will be the last out.
19. When a game is played on a field with a double 1<sup>st</sup> base, the orange portion is in foul territory. It is recommended that runners use the orange base when running through 1<sup>st</sup> base for safety reasons.
20. If a team is up by 10 or more runs, there will **NO** stealing or advancing on a wild pitch.
21. Players must avoid intentional or malicious contact when attempting to reach a base. Based on the umpire's judgement, intentional or malicious contact will result in ejection. Runners may only slide head first when returning to a base. There is a **NO** must slide rule. There is **NO** sliding head first into Home.
22. 8U & 10U will **NOT** have a dropped 3<sup>rd</sup> strike rule. 12U, 15U & 18U will have a dropped 3<sup>rd</sup> strike rule.
23. 8U will **NOT** have the infield fly rule. 10U, 12U, 15U & 18U will have the infield fly rule.

24. On defense 8U can play the entire roster but can only play the standard 5 players in the infield. 10U & 13U can play 4 outfielders. 15U & 18U must only play 3 outfielders.
25. 8U will only have one possible overthrow per play and only one base on an overthrow, however the ball is still live and the runner(s) remain in jeopardy.
26. The catcher must wear chest protector, leg guards and head gear whenever they take a defensive position behind the home plate. Protective cups are highly suggested for all players, **but are mandatory for all catchers**. If catchers are found without a cup they will be removed from the game.
27. Bat Rule: **All non-wood bats Barrel Maximum is 2 5/8". No BBCOR Bats for 8U, 10U and 13U.**
28. 8U coaches make sure the batter on deck does not come to the plate until the umpire request them.
29. The umpire will use their judgment on throwing the bat. He may warn the batter or call him out.
30. Bunting will be permitted; however fake bunting is not permitted. The illegal action is when the player fakes a bunt and then takes a full swing. Penalty for fake bunting will be as follow (whether contact is made or not): 1) Batter will be called out. 2) Ball will be declared dead and all runners will return to bases. On the 2<sup>nd</sup> occurrence the coach will be ejected from the game. In 8U all infield defensive players may charge on bunts ONLY, but only after the ball has been released from the machine.
31. 8U - Each batter will be permitted 5 pitches or 3 swings, but the batter will not be out on a fouled third swing. There will be only one ball in play at any time.
32. Pitching Rules:

League	Daily Max Pitches	Required Rest (Pitches)		
		0 Days	1 Day	2 Days
10U	75	1-40	41-65	66-75
13U	85	1-40	41-65	66-85
15U	95	1-45	46-75	76-95
18U	105	1-45	46-75	76-105

- Pitchers can finish the current at bat when they reach their daily max pitch limit.
- Rest Days are calendar days when no pitches are thrown.
- Coaches must keep pitch counts on all pitchers and compare each inning with each other and the scorekeeper.
- The scorekeepers pitch count is the official count. If all 3 peoples count is different, the first time it will revert to the scorekeepers count, the second time a staff member will sit and help scorekeeper.
- Failure to follow pitching rules will result in forfeiture of game.
- Repeated failure to follow pitching rules will result in a one game suspension.
- Final pitch counts must be entered in the pitcher's log immediately after each game. The Pitch log will be located at the scorekeepers table.
- Failure to submit pitch counts will result in the pitcher(s) being credited with the maximum number of pitches, requiring a 2 days' rest.