



General Spring Baseball League Rules

Recreational Leagues:

- T-Ball (K-1st Grade), Coach Pitch (2nd-3rd Grade), 10u Kid Pitch

Time Limit:

- T-Ball/Coach Pitch: 60 minutes.
- 10u KP: No new inning starts after 1 hour & 15 minutes or 6 innings have been played.

Playing Time

- No player may sit out consecutive innings and it is encouraged to have players play multiple positions during the season. However, every player will still be in the batting order.

Ground Rules

- Out of play lines are in effect, one base on an overthrow. Balls leaving the field of play while in play will be ruled by the umpire (ground rule double, triple, homerun) based on how and where the ball left the field.

Defense

- T-Ball: 6 infielders with all other players in the outfield (be sure to rotate players each inning/game)
- Coach Pitch & 10u Kid Pitch: 6 infielders and 4 outfielders

Warm-Up

- All warm-ups shall be done in the outfield. Please do not tear up groomed infield prior to the game beginning. Grounders may be taken in foul territory next to the dugouts. Each game will get at least 8-minutes of warm-up.

Pitching Distance

- 10-U: 35'
- Coach Pitch has no set pitching distance.

Bats

- Baseball players are required to play with USA Baseball stamped bats. 2 5/8" Barrel Maximum.
NO BBCOR BATS.

Shoes

- Shoes with metal cleats or spikes are **not** permitted to be worn by any player, coach, or manager.

Jewelry

- Jewelry is prohibited. Players shall not wear jewelry. Medical alert and religious bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so as to remain visible. Wireless communication devices are not allowed unless needed for hearing impaired athletes.

Player Safety

- All players while baserunning, batting, or base coaching must wear a helmet. All on-deck batters must stand behind the batter and be wearing a helmet in the on-deck area. All other players will remain in the dugout

Base Running

- If a play is being made on the runner, the runner must slide OR avoid all contact. If the runner does not slide and runs into the fielder or intentionally interferes with the thrown ball, the runner will be out. All slides should be feet first with the exception of dives back to the base.

GREAT FUTURES START HERE.

Hit By Pitch

- Batter is awarded first base if hit by pitch outside of the strike zone and attempts to get out of the way (umpire judgment). A ball or strike will be called on a pitch hitting a batter that does not make an attempt to get out of the way. When the batter is touched by a pitched ball which does not entitle him/her to first base, the ball is dead and no runner may advance. Ball hitting the ground is live until hitting a batter attempting to get out of the way.

Bunting

- Allowed in all leagues.

Fake Bunt / Slash Bunt

- A batter is out for illegal action when the player fakes a bunt and then takes a full swing, thus eliminating a player from fake bunting (slap-hitting) the ball. Penalty: Batter is out, the ball is dead, and no runners may advance.

Intentional Walks

- A Team may not give an intentional walk by telling the umpire. All pitches need to be thrown.

Pitchers Warm-Up

- Pitchers are allowed 5 warm-up pitches between each inning or when a new pitcher comes in.

Pitching Rule

- Delivering one pitch in an inning constitutes having pitched an inning. Starting pitcher may re-enter as a pitcher later in the game. See specific league rules for other regulations.

Catcher Rule

- Flagrantly running into the catcher results in an automatic out, player ejection, and dead ball. This is the umpire's judgment call.

Infield Fly

- No leagues will play with this rule.

Third Strike

- All leagues do NOT require the catcher to catch the third strike.

Sportsmanship:

- Offer praise and encouraging words for all athletes, including the opponents. Never openly berate, tease, or demean any child athlete, coach, or referee while attending a B&GC sporting event and do not let kids do the same to each other.
- The B&GC will not hesitate to act if the standards of the B&GC are compromised.

Field Conduct

- Good citizenship at the schools, parks, and all field locations is crucial to the success of the program. Please pick-up all your garbage and no tobacco or alcohol is allowed at any program site. Please do not bring pets to fields including NW Baseball/Soccer Fields. Thanks you for your cooperation.

Umpires:

- There will be 1-2 officials for each game for leagues that are kid pitch.
- T-Ball/Pitching Machine does not require umpires and each coach is to make calls for their own team if no umpire is available. Thank you for always supporting them.

Schedule:

- The schedules will be made available on the website at www.whatcomclubs.org as soon as they become available.

Score

- No official score/record is kept for any division.

Specific League Rules:

T-Ball Specific League Rules

- Every player will be placed in the batting line-up and will get to bat once every inning.
- Teams do not have to bat the same number of players as the opposing team.
- One base per overthrow.
- Pitcher will remain at pitching rubber until the ball is hit.
- Once batted ball returns to the infield all runners stop at nearest base
- On deck batters must stay within the marked on-deck circle, or may remain in the bench area until it is their turn
- Batters must take a full swing; no bunting allowed
- No leading off or base stealing. The runner must wait until the ball is hit before advancing
- Please be sure to leave all game equipment at the field (tee, portable bases & home plate).
- Used game balls may be kept by home team and returned at end of season
- Players that are tagged or thrown out may still run the bases to learn how
- Batter hitting the tee may be ruled a foul ball
- One coach in the outfield on defense and one at home plate on offense.

Coach Pitch Specific League Rules:

- Players must take full swings, no bunting allowed
- Teams bat through the order once per inning regardless of the number of players
- No leading off or stealing. Players can only run when the ball is hit
- Batter may watch the first pitch of each at bat. After that, they become strikes.
After the first two weeks the batter does not get to watch the first pitch.
- Ball hitting the machine is a base hit and runners will advance one base
- The hitting team provides an adult to feed the machine. Players get 3 strikes and do not strike out on a foul ball (the pitching machine will occasionally throw a bad pitch and this will not count as a strike). No minors may run pitching machine and it is recommended the team coach is the operator.
- After two weeks teams may play with three out ONLY if both coaches agree. Otherwise, each player bats in every inning.

10u Specific League Rules:

- Stealing: There is no leading off and runners may steal only 2nd and 3rd base as soon as the ball crosses home plate. There is no stealing home and once the runner reaches third the player may only score on a batted ball or force walk.
- Run Rule: If a team is ahead by 10 or more runs after 4 innings (3 ½ if home team) the game is completed. Once a team reaches the run rule the opposing team has a chance to get within the run limit. Teams may continue play if both teams and umpire agree to stay.
- Runs Per Inning: Teams will bat their entire order or until 3 outs have been made. Teams with fewer players may bat the same number of players as the opposing team in an inning.
- Pitching Rule: A pitcher may pitch a maximum of 3 innings a game and no more than 6 innings a week (including rescheduled or makeup games). A calendar week is Monday-Sunday. A pitcher must have (2) calendar days rest between pitching assignments if pitched in more than 2 innings in any one game.

Updated April 2023