

Section 6: Tee-Ball Division

The following are specific division rules for Tee-ball that enhance and do not supersede the general rules. Ohio High School Athletic Association (OHSAA) rules apply when not addressed by the general rules or specific division rules.

Games should be four innings or 1-hour maximum. New innings should not be started after 1 hour of play. An inning ends when every player has batted.

Teams with more than 10 players should put additional players in the outfield with a maximum of 7 players in the infield.

- Two players may stand at the pitcher's spot, but there should be NO catcher (except a coach/parent helping at the tee).
- Every player who wants to should have the opportunity to play in the infield for at least one inning.
- Rotate positions every inning or you can rotate players after so many batters.
- Player that plays first base, should be comfortable catching the ball.
- Coaches can use markers (cones) to help players distinguish where they should stand when playing defense.
- Encourage players to play in their "positions" so that each child has the opportunity to field a ball that comes near them.

Coaches and designated parents may stand in the field to guide players, but should be mindful of not blocking the play or ball

Score should not be kept in tee ball.

The main objective of tee ball is to teach children the basics of baseball in a safe, fun way and national guidelines encourage recreation programs not to keep score for children under the age of 9.

Base distances will be 50 feet.

Hitting

- No strikeouts. Batters have 8 attempts to hit the ball. After the 8th swing they get a "walk" and run to first base. **If you have some advance players that you would like to pitch to, this is allowed. They will get 4 pitches to hit the ball. After the 4th pitch, they must hit the ball off the tee.**
- Hits must travel at least 10 feet. If not, the ball is returned to the tee and the player attempts another swing. We will try to mark this on tee-ball fields.
- Coaches should tell the other team when there is a batter up that hits a little harder than the average player. This allows the defense to back up a few steps into a safer position to catch the ball.
- After a ball is hit, play stops when the ball reaches the pitcher's area, thrown to the infield or a ball is thrown to a base (if the ball is overthrown runners should still stop).
- Encourage defensive players to play out hit meaning throw the ball to first or tag runner even if the batter is already safely at first base. We want to get them in the habit of knowing where to throw it.
- Runners are allowed to take up two bases on a deep hit. **They are NOT allowed to advance on overthrown balls.**
- Please announce when the last batter is up. Once the ball is hit all runners on base should continue running until they tag home plate.

- **If a player is tagged out or thrown out, they will be counted out and sent back to the bench. Even if a team gets three outs in an inning, all players will get a chance to bat that inning.**

No stealing, no sliding and no leading off. These rules are particularly designed for safety and children will have plenty of time to learn these skills once they have mastered the basics in tee ball.

Teams should use the balls (flexiballs) given out by Near West Recreation to ensure that no hardballs are used.

Section 7: Coach Pitch Division

The following are specific division rules for Coach Pitch division that enhance and do not supersede the general rules. Ohio High School Athletic Association (OHSAA) rules apply when not addressed by the general rules or specific division rules.

Games should be five (5) innings or 80 minutes whichever comes first. New innings should not be started after 65 minutes of play.

Batting Order

- The batting order will consist of all players present.
- **An inning ends after three (3) outs or once through the order.**
- The maximum number of batters for each team will equal the number of batters of the team with the fewest players. For example team A has 7 players and Team B has 11 players. When Team B is up, no more than 7 players will bat through the order in an inning. Coaches from each team on game day can modify this rule if teams have similar roster or innings go quick. Determine prior to start of game.
- When a player is out, he/she should return to the bench. Coaches in the field determine if a runner is out or safe.

Up to ten (10) players can play the field at a time and maximum of six (6) infielders. Teams with more than 10 players should rotate playing time equally.

- Every player should play at least two (2) innings.
- Two players may stand at the pitcher's spot, but there should be NO catcher (except a coach/parent helping.)
- Every player who wants to should have the opportunity to play in the infield for at least one inning.
- Rotate positions every inning.
- Player that plays first base, should be comfortable catching the ball.
- Encourage players to play in their "positions" so that each child has the opportunity to field a ball that comes near them.

Up to two (2) coaches or designated parents may stand in the field to guide players, but should be mindful of not blocking the play or ball

Score should not be kept in coach pitch.

The main objective of coach pitch is to teach children the basics of baseball in a safe, fun way and national guidelines encourage recreation programs not to keep score for children under the age of 9.

Base distances will be 60 feet.

Hitting

- Coaches pitch to their own team.
- Players are pitched seven (7) pitches by coach. After the seventh attempt with no hit, batter is considered out. If player foul tips the seventh pitch, player is given another pitch until they hit the ball or swing and miss.
- Balls and strikes are not called.
- No bunting is permitted. Ball must travel at least 10 feet. If not, the ball is considered and foul ball. We will try to mark a 10 foot line on the field.
- If batter hits a ball that strikes coach pitching, ball bucket or pitching machine, then the play is ruled a dead ball. Batter is awarded first base and all other runners advance one base. Coaches should be mindful to get out of the way of batted balls.

- Coaches pitching to their team should wear a glove for safety.
- Coaches may pitch underhand or overhand depending on the skill of the players. If throwing overhand it is suggested to pitch off one knee to throw more accurate pitches in the child's strike zone.
- Coaches should try to pitch from the pitcher's mound, but can move up to 15' to throw more accurate strikes and make it easier for batters.
- Coaches should tell the other team when there is a batter up that hits a little harder than the average player. This allows the defense to back up a few steps into a safer position to catch the ball.
- Pitching coach should make sure players playing the pitching spot do not creep into close to batter for the safety reasons.
- After a ball is hit, play stops when the ball reaches the pitcher's area, thrown to the infield or a ball is thrown to a base (if the ball is overthrown runners should still stop).
- Runners are allowed to take up three bases on a deep hit. They are not allowed to advance on overthrown balls.

No stealing, no sliding and no leading off. These rules are particularly designed for safety and children will have plenty of time to learn these skills once they have mastered the basics in tee ball.

Teams should use the balls (flexi ball) given out by Near West Recreation to ensure that no hardballs are used.

Section 8: Tee Ball & Coach Pitch Practice Guidelines & Plan

Practice

Each team will be given a 1-hour and 15-minute time slot for practice.

Practice Plan

Below is a detailed practice plan for kids in tee ball. Most teams will not be able to get through this all, but Near West Recreation wanted to give coaches a general of idea of how to organize practice. Please put a big emphasize on the basics and having fun. Split the kids in as many groups as possible to get more out of practice and to keep the kids engaged. Use your parents! Work in mini games or games where kids are monsters, animals, unicorn, etc. One group can be hitting in infield and the other group could be throwing and catching in outfield.

Near West Recreation does have a Youtube page with a baseball playlist of videos that can be helpful just search Near West Recreation. Also consider using MOJO app. It's free.

Time	Activity		Recommendations
0-15	Warm Up & Introduction		<ul style="list-style-type: none"> • Keep team in one big group. • Partner up according to skill level when playing catch
		Play Catch	<ul style="list-style-type: none"> • Play catch until a majority of the kids show up.
		Stretch & Run	<ul style="list-style-type: none"> • Stretches – toe touches, arm circles, arm stretches, skips • For the first few practices, do a name circle so everyone on the team can know each other • Run around the bases • Foul pole to foul pole • Follow the leader run.
15-20	Base Running		<ul style="list-style-type: none"> • Do this as a team. Go over how to run the bases and the names of each base. Repeat at every practice.
		Basics	<ul style="list-style-type: none"> • When running around the bases emphasis running through first base. • Make sure they know which base to run to first and where to go after.
		Game	<ul style="list-style-type: none"> • Chase: Object of the game is to catch the person running in front of you while you run around and touch all of the base. All kids should be in one line at home plate. Coach says go to first player and when first player is halfway to first base, send the next child in line and so on.
20-30	Throwing		<ul style="list-style-type: none"> • Partner up according to skill level • Do throwing drills at every practice. Keep the same routine.
		Mechanic Break Down	<ul style="list-style-type: none"> • Warrior throwing standing up. Really try to get them to learn this position. • Make sure they throw and point at their target. • Make sure their partner is looking at them when they are throwing. • Emphasis using two hands when catching
		Long Toss or Accuracy Contest	<ul style="list-style-type: none"> • If you have time, see who can throw the furthest.

			<ul style="list-style-type: none"> For accuracy, set up a bucket at home plate and see who can hit it from a certain spot.
30-35	Break		
35-50	Defense Stations		<ul style="list-style-type: none"> Split the kids up into 2-3 groups. Have parents help out. Each station should be about 4-5 minutes. Give the kids as many repetitions as possible.
		Station 1: Proper Stance & Alligator Clamp	<ul style="list-style-type: none"> Go over proper stance before doing alligator clamps. Bare hand Make sure they are catching the ball out front, middle of their body with two hands.
		Station 2: Fly Ball	<ul style="list-style-type: none"> Use tennis balls and bare hands Make sure they are catching the ball the correct way Coach can throw soft fly balls with gloves on.
		Station 3: Groundballs then throw to first base	<ul style="list-style-type: none"> Have a player or parent catch at first base. Coach make sure they are fielding the ball in the middle of their body
50-65	Offense Station	Split kids in half and do two of three stations at each practice. Rotate kids.	<ul style="list-style-type: none"> In a big group for the first few practices go over proper hitting stance – where to stand, how to hold the bat, how far away they should be from the plate, etc. After you going over stance, break group up into 2-3 groups. Each station should be about 4-5 minutes. Give kids as many repetitions as possible.
		Station 1: Live Hitting	<ul style="list-style-type: none"> Have two batters always ready to hit (helmets and bat). Other players in group should be in the field picking up balls. Give each player about 7-8 pitches. Run on the last pitch they hit. Do not over correct while they are doing live hitting.
		Station 2: Hitting off tee	<ul style="list-style-type: none"> Go over proper stance – feet, hands, where to stand Let me them hit 7 to 8 balls and then rotate. Continue rotating until the time is up for that station. Make sure tee is a little out in front of them. Focus on solid contact and hitting through the ball
		Station 3: Underhand soft toss	<ul style="list-style-type: none"> You can use real or wiffle balls. They can hit out into the outfield or into a fence. Make sure person doing the soft toss is the in the correct position.
			<ul style="list-style-type: none">
65 – 75	Mini scrimmage/ Game		
		Tee/Soft Toss/Coach Pitch	<ul style="list-style-type: none"> Split team up into two groups. One of the groups will play defense while one team will hit. Each player on the hitting team will hit off the tee/soft toss and everyone will play it out. Count how many runs the hitting teams scores and then rotate. Team with most runs after one or two rounds depending on time wins. Use this opportunity to teach defensive situations and where to go with the ball.

		Situation	<ul style="list-style-type: none"> Place a full defense on the field. The rest of the players will be base runners. Coach hits or throws ball and players play out situation.
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More Drills, Games, Recommendations

Base running Relay

- Line up half your team at home plate and the other half at second base. Give the first player in each line a baseball. On your signal, the players will sprint around the bases. Each player must touch all bases and then hand the ball to the next player in line. The group that finishes the drill fastest with each player touching every base wins the drill.

Knockout Drill

- Have the kids in a line around the pitching mound. The first player tries to throw the ball to first baseman (coach). If she does, she goes to the end of the line. If she does not, she is on the hot seat and can be knocked out if the next player throws a strike. However, if the second player also misses, the first player goes to the back of the line and the second player is on the hot seat. Keep going in this manner until there is only one player left in the game. That player is the winner of the game. This is a great drill to close practice. *If this is too hard for the kids to understand, just have kids that throw a good ball to the first baseman (coach) stay in the line and the ones that don't are out.*

Defend the line. (Defensive Drill)

- Break up team into two (2) smaller teams. One team should spread out along the baseline between 2nd and 3rd base. The other team should spread out on the baseline between home and first base. Teams take turns rolling ground balls to the other team. Goal is roll the ball pass the other team to score a point. First team to 5 points wins! This drill helps kids learn how to field the ball, calling for the ball and backing each other up. Make sure players are rolling the ball on the ground and not throwing it. Also have the team field the ball in front of the baseline, so in the event they miss it, their teammate can back them up and save it.

Defense vs. Offense Mini Scrimmage

- Split team into two teams. The offensive team's goal is touch as many bases as possible before the defensive team fields it and throws it to first or gets it back to the pitcher's bucket. Have all offensive players in one line with helmets on ready to hit. First player gets three good pitches to hit. If they hit it, they run the bases getting one point for every base they tag. While the player is running, the defensive team is fielding the ball and throwing it to first or for deep hits in the outfield, throwing it in and getting the ball back to the pitcher/pitcher bucket. Play stops once the ball hit is in the pitcher's bucket or once the first baseman has tagged first base. Offensive team gets points according to the number of bases that were tagged before the play ended. If a player does not hit the ball in the three pitches, then they get zero points. Let all players bat once and then switch. Coach keeps score. You can do this for one to three innings. This allows players to get more live hitting in and allows them to be more active on defense.

Section 9: U12 Minor League Division

The following are specific division rules for Minor League that enhance and do not supersede the general rules. Ohio High School Athletic Association (OHSAA) rules apply when not addressed by the general rules or specific division rules.

Games will be seven innings or one hour 45 minutes. New innings should not be started after an hour and 30 minutes. Games may end on a tie.

Up to 10 players can play the field at a time; 6 infielders and 4 outfielders.

- Teams with more than 10 players should rotate playing time equally. There are unlimited substitutions in case you need to alternate field players for each inning.
- Everyone gets placed in the batting lineup.
- All players that show up late may play, but must be placed at the end of the batting order.
- Umpire & Opposing team Manager **MUST** be informed of any new player that shows up late.
- Every player must play at least two (2) innings in the field.

An offensive inning will end after 3 outs or after 5 runs are scored (if there are 4 runs in any inning with multiple players on base and a hit occurs, more than one run may be scored during the play, but when the play is over the teams switch).

- The exception to this rule is in the last inning. Both teams are allowed to score up to eight runs in the last inning unless one team is winning by more than eight runs.
- We want to allow teams to come back in the last inning if within reach. For instance, one team is trailing by 6 runs in the bottom of the inning. The 5-run limit would automatically keep them from coming back and winning.
- If a team is winning by eight runs or more, then five runs is the max for both teams.
- Make sure a parent or coach is keeping score.

Infield fly rule is not in effect.

Score is kept in minor league games, but learning, sportsmanship and improvement should be emphasized. The main objective of is to teach children the baseball and keep them active.

- The first seven games of the 12u Minor League division will be a round robin. For the last week, there will be end of season tournament. Teams will be seeded 1-4. #1 seed will play #4 and #2 verse #3. Winners will play in championship game and losers will play in 3rd place game.
- If teams have same record, we will go off of head-to-head match up. If that is a tie, we will look at point differential in the head-to-head match-up games. If that is a tie, we will look at record against top seed and go down the seeds until there is an advantage.
- In the event of multiple rainouts, the #1 seed will play the #2 seed in Championship and the #3 seed will play #4 seed for 3rd place.
- After each game, coaches please report score to NWR Saturday Game Coordinator.

Pitching

- No dropped third strike rules applies.
- If a pitcher hits three batters in one inning, the pitcher should be switched, but may still continue to play in the field in a different position.
- A pitcher should not pitch more than four (4) innings in a game.
- The head coach is allowed to make one visit per inning to the mound per pitcher. If the head coach appears on the field a second time, they must make a pitching change. On the field players can call as many timeouts as they want. Catchers have unlimited timeouts to talk to their pitcher.

- Pitchers are given seven (7) to ten (10) warm up pitches per inning. Coaches can warm up their pitchers while catchers are getting their equipment on.

In the 12u Minor League, the base-on-ball rule is modified to avoid a walk-fest:

- No more than four walks are given per inning. Hit by pitch will count towards the four walk limit.
- After four walks in an inning, the fifth walk and every walk after in that inning will result in a dead ball. Batter will NOT be awarded the base, he will instead he or she will hit off a
- Only exception is hit by pitch. If a player is hit by a pitch, he or she will always get the base no matter how many people have been walked in an inning.
- If using tee, Umpire will place ball on tee and make sure everyone on the field is ready.
- Ball is live once batter hits the ball off a tee.
 - Make sure tee is set a little bit in front of the batter.

Base Running

- Base runners should wear a helmet at all times. No exceptions. If a base runner takes off his or her helmet they will be called out as soon as play stops. Explain to children and parents that this is for safety and is not negotiable.
- Players may slide, but there should be **NO head first sliding**. Runner will be called out if they slide head first.
- No sliding into first base.
- Lead offs are not permitted. No stealing. No pass ball advancement.
- No malicious contact/collisions. If the catcher has the ball, a runner must slide or concede to being out. If a runner does hit/collide with the catcher, the runner will sit out the rest of the game.
- **A courtesy runner may used for Pitcher and Catcher when there are two outs, to give adequate time to get ready for next inning.** The runner substituting for the pitcher or catcher should be the player who made the second out.

Bunting is permitted only off a live pitcher, but if the bunt goes foul on the third strike the batter is out.

Pitcher's mound will be 46' from the plate. Bases are 60' apart. Both will be set up prior to each game.

If a player throws a bat or helmet, the team will get a warning. After this warning, any player on the team who throws a bat will be called out

All boys must wear a protective cup.

Section 10: 15u Major/Junior League Division

These rules are from the City of Cleveland who administer the joint league between rec centers and other baseball leagues. We will provide 15u teams a laminated version of the rules to leave in equipment bag.

2022 Junior Baseball League Game Rule Modifications

Website: <http://www.city.cleveland.oh.us/CityofCleveland/Home/Government/CityAgencies/ParksRecreationandProperties/DivisionofRecreation/SeasonalActivities>

Home team is listed second on the season schedule. Home team Bench is on the 3rd base side.

RAINOUT HOTLINE: (216) 664-6002 (Call after 4 p.m. on Weekdays and after 8 a.m. on weekends)

1. **Grace time for games:** Grace time for teams arriving late will be determined by the league administrator Based on transportation and scheduling issues. Please contact the league admin at 216-200-9839 if your team is not going to be on time for a reason beyond your control.
2. **Time Limit:** No new inning may start after 2 hours or (7) innings. **Umpires – Please inform the Field supervisor and both team managers of the actual starting time of the game.**
3. **Run Spread:** (10) runs after 5 innings. Losing team must bat equal number of times.
4. **Mercy Rule:** (15) runs after 3 innings. Losing team must bat equal number of times.
5. **Slaughter Rule:** No team may score more than (5) runs in an inning. If (5) runs are scored before 3 outs-the inning is over. NO—any additional runs that score on the last play do not count.
6. **The Starting Lineup:** The coach has the option of going with a continuous batting order. If a player gets ejected in this situation – it is an out when that player comes up to bat.
Continuous order
10 in the Line-up The coach may go with a (10) player batting order with (1) Extra Player (EP). If the team does not have any additional players and a player gets ejected in this situation – It is an out when that player comes up to bat.
With the (EP)
9 in the Line-up The coach may go with a (9) player batting order. If the team does not have any additional players and a player gets ejected in this situation – It is an out when that player comes up to bat.
8 in the Line-up The coach may start with a (8) player batting order. The late arriving player may be added to the bottom of the lineup at that time. If the team still has only (8) players and no additional players at the time of the ejected player – Then while the team has only 8 players and no subs – it is then a forfeit.
7. **Inclement weather:** Umpires will stop the game for 30 minutes if Thunder or Lightning takes place. Any game stopped after 6:45 p.m. will not be restarted. Game will be rescheduled from the beginning unless it is an official game. 5 innings or 4½ innings if home team is winning
8. **Re-entry Rule:** Starters may re-enter the game as long as **he returns in the same spot in the batting order.** (i.e): Starter is batting 3rd in the starting line-up and a substitute player comes In for him in 2nd Inning. The starter may only re-enter in that 3RD spot in the lineup.
If not using the continuous order
9. **Emergency re-enter:** **Any player** may re-enter if a player from the team has to leave due to an injury or Family emergency. If they had a continuous batting order or no other player is available – Then – it is **not an out** when the batter would have been up to bat.
10. **Bats:** Participants are permitted to use **only -3 BBCOR or wooden bats.**
11. **Distances:** Bases are 90 feet. Pitching rubber is 60.6 feet.
12. **NO Metal Spikes:** Participants **are not allowed** to wear metal spikes. **Player changes shoes, No Penalty**
13. **Speed Up Rules:** **Intentional Walk:** No Pitches need to be thrown—Just tell Umpire “We are walking him”
Courtesy Runner for Catcher: Mandatory with 2 outs, Optional with less than 2 outs
Home run over the fence: Runner only has to touch 1B
14. **NO Head First Slides:** Head First sliding is not permitted. However on a pickoff move, the player is allowed to Dive back. **.On a head first slide - Runner is out, other runners return to their original base. If the batter hits the ball, he returns to bat again with that count.**
15. **Extra Inning Rule:** The visiting team starts with their runner who made the last out from the previous inning being put on 2B. The home team gets the same opportunity in their time at bat.
(in Playoffs only)
Special Note: It may be used during a regular season game if the time limit has not expired yet.

ON THE BACK IS THE NEW RULE ADDENDUM

AN ADDED RULE ADDENDUM

HOW THE BALK RULE WILL BE ADMINISTERED IN THE JUNIOR BASEBALL GAME:

On the first "Called Balk" with that pitcher:

Step 1: Umpire will call time and request the coach to come out with him and his pitcher.

Step 2: The Umpire will explain why he balked. Hopefully, Coach can teach him the correct way.

On the second "Called Balk" with that same pitcher:

Step 3: The umpire then will call the balk and administer the penalty of a balk.

Yes – If a new Pitcher enters the game – He gets that same opportunity as stated above.

Field supervisor will call in the game score immediately after the game to (216) 664-2118

Section 11: 12U Fast Pitch Softball

The following are specific division rules for 12u Softball that enhance and do not supersede the general rules. High School rules apply when not addressed by the general rules or specific division rules. **Please make sure to keep the 1-page pink rule sheet with you at every game and practice.**

All Games will be begin at 6:30 pm and play seven innings with a 2-hour time limit.

- There will be a 15-minute grace period (if needed) for all players to arrive. Time limit still remains at 2 hours from 6:30 pm start time (must complete inning). Games will play the full 2 hours if umpire is late.

Ten (10) player maximum on the field of play.

- A minimum of 8 players is needed to start and finish a game.
- All players that show up late may play, but must be placed at the end of the batting order.
- Umpire & Opposing team Manager **MUST** be informed of any new player that shows up late.
- Teams with more than 10 players should rotate playing time equally. There are unlimited substitutions in case you need to alternate field players for each inning.
- Every player must play at least two (2) innings in the field.

Score

- 8 runs per inning. Continuous 9,10 and 11 may score on last play.
- **Mercy Rule – 15 runs after 3 innings or 10 runs after 5 innings.**
 - In the event a game is halted for any reason, a game will be considered complete if the home team has had 4 at bats or if ahead after three and a half innings.
- Have a coach or parent keep score using the scorebook provided.
- Home team reports the score in the Tri-league website after games. NWR Manager will send coach's sign in information.

Equipment

- Teams will use 11" yellow optic ball
- Team bats can not exceed 33" bat length.

Infield fly rule is in effect.

Bunting is permitted, but if the bunt goes foul on the third strike the batter is out.

Pitcher's mound will be 35' from the plate. Bases are 60' apart. Both will be set up prior to each game. Coaches will be given bases, pitching mound and tape measure.

Pitching

- Runners can not advance to first on a dropped third strike.
- If a pitcher hits three batters in one inning, the pitcher should be switched, but may still continue to play in the field in a different position.
- Once a Pitcher is benched (at any point), the pitcher can **NOT** come back in to pitch for the remainder of that game.
 - Pitcher may be put back in **ONLY** if he/she remains in the game in a defensive position.
- No intentional walks.
- The head coach is allowed to make one visit per inning to the mound per pitcher. If the head coach appears on the field a second time, they must make a pitching change. On the field players can call as many timeouts as they want. Catchers have unlimited timeouts to talk to their pitcher.
- Pitcher may pitch a maximum of 4 innings.

Base Running

- Base runners should wear a helmet at all times. No exceptions. If a base runner takes off his or her helmet they will be called out as soon as play stops. Explain to children and parents that this is for safety and is not negotiable.
- Sliding is permitted in the FEET FIRST POSITION ONLY.
- No sliding into first base in any division. No head first sliding into any base. Head first is permitted on a dive back only.
- Stealing is permitted once ball crosses home plate.
- No stealing after a 10-run lead.
- Base coaches must not touch the runner during a game. Any attempt to aide a runner, that runner will be called out.
- Base coaches (18 and under) must wear a protective batting helmet.
- Courtesy runner may be used for only Pitcher or Catcher (when 2 outs) by the player who made the last out.

Roster

- Before the start of each game, all coaches are required to fill out a roster form with player names, and jersey number.
- If a Player not on the team's roster is found playing, the team will be eliminated from the playoffs.
- Roster must be finalized by June 1. No additions after June 1

Protests

- Protests cost \$100.00 per protest, refundable if upheld.
 - The General Rules of the game and judgement calls by umpires are not able to be protested.
 - Protests must be announced before the next pitch is thrown.
 - No protest will be accepted following a game.
- Umpires will work to settle all situations on the field.
- Protests will be allowed for age and pitching violations, or rule interpretations only.

Ejections

- Any Manager, Coach, or player that is ejected from a game will also serve an additional one game suspension.
 - Ejections will be reviewed by an Executive Board for possible additional disciplinary action.
 - A decision will be made by the Executive Board within 48 hours.
- Any Manager, Coach, Parent or Spectator, who is ejected, must leave the field IMMEDIATELY. If they refuse, their team will forfeit that game.
 - They will be permitted to remain in the parking lot area for the remainder of the game.
- If a Manager, Coach, Parent or Spectator serving a suspension shows up for a game, they will be immediately be asked to leave. If they refuse, their team will forfeit that game
- Throwing of equipment may result in an automatic ejection.
- When a player is removed from a game (for any reason), the team will incur an out every time they are up to bat.

Section 12: 15U Fast Pitch Softball

The following are specific division rules for 15u Softball that enhance and do not supersede the general rules. High School rules apply when not addressed by the general rules or specific division rules. **Please make sure to keep the 1-page pink rule sheet with you at every game and practice.**

All Games will be begin at 6:30 pm and play seven innings with a 2-hour time limit.

- There will be a 15-minute grace period (if needed) for all players to arrive. Time limit still remains at 2 hours from 6:30 pm start time (must complete inning). Games will play the full 2 hours if umpire is late.

Nine (9) player maxim on the field of play.

- A minimum of 8 players is needed to start and finish a game.
- All players that show up late may play, but must be placed at the end of the batting order.
- Umpire & Opposing team Manager **MUST** be informed of any new player that shows up late.
- Teams with more than 9 players should rotate playing time equally. There are unlimited substitutions in case you need to alternate field players for each inning.
- Every player must play at least two (2) innings in the field.

Score

- 8 runs per inning. Continuous 9,10 and 11 may score on last play.
- **Mercy Rule – 15 runs after 3 innings or 10 runs after 5 innings.**
 - In the event a game is halted for any reason, a game will be considered complete if the home team has had 4 at bats or if ahead after three and a half innings.
- Have a coach or parent keep score using the scorebook provided.
- Home team reports the score in the Tri-league website after games. NWR Manager will send coach's sign in information.

Equipment

- Teams will use 12" yellow optic ball
- Team bats can not exceed 33" bat length

Infield fly rule is in effect.

Bunting is permitted, but if the bunt goes foul on the third strike the batter is out.

Pitcher's mound will be 40' from the plate. Bases are 60' apart. Both will be set up prior to each game.

Pitching

- Runners may advance to first on a dropped third strike.
- If a pitcher hits three batters in one inning, the pitcher should be switched, but may still continue to play in the field in a different position.
- Once a Pitcher is benched (at any point), the pitcher can **NOT** come back in to pitch for the remainder of that game.
 - Pitcher may be put back in **ONLY** if he/she remains in the game in a defensive position.
- No intentional walks.
- The head coach is allowed to make one visit per inning to the mound per pitcher. If the head coach appears on the field a second time, they must make a pitching change. On the field players can call as many timeouts as they want. Catchers have unlimited timeouts to talk to their pitcher.

Base Running

- Base runners should wear a helmet at all times. No exceptions. If a base runner takes off his or her helmet they will be called out as soon as play stops. Explain to children and parents that this is for safety and is not negotiable.
- Sliding is permitted in the FEET FIRST POSITION ONLY.
- No sliding into first base in any division. No head first sliding into any base. Head first is permitted on a dive back only.
- Stealing is permitted once ball is released by the pitcher.
- No stealing after a 10-run lead.
- Base coaches must not touch the runner during a game. Any attempt to aide a runner, that runner will be called out.
- Base coaches (18 and under) must wear a protective batting helmet.
- Courtesy runner may be used for only Pitcher or Catcher (when 2 outs) by the player who made the last out.

Roster

- Before the start of each game, all coaches are required to fill out a roster form with player names, and jersey number.
- If a Player not on the team's roster is found playing, the team will be eliminated from the playoffs.
- Roster must be finalized by June 1. No additions after June 1

Protests

- Protests cost \$100.00 per protest, refundable if upheld.
 - The General Rules of the game and judgement calls by umpires are not able to be protested.
 - Protests must be announced before the next pitch is thrown.
 - No protest will be accepted following a game.
- Umpires will work to settle all situations on the field.
- Protests will be allowed for age and pitching violations, or rule interpretations only.

Ejections

- Any Manager, Coach, or player that is ejected from a game will also serve an additional one game suspension.
 - Ejections will be reviewed by an Executive Board for possible additional disciplinary action.
 - A decision will be made by the Executive Board within 48 hours.
- Any Manager, Coach, Parent or Spectator, who is ejected, must leave the field IMMEDIATELY. If they refuse, their team will forfeit that game.
 - They will be permitted to remain in the parking lot area for the remainder of the game.
- If a Manager, Coach, Parent or Spectator serving a suspension shows up for a game, they will be immediately be asked to leave. If they refuse, their team will forfeit that game
- Throwing of equipment may result in an automatic ejection.
- When a player is removed from a game (for any reason), the team will incur an out every time they are up to bat.

Section 13: 12u and 15u Baseball & Softball League Practice Plan

Practice

Each team will be given a 1-hour and 30-minute time slot for practice. Practices should last at least 1-hour and 15 minutes. Practice pitching and hitting at each practice.

Practice Plan

Below is a detailed practice plan for kids in the 12u and 15u baseball and softball divisions. Most teams will not be able to get through this all, but Near West Recreation wanted to give coaches a general of idea of how to organize practice. Please put a big emphasize on the fundamentals (throwing, fielding and hitting) and having fun. Split the kids in as many groups as possible to get more out of practice and to keep the kids engaged. One group can be hitting in infield and the other group could be throwing and catching in outfield. Use your parents!

Near West Recreation does have a Youtube page with a baseball playlist of videos that can be helpful just search Near West Recreation. Also consider using MOJO app. It's free.

Time	Activity		Recommendations
0-15	Warm Up & Introduction		<ul style="list-style-type: none"> • Keep team in one big group. • Partner up according to skill level when playing catch
		Play Catch	<ul style="list-style-type: none"> • Play catch until a majority of the kids show up.
		Stretch	<ul style="list-style-type: none"> • Stretches – toe touches, arm circles, arm stretches, lunges, skips • For the first few practices, do a name circle so everyone on the team can know each other
		Base running	<ul style="list-style-type: none"> • Depending on time, you can have them run to foul pole to foul pole or run around the bases • When running around the bases emphasis running through first base and breaking down looking towards second base • When running to second, third and home make sure they touch the inside corner of the bag and round the bag.
15-35	Throwing		<ul style="list-style-type: none"> • Partner up according to skill level • Do throwing drills at every practice. Keep the same routine.
		Mechanic Break Down	<ul style="list-style-type: none"> • Warrior throwing on knee. (Make sure they are throwing easy) • Stand up and throw. Make them go slow motion – step, warrior and follow through.
		Extra Pitching	<ul style="list-style-type: none"> • Breakdown of how to throw from pitching mound. Most of the kids should pitch from the stretch. • Balancing drill (one leg then throw) • Have your pitchers practice at every practice.
		Long Toss or Accuracy Contest	<ul style="list-style-type: none"> • If you have time, see who can throw the furthest. • For accuracy, set up a bucket at home plate and see who can hit it from second base or further.
35-40	Break		

40-60	Defense & Pitching		<ul style="list-style-type: none"> • For the first three drills keep kids in pair and explain the drill to the whole group. • For the drills labeled station, split the kids up into 2-3 groups. Have parents help out. Each station should be about 4-5 minutes. Give the kids as many repetitions as possible.
		Proper Stance & Alligator Clamp	<ul style="list-style-type: none"> • Bare hand • Make sure they are catching the ball out front, middle of their body, butts down and getting in the throwing position.
		Shuffle Step	<ul style="list-style-type: none"> • Bare hand • Making sure kids move enough to catch the ball in the center of their body
		Fly Ball	<ul style="list-style-type: none"> • Gloves on with real balls or no gloves with tennis balls • Make sure they are catching the ball the correct way
		Station 1: Groundballs and throw to First Base	<ul style="list-style-type: none"> • Have a player or parent catch at first base.
		Station 2: Popups in the outfield	<ul style="list-style-type: none"> • Players should work on calling the ball, making a catch with two hands and throwing it back to coach.
		Station 3: Pitchers & Catchers	<ul style="list-style-type: none"> • Use this station to give 3 to 4 players and 1-2 catchers more opportunity to work on their skill. • Pitchers should try to throw about 30 pitches. • Have catcher or catchers of the day do this drill instead of the ground ball and pop ups.
60-80	Hitting		<ul style="list-style-type: none"> • For first drill have kids in one big group. • For the drills labeled station, split the kids up into 3-4 groups. Have parents help out. Each station should be about 5-10 minutes. Give the kids as many repetitions as possible.
		Stance	<ul style="list-style-type: none"> • Break down proper stance at first few practices.
		Station 1: Tee work into fence	<ul style="list-style-type: none"> • Make sure tee is a little out in front of them. • Focus on solid contact and hitting through the ball • Put tee in outfield and let them hit while players field.
		Station 2: Soft toss into fence or outfield	<ul style="list-style-type: none"> • Did not let kids soft toss to each other. • Use wiffle balls
		Station 3: Live Hitting (coach or kid)	<ul style="list-style-type: none"> • Let the kids hits away. Do not try to work on form. Use soft toss and tee to work on form.
80-90	Scrimmage or Fun Games	Soft toss/Tee Game	<ul style="list-style-type: none"> • Split team up into three groups. Two of the groups will play defense while one team will hit. Each player on the hitting team will hit off the tee/soft toss and everyone will play it out. Count how many runs the hitting teams scores and then rotate. Team with most runs after one or two rounds depending on time wins. • Use this opportunity to teach defensive situations and where to go with the ball.

		Situation	<ul style="list-style-type: none"> • Place a full defense on the field. The rest of the players will be base runners. • Coach hits or throws ball and players play out situation.
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More Drills/Games

Defend the line. (Defensive Drill)

Break up team into two (2) smaller teams. One team should spread out along the baseline between 2nd and 3rd base. The other team should spread out on the baseline between home and first base. Teams take turns rolling ground balls to the other team. Goal is roll the ball pass the other team to score a point. First team to 5 points wins! This drill helps kids learn how to field the ball, calling for the ball and backing each other up. Make sure players are rolling the ball on the ground and not throwing it. Also have the team field the ball in front of the baseline, so in the event they miss it, their teammate can back them up and save it.

Defense vs. Offense Mini Scrimmage

Split team into two teams. The offensive team's goal is touch as many bases as possible before the defensive team fields it and throws it to first or gets it back to the pitcher's bucket. Have all offensive players in one line with helmets on ready to hit. First player gets three good pitches to hit. If they hit it, they run the bases getting one point for every base they tag. While the player is running, the defensive team is fielding the ball and throwing it to first or for deep hits in the outfield, throwing it in and getting the ball back to the pitcher/pitcher bucket. Play stops once the ball hit is in the pitcher's bucket or once the first baseman has tagged first base. Offensive team gets points according to the number of bases that were tagged before the play ended. If a player does not hit the ball in the three pitches, then they get zero points. Let all players bat once and then switch. Coach keeps score. You can do this for one to three innings. This allows players to get more live hitting in and allows them to be more active on defense.