

Wahoo Parks and Recreation Department

T-BALL RULES

1. No leading off.
2. No base stealing.
3. A player will receive five swings to hit the ball. If the ball does not pass the 20 ft. foul line by the fifth swing, the player will advance to 1st base.
4. First team listed is the “visiting” team. Game scores or league standings will not be maintained.
5. An inning will consist of each team batting all of their players. The “visiting” team will bat first. After all players have batted, the team will switch to playing defense regardless of how many outs there are.
6. Batters/runners remain on the field even if they are called out.
7. Defensively, all players play in the field.
8. The child playing the pitcher position must make a pitching motion to start the batter’s swing.
9. Runners can not advance on overthrows.
10. Each game will consist of four innings or a 50-minute time limit, whichever comes first.
11. The coach may pitch the last two games of the season.
12. No metal spikes.

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8U BASEBALL RULES

1. No leading off. Base runners may leave the base as soon as the pitcher releases the ball from their hand.
2. No base stealing.
3. **A coach will pitch five balls to the batters.** If a batter misses all five pitches, a tee will be used. The player will have two attempts to hit the ball into play.
4. Defensively, all players play the field.
5. First team listed is the “visiting” team. Game scores or league standings will not be maintained.
6. An inning will consist of each team batting all of their players. The “visiting” team will bat first. After all players have batted, the team will switch to playing defense regardless of how many outs there are.
7. Infield fly rule is in effect.
8. Runners can not advance on overthrows.
9. Each game will consist of four innings or a one-hour time limit, whichever comes first.
10. Players may pitch the last two games of the season.
11. No metal spikes.

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10U BASEBALL RULES

1. No metal spikes.
2. Pitchers will be limited to 3 innings per game. One pitch to a batter will be considered an inning pitched.
3. No player may sit on the bench more than 3 defensive outs and **must** return to the game after sitting out for 3 defensive outs.
4. 10U teams will bat their entire roster. An inning will consist of 3 outs or all batters coming to the plate, whichever comes first. For example: Team A has 10 players and Team B has 12 players. Team A can bat 10 players per inning and Team B can bat 12.
5. A continuous batting order will be maintained. When the last batter comes to the plate, 2 outs will be declared. The last batter CAN be awarded 1st base by the way of a walk, or being hit by a pitcher. If the batter is awarded 1st base by way of a walk or being hit by a pitch, the ball shall be declared dead and a run shall be scored for that batter. If the bases are loaded when the last batter is walked or hit by a pitch, the runner on 3rd shall be allowed to score. No more than 2 runs will be scored when the last batter is awarded 1st by a walk or being hit by a pitch.
6. 10U rules shall follow the Mustang/Pony rules and regulations unless otherwise stated within. Pitchers are allowed two balk warnings per inning per pitcher. For the warning, the ball will be declared dead and the base runners will return to the base occupied prior to the balk. After more than two balks in the same inning by the same pitcher, the balk penalty will be enforced.
7. No new inning shall start after the 75-minute mark (even if the score is tied).
8. All dropped 3rd strike runners may advance to first base if it is open.
9. Infield fly rule is in effect.
10. Players may lead off. A base runner may only steal one base. Home plate is closed.
11. On over throws, players may only advance one base.
12. The pitching rubber will be at 44 feet.
13. Game scores will be kept, but league standings will not.