

ISTROUMASPORTS

5U BOYS RULES

Game Format

- Bases – 30 feet
- 4-year-olds & 5-year-olds with no experience – Batters hit off the tee
- 5-year-olds with tee ball experience – Coaches pitch 10 feet away, on one knee, underhand toss
- 1 hour, 10 minute total time limit
 - Games 1-3: 30 minute practice, 40 minute game
 - Games 4-6: 15 minute practice, 55 minute game
 - Game 7: 70 minute game
- All offensive players will bat once before switching from offense to defense
- All defensive players will be placed in the field
- Score will not be kept
- All parents are asked to manage players on the field during 2 practices/games

Division Rules

- Base runners can advance one base if the ball is hit in the infield or two bases if the ball is hit in the outfield
- Base runners cannot advance once an infielder is gaining possession of the ball
- Games 1-4: Base runners cannot get out
- Games 5-7: Base runners can get out
- No leads or steals
- Batters (not hitting off the tee) will receive 5 pitches from the coach. If they do not get a hit, players then get one chance to hit off the tee
 - If they do not hit off the tee, they are out
- If a foul ball is hit on the last attempt, batter gets only one more chance to hit

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7U GIRLS RULES

Game Format

- Bases – 30 feet
- 5-year-olds & 6-year-olds with no experience – Batters hit off the tee
 - Can include 7-year-olds who continuously struggle
- 6-year-olds with tee ball experience and 7-year-olds – Coaches pitch 15 feet away, on one knee, underhand toss
- 1 hour, 10 minute total time limit.
 - Games 1-3: 30 minute practice, 40 minute game
 - Games 4-6: 15 minute practice, 55 minute game
 - Game 7: 70 minute game
- All offensive players will bat once before switching from offense to defense
- All defensive players will be placed in the field
- Score will not be kept
- All parents are asked to manage players on the field during 2 practices/games

Division Rules

- Base runners can advance one base if the ball is hit in the infield or two bases if the ball is hit in the outfield
- Base runners cannot advance once an infielder is gaining possession of the ball
- Games 1-4: Base runners cannot get out
- Games 5-7: Base runners can get out
- No leads or steals
- Batters (not hitting off the tee) will receive 5 pitches from the coach. If they do not get a hit, players then get one chance to hit off the tee
 - If they do not hit off the tee, they are out
- If a foul ball is hit on the last attempt, batter gets only one more chance to hit

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7U BOYS RULES

Game Format

- Bases – 35 feet
- Coaches pitch from 20 feet
 - Coaches on one knee, overhand throw.
- Games will last 1 hour or 3 innings, whichever comes first. Do not start new inning if 10 minutes or less remains in the game
- All offensive players will bat once before switching from offense to defense.
- Players will rotate positions each inning: 4 outfielders, 4 infielders, 1 pitcher
- Score will not be kept

Division Rules

- Base runners cannot advance once an infielder has possession of the ball
- Runners can advance only one base if the ball is overthrown to the first or third baseman
- No leads or steals
- The batter will have a max of 5 pitches to hit the ball
- The batter can have a final attempt to hit off a tee after the fifth pitch in the first two innings
- Failure to put the ball in play after one attempt from the tee (first two innings) or after five pitch attempts in the third inning results in an out for the batter
- If a foul ball is hit on the last attempt, batter gets only one more chance to hit

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9U BOYS RULES

Game Format

- Bases – 45 feet
- Coaches pitch 30 feet away, standing or kneeling, overhand
- Games will last 1 hour & 10 minutes or 5 innings, whichever comes first. Do not start new inning if 10 minutes or less remains in the game
- Half an inning will consist of 3 outs or 5 runs, whichever comes first

Division Rules

- A team will start the game with 1 run if they have more players who recite the bible verse from memory than their opponent
- No steals or leads
- Base runners cannot advance once a fielder on or inside the bases has possession of the ball
- Runners can advance only one base if the ball is overthrown to the first or third baseman
- The batter has a max of 5 pitches to hit the ball
- If the batter swings and misses the ball, it is a strike. Strike zones do not apply
- The batter is out if he gets 3 strikes or does not hit the ball after the 5th pitch.
- If a foul ball is hit on the last attempt, batter gets only one more chance to hit

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10U GIRLS RULES

Game Format

- Bases – 40 feet
- Coaches pitch 25 feet away, standing up, underhand flat toss
- Games will last 1 hour & 10 minutes or 5 innings, whichever comes first. Do not start new inning if 10 minutes or less remains in the game
- Half an inning will consist of 3 outs or 5 runs, whichever comes first
- Coaches will officiate

Division Rules

- A team will start the game with 1 run if they have more players who recite the bible verse from memory than their opponent
- No steals or leads
- Base runners cannot advance once a fielder on or inside the bases has possession of the ball
- Runners can advance only one base if the ball is overthrown to the first or third baseman
- The batter has a max of 5 pitches to hit the ball
- If the batter swings and misses the ball, it is a strike. Strike zones do not apply
- The batter is out if she gets 3 strikes or does not hit the ball after the 5th pitch
- If a foul ball is hit on the last attempt, batter gets only one more chance to hit
- Players are not required to play catcher

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11U BOYS RULES

Game Format

- Bases – 60 feet
- Kids and coaches pitch from 40 feet
- Games will last 1 hour & 30 minutes or 6 innings, whichever comes first. Do not start new inning if 10 minutes or less remains in the game
- Half an inning will consist of 3 outs or 5 runs, whichever comes first

Division Rules

- A team will start the game with 1 run if they have more players who recite the bible verse from memory than their opponent
- Pitchers can throw a max of 3 innings and 75 pitches per game
- Catchers can catch a max of 3 innings per game
- Batters start with 1-1 count
- Batters cannot walk.
 - If the pitcher throws 3 balls, place the previous batter on first base instead of walking the current batter (this awards your team a baserunner from the walk, but gives the batter another chance to hit the ball).
 - After the fourth ball, the coach steps in to pitch. If the batter fails to hit the ball after the coach's third pitch, he is out.
- Batters take base if hit by an opposing pitcher, but not from a coach
- Batters cannot advance on a dropped third strike
- Runners may take a lead of 2 steps
- Runners cannot steal or advance on a wild pitch

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13U GIRLS RULES

Game Format

- Bases – 50 feet
- Kids and coaches pitch from 35 feet
 - Coaches will decide whether players will pitch each week.
- Games will last 1 hour & 20 minutes or 6 innings, whichever comes first. Do not start new inning if 10 minutes or less remains in the game
- Half an inning will consist of 3 outs, 5 runs, or all players batting, whichever comes first
- Coaches will officiate

Division Rules

- A team will start the game with 1 run if they have more players who recite the bible verse from memory than their opponent
- Batters start with 1-1 count if a kid is pitching
 - If a coach pitches, batters start with 0-0 count
- Batters take base if hit by an opposing pitcher, but not from a coach
- Batters cannot advance on third strike
- Runners cannot take a lead, steal, or advance on a wild pitch.
- Players are not required to play catcher

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14U BOYS RULES

Game Format

- Bases – 60 feet
- Kids pitch from 45 feet
- Games will last 1 hour & 30 minutes or 6 innings, whichever comes first. Do not start new inning if 10 minutes or less remains in the game
- Half an inning will consist of 3 outs or 5 runs, whichever comes first

Division Rules

- A team will start the game with 1 run if they have more players who recite the bible verse from memory than their opponent
- Pitchers can throw a max of 3 innings and 75 pitches per game
- Catchers can catch a max of 3 innings per game
- Batters will progress from starting with a 1-1 count to a 0-0 count
 - 1-1 count for games 1-3
 - 1-1 count in the first three innings for games 4-5
 - 0-0 count for games 6-7
- Batters may advance to an unoccupied first base if the ball goes past the catcher on the third strike
 - Exception: Batters may advance to an occupied first base with 2 outs
- Runners may take a lead of 2 steps
- Runners cannot steal unless a wild pitch is thrown past the catcher
- Runners may advance on a wild pitch unless they're at third base
 - Exception: Third base runner may advance to home plate if the catcher throws to an unoccupied first base after a dropped third strike