



Town of Rolesville Parks & Recreation

Title:	Youth Baseball Rules
Leagues:	8U, 10U, 12U & 15U
Effective Date:	June 22nd, 2026

ARTICLE 1: General Rules

1.1 Tar Heel League rules will govern play with exceptions covered herein.

1.2 Coach must submit a batting order to the umpire and scorekeeper a minimum of 10 minutes before game time. All lineup cards presented at the pre-game conference with the umpires must include the player's first name, last name, and uniform number.

1.3 All age groups will use continuous batting. All players present will be placed in the batting lineup. Late players will be added to the bottom of the lineup. No player shall sit in the dugout for two consecutive innings (defensively).

1.4 A team may play if they have eight (8) or more players. If a team has (7) players or less at any point during the game will be ruled a forfeit.

1.4.1 (all age groups) – Guest players are permitted during the regular season only. Guest players are not permitted in any postseason or tournament game. All guest player requests must be submitted to and approved by the Athletic Coordinator. Teams using an unapproved guest player may be subject to forfeiture and/or additional disciplinary action.

1.4.2 (all age groups) – You cannot use guest players for any situation. May only be used to field a 9-10 player roster. They may not start above regular team players, nor may they play more than regular team players. Guest players must bat last in the line-up and cannot pitch in that game.

1.5 A catcher is always required during the game. Therefore, if a team has only (8) or (9) players, then one of those players must play the catchers' position.

1.6 A player throwing the bat will receive one warning. Additional occurrences will be recorded as an out.

1.8 The umpire, upon completion of the play, shall call out base runners that miss touching a base. There will be no appeals on missed bases. This will be delayed dead ball call by the umpire.

1.9 Ejected player results in an out each time their name appears in the lineup. They may stay in the dugout but any further problems from the ejected player can/will result in game being forfeited.

1.10 Ejected coaches/spectators must leave immediately. If the coach does not leave, the game will end and be ruled a forfeit.

1.10.1 (all ages) – Any coach, spectator or player ejected will also receive a minimum of a one game suspension at their team’s next game. A longer suspension is possible and will be based on the actions that caused the initial ejection.

1.11 The infield fly rule will be in effect for **Minor Leagues & Little League only.**

1.12 All players should be uniform. Uniforms (shirt, socks, and hat) must be worn by all team members. No one is allowed to alter their uniform at any time.

1.13 Due to time constraints, infield practice will not be allowed for the second game of the day/night.

1.13 All teams will play (8) regular season games, with a single elimination tournament after the regular season. Brackets will be based on the final regular season standings.

ARTICLE 2: Player Eligibility

2.1 Ages determined as of May 1st of the current year. For the Fall, ages will match that of the upcoming Spring Season (*Ex. Fall 2026 age as of date will be May 1, 2027*).

- Coach Pitch: ages 7-8
- Minor League: ages 9-10
- Little League: ages 11-12
- Junior League: ages 13-15

ARTICLE 3: Coaches

3.1 Only approved coaches allowed on field. Must be certified and approved by the Town of Rolesville Parks & Recreation Department. This includes but is not limited to practices and games.

3.2 **Coach Pitch** - 1 head coach and up to 3 assistant coaches.

3.3 **Minor and Little League** - 1 head coach and 2 assistant coaches.

ARTICLE 4: Equipment

4.1 Equipment requirements: The catcher must wear a mask with a throat protector, helmet with ear flaps, shin guards and a chest protector.

4.2 No steel cleats allowed.

4.3 All batters and baserunners must wear a helmet.

4.3.1 Coach Pitch - Pitcher's position must wear a helmet. It is **STRONGLY** suggested that they wear a helmet with a face mask.

ARTICLE 5: Bats

5.1 **Coach Pitch** - USA Baseball stamped bats required. Go to www.usabats.com for details.

5.2 **Minor and Little League** - USA Baseball stamped bats required. Go to www.usabats.com for details.

ARTICLE 6: Balls

6.1 Regulation Baseball

ARTICLE 7: Basic 8U Coach Pitch Baseball Rules

- 7.1 Field Playing Dimensions: 60' bases, 40' pitching rubber.
- 7.2 Teams will play up to ten (10) defensive players.
- 7.3 Adult pitcher must pitch overhand and stay in contact with the pitching rubber until the ball is released. Once the ball is released he/she cannot be involved with coaching until time is called. Coach may not deceive defensive players to get the ball thrown before time is called. Penalty: All runners will return to last base.
- 7.4 No intentional bunting is allowed. No walks are allowed. Any attempted bunt will be called a strike
- 7.5 An eight (8) foot radius circle is to be drawn around pitching plate. Defensive pitcher, with both feet in the circle, must remain inside circle, or behind the pitching rubber, until the batter contacts ball.
- 7.6 All outfielders shall be positioned in a similar radius. No short fielder or 5 infielders allowed.
- 7.7 Each batter will be allowed 5 pitches or 3 strikes. There will be no limit on the number of foul balls on the 3rd strike or 5th pitch.
- 7.8 Headfirst sliding is not allowed at any base. Runner will be called out. Diving back to the base is not considered a headfirst slide.
- 7.9 The umpire's judgement will rule on the runner's position at the time that timeout is called by the official. The defense must contain the runner before timeout will be granted.
- 7.10 There is no in-field fly.
- 7.11 If a batted ball hits the coach pitcher before the defense touches the ball, the ball be ruled dead and the batter will be rewarded first base. All runners will advance one base IF FORCED. If the coach pitcher intentionally interferes with a batted ball, the ball be ruled dead, the batter will be called out, and the runners will return to the base they occupied before the pitch.
- 7.12 The catcher must be in a squatted position.
- 7.13 If the defense chooses to have coaches on the field they must always remain in foul territory and must not interfere with play at any time. The defensive coaches are not allowed to come past first or third base located on the fair/foul line at any time during a live ball play.
- 7.14 On overthrows to FIRST base, the base runners will only be allowed to advance one base if forced. The call is the umpire's judgement. If the umpire views it as an overthrow, then time

will be called and all players advance one base if forced. If time is not called by the umpire, base runners may advance at their own risk.

7.15 Overthrows to first base limited to one base if forced.

7.16 No courtesy runner for the pitcher, only the catcher.

7.17 8U Coach Pitch: Time Limits, Max Runs Per Inning & Run Rule

7.17.1 Time starts with first pitch.

7.17.2 No new inning can begin after 60 minutes has elapsed. If the home team is trailing, the inning will be completed. If the home team is mathematically unable to tie or take the lead because of the max runs-per-inning rule, the Site Supervisor may, at their discretion, permit the final half-inning to be played for developmental purposes. In these situations, the game will conclude at the hard stop time as determined by the Site Supervisor.

7.17.3 Maximum of 5 runs or 3 outs per inning.

7.18 **Base Running:** No stealing. The base runners may leave the base when the bat makes contact with the ball. A runner leaving the base before the ball is hit will be called out. This will be a delayed dead ball call by the umpire.

ARTICLE 8: Basic 10U (Minor League) Baseball Rules

8.1 **Field Playing Dimensions:** 60' bases, 46' pitching rubber.

8.2 **Base Running:** Steal once ball crosses home plate. A runner leaving the base before the ball crosses home plate will be called out. This will be a delayed dead ball call by the umpire. Batters may not advance to first base on a dropped 3rd strike. The ball, however is not dead. Base runners may advance at their own risk.

8.3 **Pitching:** Maximum 2 innings pitched per game. One pitch constitutes an inning. A pitcher removed may not return to the mount as a pitcher in the same game.

8.4 Time Limits & Inning Run Limit

8.4.1 Time starts with first pitch.

8.4.2 No new inning may begin after 70 minutes has elapsed. If the home team is trailing, the inning will be completed. If the home team is mathematically unable to tie or take the lead because of the maximum runs-per-inning rule, the Site Supervisor may, at their discretion, permit the final half-inning to be played for developmental purposes. In these situations, the game

will conclude at the hard stop time as determined by the Site Supervisor. There is otherwise no drop-dead time limit.

8.4.3 Maximum of 5 runs or 3 outs per inning.

8.5 Run/Mercy Rule: A game shall be declared complete if a team is ahead by **15 or more runs after 3 complete innings**, or **10 or more runs after 4 complete innings**. If the home team is ahead by the applicable run differential after the visiting team has completed its at-bat in the required inning, the game shall end.

8.6 The pitcher and catcher may have a courtesy runner at any time but it is mandatory for the catcher with two (2) outs. The runner will be the last player to make an out in the lineup. **The catcher MUST be the catcher of record.**

8.7 The in-field fly rule is in effect.

8.8 There is not a mandatory slide rule. However, a runner is out if he does not slide or attempt to avoid contact with the fielder who has the ball and is waiting to tag the runner. If it is determined by the umpire that the runner maliciously runs into a fielder, who is waiting or attempting to tag the runner, then the umpire has the right to eject the player. This is a judgement call and cannot be protested.

ARTICLE 9: Basic 12U (Little League) Baseball Rules

9.1 **Field Playing Dimensions:** 70' bases, 50' pitching rubber.

9.2 **Base Running:** Lead offs and stealing allowed.

9.2.1 Dropped third strike rule: The batter shall be called out when the catcher drops the 3rd strike and is legally put out at first base. First base must not be occupied at the time of the pitch.

9.3 **Pitching:** Maximum 2 innings pitched per game. One pitch constitutes an inning. A pitcher removed may not return to the mound as a pitcher in the same game.

9.4 Time Limits, Inning Run Limit

9.4.1 Time starts with first pitch.

9.4.2 No new inning may begin after 85 minutes has elapsed. If the home team is trailing, the inning will be completed. If the home team is mathematically unable to tie or take the lead because of the max runs-per-inning rule, the Site Supervisor may, at their discretion, permit the final half-inning to be played for developmental purposes. In

these situations, the game will conclude at the hard stop time as determined by the Site Supervisor.

9.4.3 Maximum of 7 runs or 3 outs per inning

9.5 **Run/Mercy Rule:** A game shall be declared complete if a team is ahead by 15 or more runs after 3 complete innings, or 10 or more runs after 4 complete innings. If the home team is ahead by the applicable run differential after the visiting team has completed its at-bat in the required inning, the game shall end.

9.6 The pitcher and catcher may have a courtesy runner at any time but it is mandatory for the catcher with two (2) outs. The runner will be the last player to make an out in the lineup. **The catcher MUST be the catcher of record.**

9.7 The in-field fly rule is in effect.

9.8 There is not a mandatory slide rule. However, a runner is out if he does not slide or attempt to avoid contact with the field who has the ball and is waiting to tag the runner. If it is determined by the umpire that the runner maliciously runs into a fielder, who is waiting or attempting to tag the runner, then the umpire has the right to eject the player. This is a judgement call and cannot be protested.

Article 10: Basic 15U (Junior League) Baseball Rules

10.1 **Field Playing Dimensions:** 90' bases, 60' 6" pitching rubber.

10.2 Base Running: Lead offs and stealing allowed.

10.2.1 Dropped third strike rule: The batter shall be called out when the catcher drops the 3rd strike and is legally put out at first base. First base must not be occupied at the time of the pitch.

10.3 Pitchers may not pitch more than 3 innings in any one day.

10.4 **Time Limits**

10.4.1 Time starts with the first pitch

10.4.2 No new inning will begin after 90 minutes. **Inning must be completed if home team is behind.**

10.5 **Run/Mercy Rule:** A game shall be declared complete if a team is ahead by 15 or more after 3 innings, 12 or more after 4 innings, or 10 after 5 innings.

10.6 A player failing to touch a base during a live ball situation will be called out by the umpire. This is an appeal play.

10.7 The in-field fly rule is in effect.

10.8 There is not a mandatory slide rule. However, a runner is out if he does not slide or attempt to avoid contact with the fielder who has the ball and is waiting to tag the runner. If it is determined by the umpire that the runner maliciously runs into a fielder, who is waiting or attempting to tag the runner, then the umpire has the right to eject the player. This is a judgement call and cannot be protested.