

Tri County League Rules 2025

Rec Baseball Rules 2025

League	8U Boys	10U Boys	12U Boys	14U Boys
Time Limit (minutes)	75	90	90	90
Pitching Distance	30' – 42'	46'	50'	60'6"
Base Distance	60'	65'	70'	90'
Max pitches – 0 Rest Days (eligible to pitch next day)	N/A	1-20 pitches	1-20 pitches	1-20 pitches
Max pitches – 1 Rest Day	N/A	21-35 pitches	21-35 pitches	21-35 pitches
Max pitches – 2 Rest Days	N/A	36-50 pitches	36-50 pitches	36-50 pitches
Max pitches – 3 Rest Days	N/A	51-65 pitches	51-65 pitches	51-65 pitches
Max pitches – 4 Rest Days	N/A	66+ pitches	66+ pitches	66+ pitches
Players on Defense	10	10	9	9
Batters per inning	Varies	Varies	Varies	Varies
Continuous Batting Order	OPTIONAL	OPTIONAL	OPTIONAL	OPTIONAL
Minimum # Players *8 minimum to avoid out	7	7	7	7
	If a team plays with 7 they must take an out in the 8 th position.			
Injuries	Teams do not have to take an out if a player in the lineup gets injured and cannot bat and/or run even if no sub			
Maximum Innings	6 Innings	6 Innings	6 Innings	7 Innings
Official Game (innings)	3	3	3	3
Lead Offs *10U gets warning *12U called out	NO – go when ball is hit	NO – go when ball leaves pitcher's hand	NO – go when ball leaves pitcher's hand	YES
Stealing	NO	NO	YES	YES
Advance on WP/PB/ Overthrow back to pitcher	NO	NO	YES	YES
Advance on defensive overthrow to a base	YES* only one base	YES	YES	YES
Run on Dropped 3 rd Strike	NO	NO	YES	YES
*Dropped 3 rd Strike rule	If there are less than two outs, first base must be unoccupied. If there is already a runner on first, batter is out regardless of the drop. If there are two outs, batter may run on dropped 3 rd strike even if base is occupied.			
Sliding	Players must slide at home plate when there is an attempted play being made and ball is near the home plate area			
Infield Fly Rule	NO	NO	YES	YES

LIVE ACTION PLAY	A live action play consists of a play being made on the runner. A ball remains live until the defense either puts the runner out or gets it back to pitcher or in pitching circle. Umpires should call time/dead ball once runners have stopped trying to advance.			
Bunting	NO	YES	YES	YES
Intentional Walks	NO	NO	YES	YES
Courtesy Runner (P/C)	YES	YES	YES	YES
Balk Rule: illegal motion on mound – pitch is dead, and runner(s) awarded one base	NO	NO	NO	YES
Coach Pitch	YES	YES* after ball 4	NO	NO
*10U Coach Pitching rules	When the coach comes in the count must remain as was when the batter reached 4 called balls. Max of 3 pitches, but honor count first. If last pitch fouled, batter may continue.			
Hit by pitch (If ball hits the ground first and then the batter, they are still awarded the base, but they must attempt to get out of the way)	NO	YES* except if hit by coach	YES	YES
Pitcher who pitched early in the game may reenter at pitcher later in the game	N/A	YES	YES	YES
Metal Spikes Allowed	NO	NO	NO	YES *except on portable mounds/turf
Bat Rule	ANY LEGAL BAT			
Umpires	YES	YES	YES	YES x2
Max Runs Per half inning	5	5	5	5
Run Rule	15 after 3 8 after 4	15 after 3 8 after 4	15 after 3 8 after 4	15 after 3 12 after 4 8 after 5
Standings Kept	YES	YES	YES	YES
No New Inning with 10 min. or less remaining	YES	YES	YES	YES
Must finish current inning even if time has expired	YES	YES	YES	YES
Tie Breaker/Extra Innings: Start inning with 1 out and last batted out on second base; limit of ONE extra inning even if still tied.	NO* game stands in tie	NO* game stands in tie	YES	YES
Cups for catchers are REQUIRED	YES	YES	YES	YES

Catcher's Mask Rule	Any player or child, whether it is the designated catcher or not, must wear a catcher's mask while warming up the pitcher.			
Batting Helmets Rule	Batters and base runners must keep their helmets on until they get back inside the dugout.			
Dugout Rules	All players on offense not currently batting or running and those on defense not currently on the field must remain inside the dugout. Any walkup or between inning music must be turned off before play begins and must be appropriate and non-offensive.			
Age Cutoff Date	May 1	May 1	May 1	May 1
COACH PITCH SPECIFIC RULES – 8U				
Once ball is thrown back in toward coach/pitcher area, it is dead and players either go to next base or go back depending on if they were more than halfway or not				
Overthrow at bases – runner may advance one base				
Batters get 6 pitches total; if last pitch is fouled, batter may continue.				
Coaches must have entire body inside circle when pitching				
Player pitcher must have one foot inside the pitcher's circle when coach is pitching				
Field Markings: No arches but should have halfway marks between bases				

Competitive Baseball Rules 2025

League	8U Boys	10U Boys	12U Boys	14U Boys
Time Limit (minutes)	75	90	90	90
Pitching Distance	30' – 42'	46'	50'	60'6"
Base Distance	60'	65'	70'	90'
One Day Maximum -Pitch Next Day(inning)	3	3	3	3
One Day Maximum -Rest Next Day(inning)	6	6	6	7
Three Day Maximum - (innings pitched)	8	8	8	8
Players on Defense	10	9	9	9
Batters per inning	Varies	Varies	Varies	Varies
Continuous Batting Order	OPTIONAL	OPTIONAL	OPTIONAL	OPTIONAL
Minimum # Players *8 minimum to avoid out	7	7	7	7
	If a team plays with 7 they must take an out in the 8 th position.			
Injuries	Teams do not have to take an out if a player in the lineup gets injured and cannot bat and/or run even if no sub			
Maximum Innings	6 Innings	6 Innings	6 Innings	7 Innings
Official Game (innings)	3	3	3	3
Lead Offs	NO	YES	YES	YES
Stealing/Lead offs	NO	YES	YES	YES

Advance on WP/PB	NO	YES	YES	YES
Run on Dropped 3 rd Strike	NO	YES	YES	YES
Sliding	Players must slide at home plate when there is an attempted play being made and ball is near the home plate area			
Infield Fly Rule	NO	YES	YES	YES
LIVE ACTION PLAY	A live action play consists of a play being made on the runner. A ball remains live until the defense either puts the runner out or gets it back to pitcher or in pitching circle. Umpires should call time/dead ball once runners have stopped trying to advance.			
Bunting	NO	YES	YES	YES
Intentional Walks	1/game	YES	YES	YES
Courtesy Runner (P/C)	YES	YES	YES	YES
Balk Rule *Verbal warning 10U & 12U	NO	YES 1 warning	YES 1 warning	YES
Coach Pitch	YES	NO	NO	NO
Metal Spikes Allowed	NO	NO	NO	YES *except on portable mounds/turf
Bat Rule	USSSA	USSSA	USSSA	USSSA
Umpires	YES	YES	YES	YES x2
Max Runs Per half inning	7	7	10	10
Run Rule	15 after 3 8 after 4	15 after 3 8 after 4	15 after 3 8 after 4	15 after 3 12 after 4 8 after 5
Standings Kept	YES	YES	YES	YES
No New Inning with 10 min. or less remaining	YES	YES	YES	YES
Must finish current inning even if time has expired	YES	YES	YES	YES
Tie break/Extra innings: Start inning with 1 out and last batted out on second. Repeat for each inning until tie is broken.	YES	YES	YES	YES
Cups for catchers REQUIRED	YES	YES	YES	YES
Catcher's Mask Rule	Any player or child, whether it is the designated catcher or not, must wear a catcher's mask while warming up the pitcher.			
Batting Helmets Rule	Batters and base runners must keep their helmets on until they get back inside the dugout.			
Dugout Rules	All players on offense not currently batting or running and those on defense not currently on the field must remain inside the dugout. Any walkup or between inning music must be turned off before play begins and must be appropriate and non-offensive.			
Age Cutoff Date	May 1	May 1	May 1	May 1

Rec Softball Rules 2025

League	8U Girls	10U Girls	12U Girls	14U Girls
Time Limit (minutes)	75	90	90	90
Pitching Distance	35'	35'	40'	43'
Base Distance	60'	60'	60'	60'
Size of softball	11"	11"	12"	12"
Players on Defense	10	10	9	9
Batters per inning	VARIES	VARIES	VARIES	VARIES
Continuous Batting Order	OPTIONAL	OPTIONAL	OPTIONAL	OPTIONAL
Minimum # Players *8 minimum to avoid out	7	7	7	7
	If a team plays with 7 they must take an out in the 8 th position.			
Injuries	Teams do not have to take an out if a player in the lineup gets injured and cannot bat and/or run even if no sub			
Maximum Innings	6	6	6	7
Official Game (innings)	3	3	3	3
Stealing	NO	NO	YES	YES
Advance on WP/PB/ Overthrow back to pitcher	NO	NO	YES	YES
Advance on defensive overthrow to a base	YES* only one base	YES	YES	YES
Run on Dropped 3 rd Strike	NO	NO	YES	YES
*Dropped 3 rd Strike rule	If there are less than two outs, first base must be unoccupied. If there is already a runner on first, batter is out regardless of the drop. If there are two outs, batter may run on dropped 3 rd strike even if base is occupied.			
Base running – when runners can leave *10U gets warning *12/14U gets called out	When ball is hit	When ball leaves pitcher's hand	When ball leaves pitcher's hand	When ball leaves pitcher's hand
Sliding	Players must slide at home plate when there is an attempted play being made and ball is near the home plate area			
Infield Fly Rule	NO	NO	YES	YES
PITCHING CIRCLE RULES	When the pitcher controls the ball in hand or glove, steps foot inside of or on pitching circle line and makes no attempt to make a play on a runner the play is dead. If a runner is off a base, they must return to that base and remain on it. If the runner was advancing without any hesitation, they may advance.			
Bunting	NO	YES	YES	YES
Intentional Walks	NO	NO	YES	YES
Courtesy Runner (P/C)	NO	YES	YES	YES

Coach Pitch	YES	YES* after ball 4	NO	NO
*10U Coach Pitching rules	When the coach comes in the count must remain as was when the batter reached 4 called balls. Max of 3 pitches, but honor count first. If last pitch fouled, batter may continue.			
Hit by pitch (If ball hits the ground first and then the batter, they are still awarded the base, but they must attempt to get out of the way)	NO	YES* except if hit by coach	YES	YES
Pitcher who pitched early in the game may reenter at pitcher later in the game	N/A	YES	YES	YES
Metal Spikes Allowed	NO	NO	NO	YES
Bat Rule	ANY LEGAL BAT			
Umpires	YES	YES	YES	YESx1 IS FINE
Max Runs Per half inning	5	5	5	5
Run Rule	12 after 3 10 after 4 8 after 5	12 after 3 10 after 4 8 after 5	12 after 3 10 after 4 8 after 5	12 after 3 10 after 4 8 after 5
Standings Kept	YES	YES	YES	YES
No New Inning with 10 min. or less remaining	YES	YES	YES	YES
Must finish current inning even if time has expired	YES	YES	YES	YES
Tie Breaker/Extra Innings: Start inning with 1 out and last batted out on second base; limit of ONE extra inning even if still tied	NO* game stands in tie	NO* game stands in tie	YES	YES
Pitcher REQUIRED to wear face mask	NO	YES	YES	YES
Face masks for Infielders recommended	YES	YES	YES	YES
Catcher's Mask Rule	Any player or child, whether it is the designated catcher or not, must wear a catcher's mask while warming up the pitcher.			
Batting Helmets Rule	Batters and base runners must keep their helmets on until they get back inside the dugout.			
Dugout Rules	All players on offense not currently batting or running and those on defense not currently on the field must remain inside the dugout. Any walkup or between inning music must be turned off before play begins and must be appropriate and non-offensive.			
Age Cutoff Date	MAY 1	MAY 1	MAY 1	MAY 1

COACH PITCH SPECIFIC RULES – 8U

Once ball is thrown back in toward coach/pitcher area, it is dead and players either go to next base or go back depending on if they were more than halfway or not

Overthrow at bases – runner may advance one base

Batters get 6 pitches total; if last pitch is fouled, batter may continue

Coaches must have entire body inside circle when pitching

Player pitcher must have one foot inside the pitcher's circle when coach is pitching

Field Markings: No arches but should have halfway marks between bases

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Base Distance	60'	60'	60'	60'
Size of softball	11"	11"	12"	12"
Players on Defense	10	10	9	9
Batters per inning	VARIES	VARIES	VARIES	VARIES
Continuous Batting Order	OPTIONAL	OPTIONAL	OPTIONAL	OPTIONAL
Minimum # Players	7	7	7	7
*8 minimum to avoid out	If a team plays with 7 they must take an out in the 8 th position.			
Injuries	Team do not have to take an out if a player in the lineup gets injured and cannot bat and/or run even if no sub			
Maximum Innings	6	6	6	7
Official Game (innings)	3	3	3	3
Stealing	NO	YES	YES	YES
Advance on WP/PB	NO	YES	YES	YES
Run on Dropped 3 rd Strike	NO	YES	YES	YES
Sliding	Players must slide at home plate when there is an attempted play being made and ball is near the home plate area			
Infield Fly Rule	NO	YES	YES	YES
PITCHING CIRCLE RULES	When the pitcher controls the ball in hand or glove, steps foot inside of or on pitching circle line and makes no attempt to make a play on a runner the play is dead. If a runner is off a base, they must return to that base and remain on it. If the runner was advancing without any hesitation, they may advance.			
Bunting	NO	YES	YES	YES
Intentional Walks	NO	YES	YES	YES
Courtesy Runner (P/C)	NO	YES	YES	YES
Coach Pitch	YES	NO	NO	NO

Hit by pitch – If ball hits the ground first and then the batter, they are still awarded the base, but they must attempt to get out of the way	NO	YES	YES	YES
Pitcher who pitched early in the game may reenter at pitcher later in the game	N/A	YES	YES	YES
Metal Spikes Allowed	NO	NO	NO	YES
Bat Rule	ANY LEGAL BAT			
Umpires	YES	YES	YES	YESx1 IS FINE
Max Runs Per half inning	7	7	10	10
Run Rule	12 after 3 10 after 4 8 after 5	12 after 3 10 after 4 8 after 5	12 after 3 10 after 4 8 after 5	12 after 3 10 after 4 8 after 5
Standings Kept	YES	YES	YES	YES
No New Inning with 10 min. or less remaining	YES	YES	YES	YES
Must finish current inning even if time has expired	YES	YES	YES	YES
Tie Breaker/Extra Innings: Start inning with 1 out and last batted out on second base; limit of ONE extra inning even if still tied	YES	YES	YES	YES
Pitcher REQUIRED to wear face mask	NO	YES	YES	YES
Face masks for Infielders recommended	YES	YES	YES	YES
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