

PIONEER LEAGUE RULES

GENERAL

- Only bats that are stamped **USA Baseball** will be allowed to be used
- Only the batter ever handles a bat - no bench or "on deck" handling or swinging.
- Make sure the pitcher isn't too close during kid pitch or coach pitch.
- No head first slides.
- Home team supplies the game balls.
- Home team enters the score on the website.

PITCHING

- The kids pitch the first or last 3 innings and the coaches pitch the 3 other innings. Pitching order is determined by the managers before the start of the game. This will start on the first game of the year and continue all year.
- During KID PITCH, Balls and strikes will be called, (Balls and strikes are part of the game.) The team that is Pitching will supply the ump.
- Teams can be generous with the strike zone but it needs to resemble a strike zone.
- **A Pitcher can not walk more than 5 batters. Once the 5th batter has been walked the pitcher must be replaced.**
- During the coach pitch there are no called strikes, walks, or hit batsmen. **There are strikeouts.**
- Don't get too close to the batter during coach pitch. This will give the kids more reaction time and teach the kids to hit better from a further distance.
- Kids will pitch from 43 feet. The mounds at Buzzell 2, Hurd, Reservoir, and Bishop are all 43 feet so they can pitch from the mound. Buzzell 1 and Ottoson are usually closer so they will just have to pitch from the mounds. The mounds at McClennan, Scannell, Poets, and Buck are all 46 feet so they will have to move up 3 feet. Florence sometimes doesn't have a mound.
- Kids can pitch a **max of 1 innings per game**. If you have back to back games the pitcher can only pitch a total of **2** innings for the 2 games. There are no max innings per week. Common sense prevails. For example, if you have three games in a week, you shouldn't pitch the same pitcher 1 inning in every game.
- During coach pitch, The pitcher must remain within the pitcher's mound. They can not be used as an additional fielder.

BASE RUNNING

- When the ball is hit to the outfield, the runner can keep running until the ball gets to the pitcher on the mound. When the pitcher gets the ball on the mound, if the runner isn't at least halfway to the next base then he should get back to the base that he came from. We are trying to teach cut-offs and throwing to bases not just "chucking" the ball aimlessly into the infield like AA. **When an infield player has control of the ball in the infield there will be no further advancement of bases.**

OVERTHROWS

- Overthrows to a base will be major league rules. When playing at open fields like Buzzell 1, Buzzell 2, Hurd, and Reservoir the ball will be out of play on overthrows to first and third. The runner will get 1 base. On the fields that are closed like McClennan and Buck the ball will be live when it hits the fence. The runner can keep running until the ball gets to the pitcher on the mound

OTHER RULES

- There will be a 6 run rule per inning. If 5 runs are in and the bases are loaded and a kid hits a home run then all 4 runs count. We don't want to stop that last hitter until the ball is dead. It is possible to get more than 6 runs per inning. There will be no 6 run rule in the top or bottom of the sixth inning. This will make the losing team think that they always have a chance to win.
- There will be 10 players in the field. There will be 6 infielders including the pitcher and catcher and 4 outfielders.
- There will be a continuous batting order. All players in the line-up will bat in the same order for that particular game.
- There will be free substitutions in the field.
- There will be NO stealing of bases or passed balls.
- There will be NO bunting.