

Traction League Rules

Head Coaches: Be sure you are aware of our mandatory background checks and concussion training and other documents that are required to coach in our Traction Spring League.

Game Play: 5u-8u Coaches Pitch & T-Ball Divisions are 1 hour time limit games. 9-12u Games are 1 hour 30 minutes. All games can end in a tie in the regular season.

Championship League Tournament: All teams in T-Ball Division through 14u Kids Pitch division play in a single elimination bracket play format tournament based upon the regular season league standings. These games cannot end in a tie and championship games will have 10 minutes added to their regularly structured time limits.

Extra Innings in League Championship Tournament

- First extra inning is regular game play
- Second & remaining extra innings will go to the following format:
 - Last 3 outs on base with 1 out.
 - The base runners will be placed as follows:
 - Last hitter from previous inning @ 1st Base
 - Hitter before him in the lineup @ 2nd Base
 - Hitter before that in the lineup @ 3rd Base
 - Normal substitution rules apply to these runners.
 - The hitting team will start the inning with one out.
 - Play continues until one team is ahead at the end of an inning.

Forfeits: All games must be started with at least 9 players. A game can be finished with 8 players. If there are less than 9 players present at the start of a game the game will be declared a forfeit with the team that has less than 9 players available getting the Loss in the league standings. That said, Traction will allow the available players who are in attendance to play the game regardless of the forfeit on the record books.

Run Rules & Mercy Rules: 5u T-Ball – 8u Coaches Pitch: 7 runs/inning max, 15 after 3, 8 after 4, 9u Kids Pitch: 9 runs/inning max, 15 after 2, 12 after 3, 8 after 4. 10u-12u Kids Pitch: No run rule per inning, 15 after 2 innings, 12 after 3 innings, 8 after 4 innings

- Hitting lineup: You must bat all players on your roster.
- Defensive Players: Head Coaches can use their players defensively at their discretion.

In case of rain: All of our fields are artificial turf and drain really well, however, in case of any games being rained out during our regular season all rain make up games will be Saturday, May 8th.

Stop in Play: If a game is stopped, the game must start within 45 minutes of the stop in play. If games are not resumed, they will become suspended or called official. Games called by umpires that cannot be resumed within 45 minutes will be considered an official game, if 4 innings have been completed, or 3 1/2 innings if the home team is ahead. After 4 complete innings, a tie score will be recorded a tie officially in the league standings.

Roster and Roster changes: All players should be listed on their Traction “League Apps” official roster. If a player needs to be added to any teams official roster during the regular season the head coach must contact Traction’s Athletic Director, Brad Cresse, and get them set up prior to the new

player playing in any games. However, no new player can be added to any team for the end of the season Championship League Tournament who was not on that teams regular season roster.

* If anytime during a game a player is playing on a league team and not on their official Traction roster, the on-site director must be called to the field. The on-site director (In communication with Traction's Athletic Director) will make sure the player in question is legal to play.

Scoring: We recommend that all teams (home and visitor) keep a scorebook. To eliminate scoring disputes Head Coaches from each team should check with the field umpire during and after the game to ensure the score card is accurate before signing it and making it official.

Sportsmanship: In the interest of maintaining a quality league environment, Traction's On-Site Director along with the Athletic Director reserves the right to eject any person from the site for unruly or unsportsmanlike behavior.

* Physical attack on an umpire, on-site director, and/or any player or fan prior, during, or immediately following a game played at Traction Sports. Assault on an official is a felony.

* Players, coaches, managers, fans or spectators threatening an umpire or on-site director with physical harm.

* Any player, coach, manager, fan, spectator, director, or officer who engages in physical fighting.

* Using unsportsmanlike conduct or abusive language, symbol tactics, or derogatory or unbecoming acts.

* Destruction of property or abuse

* Traction League Management Team has the authority to eject a player, fans, or team anytime during our league season for committing any of the above listed offenses.

Bat Specifications:

5u-8u: BPF 1.15, Junior Big Barrel Bats and USA bats are legal for use.

9U-14U: BPF 1.15, and USA bats are legal for use.

Courtesy Runners: Courtesy runners can be used for the Pitcher and Catcher at any time but must be player who recorded the last batted out.

Not covered in the Rules: In the event any item is not covered in these rules or NFHS rules, the tournament committee will make the fairest possible ruling and that ruling will be final!

Field Dimensions

- 5u-8u: All games will be played on 60' bases
- 9u-10u: All games will be played on 46' mounds & 65' bases
- 11u-12u: All games will be played on 50' mounds & 70' bases
- 13u: Games will be played on 54' mounds & 80' bases
- 14u: Games will be played on 60' mounds & 90' bases

COACH PITCH SPECIFIC RULES

- Fair Ball Arc: There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.
- Safety Arc: There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
- Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge at forty-two (42) feet from the rear point of home plate.
- Pitcher's Line: There shall be a line drawn from the pitcher's circle to the safety arc.

- The pitching coach shall keep one foot on or straddle the pitcher's line. The Coach can pitch anywhere in-between the 30' Safety Arc and the 42' Pitching Circle.
- The pitching coach shall not verbally or physically coach while in the pitching position
- The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.
- Penalty: If a coach violates this rule after the ball is pitched, obstruction shall be called.
- Additional Penalty: If a coach violates this rule before the ball is pitched, First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.
- Pitching Coach: The Pitching Coach shall be an adult at least eighteen (18) years of age.
- The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the Umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there shall be a warning issued. If the act continues after the warning, the offending teams' manager shall be ejected.
- Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baseline.
- The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.
 - Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.
 - Additional Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.
- Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.
- The Infield Fly Rule shall not be in effect at any time.
- The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
 - Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order shall be declared an out each turn at bat.
 - Approved Ruling: A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
- Teams may use free substitution on defense, but the batting order shall remain the same.
- Bunting shall not be allowed.
- The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes.
- A player may NOT be Intentionally Walked during any league game
- Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.
- A courtesy runner for catcher of record only the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team.
- A team may score a maximum of seven (7) runs per inning.
- The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game. (Run Rules still apply)
- Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the all runners are not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.
 - When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.

- When a batted ball hits the Pitching Coach, the following shall apply:
 - If in the Umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.
 - If in the Umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.