

# LEAGUE BASEBALL/SOFTBALL RULES

(Last updated 2/13/2026)

## I. General League/Facility Rules

- a. Personnel:
  - i. Brad Cresse – Athletic Director – Email: [BCresse@Tractionsports.com](mailto:BCresse@Tractionsports.com)  
Cell: 225-907-2499
  - ii. Colby Barrois – Operations Manager – Email: [Colby@tractionsports.com](mailto:Colby@tractionsports.com)
  - iii. Mike Guillot – Facilities Director – Email: [Mike@tractionsports.com](mailto:Mike@tractionsports.com)
- b. Prohibited Items:
  - i. Pets (excluding service animals)
  - ii. Shelled seeds of any kind
  - iii. Gum
  - iv. Weapons
  - v. Airhorns and Artificial noise makers (speakers allowed)
  - vi. Tobacco products
  - vii. Outside food and beverage
- c. Scheduling
  - i. Schedules are available to view on our website page under each division as well as through EZFacility/EZLeagues dashboard
  - ii. Teams wearing Traction Provided uniforms, home teams will wear **RED** and away teams wear **BLACK**.
  - iii. RAINOUTS/DELAYS: All cancellation/delay decisions will be made by Traction Management and will be sent out through EMAIL & GroupMe (followed up by social media posting). All pre-game decisions are attempted to be made no later than 3:30pm. Unless the weather is extreme, we will attempt to delay in 30-minute increments or until it is safe to play. Any cancellations will be made up at an alternate date.
- d. Other Facility Items
  - i. No gate fees are charged to patrons on league nights
  - ii. Batting Cages can be used based on availability (first come, first serve)
- e. Rulings/Umpiring
  - i. Any objections to ruling on field (NON-JUDGMENT CALLS) please call Sports Operations Manager Colby Barrois (504) 813-1063.
  - ii. Coaches must sign umpire score card at the completion of each game. Any discrepancies can be emailed to any staff listed above in A. Personnel
- f. **Run Rules:** All divisions will enforce a 7 run per inning max as well as a mercy rule of 15 runs by 3 innings and 8 runs by 4 innings. Game is over when opposing team is mathematically eliminated from scoring enough runs to win or tie the game.

## II. PEE WEE T-BALL DIVISION (3/4U)

- a. Equipment: Tee and Bat will be provided on field by Traction. Players must provide their own glove. Batting helmets are not required. Game balls will be provided to coaches. Please call Traction Staff or alert on field umpire if anything is missing from your field.
- b. Game Duration: 45 minutes long or 2 innings where everyone bats before switching sides
- c. Home/Visitor is decided on online game schedule. Please note, teams may switch batting first/second if players are running late. Ideally, players will not miss an at-bat.
- d. All players on the team play defense both innings. Only 5 players play in the infield with no catcher. The rest of the players are spread out evenly in the outfield.
- e. Multiple defensive coaches are allowed on the field of play in this division.
- f. The game is over when the home team finishes their 2<sup>nd</sup> time betting through entire batting lineup.
- g. There are no outs, wins or losses in this division

- h. An Umpire/Game Facilitator will be on hand for every game even though they are not counting outs or runs. They will make sure equipment is on hand and game runs smoothly.

### III. **T-BALL DIVISION (4/5U)**

- a. Equipment: Tee will be provided on field by Traction. Players must provide their own batting helmet and bat. Game balls will be provided to coaches. Catcher's mask will also be provided at field by Traction. Please call Traction Staff or alert on field umpire if anything is missing from your field.
- b. Game Duration: 1 Hour long or 6 innings (no new inning can start after 50 minutes)
- c. Fair Ball Arc: 1<sup>st</sup> painted arc line on turf. A batted ball must go past this line to be fair. (20ft)
- d. Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth outfielder shall not assume an infield position. All outfielders shall stay behind the baseline in the grass. Infield players must assume the position they are playing (*Example: defensive players cannot form a "wall" in front of the batter*).
- e. A catcher must be used at all times.
- f. One (1) defensive coach is allowed on the field of play with another coach down each foul line out of play.
- g. Infield fly rule shall NOT be in effect at any time.
- h. Batting order: all present players on the team roster at the beginning of the game will bat and be listed in batting order. Late arrivals shall be placed at the end of batting order.
- i. Free defensive substitution is allowed but batting order must remain the same.
- j. Teams may start with eight (8) players. Less than 8 players will be recorded as a forfeit, but teams will be allowed to still play game. If you know you may not have enough players in advance, please let Traction Staff know as soon as possible.
- k. Batter shall receive a maximum of three (3) swings to put the ball in play or be called out. No additional swings shall be awarded on foul balls.
- l. Runners shall not lead-off or steal bases – runner will be ruled out
- m. Run Rules listed above in General League Rules
- n. Time/Dead Ball: Umpires will call time and ball will be declared dead as soon as the lead runner is not attempting to advance. Time is NOT called when a defensive player has the ball with baserunners continuing to advance. If another baserunner is advancing after the lead runner stops with the ball in an infielder's hands, they will either be awarded the next base or the previous depending where they are in the baseline when the umpire calls time.

### IV. **Coach Pitch/T-Ball Mix Division (6U)**

- a. Equipment: Tee will be provided on field by Traction. Players must provide their own batting helmet and bat. Game balls will be provided to coaches. Catcher's mask will also be provided at field by Traction. Please call Traction Staff or alert on field umpire if anything is missing from your field.
- b. Game Duration: 1 Hour long or 6 innings (no new inning can start after 50 minutes)
- c. Fair Ball Arc: 1<sup>st</sup> painted arc line on turf. A batted ball must go past this line to be fair. (20ft)
- d. Pitching Plate: The defensive pitcher must be within two feet of the pitcher's rubber.
- e. 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.
  - i. Penalty: If a coach violates this rule after the ball is pitched, obstruction shall be called. This is a dead ball/no pitch
  - ii. 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.
- f. Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth outfielder shall not assume an infield position. All outfielders shall stay behind the baseline in the grass. Infield players must assume the position they are playing (*Example: defensive players cannot form a "wall" in front of the batter*).
- g. A catcher must be used at all times.
- h. NO defensive coach is allowed on the field of play, but coaches can be down each foul line out of play.

- i. No Offensive coaches allowed in fair territory other than the pitcher throwing the ball to their hitters
- j. Infield fly rule shall NOT be in effect at any time.
- k. Batting order: all present players on the team roster at the beginning of the game will bat and be listed in batting order. Late arrivals shall be placed at the end of batting order.
- l. Free defensive substitution is allowed but batting order must remain the same.
- m. Teams may start with eight (8) players. Less than 8 players will be recorded as a forfeit, but teams will still be able play game, but if you know you may not have enough players in advance, please let Traction Staff know as soon as possible.
- n. Batter shall receive a maximum of three (3) pitches from the pitching coach to put the ball in play or the result is hitting off the tee. Batter than has (3) swings to put the ball in play or be called out. No additional swings shall be awarded on foul balls.
- o. If a batter hits off the tee, there is a 1 base maximum for all runners**
- p. No player can be intentionally walked
- q. No bunting allowed
- r. Runners shall not lead-off or steal bases – runner will be ruled out
- s. Run Rules listed above in General League Rules
- t. Time/Dead Ball: Umpires will call time and ball will be declared dead as soon as the lead runner is not attempting to advance. Time is NOT called when a defensive player has the ball with baserunners continuing to advance. If another baserunner is advancing after the lead runner stops with the ball in an infielder’s hands, they will either be awarded the next base or the previous depending where they are in the baseline when the umpire calls time.

#### **V. Coach Pitch Division (7/8U)**

- a. Equipment: Players must provide their own batting helmet and bat. Game balls will be provided to coaches. Full catchers gear must be worn and is **NOT PROVIDED** by Traction.
- b. Game Duration: 1 Hour long or 6 innings (no new inning can start after 50 minutes)
- c. Fair Ball Arc: 1<sup>st</sup> painted arc line on turf. A batted ball must go past this line to be fair. (20ft)
- d. Pitching Plate: The defensive pitcher must be within two feet of the pitcher’s rubber.
- e. 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.
  - i. Penalty: If a coach violates this rule after the ball is pitched, obstruction shall be called. This is a dead ball/no pitch
  - ii. 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.
- f. Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth outfielder shall not assume an infield position. All outfielders shall stay behind the baseline in the grass.
- g. A catcher must be used at all times.
- h. NO defensive coach is allowed on the field of play or down foul lines. Coaches must coach in front of their team’s dugout.
- i. NO offensive coaches allowed in fair territory other than the pitcher throwing the ball to their hitters and the 1st & 3rd Base Coaches. The pitcher cannot coach the baserunners or the batter.
- j. Infield fly rule shall NOT be in effect at any time.
- k. Batting order: all present players on the team roster at the beginning of the game will bat and be listed in batting order. Late arrivals shall be placed at the end of batting order.
- l. Free defensive substitution is allowed but batting order must remain the same.
- m. Teams may start with eight (8) players. Less than 8 players will be recorded as a forfeit. If you know you may not have enough players, please let Traction Staff know as soon as possible. In end-of-season tournament, teams will be required to take an out for 9<sup>th</sup> player.
- n. A batter shall receive a maximum of six (6) pitches to put the ball in play or be called out. No additional swings shall be awarded on foul balls. 3 Strikes and strikeouts do occur prior to 6 pitches.
- o. No player can be intentionally walked
- p. No bunting allowed
- q. Runners shall not lead-off or steal bases – runner will be ruled out

- r. Run Rules listed above in General League Rules
- s. Time/Dead Ball: Umpires will call time and ball will be declared dead as soon as the lead runner is not attempting to advance. Time is NOT called when a defensive player has the ball with baserunners continuing to advance. If another baserunner is advancing after the lead runner stops with the ball in an infielder's hands, they will either be awarded the next base or the previous depending where they are in the baseline when the umpire calls time.

## VI. **Kid Pitch Division (9-12U)**

- a. Equipment: Players must provide their own batting helmet and bat. Game balls will be provided to coaches. Full catchers gear must be worn and is **NOT PROVIDED** by Traction.
- b. Game Duration: 1:30 long or 6 innings (no new inning can start after 1:15)
- c. Nine (9) defensive players shall play in the field with three (3) outfielders.
- d. NO defensive coach is allowed on the field of play or down foul lines. Coaches must coach in front of their team's dugout.
- e. Infield fly rule in effect.
- f. Batting order: all present players on the team roster at the beginning of the game will bat and be listed in batting order. Late arrivals shall be placed at the end of batting order.
- g. Free defensive substitution is allowed but batting order must remain the same.
- h. Teams may start with eight (8) players. Less than 8 players will be recorded as a forfeit. If you know you may not have enough players, please let Traction Staff know as soon as possible. In end-of-season tournament, teams will be required to take an out for 9<sup>th</sup> player.
- i. No player can be intentionally walked
- j. Bunting **is** allowed
- k. Baserunning:
  - i. Runners shall not lead-off or steal bases – runner will be ruled out
  - ii. Runners can take a secondary lead once the ball leaves the pitcher's hand. The baserunners cannot take a secondary lead that is a head start sprint to the next base.
  - iii. Runners cannot advance on any wild pitches/passed balls OR drop 3<sup>rd</sup> strikes. Batter will be declared OUT
  - iv. To summarize, batters/baserunners cannot advance on anything other than a ball put into play or a BB/Walk
  - v. No back pick attempts of any kind are allowed to be made by the catcher
- l. Run Rules listed above in General League Rules

## VII. **SOFTBALL: Coach Pitch Mix Softball (7/8U)**

- a. Equipment: Players must provide their own batting helmet and bat. Game balls will be provided to coaches. Full catchers gear must be worn and is **NOT PROVIDED** by Traction.
- b. Game Duration: 1 Hour long or 6 innings (no new inning can start after 50 minutes)
- c. Fair Ball Arc: 1<sup>st</sup> painted arc line on turf. A batted ball must go past this line to be fair. (20ft)
- d. Pitching Plate: The defensive pitcher must be within two feet of the pitcher's plate.
- e. The pitching coach shall position him or herself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.
  - i. Penalty: If a coach violates this rule after the ball is pitched, obstruction shall be called. This is a dead ball/no pitch
  - ii. 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.
- f. Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth outfielder shall not assume an infield position. All outfielders shall stay behind the baseline in the grass.
- g. NO defensive coach is allowed on the field of play or down foul lines. Coaches must coach in front of their team's dugout.
- h. NO offensive coaches allowed in fair territory other than the pitcher throwing the ball to their hitters and a 1st & 3rd Base Coach. The pitcher cannot coach the baserunners or the batter.
- i. Infield fly rule shall NOT be in effect at any time.

- j. Batting order: all present players on the team roster at the beginning of the game will bat and be listed in batting order. Late arrivals shall be placed at the end of batting order.
- k. Free defensive substitution is allowed but batting order must remain the same.
- l. Teams may start with eight (8) players. Less than 8 players will be recorded as a forfeit. If you know you may not have enough players, please let Traction Staff know as soon as possible. In end-of-season tournament, teams will be required to take an out for 9<sup>th</sup> player.
- m. Batter shall receive a maximum of four (4) pitches from the pitching coach to put the ball in play or the result is hitting off the tee. Batter than has (3) swings to put the ball in play or be called out. No additional swings shall be awarded on foul balls.
- n. If a batter hits off of the tee, all baserunners and batter can only advance 1 base.
- o. No player can be intentionally walked
- p. No bunting allowed
- q. Runners shall not lead-off or steal bases – runner will be ruled out
- r. Run Rules listed above in General League Rules
- S.** Time/Dead Ball: Umpires will call time and ball will be declared dead as soon as the lead runner is not attempting to advance. Time is NOT called when a defensive player has the ball with baserunners continuing to advance. If another baserunner is advancing after the lead runner stops with the ball in an infielder's hands, they will either be awarded the next base or the previous depending where they are in the baseline when the umpire calls time.

#### VIII. **SOFTBALL: KID PITCH/COACH PITCH MIX & KID PITCH (10U)**

- a. Equipment: Players must provide their own batting helmet and bat. Game balls will be provided to coaches. Full catchers gear must be worn and is **NOT PROVIDED** by Traction.
- b. Game Duration: 1 hour long or 6 innings (no new inning can start after 50 minutes)
- c. Ten (10) defensive players shall play in the field with four (4) outfielders.
- d. NO defensive coach is allowed on the field of play or down foul lines. Coaches must coach in front of their team's dugout.
- e. Infield fly rule is NOT in effect.
- f. Batting order: all present players on the team roster at the beginning of the game will bat and be listed in batting order. Late arrivals shall be placed at the end of batting order.
- g. Free defensive substitution is allowed but batting order must remain the same.
- h. Teams may start with eight (8) players. Less than 8 players will be recorded as a forfeit. If you know you may not have enough players, please let Traction Staff know as soon as possible. In end-of-season tournament, teams will be required to take an out for 10<sup>th</sup> player.
- i. No player can be intentionally walked
- j. Batting:
  - i. **10U Only:** A batter shall receive a maximum of six (6) pitches from the kid pitcher. Strike outs can occur after 3 strikes regardless of if the catcher drops the ball or not. If a batter walks, they will face their own coach and receive a maximum of three (3) pitches to put the ball in play or be declared out.
  - ii. The 20-foot fair/foul arc is NOT IN EFFECT during kid pitch. However, it IS IN EFFECT when the coach is pitching.
  - iii. Traditional Bunting and Slap Bunting are allowed during kid pitch ONLY. There is no fair ball arc that needs to be reached in order to be fair.
  - iv. If slap bunt attempt is made outside of the batter's box, batter will NOT be declared out. Pitch will be recorded as a **foul**.
  - v. If a batter is hit by the pitch, they will be awarded 1<sup>st</sup> base.
- k. Baserunning:
  - i. Runners shall not steal bases – runner will be ruled out
  - ii. Runners can take a secondary lead once the ball leaves the pitcher's hand.
  - iii. Catcher attempts at the back pick to 1<sup>st</sup> Base are NOT allowed
  - iv. Runners cannot advance on any wild pitches/passed balls OR drop 3<sup>rd</sup> strikes. Batter will be declared OUT
  - v. To summarize, batters/baserunners cannot advance on anything other can a ball put into play or a BB/Walk
- l. Run Rules listed above in General League Rules

- m. Time/Dead Ball: Umpires will call time and ball will be declared dead as soon as the lead runner is not attempting to advance. Time is NOT called when a defensive player has the ball with baserunners continuing to advance. If another baserunner is advancing after the lead runner stops with the ball in an infielder's hands, they will either be awarded the next base or the previous depending where they are in the baseline when the umpire calls time.

## **IX. League Championship Tournament**

- a. All teams 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.
  - i. Seeding Criteria
    1. Winning Percentage
    2. Head-to-Head (ONLY if (2) TWO teams have exact same record. If (3) three or more teams have the same record, Head-to-Head is not counted). Go to criteria #3.
    3. Runs Allowed
    4. Runs Scored
  - b. Extra Innings in League Championship Tournament
    - i. 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 that 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.
      - 7 run max per inning is still in effect.

## **X. FORFEITS**

All games must be started with at least 8 players. If there are less than 8 players present at the start of a game the game will be declared a forfeit with the team that has less than 8 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.

## **XI. 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.

## **XII. Roster and Roster Changes**

All players should be listed on their Traction "EZLeagues" official roster. If a player needs to be added to any team's official roster during the regular season the head coach must contact Traction staff and get them registered 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 Tournament who was not on that team's 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. The on-site director (In communication with Traction Sports Management team) will make sure the player in question is legal to play. NO players can be added to rosters after week 5 of the season. A team is allowed to pick up a "fill-in" player during the regular season, but it will be recorded as a forfeit. However, the game can be played.

## **XIII. Sportsmanship**

In the interest of maintaining a quality league environment, Traction's On-Site Director reserves the

right to eject any person from the complex for unruly or unsportsmanlike behavior with the assistance of our Sheriff Deputy.

- i. 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.
- ii. Players, coaches, managers, fans or spectators threatening an umpire or on-site director with physical harm.
- iii. Any player, coach, manager, fan, spectator, director, or officer who engages in physical fighting.
- iv. Using unsportsmanlike conduct or abusive language, symbol tactics, or derogatory or unbecoming acts.
- v. Destruction of property or abuse
- vi. 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.

#### **XIV. Equipment/Field Setup**

##### a. Bat Specs:

- i. Baseball
  1. 3u-6u: Any bats are allowed, but small barrel bats are recommended for these young age groups.
  2. 7/8u: BPF 1.15 stamp junior big barrel bats are allowed and recommended.
  3. 9U-12U: BPF 1.15 stamp senior bats are allowed and recommended.
- ii. Softball
  1. All bats must be marked with the ASA 2000, 2004 or the USA Softball Certification Mark. Here is a link to non-approved bats with Certification Marks: <https://usa.asasoftball.com/e/BB1P2000.asp>

##### b. Balls:

- i. Baseball
  1. 3u-6u: Baden LiteFlite Balls
  2. 7U-12U Baden League Balls
- ii. Softball
  1. 7/8U-10U: Baden 11" Softballs
  2. 12U: Baden 12" Softballs

##### c. Field Dimensions:

- i. Baseball
  1. 3U-8U: All games will be played on 60' bases
  2. 9/10U: All games will be played on 46' mounds & 65' bases
  3. 11/12U: All games will be played on 50' mounds & 70' bases
- ii. Softball
  1. All divisions will be played with pitching mats with pitching rubber at 35' and 60' bases
- iii. Coaches Pitch Division Specific Specs
  1. Fair Ball Arc (for coach pitch/t-ball divisions) 20' arc from 1B to 3B baselines.
  2. Safety Arc (for coach pitch/t-ball divisions) 30' arc from 1B to 3B baselines. Infielders must stay behind this line until the ball is hit
  3. 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.
  4. Pitcher's Line: There shall be a line drawn from the pitcher's circle to the safety arc.
    - a. 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.