

# **Beaumont Youth Baseball/Softball League**

## **Amended Rules 2025**

### **Foal (Ages 3 and 4)**

1. No Protests.
2. No Standings.
3. No Umpires.
4. Games shall last 1 inning minimum or a maximum of 1 hour.
5. No Catcher Position.
6. Bases are to be set at 40 feet (Throw down bases). The pitcher will be at 30 feet.
7. Players will perform in a defensive position each game.
  - a. Infield positions will be played as normal positions, and all other players will play behind the baseline.
  - b. All players must be behind the pitcher.
8. Every player on the team roster shall bat.
  - a. Players will bat off of a tee using only balls supplied by the league.
9. One base on an overthrow or a pass ball, to prevent a home run on a series of errors.
10. When the ball is in the infield and is held up by a player, the play stops.
11. Balls thrown outside of the baseline will stop the play.
12. No outs will be recorded.
13. No score will be kept.
14. Face masks are required on all batting helmets.
15. When the games are finished, please make sure that all bases, mounds, and other equipment are put away. Also, clean up your dugouts and have the spectator's clean-up trash around the stands. THANK YOU.
16. NO GUM OR FOOD ALLOWED IN THE DUGOUTS OR ON THE FIELD.
17. NO SEEDS ALLOWED ON THE FIELD.
18. Music/Walk-up songs are allowed. Music needs to be age appropriate (No Profanity) and no more than 10 seconds or when batter gets to batter box. Defensive team can play music in between innings. Music must stop when the ump calls balls in. Offensive team can then begin walk-up songs, no more than 10 seconds or when batter gets to batter box.

# Beaumont Youth Baseball/Softball League

## Amended Rules 2025

### Shetland (Ages 5 and 6)

1. No Protests.
2. No Scores
3. No Standings will be kept.
4. No Umpires.
5. Games shall last 2 innings minimum or a maximum of 1 hour.
6. Bases will be set at 50 feet.
7. The pitching mound will be set at 38 feet.
8. Every player will perform in a defensive position each game.
  - a. Infield positions will be played as normal positions, and all other players will play behind the baseline.
  - b. All players must be behind the pitcher.
9. All players are to be rotated to a different position every inning.
  - a. No player will play the same position more than once in the same game, thus allowing every player the chance to play the required positions.
10. Every player on the team roster shall bat.
11. No outs will be recorded.
  - a. However, when an out is made, the offensive player will sit down.
  - b. An inning will be over once every player has batted in the same inning.
12. When a ball is in the infield and held up, the play will stop.
13. One base only on an overthrow or a pass ball, to prevent a home run on a series of errors.
14. Balls thrown outside of the baselines will stop the play.
15. Players will bat from the league provided pitching machines (settings: Power level 2, Micro 3, Release 4).
  - a. 3 pitches maximum. **No exceptions.**
  - b. If the batter does not hit off the machine, they will have up to 2 more swings off of the tee.
    - i. If the batter does not hit the ball, they will sit down.
    - ii. Do not delay the game by allowing kids to swing and miss repeatedly each at bat.
16. Face masks are required on all batting helmets.
17. When the games are finished, please make sure that all bases, mounds, and other equipment are put away. Also, clean up your dugouts and have the spectator's clean-up trash around the stands. THANK YOU.
18. NO GUM OR FOOD ALLOWED IN THE DUGOUTS OR ON THE FIELD.
19. NO SEEDS ALLOWED ON THE FIELD.
20. Music/Walk-up songs are allowed. Music needs to be age appropriate (No Profanity) and no more than 10 seconds or when batter gets to batter box. Defensive team can play music in between innings. Music must stop when the ump calls balls in. Offensive team can then begin walk-up songs, no more than 10 seconds or when batter gets to batter box.

# Beaumont Youth Baseball/Softball League

## Amended Rules 2025

### 6U Softball – Coach Pitch (Ages 5 and 6)

1. No Protests.
2. No Scores
3. No Standings will be kept.
4. No Umpires.
5. Games shall last 2 innings minimum or a maximum of 1 hour.
6. Bases will be set at 50 feet.
7. Players will bat off of coach pitch. Coach will stand at 20ft. Defensive Player will play at 30ft. 3 pitches. No exceptions.
8. Every player will perform in a defensive position each game.
  - a. Infield positions will be played as normal positions, and all other players will play behind the baseline.
  - b. All players must be behind the pitcher.
9. All players are to be rotated to a different position every inning.
  - a. No player will play the same position more than once in the same game, thus allowing every player the chance to play the required positions.
10. Every player on the team roster shall bat.
11. No outs will be recorded.
  - a. However, when an out is made, the offensive player will sit down.
  - b. An inning will be over once every player has batted in the same inning.
12. When a ball is in the infield and held up, the play will stop.
13. One base only on an overthrow or a pass ball, to prevent a home run on a series of errors.
14. Balls thrown outside of the baselines will stop the play.
15. Face masks are required on all batting helmets.
16. 6U will coach pitch for the entire game and season. The coach will pitch three(3) pitches per batter. If the batter does not hit the ball within the three(3) pitches, the player will then move to the tee. The pitching distance will be 30ft, and the coach must pitch with a pitching motion from the pitching plate and remain in the pitching circle.
17. When the games are finished, please make sure that all bases, mounds, and other equipment are put away. Also, clean up your dugouts and have the spectator's clean-up trash around the stands. THANK YOU.
18. NO GUM OR FOOD ALLOWED IN THE DUGOUTS OR ON THE FIELD.
19. NO SEEDS ALLOWED ON THE FIELD.
20. Music/Walk-up songs are allowed. Music needs to age appropriate (No Profanity) and no more than 10 seconds or when batter gets to batter box. Defensive team can play music in between innings. Music must stop when the ump calls balls in. Offensive team can then begin walk-up songs, no more than 10 seconds or when batter gets to batter box.

# Beaumont Youth Baseball/Softball League

## Amended Rules 2025

### Pinto – Machine Pitch (Ages 7 - 8)

1. **NO PROTESTS.**
2. Bases will be at 60 feet.
3. The pitching machine will be placed at 38 feet. (Speed setting at 40mph)
  - a. A batter shall be declared out after failing to hit a fair ball after 6 pitches are delivered.
  - b. The batter is out if there are three strikes before the 6<sup>th</sup> pitch.
    - i. Missed swings and foul balls/tips are counted as strikes.
    - ii. A batter is not out on a foul ball unless it is the 6<sup>th</sup> pitch.
  - c. The defensive player occupying the pitcher's position shall take position at the rear of the pitching machine and on the left or right side.
    - i. The pitcher will take the position 5 feet to the rear of the machine and three feet to the left or right. A 2-foot line will be drawn at this position and the pitcher must have one foot on the line until the start of the pitch.
4. Games shall last a maximum of 1 ½ hours (drop dead) with no new inning to start after 1 ¼ hours.
  - a. If time runs out in the middle of an inning, the score will revert back to the last completed inning.
  - b. If the home team ties or takes the lead as time expires, that will be considered a completed inning.
  - c. The umpire reserves the right to move the game along.
    - i. Teams are typically allotted 1 minute between innings.
    - ii. No stalling tactics will be allowed.
5. Free substitutions for defensive players.
6. There will be 4 outfielders, a catcher, 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, shortstop, catcher, and a "pitcher".
7. All players will be rotated to a different defensive position every 2 innings.
  - a. No player will play the same position more than once in the same game, thus allowing every player the chance to play the required positions.
    - i. This rule is in effect until the start of Tournament play.
8. When the ball is in the possession of an infielder, and in the umpire's judgement, all play on the runners has ceased, the umpire will call time. The ball is dead and shall be returned to the pitcher.
  - a. If a ball hits the coach operating the machine, the ball is dead. The pitch is a foul strike and no players may advance.
  - b. If a live ball hits the coach operating the machine, or in the umpire's judgement the coach interferes in the fielders attempt to make a play, the ball is dead and the lead runner is out.
    - i. The coach operating the pitching machine shall not direct or coach in any way on offense.
    - ii. Penalty: The coach will receive one warning, and the second time he/she must be removed.
  - c. If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play.
  - d. If a batted ball hits the pitching machine and goes into foul territory, the ball is dead, the batter is awarded first base and all other runners advance one base.
9. Every player on the team shall bat.
  - a. An inning is over after 3 outs are recorded or the team batting scores 5 runs. Whichever comes first.
10. There will be a maximum of 5 runs scored per half-inning for the first three innings of the game.
  - a. The fourth inning shall be the beginning of open innings for the remaining allotted game time.
    - i. Open inning means that the runs allowed per half-inning will be unlimited for both the visitor and home teams until 3 outs are recorded or time expires for the remainder of the game.
11. No leading off and No stealing.
  - a. Base runners are not permitted to steal bases and shall remain in contact with the base until the ball is hit or crosses home plate.
    - i. If the runner leaves early and the pitch is hit, the runner will be called out.

- ii. If the runner leaves early and the pitch is not hit, the runner must return to the base.
12. No dropped 3<sup>rd</sup> strike rule. No Bunts. No infield fly rule. No Metal Cleats Allowed.
13. If an umpire decides that a defensive play can be made, the runner must slide to avoid contact.
  - a. If the runner does not slide, they may be called out at the umpire's discretion.
14. Any batter throwing a bat in an unsportsmanlike manner will be declared out after one warning. See Pony rule book, section 18.
15. Games may be played with a minimum of 7 players without having to take an out for missing players or forfeiting a game.
16. **Mandatory play Rule:** Every player must play a minimum of 6 defensive outs (2 innings).
  - a. All substitute players must enter the game no later than the top of the third inning.
  - b. All line-up changes must be given to the official scorekeeper.
  - c. Any player not playing the minimum required innings shall start the next scheduled game that they attend, and play the required defensive outs plus the innings that were not played in the previous game.
  - d. Exception #1 – Players that have had excessive unexcused absences from practices or games may be benched for 1 game.
    - i. Benched players must be reported to the official scorekeeper and the opposing team manager prior to the start of the game.
    - ii. Excused absences include, but are not limited to: illness, doctors/dentist appointment, school/church function, death in family, family vacation.
  - e. Exception #2 – If the game does not have the required innings to play all players as stated previously, then those players not completing their 6 defensive outs shall start the next game that they attend and play the required innings for that game plus those missed from the previous game.
    - i. Unless the next game that they should attend is missed due to an unexcused absence.
  - f. Violation involving this mandatory play rule shall be brought directly to the board of director's attention in writing.
  - g. Penalty for violating this mandatory play rule may be:
    - i. Forfeit of a game or games and
    - ii. Manager and/or coaches may be suspended for one or more games.
17. Home team will keep the official score book, with all position changes recorded.
  - a. Score book must be signed by the umpire and both team managers (or coach representative) at the end of each game.
18. Visiting team will be responsible for prepping the field and tearing down the field including the bases and the pitching machine.
19. No 2 ¾" bats allowed. All bats must be USA Baseball stamped, BBCOR certified, or wood bats, and meet all bat restrictions per Pony Rule book rule 8
20. Face mask or a jaw guard are required on all batting helmets.
21. Mercy rule is 15 runs after 3 innings, or 10 runs after 4 innings.
22. If any player leaves the game (injury, illness, etc.), the team will take an out on the first time through the lineup only.
23. When the games are finished, please make sure that all bases, mounds, and other equipment are put away. Also, clean up your dugouts and have the spectator's clean-up trash around the stands. THANK YOU.
24. NO GUM OR FOOD ALLOWED IN THE DUGOUTS OR ON THE FIELD.
25. NO SEEDS ALLOWED ON THE FIELD.
26. Music/Walk-up songs are allowed. Music needs to be age appropriate (No Profanity) and no more than 10 seconds or when batter gets to batter box. Defensive team can play music in between innings. Music must stop when the ump calls balls in. Offensive team can then begin walk-up songs, no more than 10 seconds or when batter gets to batter box.

# Beaumont Youth Baseball/Softball League

## Amended Rules 2025

### 8 & Under Softball - Kid Pitch (Ages 7 and 8)

1. **NO PROTESTS.**
2. Bases will be at 60 feet.
3. Pitching rubber will be placed at 30 feet.
4. Free substitutions for defensive players.
5. Every player on the team shall bat.
  - a. An inning is over after 3 outs are recorded or the team batting scores 5 runs. Whichever comes first.
6. There will be a maximum of 5 runs scored per half-inning for the first three innings of the game.
  - a. The fourth inning shall be the beginning of open innings for the remaining allotted game time.
    - i. Open inning means that the runs allowed per half-inning will be unlimited for both the visitor and home teams until 3 outs are recorded or time expires for the remainder of the game.
7. Games shall last a maximum of 1 ½ hours (drop dead) with no new inning to start after 1 ¼ hours.
  - a. If time runs out in the middle of an inning, the score will revert back to the last completed inning.
  - b. If the home team ties or takes the lead as time expires, that will be considered a completed inning.
  - c. The plate umpire reserves the right to move the game along.
    - i. Teams are typically allotted 1 minute between innings.
    - ii. No stalling tactics will be allowed.
8. All players will be rotated to a different position every 2 innings.
  - a. No player will play the same position more than once in the same game, thus allowing every player the chance to play the required positions.
  - b. This rule is in effect until the start of Tournament play.
9. Player pitch with Coach finishing the count, if necessary, to eliminate walks:
  - a. Practice Play and Pool Play- There will be no walks to any batter. Whenever a batter reaches a count of four balls or if a pitched ball hits the batter, the coach of the team at bat will pitch a maximum of three pitches to the batter assuming the strike count, (Ex: batter has 1 strike, coach pitch is 2 max) unless the batter was hit by pitch which at this time assuming the strike counts no longer applicable. (Each coach pitch is considered a strike whether the batter swings at it or not)
  - b. Tournament Play- There will be no “Coach Pitch” with one exception: A pitcher may not walk in a un. If a batter is walked or is hit by pitch with the bases loaded the coach will come into pitch assuming the strike count unless the batter was hit by pitch which at this time assuming the strike counts no longer applicable. Coaches will be allowed a maximum of 3 pitches per batter if he count permits. Foul Balls will keep the at bat alive.
  - c. The coach that will be pitching will not be allowed to talk or motion to any players once that coach has crossed into the field of play.
  - d. The coach must stand on the 30-ft pitching plate and use a softball windup when pitching to a player.
  - e. No base stealing during coach pitch. The runner can still take their lead on the pitcher’s release.
  - f. The coach must stay in the pitching circle after the ball is hit, leaving the field as soon as he or she can without causing interference. (No coaching players while on the field)
  - g. If ball hits the coach, it’s a dead ball and runner stays on 1st. Any additional runners will advance one base

10. There will be 4 outfielders, a catcher, 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, shortstop, catcher, and a pitcher.
11. No leading off.
  - a. Runner may leave the base after the softball leaves the pitcher's hand.
  - b. Any runner caught off the base will be called out.
12. Stealing rule is one base per pitch, not per overthrow.
13. Home plate is a cold plate. That means no stealing home even if a throw is made to third on a steal.
  - a. The ball must be put in play by the batter for a run to score or forced home on a walk.
14. No dropped 3<sup>rd</sup> strike rule. No infield fly rule. No Metal Cleats Allowed.
15. If an umpire decides that a defensive play can be made, the runner must slide to avoid contact
  - a. If the runner does not slide, they may be called out at the umpire's discretion.
16. Any batter throwing any equipment in an unsportsmanlike manner will be declared out after one warning. See USA rule book E-4.
17. Intentional walks are not allowed.
18. **Mandatory play Rule:** Every player must play a minimum of 6 defensive outs (2 innings).
  - a. All substitute players must enter the game no later than the top of the third inning.
  - b. All line-up changes must be given to the official scorekeeper.
  - c. Any player not playing the minimum required innings shall start the next scheduled game that they attend, and play the required defensive outs plus the innings that were not played in the previous game.
  - d. Exception #1 – Players that have had excessive unexcused absences from practices or games may be benched for 1 game.
    - i. Benched players must be reported to the official scorekeeper and the opposing team manager prior to the start of the game.
    - ii. Excused absences include, but are not limited to: illness, doctors/dentist appointment, school/church function, death in family, family vacation.
  - e. Exception #2 – If the game does not have the required innings to play all players as stated previously, then those players not completing their 6 defensive outs shall start the next game that they attend and play the required innings for that game plus those missed from the previous game.
    - i. Unless the next game that they should attend is missed due to an unexcused absence.
  - f. Violation involving this mandatory play rule shall be brought directly to the board of director's attention in writing.
  - g. Penalty for violating this mandatory play rule may be:
    - i. Forfeit of a game or games and
    - ii. Manager and/or coaches may be suspended for one or more games.
19. Home team will keep the official score book, with all position changes recorded.
  - a. Score book must be signed by the umpire and both team managers (or coach representative) at the end of each game.
20. Visiting team will be responsible for prepping the field and tearing down the field including the bases and the pitching mounds.
21. Face mask or a jaw guard are required on all batting helmets.
22. Games may be played with a minimum of 7 players without having to take an out for missing players or forfeiting a game.
23. Mercy rule is 15 runs after 3 innings, 12 runs after 4 innings, or 8 runs after 5 innings.
24. If any player leaves the game (injury, illness, etc.), the team will take an out on the first time through the lineup only.
25. When the games are finished, please make sure that all bases, mounds, and other equipment are put away. Also, clean up your dugouts and have the spectator's clean-up trash around the stands. THANK YOU.

26. NO GUM OR FOOD ALLOWED IN THE DUGOUTS OR ON THE FIELD.

27. NO SEEDS ALLOWED ON THE FIELD.

28. Music/Walk-up songs are allowed. Music needs to be age appropriate (No Profanity) and no more than 10 seconds or when batter gets to batter box. Defensive team can play music in between innings. Music must stop when the ump calls balls in. Offensive team can then begin walk-up songs, no more than 10 seconds or when batter gets to batter box.



# Beaumont Youth Baseball/Softball League

## Amended Rules 2025

### Mustang (Ages 9 and 10)

1. **NO PROTESTS.**
2. Bases will be at 60 feet.
3. Pitching mound will be placed at 46 feet.
4. Free substitutions for defensive players.
5. Every player on the team shall bat.
  - a. An inning is over after 3 outs are recorded or the team batting scores 5 runs. Whichever comes first.
6. There will be a maximum of 5 runs scored per half-inning for the first three innings of the game.
  - a. The fourth inning shall be the beginning of open innings for the remaining allotted game time.
    - i. Open inning means that the runs allowed per half-inning will be unlimited for both the visitor and home teams until 3 outs are recorded or time expires for the remainder of the game.
7. Games shall last a maximum of 1 ¾ hours (drop dead) with no new inning to start after 1 ½ hours.
  - a. If time runs out in the middle of an inning, the score will revert back to the last completed inning.
  - b. If the home team ties or takes the lead as time expires, that will be considered a completed inning.
  - c. The plate umpire reserves the right to move the game along.
    - i. Teams are typically allotted 1 minute between innings.
    - ii. No stalling tactics will be allowed.
8. If an umpire decides that a defensive play can be made, the runner must slide to avoid contact
  - a. If the runner does not slide, they may be called out at the umpire's discretion.
9. **Mandatory play Rule:** Every player must play a minimum of 6 defensive outs (2 innings).
  - a. All substitute players must enter the game no later than the top of the third inning.
  - b. All line-up changes must be given to the official scorekeeper.
  - c. Any player not playing the minimum required innings shall start the next scheduled game that they attend, and play the required defensive outs plus the innings that were not played in the previous game.
  - d. Exception #1 – Players that have had excessive unexcused absences from practices or games may be benched for 1 game.
    - i. Benched players must be reported to the official scorekeeper and the opposing team manager prior to the start of the game.
    - ii. Excused absences include, but are not limited to: illness, doctors/dentist appointment, school/church function, death in family, family vacation.
  - e. Exception #2 – If the game does not have the required innings to play all players as stated previously, then those players not completing their 6 defensive outs shall start the next game that they attend and play the required innings for that game plus those missed from the previous game.
    - i. Unless the next game that they should attend is missed due to an unexcused absence.
  - f. Violation involving this mandatory play rule shall be brought directly to the board of director's attention in writing.
  - g. Penalty for violating this mandatory play rule may be:
    - i. Forfeit of a game or games and
    - ii. Manager and/or coaches may be suspended for one or more games.

10. Any batter throwing any equipment in an unsportsmanlike manner will be declared out after one warning. See Pony rule book, section 18.
11. Games may be played with a minimum of 7 players without having to take an out for missing players or forfeiting a game.
12. No Metal Cleats Allowed.
13. Home team will keep the official score book, including pitch counts for players from both teams, and with all position changes recorded.
  - a. Score book must be signed by the umpire and both team managers (or coach representative) at the end of each game
14. Visiting team will be responsible for prepping the field and tearing down the field including the bases and the pitching mounds.
15. Pitching restrictions will follow PitchSmart restrictions:

League Age	Daily Max. Pitches	Required Days of Rest (Pitches)				
		0 Days	1 Day	2 Days	3 Days	4 Days
9-10	75	1-20	21-35	36-50	51-65	66 +

*a. The pitcher will only be required to observe the calendar day(s) of rest for the threshold that he/she reached during the start of that at-bat, provided that the pitcher is removed before delivering a pitch to the next batter.*

16. On a suicide squeeze, the batter may not swing, but the batter may bunt only.
  - a. If the batter swings away, the batter and the runner will automatically be called out.
17. Dropped third strike rule and infield fly rule are both in effect starting in this division.
18. No 2 ¾" bats allowed. All bats must be USA Baseball stamped, BBCOR certified, or wood bats, and meet all bat restrictions per Pony Rule book rule 8.
19. Face mask or a jaw guard are required on all batting helmets.
20. Mercy rule is 15 runs after 3 innings, or 10 runs after 4 innings.
21. If any player leaves the game (injury, illness, etc.), the team will take an out on the first time through the lineup only.
22. When the games are finished, please make sure that all bases, mounds, and other equipment are put away. Also, clean up your dugouts and have the spectator's clean-up trash around the stands. THANK YOU.
23. NO GUM OR FOOD ALLOWED IN THE DUGOUTS OR ON THE FIELD.
24. NO SEEDS ALLOWED ON THE FIELD.
25. Music/Walk-up songs are allowed. Music needs to be age appropriate (No Profanity) and no more than 10 seconds or when batter gets to batter box. Defensive team can play music in between innings. Music must stop when the ump calls balls in. Offensive team can then begin walk-up songs, no more than 10 seconds or when batter gets to batter box.

# Beaumont Youth Baseball/Softball League

## Amended Rules 2025

### 10 & Under Softball (Ages 9 and 10)

1. **NO PROTESTS.**
2. Bases will be at 60 feet.
3. Pitching rubber will be placed at 35 feet.
4. Free substitutions for defensive players.
5. Every player on the team shall bat.
  - a. An inning is over after 3 outs are recorded or the team batting scores 5 runs. Whichever comes first.
6. There will be a maximum of 5 runs scored per half-inning for the first three innings of the game.
  - a. The fourth inning shall be the beginning of open innings for the remaining allotted game time.
    - i. Open inning means that the runs allowed per half-inning will be unlimited for both the visitor and home teams until 3 outs are recorded or time expires for the remainder of the game.
7. Games shall last a maximum of 1 ¾ hours (drop dead) with no new inning to start after 1 ½ hours.
  - a. If time runs out in the middle of an inning, the score will revert back to the last completed inning.
  - b. If the home team ties or takes the lead as time expires, that will be considered a completed inning.
  - c. The plate umpire reserves the right to move the game along.
    - i. Teams are typically allotted 1 minute between innings.
    - ii. No stalling tactics will be allowed.
8. If an umpire decides that a defensive play can be made, the runner must slide to avoid contact.
  - a. If the runner does not slide, they may be called out at the umpire's discretion.
9. **Mandatory play Rule:** Every player must play a minimum of 6 defensive outs (2 innings).
  - a. All substitute players must enter the game no later than the top of the third inning.
  - b. All line-up changes must be given to the official scorekeeper.
  - c. Any player not playing the minimum required innings shall start the next scheduled game that they attend, and play the required defensive outs plus the innings that were not played in the previous game.
  - d. Exception #1 – Players that have had excessive unexcused absences from practices or games may be benched for 1 game.
    - i. Benched players must be reported to the official scorekeeper and the opposing team manager prior to the start of the game.
    - ii. Excused absences include, but are not limited to: illness, doctors/dentist appointment, school/church function, death in family, family vacation.
  - e. Exception #2 – If the game does not have the required innings to play all players as stated previously, then those players not completing their 6 defensive outs shall start the next game that they attend and play the required innings for that game plus those missed from the previous game.
    - i. Unless the next game that they should attend is missed due to an unexcused absence.
  - f. Violation involving this mandatory play rule shall be brought directly to the board of director's attention in writing.
  - g. Penalty for violating this mandatory play rule may be:
    - i. Forfeit of a game or games and
    - ii. Manager and/or coaches may be suspended for one or more games.

10. Any batter throwing any equipment in an unsportsmanlike manner will be declared out after one warning. See ASA rule book E-4.
11. All bats must be USA softball stamped and meet all bat restrictions per USA softball Rule book.
12. Dropped third strike rule and infield fly rule are both in effect in this division.
13. Games may be played with a minimum of 7 players without having to take an out for missing players or forfeiting a game.
14. No Metal Cleats Allowed.
15. Home team will keep the official score book, including pitch counts for players from both teams, and with all position changes recorded.
  - a. Score book must be signed by the umpire and both team managers (or coach representative) at the end of each game
16. Visiting team will be responsible for prepping the field and tearing down the field including the bases and the pitching mounds.
17. On a suicide squeeze, the batter may not swing, but the batter may bunt.
  - a. If the batter swings away, the batter and the runner will automatically be called out.
18. No leading off.
  - a. Runner may leave the base after the softball leaves the pitchers hand.
  - b. Any runner caught off the base will be called out.
19. Pitching restrictions are 2 innings per game maximum until tournament play begins, at which time there are no pitching restrictions.
20. Face mask or a jaw guard are required on all batting helmets.
21. Mercy rule is 15 runs after 3 innings, 12 runs after 4 innings, or 8 runs after 5 innings.
22. If any player leaves the game (injury, illness, etc.), the team will take an out on the first time through the lineup only.
23. When the games are finished, please make sure that all bases, mounds, and other equipment are put away. Also, clean up your dugouts and have the spectator's clean-up trash around the stands. THANK YOU.
24. NO GUM OR FOOD ALLOWED IN THE DUGOUTS OR ON THE FIELD.
25. NO SEEDS ALLOWED ON THE FIELD.
26. Music/Walk-up songs are allowed. Music needs to be age appropriate (No Profanity) and no more than 10 seconds or when batter gets to batter box. Defensive team can play music in between innings. Music must stop when the ump calls balls in. Offensive team can then begin walk-up songs, no more than 10 seconds or when batter gets to batter box.

# Beaumont Youth Baseball/Softball League

## Amended Rules 2025

### Bronco (Ages 11 and 12)

1. **NO PROTESTS.**
2. Bases will be at 70 feet.
3. Pitching mound will be placed at 50 feet.
4. Free substitutions for defensive players.
5. Every player on the team shall bat.
  - a. An inning is over after 3 outs are recorded or the team batting scores 6 runs. Whichever comes first.
6. There will be a maximum of 6 runs scored per half-inning for the first three innings of the game.
  - a. The fourth inning shall be the beginning of open innings for the remaining allotted game time.
    - i. Open inning means that the runs allowed per half-inning will be unlimited for both the visitor and home teams until 3 outs are recorded or time expires for the remainder of the game.
7. Games shall last a maximum of 1 ¾ hours (drop dead) with no new inning to start after 1 ½ hours.
  - a. If time runs out in the middle of an inning, the score will revert back to the last completed inning.
  - b. If the home team ties or takes the lead as time expires, that will be considered a completed inning.
  - c. The plate umpire reserves the right to move the game along.
    - i. Teams are typically allotted 1 minute between innings.
    - ii. No stalling tactics will be allowed.
8. If an umpire decides that a defensive play can be made, the runner must slide to avoid contact
  - a. If the runner does not slide, they may be called out at the umpire's discretion.
9. **Mandatory play Rule:** Every player must play a minimum of 6 defensive outs (2 innings).
  - a. All substitute players must enter the game no later than the top of the third inning.
  - b. All line-up changes must be given to the official scorekeeper.
  - c. Any player not playing the minimum required innings shall start the next scheduled game that they attend, and play the required defensive outs plus the innings that were not played in the previous game.
  - d. Exception #1 – Players that have had excessive unexcused absences from practices or games may be benched for 1 game.
    - i. Benched players must be reported to the official scorekeeper and the opposing team manager prior to the start of the game.
    - ii. Excused absences include, but are not limited to: illness, doctors/dentist appointment, school/church function, death in family, family vacation.
  - e. Exception #2 – If the game does not have the required innings to play all players as stated previously, then those players not completing their 6 defensive outs shall start the next game that they attend and play the required innings for that game plus those missed from the previous game.
    - i. Unless the next game that they should attend is missed due to an unexcused absence.
  - f. Violation involving this mandatory play rule shall be brought directly to the board of director's attention in writing.
  - g. Penalty for violating this mandatory play rule may be:
    - i. Forfeit of a game or games and
    - ii. Manager and/or coaches may be suspended for one or more games.

10. Any batter throwing any equipment in an unsportsmanlike manner will be declared out after one warning. See Pony rule book, section 18.
11. Games may be played with a minimum of 7 players without having to take an out for missing players or forfeiting a game.
12. No Metal Cleats Allowed.
13. Home team will keep the official score book, including pitch counts for players from both teams, and with all position changes recorded.
  - a. Score book must be signed by the umpire and both team managers (or coach representative) at the end of each game
14. Visiting team will be responsible for prepping the field and tearing down the field including the bases and the pitching mounds.
15. Pitching restrictions will follow PitchSmart restrictions:

League Age	Daily Max. Pitches	Required Days of Rest (Pitches)				
		0 Days	1 Day	2 Days	3 Days	4 Days
11-12	85	1-20	21-35	36-50	51-65	66 +

*a. The pitcher will only be required to observe the calendar day(s) of rest for the threshold that he/she reached during the start of that at-bat, provided that the pitcher is removed before delivering a pitch to the next batter.*

16. On a suicide squeeze, the batter may not swing, but the batter may bunt only.
  - a. If the batter swings away, the batter and the runner will automatically be called out.
17. Dropped third strike rule and infield fly rule are both in effect starting in this division.
18. No 2 ¾" bats allowed. All bats must be USA Baseball stamped, BBCOR certified, or wood bats, and meet all bat restrictions per Pony Rule book rule 8.
19. Face mask or a jaw guard are required on all batting helmets.
20. Mercy rule is 15 runs after 3 innings, or 10 runs after 4 innings.
21. If any player leaves the game (injury, illness, etc.), the team will take an out on the first time through the lineup only.
22. When the games are finished, please make sure that all bases, mounds, and other equipment are put away. Also, clean up your dugouts and have the spectator's clean-up trash around the stands. THANK YOU.
23. NO GUM OR FOOD ALLOWED IN THE DUGOUTS OR ON THE FIELD.
24. NO SEEDS ALLOWED ON THE FIELD.
25. Music/Walk-up songs are allowed. Music needs to be age appropriate (No Profanity) and no more than 10 seconds or when batter gets to batter box. Defensive team can play music in between innings. Music must stop when the ump calls balls in. Offensive team can then begin walk-up songs, no more than 10 seconds or when batter gets to batter box.

# Beaumont Youth Baseball/Softball League

## Amended Rules 2025

### 12 & Under Softball (Ages 11 and 12)

1. **NO PROTESTS.**
2. Bases will be at 60 feet.
3. Pitching rubber will be placed at 40 feet.
4. Free substitutions for defensive players.
5. Every player on the team shall bat.
  - a. An inning is over after 3 outs are recorded or the team batting scores 6 runs. Whichever comes first.
6. There will be a maximum of 6 runs scored per half-inning for the first three innings of the game.
  - a. The fourth inning shall be the beginning of open innings for the remaining allotted game time.
    - i. Open inning means that the runs allowed per half-inning will be unlimited for both the visitor and home teams until 3 outs are recorded or time expires for the remainder of the game.
7. Games shall last a maximum of 1 ¾ hours (drop dead) with no new inning to start after 1 ½ hours.
  - a. If time runs out in the middle of an inning, the score will revert back to the last completed inning.
  - b. If the home team ties or takes the lead as time expires, that will be considered a completed inning.
  - c. The plate umpire reserves the right to move the game along.
    - i. Teams are typically allotted 1 minute between innings.
    - ii. No stalling tactics will be allowed.
8. If an umpire decides that a defensive play can be made, the runner must slide to avoid contact.
  - a. If the runner does not slide, they may be called out at the umpire's discretion.
9. **Mandatory play Rule:** Every player must play a minimum of 6 defensive outs (2 innings).
  - a. All substitute players must enter the game no later than the top of the third inning.
  - b. All line-up changes must be given to the official scorekeeper.
  - c. Any player not playing the minimum required innings shall start the next scheduled game that they attend, and play the required defensive outs plus the innings that were not played in the previous game.
  - d. Exception #1 – Players that have had excessive unexcused absences from practices or games may be benched for 1 game.
    - i. Benched players must be reported to the official scorekeeper and the opposing team manager prior to the start of the game.
    - ii. Excused absences include, but are not limited to: illness, doctors/dentist appointment, school/church function, death in family, family vacation.
  - e. Exception #2 – If the game does not have the required innings to play all players as stated previously, then those players not completing their 6 defensive outs shall start the next game that they attend and play the required innings for that game plus those missed from the previous game.
    - i. Unless the next game that they should attend is missed due to an unexcused absence.
  - f. Violation involving this mandatory play rule shall be brought directly to the board of director's attention in writing.
  - g. Penalty for violating this mandatory play rule may be:
    - i. Forfeit of a game or games and
    - ii. Manager and/or coaches may be suspended for one or more games.

10. Any batter throwing any equipment in an unsportsmanlike manner will be declared out after one warning. See ASA rule book E-4.
11. All bats must be USA softball stamped and meet all bat restrictions per USA softball Rule book.
12. Dropped third strike rule and infield fly rule are both in effect in this division.
13. Games may be played with a minimum of 7 players without having to take an out for missing players or forfeiting a game.
14. No Metal Cleats Allowed.
15. Home team will keep the official score book, including pitch counts for players from both teams, and with all position changes recorded.
  - a. Score book must be signed by the umpire and both team managers (or coach representative) at the end of each game
16. Visiting team will be responsible for prepping the field and tearing down the field including the bases and the pitching mounds.
17. On a suicide squeeze, the batter may not swing, but the batter may bunt.
  - a. If the batter swings away, the batter and the runner will automatically be called out.
18. No leading off.
  - a. Runner may leave the base after the softball leaves the pitcher's hand.
  - b. Any runner caught off the base will be called out.
19. Pitching restrictions are 3 innings per game maximum until tournament play begins, at which time there are no pitching restrictions.
20. Face mask or a jaw guard are required on all batting helmets.
21. Mercy rule is 15 runs after 3 innings, 12 runs after 4 innings, or 8 runs after 5 innings.
22. If any player leaves the game (injury, illness, etc.), the team will take an out on the first time through the lineup only.
23. When the games are finished, please make sure that all bases, mounds, and other equipment are put away. Also, clean up your dugouts and have the spectator's clean-up trash around the stands. THANK YOU.
24. NO GUM OR FOOD ALLOWED IN THE DUGOUTS OR ON THE FIELD.
25. NO SEEDS ALLOWED ON THE FIELD.
26. Music/Walk-up songs are allowed. Music needs to be age appropriate (No Profanity) and no more than 10 seconds or when batter gets to batter box. Defensive team can play music in between innings. Music must stop when the ump calls balls in. Offensive team can then begin walk-up songs, no more than 10 seconds or when batter gets to batter box.



# Beaumont Youth Baseball/Softball League

## Amended Rules 2025

### Pony/Colt (Ages 13-16)

1. **NO PROTESTS.**
2. Bases will be at 80 feet.
3. Pitching mound will be placed at 54 feet.
4. Free substitutions for defensive players.
5. Every player on the team shall bat.
  - a. An inning is over after 3 outs are recorded or the team batting scores 6 runs. Whichever comes first.
6. There will be a maximum of 6 runs scored per half-inning for the first three innings of the game.
  - a. The fourth inning shall be the beginning of open innings for the remaining allotted game time.
    - i. Open inning means that the runs allowed per half-inning will be unlimited for both the visitor and home teams until 3 outs are recorded or time expires for the remainder of the game.
7. Games shall last a maximum of 1 ¾ hours (drop dead) with no new inning to start after 1 ½ hours.
  - a. If time runs out in the middle of an inning, the score will revert back to the last completed inning.
  - b. If the home team ties or takes the lead as time expires, that will be considered a completed inning.
  - c. The plate umpire reserves the right to move the game along.
    - i. Teams are typically allotted 1 minute between innings.
    - ii. No stalling tactics will be allowed.
8. If an umpire decides that a defensive play can be made, the runner must slide to avoid contact
  - a. If the runner does not slide, they may be called out at the umpire's discretion.
9. **Mandatory play Rule:** Every player must play a minimum of 6 defensive outs (2 innings).
  - a. All substitute players must enter the game no later than the top of the third inning.
  - b. All line-up changes must be given to the official scorekeeper.
  - c. Any player not playing the minimum required innings shall start the next scheduled game that they attend, and play the required defensive outs plus the innings that were not played in the previous game.
  - d. Exception #1 – Players that have had excessive unexcused absences from practices or games may be benched for 1 game.
    - i. Benched players must be reported to the official scorekeeper and the opposing team manager prior to the start of the game.
    - ii. Excused absences include, but are not limited to: illness, doctors/dentist appointment, school/church function, death in family, family vacation.
  - e. Exception #2 – If the game does not have the required innings to play all players as stated previously, then those players not completing their 6 defensive outs shall start the next game that they attend and play the required innings for that game plus those missed from the previous game.
    - i. Unless the next game that they should attend is missed due to an unexcused absence.
  - f. Violation involving this mandatory play rule shall be brought directly to the board of director's attention in writing.
  - g. Penalty for violating this mandatory play rule may be:
    - i. Forfeit of a game or games and
    - ii. Manager and/or coaches may be suspended for one or more games.

10. Any batter throwing any equipment in an unsportsmanlike manner will be declared out after one warning. See Pony rule book, section 18.
11. Games may be played with a minimum of 7 players without having to take an out for missing players or forfeiting a game.
12. Metal Cleats are permitted. **NO METAL CLEATS ON THE PITCHERS' MOUNDS.**
13. Home team will keep the official score book, including pitch counts for players from both teams, and with all position changes recorded.
  - a. Score book must be signed by the umpire and both team managers (or coach representative) at the end of each game
14. Visiting team will be responsible for prepping the field and tearing down the field including the bases and the pitching mounds.
15. Pitching restrictions will follow PitchSmart restrictions:

League Age	Daily Max. Pitches	Required Days of Rest (Pitches)				
		0 Days	1 Day	2 Days	3 Days	4 Days
13-14	95	1-20	21-35	36-50	51-65	66 +

*a. The pitcher will only be required to observe the calendar day(s) of rest for the threshold that he/she reached during the start of that at-bat, provided that the pitcher is removed before delivering a pitch to the next batter.*

16. Only 13 & 14 year old players may pitch in this division.
17. On a suicide squeeze, the batter may not swing, but the batter may bunt only.
  - a. If the batter swings away, the batter and the runner will automatically be called out.
18. Dropped third strike rule and infield fly rule are both in effect starting in this division.
19. No 2 ¾“ bats allowed. All bats must be USA Baseball stamped, BBCOR certified, or wood bats, and meet all bat restrictions per Pony Rule book rule 8.
20. Face mask or a jaw guard are required on all batting helmets.
21. Mercy rule is 15 runs after 3 innings, or 10 runs after 4 innings.
22. If any player leaves the game (injury, illness, etc.), the team will take an out on the first time through the lineup only.
23. When the games are finished, please make sure that all bases, mounds, and other equipment are put away. Also, clean up your dugouts and have the spectator's clean-up trash around the stands. THANK YOU.
24. **NO GUM OR FOOD ALLOWED IN THE DUGOUTS OR ON THE FIELD.**
25. **NO SEEDS ALLOWED ON THE FIELD.**
26. Music/Walk-up songs are allowed. Music needs to age appropriate (No Profanity) and no more than 10 seconds or when batter gets to batter box. Defensive team can play music in between innings. Music must stop when the ump calls balls in. Offensive team can then begin walk-up songs, no more than 10 seconds or when batter gets to batter box.

# Beaumont Youth Baseball/Softball League

## Amended Rules 2025

### 16 & Under Softball (Ages 13-16)

1. **NO PROTESTS.**
2. Bases will be at 60 feet.
3. Pitching rubber will be placed at 43 feet.
4. Free substitutions for defensive players.
5. Every player on the team shall bat.
  - a. An inning is over after 3 outs are recorded or the team batting scores 6 runs. Whichever comes first.
6. There will be a maximum of 6 runs scored per half-inning for the first three innings of the game.
  - a. The fourth inning shall be the beginning of open innings for the remaining allotted game time.
    - i. Open inning means that the runs allowed per half-inning will be unlimited for both the visitor and home teams until 3 outs are recorded or time expires for the remainder of the game.
7. Games shall last a maximum of 1 ¾ hours (drop dead) with no new inning to start after 1 ½ hours.
  - a. If time runs out in the middle of an inning, the score will revert back to the last completed inning.
  - b. If the home team ties or takes the lead as time expires, that will be considered a completed inning.
  - c. The plate umpire reserves the right to move the game along.
    - i. Teams are typically allotted 1 minute between innings.
    - ii. No stalling tactics will be allowed.
8. If an umpire decides that a defensive play can be made, the runner must slide to avoid contact.
  - a. If the runner does not slide, they may be called out at the umpire's discretion.
9. **Mandatory play Rule:** Every player must play a minimum of 6 defensive outs (2 innings).
  - a. All substitute players must enter the game no later than the top of the third inning.
  - b. All line-up changes must be given to the official scorekeeper.
  - c. Any player not playing the minimum required innings shall start the next scheduled game that they attend, and play the required defensive outs plus the innings that were not played in the previous game.
  - d. Exception #1 – Players that have had excessive unexcused absences from practices or games may be benched for 1 game.
    - i. Benched players must be reported to the official scorekeeper and the opposing team manager prior to the start of the game.
    - ii. Excused absences include, but are not limited to: illness, doctors/dentist appointment, school/church function, death in family, family vacation.
  - e. Exception #2 – If the game does not have the required innings to play all players as stated previously, then those players not completing their 6 defensive outs shall start the next game that they attend and play the required innings for that game plus those missed from the previous game.
    - i. Unless the next game that they should attend is missed due to an unexcused absence.
  - f. Violation involving this mandatory play rule shall be brought directly to the board of director's attention in writing.
  - g. Penalty for violating this mandatory play rule may be:
    - i. Forfeit of a game or games and
    - ii. Manager and/or coaches may be suspended for one or more games.

10. Any batter throwing any equipment in an unsportsmanlike manner will be declared out after one warning. See ASA rule book E-4.
11. All bats must be USA softball stamped and meet all bat restrictions per USA softball Rule book.
12. Dropped third strike rule and infield fly rule are both in effect in this division.
13. Games may be played with a minimum of 7 players without having to take an out for missing players or forfeiting a game.
14. Metal Cleats are permitted.
15. Home team will keep the official score book, including pitch counts for players from both teams, and with all position changes recorded.
  - a. Score book must be signed by the umpire and both team managers (or coach representative) at the end of each game
16. Visiting team will be responsible for prepping the field and tearing down the field including the bases and the pitching mounds.
17. On a suicide squeeze, the batter may not swing, but the batter may bunt.
  - a. If the batter swings away, the batter and the runner will automatically be called out.
18. No leading off.
  - a. Runner may leave the base after the softball leaves the pitcher's hand.
  - b. Any runner caught off the base will be called out.
19. Pitching restrictions are 3 innings per game maximum until tournament play begins, at which time there are no pitching restrictions.
20. Face mask or a jaw guard are required on all batting helmets.
21. Mercy rule is 15 runs after 3 innings, 12 runs after 4 innings, or 8 runs after 5 innings.
22. If any player leaves the game (injury, illness, etc.), the team will take an out on the first time through the lineup only.
23. When the games are finished, please make sure that all bases, mounds, and other equipment are put away. Also, clean up your dugouts and have the spectator's clean-up trash around the stands. THANK YOU.
24. NO GUM OR FOOD ALLOWED IN THE DUGOUTS OR ON THE FIELD.
25. NO SEEDS ALLOWED ON THE FIELD.
26. Music/Walk-up songs are allowed. Music needs to be age appropriate (No Profanity) and no more than 10 seconds or when batter gets to batter box. Defensive team can play music in between innings. Music must stop when the ump calls balls in. Offensive team can then begin walk-up songs, no more than 10 seconds or when batter gets to batter box.