

JCPRD Baseball Rules

(Updated 7/28/2025)

JCPRD rules apply first, then USSSA rules.

All Divisions

- Help us to protect the turf! No chewing gum or shelled foods (sunflower seeds, peanuts, pistachios, etc.). **Each head coach is responsible for communicating and monitoring this for their team.**
- No coach is allowed to consume alcohol before or during a game. Alcohol is not permitted in the dugout, anywhere on the field, or warm up areas. Failure to comply could result in suspension or removal from coaching.
- Players cannot wear jewelry.
- All teams must bat their full roster.

T-Ball

Game Play

- 45-minute time limit.
- Once the time limit has expired, the game will be over. The current batter will be allowed to finish their at bat.
- Game ball will be provided by league.
- Base distance of 45'
- Two defensive coaches will be allowed on the field. A defensive coach will be allowed to assist the catcher. An offensive coach will be allowed to assist the batter.

Batting

- 4U – All batters will hit off the tee and will advance one base at a time. When the last batter in the lineup hits, all remaining players on base will continue baserunning to home plate.
- 6U – Batter will be allowed 4 pitches to put the ball in play. If ball is not put in play, tee will be set out. Batter will be allowed 2 swings off tee.
- Every player must be included in the batting order the entire game. Late arrivals may be added.
- If a batted ball strikes the pitching coach it becomes a dead ball, the batter advances to 1st base and all other base runners advance one base if forced.

Pitching (6U)

- Distance of 35'
- Each coach will pitch to their own team. No walks and no strikeouts allowed.

Baserunning

- No lead-offs or stealing will be allowed.

- No bases on overthrow.

Machine Pitch

Game Play

- **Complete game:** 6 innings or 1 Hour (60 minutes) time limit.
- **Complete inning:** 3 outs or 5 runs.
- Called games due to weather are official after 3 innings (2 1/2 if home team is ahead).
- The beginning of the next inning will be at the immediate end of the previous inning.

Batting

- The batter receives 6 pitches to hit. If batter fouls off 6th pitch, he will continue to bat until he misses it or hits it. The batter is not out on a foul ball unless it is caught.
- Bunting is allowed – 2 bunts per inning are allowed.

Pitching

- Player (pitcher) must stay behind the front of the machine until the ball is hit.
- Coaches operate the machine. Umpire makes calls at home plate and watches base runners.
- Speed may vary between 36-42 MPH, depending on coach preference. Standard is 38 MPH.
- When a batted ball hits the pitching machine, the ball is dead, the batter is awarded first base and all runners shall advance one base. If a coach gets hit by the ball, all players go back to original base and batter returns to the plate. Pitch counts, but is not a strike.
- Thrown ball hitting the machine is dead; all runners advance to base they were approaching.
- Umpire may choose to call dead ball if player attempts to make dangerous play near machine.
- There are no walks and a batter does not get to take first base if a pitched ball hits them.

Base Running

- No leading off or stealing is allowed.
- TIME will be called by umpire as soon as play has ceased and runners are not advancing.
- Ball will be called dead once controlled inside baselines by an infielder. If runner is past halfway to the next base, he is granted that base.

Equipment / Uniforms

- Metal cleats are not allowed in this league.
- Game balls will be provided.
- Team shirts will be provided by the league.
- If a player is playing the catcher position, they must be wearing full protective gear.

Rosters / Lineups

- On defense, teams may play a 10th player in the outfield. The outfield begins 5 feet beyond the baseline.