

Official Rec Rules of Play: (Edited 3/26/26)

1. GENERAL PLAYING RULES

- 1.1. General playing rules will be governed by rules as detailed in the Little League Rule Book.
- 1.2. The SWLYB Board reserves the right to enact special playing rules appropriate to each division.
- 1.3. Home Team book is always the official book of record for games, pitch counts, and any other statistics that come into question.
- 1.4. Umpire rulings are always considered final; no games can be played under protest.
 - 1.4.1. The head coach is the only individual allowed to approach the umpire about any game play rulings.
- 1.5. League encourages all players to wear a protective cup and chest protection shirt under their uniforms.

2. SPECIAL PLAYING RULES

2.1. Base Awards:

- 2.1.1. Any fair ball hit under, through or over the fence on a bounce will be a ground rule double.
- 2.1.2. Any fair ball that hits the power line on D1 or D2 shall be ruled a ground rule triple.

2.2. Game Stoppages:

- 2.2.1. If a game is suspended for any reason within the 1st inning and play cannot resume that day, the make-up game will be deemed a restart.
- 2.2.2. Once the 1st inning has been completed, the makeup game will pick up from the exact spot in which the game was suspended.
- 2.2.3. If play is suspended after 4 complete innings or 3½ innings when the home team is ahead, the game is considered completed and no make-up game will be scheduled.
- 2.2.4. All games are governed by a time limit of 1 hour 45 minutes, with no new inning after 1 hour 45 minutes.
 - 2.2.4.1. If the time limit is reached with the game still tied, the game ends in a tie. If the game ends early due to weather the remainder of the game will be played at a later date. The pitch count in that game stands for the rescheduled date.
 - 2.2.4.2. Rookie games are a limit of 1 hour 15 minutes.
 - 2.2.4.3. T-Ball games are a maximum of 2 innings.

2.3. Substitute players from lower divisions:

- 2.3.1. Head coaches must notify the opposing head coach of all sub-player's pre-game.
 - 2.3.1.1. A sub-player can only be pulled from the division beneath.
 - 2.3.1.2. A sub-player cannot pitch and must bat last.

2.3.1.3. A sub-player may not be used if you have enough players for your team.

2.4. Warming-up players:

2.4.1. Teams are encouraged to warm-up and start games on time or early whenever possible.

2.4.1.1. Teams can NOT take infield in pre-game warm-up. All warm-up should be done outside fair territory.

2.4.2. On deck batters may take warm-up swings while wearing a helmet in foul territory in the outfield grass

2.4.3. Coaches can warm-up pitchers inside the fence if there is no game in progress.

2.4.3.1. If there is a game in progress, coaches will warm-up players outside of the fence.

2.5. Lightning Guidelines:

2.5.1. All individuals are ultimately responsible for their own safety and should monitor threatening weather conditions. The same guidelines used by the OHSAA will be used by SWLYB.

2.5.2. If any board or committee member asks teams to clear the field, coaches must honor that request.

2.5.3. NO LIGHTNING SAFETY GUIDELINES CAN GUARANTEE ABSOLUTE SAFETY. IT IS THE RESPONSIBILITY OF EVERY PERSON TO BE AWARE OF WEATHER CONDITIONS AND TAKE APPROPRIATE ACTION TO BE SAFE.

2.6. Stoppages:

2.6.1. Umpire(s) and head coaches are responsible to make the call to stop play, remove individuals from the field and announce a warning to the spectators.

2.6.2. If a thunderstorm appears imminent before or during any activity (regardless of whether lightning is seen, or thunder heard), postpone or suspend the activity until the hazard has passed. Even storms that are many miles away can pose a danger from lightning.

2.7. Sheltering:

2.7.1. Generally, a fully enclosed vehicle with the windows rolled up tends to be safer than being outside so long as contact with metal surfaces inside and outside the vehicle is avoided.

2.7.1.1. Dugouts, picnic pavilions, and rain shelters are not appropriate shelters.

2.7.2. All individuals have the right to leave, without fear of repercussions or penalty, to seek a safer structure or location if they feel they are in danger from impending lighting activity.

2.7.2.1. Safety is the number one consideration; any activity can be made up later.

2.8. Wait Time:

2.8.1. Once an activity has been suspended due to lightning, at least 30 minutes are required prior to resuming activity.

- 2.8.2. The 30-minute waiting period shall reset each time additional thunder or lightning is observed.
 - 2.8.2.1. A clear sky or lack of rainfall are not adequate indicators for resuming play.
 - 2.8.2.2. The minimum 30-minute return-to-play waiting period shall not be shortened.
- 2.8.3. If any signs of thunderstorm activity remain in the area or if the weather forecast indicates the threat is not over, play should not be resumed even after the 30-minute waiting period.

3. EQUIPMENT GUIDELINES

3.1. Bats:

- 3.1.1. SWLYB regular season games and division tournament play.
 - 3.1.1.1. USA marked 2 5/8" and 2 1/4" bats are legal for league and division playoff play.
 - 3.1.1.2. Any bat marked with the 1.15BPF or BBCOR stamp is ILLEGAL and is NOT allowed in play.
- 3.1.2. Pre-season and All-Star tournaments will comply with the organization hosting the tournament.
 - 3.1.2.1. No assurances can be provided as to the bat rules of other organizations.
- 3.1.3. Only 2 1/4" youth wood bats are approved for play, although they are discouraged for use.
- 3.1.4. T-Ball bats (26" and shorter) are approved for use.
- 3.1.5. Penalty:
 - 3.1.5.1. Any bat discovered prior to the game that does not conform to the above rule shall be removed immediately and not be allowed for use during the game.
 - 3.1.5.2. If an illegal bat is discovered prior to a batter completing his/her at bat the bat will simply be removed from play and the at bat continues.
 - 3.1.5.3. If a player using an illegal bat or non-conforming barrel dimension hits a fair ball it will be ruled an out.
 - 3.1.5.3.1. No advancement on the bases will be allowed and any outs during the play stand.
 - 3.1.5.4. Multiple or continued infractions will result in discipline of coaches and/or players on a case-by-case basis.
 - 3.1.5.5. If you have any questions on approved or non-compliant bats, contact the SWLYB board.

3.2. Helmets:

- 3.2.1. Helmets must bear the NOCSAE stamp.
- 3.2.2. Helmets must have no visible stress, damage or cracks and the internal foam padding must not be damaged.

3.3. Cleats:

- 3.3.1. Shoes with molded cleats are permitted at all levels.

3.3.2. No metal cleats are allowed

3.4. Jewelry: Allowed based on the NFHS rule and umpires discretion. Ultimately, players should have jewelry tucked in and not causing a distraction to a batter or pitcher.

3.5. Gloves:

3.5.1. Fielder's Glove: All fielders other than the catcher must wear a glove or mitt not more than 14" long from top to bottom, not more the 8" wide across the palm, with webbing not more than 5-3/4" wide at the top.

3.5.2. Pitcher's Glove: The pitcher's glove may not, exclusive of the piping, be white or light gray, nor in the judgment of an umpire be distracting in any manner. No pitcher shall wear sweat bands on their wrist or arm.

3.5.3. Cather's Mitt: The catcher must wear a catcher's mitt (Preps and Majors only).

4. DIVISIONAL PLAYING RULES

4.1. Majors Division:

4.1.1. General:

4.1.1.1. Will play 9 defensive players in the field.

4.1.1.1.1. Teams may start with 8; but must take an out for their missing 9th batter.

4.1.1.1.2. Teams with 7 or less players will be a forfeit and head coaches can agree to scrimmage in place of the game. The game will not be rescheduled.

4.1.1.2. Only (4) coaches/assistant coaches are allowed on the field and in the dugout.

4.1.1.2.1. Additional coaches and/or scorekeepers shall be outside the fences.

4.1.1.3. Will play on a field with 70' bases with a 50' pitcher's mound.

4.1.1.4. There is no maximum run limit per inning.

4.1.1.5. Mercy rule is a 15-run lead after 3 complete innings 10-runs after 4 complete innings or 8 runs after 5 complete innings.

4.1.2. Batting:

4.1.2.1. Will roster bat all season.

4.1.2.1.1. A team must end the game with the same number of batters in the lineup as when the game started or take an out for the vacated batter, only exception is for a player injury during the game.

4.1.2.1.2. Each team will provide the opposition with their batting order and players' numbers.

4.1.2.1.3. Any player arriving late shall be placed on the bottom of the batting order.

4.1.2.2. No slug bunting, any player that slug bunts will be called out.

4.1.2.3. Dropped 3rd strike rule and infield fly rule are in play.

4.1.2.4. **Batters must make a reasonable attempt to avoid being hit by a pitch. If the umpire deems the batter did not make an attempt to avoid being hit, OR it is determined that the batter is turning into the pitch, the pitch will be declared a dead ball, and a ball will be awarded to the batter.**

4.1.3. Baserunning

4.1.3.1. Lead offs and steals are permitted.

4.1.3.2. Courtesy runner will be allowed for the catcher only with 2 outs. The courtesy runner must be the last recorded out.

4.1.3.3. **Players may slide headfirst into any base.**

4.1.3.4. Players **MUST** slide if the defense is making a play at that base. Failure to do so will result in the runner being called out.

4.1.3.5. **Players may NOT advance to second immediately following a walk, unless a play is made on a different runner or there is an error on the throwback to the pitcher.**

4.1.4. Fielding:

4.1.4.1. Every player must participate in each game defensively for a minimum of 6 outs. They do not have to be consecutive.

4.1.4.2. Any 10-year-old drafted must participate in each game for a minimum of (12) outs This is based on a 6-inning game. They do not have to be consecutive.

4.1.5. Pitching:

4.1.5.1. Balk rule will be in play with each individual pitcher getting 1 warning.

4.1.5.2. Each team will only be permitted 2 trips to the mound per game; this only applies to trips that do not result in a pitching change.

4.1.5.3. Pitchers who reach or go over 35 pitches in an inning on the last batter of the inning may pitch the next inning.

4.1.5.4. Pitchers may finish the batter that they reach 85 pitches on.

4.1.5.5. Once a pitcher is removed from a game, they cannot re-enter the same game as a pitcher, regardless of the number of pitches thrown.

4.1.5.6. Hit by Pitch Rule: 2 max per inning, 3 max per game per pitcher.

4.1.5.6.1. Unless it is determined batters are intentionally turning into the pitch (Umpires ruling)

4.1.6. Pitch Counts

Pitches	Days
0-20 pitches	0 days rest
21-35 pitches	1 day rest
36-50 pitches	2 days rest
51-65 pitches	3 days rest

66+ pitches	4 days rest
Inning maximum = 35 pitches / Game maximum = 85 pitches	

4.2. Preps Division:

4.2.1. General:

- 4.2.1.1. Will play 10 defensive players in the field (4 outfielders).
 - 4.2.1.1.1. Teams may start with 8; but must take outs for their missing 9th and 10th batter.
 - 4.2.1.1.2. No defensive Rover position is permitted
 - 4.2.1.1.3. Teams with 7 or less players will be a forfeit and head coaches can agree to scrimmage in place of the game. The game will not be rescheduled.
- 4.2.1.2. Only (4) coaches/assistant coaches are allowed on the field and in the dugout.
 - 4.2.1.2.1. Additional coaches and/or scorekeepers shall be outside the fences.
- 4.2.1.3. Will play on a field with 65' bases and 46' pitcher's mound.
- 4.2.1.4. A maximum of (5) runs can be scored in each inning.
- 4.2.1.5. Mercy rule is a 11-run lead after 4½ complete innings or 6-run lead after 5 complete innings.

4.2.2. Batting:

- 4.2.2.1. Will roster bat all season.
 - 4.2.2.1.1. A team must end the game with the same number of batters in the lineup as when the game started or take an out for the vacated batter, only exception is for a player injury during the game.
 - 4.2.2.1.2. Each team will provide the opposition with their batting order and players' numbers.
 - 4.2.2.1.3. Any player arriving late shall be placed on the bottom of the batting order.
- 4.2.2.2. No slug bunting, any player that slug bunts will be called out.
- 4.2.2.3. No dropped third strike, infield fly, or balk rules.
- 4.2.2.4. **Batters must make a reasonable attempt to avoid being hit by a pitch. If the umpire deems the batter did not make an attempt to avoid being hit, OR it is determined that the batter is turning into the pitch, the pitch will be declared a dead ball, and a ball will be awarded to the batter.**

4.2.3. Baserunning:

- 4.2.3.1. Runners cannot attempt to steal a base until the pitch crosses the front edge of home plate; no lead offs are permitted.
 - 4.2.3.1.1. Any runners attempting to lead off or steal early can be called out. (Umpire decision).
- 4.2.3.2. Courtesy runner will be allowed for the catcher only with 2 outs. The courtesy runner must be the last recorded out.

- 4.2.3.3. No player shall slide headfirst into any base unless the runner is returning back to the previous base on a throw. **The first violation of this rule is a team warning, each violation after will be an out.**
- 4.2.3.4. Players **MUST** slide if the defense is making a play at that base. Failure to do so will result in the runner being called out.
- 4.2.3.5. **When the pitcher controls the ball on the pitching mound, runners must return to their base. This does not apply to a ball that has been put in play by the batter. The mound is considered to be the full circle of dirt, not just the pitching rubber.**
- 4.2.3.6. **Players may NOT advance to second immediately following a walk, unless a play is made on a different runner or there is an error on the throwback to the pitcher**

4.2.4. Fielding:

- 4.2.4.1. Outfielders must be positioned a minimum of 10' deep in the outfield grass and will consist of (4) players whenever the roster allows.
- 4.2.4.2. Every player must participate in each game defensively for a minimum of 6 outs. They do not have to be consecutive.

4.2.5. Pitching:

- 4.2.5.1. Each team will only be permitted 2 trips to the mound per game; this only applies to trips that do not result in a pitching change.
- 4.2.5.2. Pitchers who reach or go over 35 pitches in an inning on the last batter of the inning may pitch the next inning.
- 4.2.5.3. Pitchers may finish the batter that they reach 75 pitches on.
- 4.2.5.4. Once a pitcher is removed from a game, they cannot re-enter the same game as a pitcher, regardless of the number of pitches thrown.
- 4.2.5.5. Hit by Pitch Rule: 2 max per inning, 3 max per game per pitcher.
 - 4.2.5.5.1. Unless it is determined batters are intentionally turning into the pitch (Umpires ruling).

4.2.6. Pitch Counts

Pitches	Days
0-20 pitches	0 days rest
21-35 pitches	1 day rest
36-50 pitches	2 days rest
51-65 pitches	3 days rest
66+ pitches	4 days rest
Inning maximum = 35 pitches / Game maximum = 75 pitches	

4.3. Minors Division:

4.3.1. General:

- 4.3.1.1. Will be coach pitch all season.
 - 4.3.1.2. Will play 10 defensive players in the field (4 outfielders).
 - 4.3.1.2.1. Teams may start with 8; but must take outs for their missing 9th and 10th batter.
 - 4.3.1.2.2. No defensive Rover position is permitted.
 - 4.3.1.2.3. Teams with 7 or less players will be a forfeit and head coaches can agree to scrimmage in place of the game. The game will not be rescheduled.
 - 4.3.1.3. Only (4) coaches/assistant coaches are allowed on the field and in the dugout.
 - 4.3.1.3.1. Additional coaches and/or scorekeepers shall be outside the fences.
 - 4.3.1.4. No coach is allowed on the field while their team is on defense. (Except as below).
 - 4.3.1.4.1. Coach may position behind the batter's box to help speed the game up on missed or passed balls.
 - 4.3.1.4.2. Defensive coach may serve as the umpire in the field.
 - 4.3.1.5. Will play on a field with 60' bases and 46' pitcher's mound.
 - 4.3.1.6. A maximum of (5) runs can be scored in each inning.
 - 4.3.1.7. Mercy rule is a 11-runs after 4½ complete innings or 6-runs after 5 complete innings.
- 4.3.2. Batting:
- 4.3.2.1. Will roster bat all season.
 - 4.3.2.1.1. A team must end the game with the same number of batters in the lineup as when the game started or take an out for the vacated batter, only exception is for a player injury during the game.
 - 4.3.2.1.2. Each team will provide the opposition with their batting order and players' numbers.
 - 4.3.2.1.3. Any player arriving late shall be placed on the bottom of the batting order.
 - 4.3.2.2. Full facemasks are required for all batting helmets. Chin protectors are NOT counted as facemasks.
 - 4.3.2.3. Each batter will receive up to 6 pitches.
 - 4.3.2.3.1. Missed swings by a batter will make the batter out.
 - 4.3.2.4. There are unlimited fouls on the 6th pitch and after.
 - 4.3.2.5. The "bad last pitch rule is in effect". Per the umpire's discretion one additional pitch may be given if the final pitch is deemed bad (Pitch hits the batter, bounces in front of the plate or is over the child's head).
- 4.3.3. Baserunning:
- 4.3.3.1. Runners are not allowed to lead off or steal a base; they may not leave their base until the batter has hit the ball.
 - 4.3.3.2. Runners may not advance on an overthrow.
 - 4.3.3.3. No player shall slide headfirst into any base unless the runner is returning back to the previous base on a throw. **The first violation of this rule is a team warning, each violation after will be an out.**

4.3.3.4. Players **MUST** slide if the defense is making a play at that base. Failure to do so will result in the runner being called out.

4.3.3.5. On a ball hit to the outfield, once the ball is returned to the infield, baserunners may not advance beyond the base they are currently running to. The ball does not need to be controlled by a player in the infield.

4.3.3.5.1. Coaches will paint a line halfway through each baseline before the game starts. Any runner who has not advanced beyond the line when the ball is returned to the infield must go back to the previous base. Runners who have advanced beyond the line can continue to the next base at their own risk. Advancement will be at umpire's discretion.

4.3.4. Fielding:

4.3.4.1. Outfielders must be positioned a minimum of 10' deep in the outfield grass and will consist of (4) players whenever the roster allows.

4.3.4.2. Outfielders cannot run the ball to the infield to make a play at a base or to create a dead ball.

4.3.4.3. Every player must participate in each game defensively for a minimum of 6 outs. They do not have to be consecutive.

4.3.4.4. Each player must play at least 3 outs at an infield position in every game.

4.3.4.5. No player may play more than 9 outs at any one specific position in a game.

4.3.5. Coach Pitcher and Fielding Pitchers:

4.3.5.1. Coach pitchers must use a baseball glove.

4.3.5.2. A batted ball which hits the coach on the mound, is a dead ball and the pitch will not count.

4.3.5.3. Coach pitchers must start their throw from behind a line at 40' from home plate and must pitch overhand to each batter. Coaches **MUST** be standing when pitching.

4.3.5.4. Fielding pitchers must be in-line with the pitching rubber (46' from home) and within 5' of the center of the pitching rubber (to the left or right of the coach pitcher).

4.3.5.4.1. They may not interfere with the opposing team's pitching coach.

4.3.5.4.2. Fielding pitchers must wear a batting helmet with a facemask.

4.3.5.5. No player will play in front of a line 45' from home plate.

4.4. Rookie Division:

4.4.1. General:

4.4.1.1. Will be coach pitch all season.

4.4.1.2. Will play 10 defensive players in the field (4 outfielders).

4.4.1.2.1. Teams may start with 8.

4.4.1.2.2. Teams with 7 or less players will be a forfeit and head coaches can agree to scrimmage in place of the game. The game will not be rescheduled.

4.4.1.3. Only (4) coaches/assistant coaches are allowed on the field and in the dugout.

4.4.1.3.1. Additional coaches and/or scorekeepers shall be outside the fences.

4.4.1.3.2. The team at bat may use a 1st and 3rd base coach in addition to a batting coach and coach pitcher.

4.4.1.3.3. The team in the field may use no more than 3 coaches in the field while playing defense and must be positioned behind the outfielders to prevent any opportunities for interference to game play.

4.4.1.3.4. Defensive Coach will serve as the umpire in the field.

4.4.1.4. Will play on a field with 50' bases and 38' pitcher's mound.

4.4.1.5. A maximum of (5) runs can be scored in each inning.

4.4.2. Batting:

4.4.2.1. Will roster bat all season.

4.4.2.1.1. A team must end the game with the same number of batters in the lineup as when the game started or take an out for the vacated batter, only exception is for a player injury during the game.

4.4.2.1.2. Each team will provide the opposition with their batting order and players' numbers.

4.4.2.1.3. Any player arriving late shall be placed on the bottom of the batting order.

4.4.2.2. Full facemasks are required for all batting helmets. Chin protectors are NOT counted as facemasks.

4.4.2.3. Each batter will receive up to 5 pitches. Foul balls count as a pitch.

4.4.2.3.1. The 6th "Pitch" will be hit off the Tee. There are no "do over" or bad pitch rules in effect.

4.4.3. Baserunning:

4.4.3.1. Runners are not allowed to lead off or steal a base; they may not leave their base until the batter has hit the ball.

4.4.3.2. Runners may not advance on an overthrow.

4.4.3.3. No player shall slide headfirst into any base unless the runner is returning back to the previous base on a throw. **The first violation of this rule is a team warning, each violation after will be an out.**

4.4.3.4. On a ball hit to the outfield, once the ball is returned to the infield, baserunners may not advance beyond the base they are currently running to. The ball does not need to be controlled by a player in the infield.

4.4.3.4.1. **Coaches will paint a line halfway through each baseline before the game starts. Any runner who has not advanced beyond the line when the ball is returned to the infield must go back to the previous base. Runners who have advanced beyond the line can continue to the next base at their own risk. Advancement will be at umpire's discretion.**

4.4.4. Fielding:

- 4.4.4.1. Outfielders must be positioned a minimum of 10' deep in the outfield grass and will consist of (4) players whenever the roster allows.
- 4.4.4.2. Outfielders cannot run the ball to the infield to make a play at a base or to create a dead ball.
- 4.4.4.3. Every player must participate in each game defensively for a minimum of (6) outs. They do not have to be consecutive.
- 4.4.4.4. Each player must play at least 3 outs at an infield position in every game.
- 4.4.4.5. No player may play more than 6 outs at any one specific position in a game.
- 4.4.5. Coach Pitcher and Fielding Pitchers:
 - 4.4.5.1. Coach pitchers must use a baseball glove.
 - 4.4.5.2. A batted ball which hits the coach on the mound, is a dead ball and the pitch will not count.
 - 4.4.5.3. Coach pitchers must start their throw from behind a line 30' from home plate and must pitch overhand to each batter.
 - 4.4.5.4. Fielding pitchers must be in-line with the pitching rubber (38' from home) and within 5' of the center of the pitching rubber (to the left or right of the coach pitcher)
 - 4.4.5.4.1. They may not interfere with the opposing team's pitching coach.
 - 4.4.5.4.2. All fielding pitchers must wear a batting helmet with a facemask.
 - 4.4.5.5. No player will play in front of a line 38' from home plate.
- 4.5. T-Ball Division:
 - 4.5.1. General:
 - 4.5.1.1. Will be coach pitch all season.
 - 4.5.1.2. Will play 9 defensive players in the field (4 outfielders and no catcher)
 - 4.5.1.2.1. Teams may start with 8.
 - 4.5.1.3. Only (4) coaches/assistant coaches are allowed on the field and in the dugout.
 - 4.5.1.3.1. Additional coaches shall be outside the fences.
 - 4.5.1.3.2. The team at bat may use a 1st and 3rd base coach in addition to a batting coach and coach pitcher.
 - 4.5.1.3.3. The team in the field may use no more than 4 coaches in the field while playing defense and must be positioned behind the outfielders to prevent any opportunities for interference to game play.
 - 4.5.1.4. Will play on a field with 50' bases and 38' pitcher's mound.
 - 4.5.1.5. There is no scorebook and no official score for any games.
 - 4.5.2. Batting:
 - 4.5.2.1. Teams will roster bat 2 complete innings per game.
 - 4.5.2.1.1. Coaches can use their discretion in deciding to end games early.
 - 4.5.2.1.2. All players must be placed in the batting order to be used for the entire game.

- 4.5.2.1.3. Any player arriving late shall be placed on the bottom of the batting order.
- 4.5.2.2. Full facemasks are required for all batting helmets. Chin protectors are NOT counted as facemasks.
- 4.5.2.3. Each batter will receive up to 3 pitches.
 - 4.5.2.3.1. The 4th "Pitch" will be hit off the Tee. If they fail to put a pitched ball in play, they shall hit from the Tee until they do so.
 - 4.5.2.3.1.1. There are no strikeouts.
- 4.5.3. Baserunning:
 - 4.5.3.1. Runners are not allowed to lead off or steal a base; they may not leave their base until the batter has hit the ball.
 - 4.5.3.2. Runners shall not advance more than 1 base on any batted ball unless the ball was hit by the last batter of the inning.
- 4.5.4. Fielding:
 - 4.5.4.1. Outfielders must be positioned a minimum of 5' deep in the outfield grass and will consist of (4) players whenever the roster allows.
 - 4.5.4.2. Players should not run the ball to a base when another player is covering the base.
 - 4.5.4.2.1. If this happens, educate the child making the play and the base runner is called safe.
 - 4.5.4.3. The defense may play (1) infield "rover" in addition to a pitcher, shortstop, 1st, 2nd, and 3rd basemen.
 - 4.5.4.4. No player may play more than 6 outs at any one specific position in a game.
 - 4.5.4.5. Coaches should use caution when positioning players whose skill level may put them at risk of injury.
 - 4.5.4.5.1. Example: 1st base should be reserved for players who can protect themselves from a thrown ball.
- 4.5.5. Coach Pitcher and Fielding Pitchers:
 - 4.5.5.1. Coach pitchers must use a baseball glove.
 - 4.5.5.2. Coaches must pitch overhand to each batter.
 - 4.5.5.3. Fielding pitchers must be in-line with the pitching rubber (38' from home) and within 5' of the center of the pitching rubber (to the left or right of the coach pitcher).
 - 4.5.5.3.1. They may not interfere with the opposing team's pitching coach.
 - 4.5.5.3.2. All fielding pitchers must wear a batting helmet with a facemask.
 - 4.5.5.4. No player will play in front of a line 38' from home plate.