



2024 Interleague Rules

All Divisions

1. Home team occupies third base dugout and visiting team occupies first base dugout.
2. The umpire will determine the official start time of the game after coaches meet with the umpire and the official score will be kept by the home team in all divisions, excluding 6U.
3. All batters must wear a helmet with facemask.
4. Unless expressly noted within, all other USA rules apply.
5. ALL BAT: The entire team will bat through a continuous batting order regardless of whether the player is active on defense or is on the bench.
6. NO PETS allowed at Snow Elementary (Newark), Castro Valley High School or San Leandro High fields.

6U Rules

1. There will be no score keeping.
2. Don't forget rule #1.
3. Game times are one (1) hour with a minimum of two (2) innings.
4. The pitching rubber will be located 25 feet from home plate. Base distance is 45'
5. Ball will be Easton 10" Incrediball
6. Batting:
 - a. First half of season -- teams will bat through the entire batting order. Once all players have had an appearance at the plate, they will then take their positions on defense. REMEMBER: After the final batter hits the ball, the defense must make a play on the batter/runner.
Do not allow the defensive players to leave the field until a play has been made on the final batter/runner of each inning. The last batter of an inning will become the first batter for the next inning.
 - b. Second half of season -- as of May 1st, after three (3) outs have been recorded by the defense, they will then take their place on offense.
7. Base runners can only advance one (1) base on any ball hit within the infield. Extra bases are not allowed on overthrows.
8. The Infield Fly Rule does not apply to this division.
9. Base runners can continue to advance on any ball hit to the outfield. Once the ball is thrown back into the infield, the offensive coach will call time and runners will be stopped at the next base they are advancing towards.

6U Rules cont.

10. A coach from the offensive team will pitch to their players.
If the batter does not put the ball in play after three (3) balls pitched from the coach, the player will have unlimited attempts from the batting tee until ball is put in play. Balls and strikes are not counted.
11. Base runners can advance to the next base only after the ball is put into play by the batter.
There is no base stealing
12. Sliding is not allowed in this division.
13. When the team is on defense, all players will take a position on the field. The infield will consist of six (6) players, including the pitcher and catcher. The other players will take a position in the outfield and will keep a minimum of five (5) feet behind the baselines.
14. Players who are in the outfield one (1) inning will take an infield position the next inning.
No player (unless by their own desire) shall play two (2) consecutive innings in the outfield.
No player (unless there are fewer than nine (9) players for a game) shall play more than two (2) consecutive innings at an infield position.
15. An eight (8) foot arc must be placed in front of home plate, between the 1st and 3rd baselines. This is "FOUL TERRITORY" for the defensive team. A batted ball must travel past the "FOUL TERRITORY" before it is considered "in play." Defensive players must remain five (5) feet behind the "NO PLAY" zone until the batter has made contact with the ball and can never enter the "NO PLAY" zone to make a play on the ball.
16. The batters may be pitched to or they may hit off the tee. It is the discretion of the manager/coach and may change player to player during the team's at-bat.
17. Make sure everyone has FUN!

8U Rules

Base Distance	60'
Pitching Distance	30'
Ball Size	10" soft
Batting	Continuous, all players present to bat
After 4 Balls	On ball 4, the coach pitches the remaining strikes, up to 3 pitches.
Last pitch, batter can foul off unlimited number of pitches without being declared out.	Coach must start with both feet on the pitcher's plate.
Bunting	Yes, but not off coach pitches
Fielding Minimum	Two inning per game
Pitching Limits	Pitcher can not pitch no more than 2 of the first 4 innings, then unlimited after that.
Players on Field	Minimum 8, maximum 10, Maximum 6 on infield dirt
Stealing	No but runners may lead off on release of the pitch from pitcher's hand
Sliding	Yes, but no diving into a base for safety reasons
Halfway Line	N/A
Dropped 3rd Strike	No
Overthrow	First Base - No advance of runner unless a second throw attempt is made on the runner. Other runners may advance one base on overthrow, the base they were going to plus next base. Runners may be played upon/not an automatic advancement.

8U Rules Continued

Game Time Limit	90 Minutes @ first pitch.
Run Limits	4 per inning. Continuous play on hits that result in additional runs but these runs are not recorded (four maximum). No run limits if umpire declares last inning unlimited but declaration can't be announced once batter steps into the box.
Standings Kept	No
Umpire	Yes, one
Run Rule	10 after 4 innings (3 1/2 if home team is ahead)
Play Stoppage	Once the ball is in the circle and the pitcher has possession of the ball, all runners may continue onto the base they are advancing to (but they are still at risk of being put out by the defense).

10U Rules

Base Distance	60'
Pitching Distance	35'
Ball Size	11"
Batting	Continuous, all players present to bat
After 4 Balls	Walk
Bunting	Yes
Fielding Minimum	Two inning per game
Pitching Limits	Pitcher cannot pitch no more than 2 of the first 4 innings, then unlimited after that.
Players on Field	Minimum 8, maximum 10, Maximum 6 on infield dirt
Stealing	Yes
Sliding	Yes, but no diving into a base for safety reasons (runner declared out)
Dropped 3rd Strike	Yes
Run Limits	4 per inning. Continuous play on hits that result in additional runs but these runs are not recorded (four maximum). No run limits if umpire declares last inning unlimited but declaration can't be announced once batter steps into the box.
Run Rule	Game over is when a team is ahead by 12 runs after 4 innings, 10 runs after 5 innings, or 8 runs after 6 innings. If home team is ahead game is over after down team finishes batting.
Standings Kept	No
Umpire	One
Game Time Limit	90 minutes @ first pitch. At the start of any inning that starts with 15 minutes or less remaining of the official time limit, both coaches and the umpire will decide whether the inning will be unlimited runs. Both coaches must agree or it will be subject to the run limit rule.
Play Stoppage	Once the ball is in the circle and the pitcher has possession of the ball, all runners may continue onto the base they are advancing to (but they are still at risk of being put out by the defense).

12U/14U Upper Divisions Rules

Base Distance	60'
Pitching Distance	40'
Ball Size	12"
Batting	Continuous, all players present to bat
After 4 Balls	Walk
Bunting	Yes
Fielding Minimum	Two inning per game
Pitching Limits	Pitchers cannot pitch more than 2 of the first 4 innings, then unlimited after that.
Players on Field	Minimum 8, maximum 9, Maximum 5 on infield dirt
Stealing	Yes
Sliding	Yes, but no diving into home plate for safety reasons (runner declared out)
Dropped 3rd Strike	Yes
Run Limits	4 per inning. Continuous play on hits that result in additional runs but these runs are not recorded (four maximum). No run limits when umpire declares last inning unlimited but declaration can't be announced once batter steps into the box or after 90 min has passed.
Run Rule	Game over is when a team is ahead by 12 runs after 4 innings, 10 runs after 5 innings, or 8 runs after 6 innings. If home team is ahead game is over after visiting team finishes batting.
Standings Kept	Determined by individual league
Umpire	Yes, one
Game Time Limit	No new inning after 90 Minutes. Time starts after coaches meet with umpires.
Play Stoppage	Once the ball is in the circle and the pitcher has possession of the ball, all runners may continue onto the base they are advancing to (but they are still at risk of being put out by the defense).