

T-Ball Rules

- *A thrown bat will result in one warning and then will be an automatic out. This is for the safety of everyone. After 2 games it will be an automatic out. No warning!!
- *No player will strike out. They will all get a chance to hit the ball and run to first base.

For PreK:

- *10 batters will bat every inning.
- *Outs will only be counted on the score sheet and the player can continue to run the bases.
- *Only one base can be taken on a hit. Players are allowed to take extra bases on the 10th batter.
- *No running on an overthrow.
- *Try to coach from the sidelines, but it may be necessary to be in the field to help. Please use good discretion.
- * **New Rule— It will not count as an out if fielders run the ball to the base, unless they are occupying that base. They need to throw the ball to get the out. For example, pitchers running the ball and putting it on the tee, or trying to race to tag at home (or any other base) will not count as an out. They need to throw it to the catcher or baseman.**

For K-1st:

- *The “at-bat” for each team will end when three outs are made. If three outs are not made, the teams “at-bat” will end when 10 batters have batted. One base will be allowed on an overthrow. A runner cannot advance home on an overthrow.
- *Coaches may help with batting, but will not be allowed in the field unless there is an injury or need to make a quick switch. Please don’t stand in the batting area after you’ve helped the batter.
- *A team must begin each game with at least 6 players.
- *No bunting is allowed.
- *Runners may not lead off the base. On a hit, the runner can advance as far as they can until the ball is in the infield. Once the ball is in the infield, the ball is considered dead. It will be the umpire’s discretion of when the ball is in the infield. Please be compliant if you are asked to send a runner back to a base.
- *No new inning will start after 50 minutes. Please be on time. There will be a 10 minute grace period, then a forfeit will be counted.
- *It is important to teach players to play all positions. Please do not have them play the same position for more than two innings per game. Please remember they’ve all paid and deserve to play as much as possible regardless of talent level or practices they have attended. No player should sit more than one inning per game.
- * **New Rule— It will not count as an out if fielders run the ball to the base, unless they are occupying that base. They need to throw the ball to get the out. For example, pitchers running the ball and putting it on the tee, or trying to race to tag at home (or any other base) will not count as an out. They need to throw it to the catcher or baseman.**
- *Players should play their position. Shortstops or rovers must play deeper than the pitcher, and catchers should field anything short. Basemen should play off the bag two to three feet, not directly over top of it. Outfielders should play at least where the outfield grass starts. All players, especially the pitcher, need to learn to throw to the base they are trying to get an out at, instead of running with the ball. If it makes sense to easily tag a runner, or easily touch the base on a force with a few steps, do it, but in the past several kids stand around and watch the pitcher run to get all the outs. Please do not encourage your pitchers to field the ball and then beat the runner home (or to any other base). Please teach them to throw the ball. This will help their development for future leagues.
- *To keep the games moving along, please have your lineups set before the game so that you know each inning where players will play. This will help you keep track of where kids have played and how many times they have sat. If at all possible, have a coach at 1st, 3rd, and someone running the batting order. This will help things run smoothly.
- *Rain Outs: Please check cityofiona.org and in case of bad weather. Coaches will be responsible to contact their team.
- *Just a note: If you make your batting lineup at the beginning of the season and just rotate the person on the top to the bottom of the lineup every game, everyone gets a chance to bat first and last. If parents know this, they will get the kids to games on time and will not complain that their kid is not batting as much as everyone. If they are late, they will just miss their turn to be first. This is just a suggestion. You may do your line-up however you wish.

Boys Pitching Machine Rules

1. A thrown bat will result in one warning and then will be an automatic out. This is for the safety of everyone. After 2 games it will be an automatic out. No more warnings!
2. Each batter will get the regular 3 strikes, 4 balls.
3. The “at-bat” for each team will end when three outs are made. If three outs are not made, the team’s “at-bat” will end when 10 batters have batted.
4. One base will be allowed on an overthrow. A runner cannot advance home on an overthrow.
5. A team must begin each game with at least 6 players.
6. No bunting is allowed.
7. Runners may not lead off the base. On a hit, the runner can advance as far as he can go. The ball will be considered dead when it gets to the pitcher. The area of the pitcher will be at the discretion of the umpire. Please be compliant with umpire’s discretion if you are asked to send a runner back to a base.
8. No stealing.
9. Players should play their position. Shortstops or rovers must play deeper than the pitcher, and catchers should field anything short. Basemen should play off the bag two to three feet, not directly over top of it. Outfielders should play at least where the outfield grass starts. All players, especially the pitcher, need to learn to throw to the base they are trying to get an out at, instead of running with the ball. If it makes sense to tag a runner, or easily touch the base on a force with a few steps, do it, but in the past several kids stand around and watch the pitcher run to get all the outs. Please do not encourage your pitchers to field the ball and then beat the runner home (or to any other base). Please teach them to throw the ball.
10. No coaches on the field in play area, except in between innings. A 1st and 3rd base coach will be allowed for the team at bat, but they must stay behind the foul lines. When your team is on defense, all coaches must stay on grass area directly outside the dugout for safety reasons.
11. Games are scheduled for 5 innings or 1 hour 5 minutes. If weather conditions begin to be unfavorable during the course of the game, 3 innings will constitute a complete game.
12. Please treat umpires with respect and understand there may be some discrepancies as you will not always have the same umpire each game. Please be compliant. We may find another coach for your team, or you may be asked to not coach or attend games if this rule is not followed.
13. Rain Outs: Please check City of Iona website or our Facebook page for rain outs. Coaches will then be responsible to contact all team members. Be prepared to play make-up games on Friday of the same week as the rainout. If your team has two rainouts in one week, you will only remake the first rained out game. Make-up games will not be rescheduled if you are unable to attend.

Softball Rules

Pitching Machine Rules

1. A thrown bat will result in one warning and then will be an automatic out. This is for the safety of everyone.
2. A team consists of 10 players on the field, with four players in the outfield.
3. The pitching machine will be set at 35 mph (may be adjusted slightly to ensure the balls gets over the plate). Each batter will get the regular 3 strikes, and 4 balls rule. If you have questions, please ask before the game starts.
4. The "at-bat" for each team will end when three outs are made. If three outs are not made, the team's "at-bat" will end when 8 runs have scored. Continuation of runners is in effect, so a team may score a max of 11 runs in one inning.
5. When an overthrow to the first baseman skips out of play, the umpire will place the batter at second base. The rule is that when the defensive team puts the ball out of play, the batter will get two bases from the base she was at when the play started. Since the batter started the play at home, two bases would put her at second base. Or in baseball jargon "one base on an overthrow". Do not argue the saying to mean more than the above. Such as "the runner was already advancing towards second base, so the runner should be granted third base as well."
6. When the ball remains in play, (inside the chain link 1st base fence line and 3rd base fence line) the runner may go as far as they can until the play is complete. The play has ended when a defensive player makes a purposeful and realistic attempt to throw the ball to the pitcher within the pitcher's circle. It will be the umpire's discretion of when the ball is dead. Please be compliant if you are asked to return to a base. For example, an outfielder attempting a throw from their outfield position and delivers the ball is off course or does not reach the pitcher's circle will be considered a live ball and the runners may continue to advance. A second example, is an infielder making a purposeful throw to the pitcher within a reasonable distance to the pitcher's circle, and the ball slips by the pitcher, the umpire will judge the ball dead and runners may not advance. Bottom line: Do not take advantage of little girls who are still learning to throw and catch.
7. A team must begin each game with at least 6 players.
8. Bunting is not allowed.
9. Runners may not lead off the base. No Stealing.
10. No coaches on the field in play area, except in between innings. You may have base coaches on the 1st and 3rd base sidelines.
11. Games are scheduled for 5 innings or 1 hour 5 minutes. If weather conditions begin to be unfavorable during the course of the game, 3 innings will constitute a complete game.
12. No abusive language or behavior will be tolerated from coaches, teams, or fans. Coaches are asked to treat the umpires with respect. If questions arise, discuss the matter with the umpire before or after the game.
13. Games need to start on schedule. A 10-minute grace period will be allowed for the first game only.
14. Please teach your players to slide where necessary (close plays at bases) to avoid collisions and injuries. Umpires will have discretion to call a runner out if a collision could have been avoided by a slide. Likewise, please teach your players covering the bag to not interfere with a runner's advancement to the next base. Umpires will also have the discretion to allow an extra base if they determine a fielder interferes with a runner's advancement.
15. Rain Outs: Please check City of Iona website or our Facebook page for rain outs. Coaches will then be responsible to contact all team members. Be prepared to play make-up games on Friday of the same week as the rainout. If your team has two rainouts in one week, you will only remake the first rained out game. Make-up games will not be rescheduled if you are unable to attend.

4th and 5th Modified Fast pitch Rules:

1. Games will last 5 innings, or 1 hour and 15 minutes, whichever comes first. If weather conditions begin to be unfavorable during the course of the game, 3 innings will constitute a complete game.
2. 10 players may play in the field. A pitcher, catcher, four infielders, and four outfielders.
3. A maximum of 7 runs per inning. Continuation of runners will be in effect, so a maximum of 10 runs may occur.
4. Bunting and stealing are allowed on a pitch from a player-pitcher only. Bunting and stealing ARE NOT allowed on a pitch from a coach-pitcher. Runners may advance/steal home on an overthrow to third base, a passed ball on the catcher, and an errant throw back from the catcher to pitcher. Stealing home is only applicable on a pitch/passed ball/throwback from a player-pitcher only.
5. If an overthrow goes out of play, runners will advance to the next base as determined by the umpires.
6. A base runner may lead off the base AFTER the player-pitcher releases the ball.
7. Infield fly rule does not apply.
8. There shall be no advancement to first on a dropped third strike from a player-pitcher or coach-pitcher. Base-runners may steal on a dropped third strike, if the pitch is from a player-pitcher only.
9. Play is considered dead when the pitcher has the ball inside of the pitcher's circle. Continuing to run when the ball has reached the infield, but not in the pitcher's circle, is allowed, but it is not a good technique to teach to players.
10. Pitching:
 - A. ABSOLUTELY NO WALKS IN THIS DIVISION! (Except when a player-pitcher hits a batter.)
 - B. We prefer that coaches will teach the "windmill" technique for fast pitch, but it is not required.
 - C. 35-foot pitching rubber with an 11-inch softball.
 - D. Balls and strikes will be called by an umpire.
 - E. A player-pitcher may begin with one foot touching the rubber (Idaho High School rule), and may step back with one foot to begin their motion. (Idaho High School pitching rules apply to this division). (A.S.A. rules require both feet on pitching rubber, and no step back.)
 - F. A player-pitcher will pitch to each new batter. If after a player-pitcher reaches a 4-ball count, and the batter has not struck out or put the ball into fair play, a coach-pitcher for the batting team will enter and deliver a maximum of 3 underhand pitches. (The batter will retain her count and be held accountable for previous strikes). If a batter has not put the ball into fair play after a maximum of 3 pitches from a coach-pitcher, THE BATTER IS OUT, regardless of bad pitches from a coach-pitcher. A coach-pitcher may pitch from anywhere inside the pitcher's circle. The player-pitcher must play even with or behind the coach-pitcher and must remain in the pitcher's circle during the pitch. Fouls balls off a pitch from a coach-pitcher are not factored into the maximum pitches from a coach-pitcher.
 - G. No quick-pitches from the coach-pitcher. They must ensure the defense is ready first. This is for safety reasons. If an umpire determines a coach-pitcher throws a quick-pitch, they will call "NO PITCH!", and play will be restarted.
 - H. The coach-pitcher MAY NOT interfere with a thrown or hit ball. If an umpire determines that a coach-pitcher interferes with a thrown or hit ball, the batter is out and runners will return to their base occupied at the time of the pitch.
11. If a coach-pitcher is hit with a batted ball after delivering a pitch, the ball is considered dead. The batter is awarded first base and all runners may advance one base only. Coach-pitchers will try their best to avoid being struck with a hit ball.
12. Runners may advance as far as they can on a pitch from a coach-pitcher or player-pitcher until the play is called dead from the umpires.
13. Any thrown bat called by an umpire will be an automatic out.
14. Games must begin on time. A 10-minute grace period will be allowed, then a forfeit will be called.
15. No metal cleats please.
16. Runners must slide when necessary to avoid a collision. If the umpire determines a player could have slid to avoid a collision, the runner can be called out, and the play is dead. Likewise, basemen should avoid playing on top of the bag and allow to base runners to run without contact. If an umpire determines a baseman has impeded the progress of the runner, the runner may be awarded the next base.
17. If questions arise, please discuss the matter with the umpires BEFORE or AFTER the game.
18. Rain Outs: Please check City of Iona website or our Facebook page for rain outs. Coaches will then be responsible to contact all team members. Be prepared to play make-up games on Friday of the same week as the rainout. If your team has two rainouts in one week, you will only remake the first rained out game. Make-up games will not be rescheduled if you are unable to attend.

6th-8th Grade Rules

1. A thrown bat will result in one warning and then will be an automatic out. This is for the safety of everyone.
2. A team will have 9 players on the field.
3. A team must begin each game with at least 6 players.
4. A game is scheduled for 5 innings or 1 hour 15 minutes. If weather conditions begin to be unfavorable during the course of the game, 3 innings will constitute a complete game.
5. The "at-bat" for each team will end when three outs are made. A seven-run rule will be used. If a team scores 7 runs in one inning, the inning will end. Continuation of runners is in effect, so a maximum of 10 runs in one inning may occur.
6. Bunting is allowed.
7. Runners may not lead off. They may steal after the ball leaves the pitcher's hand. Runners can advance as far as possible on an overthrow. Play is considered dead when the pitcher has the ball near the pitcher's rubber, or the ball goes out of play.
8. No coaches on the field in play area, except in between innings. You may have base coaches on the 1st and 3rd base sidelines.
9. Idaho High School rule for pitchers will be used. A pitcher may begin delivery with one foot in contact with pitching rubber and may step back. Please practice pitching and be proficient before the 1st game. (A.S.A. rules require both feet on pitching rubber, and no step back. ASA rules will be enforced if you go to travel tournaments.)
10. No abusive language or behavior will be tolerated from coaches, teams, or fans. Coaches are asked to treat the umpires with respect. If questions arise, discuss the matter with the umpire before or after the game.
11. Games need to start on schedule. A 10-minute grace period will be allowed for the first game only.
12. Please teach your players to slide where necessary (close plays at bases) to avoid collisions and injuries. Umpires will have discretion to call a runner out if a collision could have been avoided by a slide. Likewise, please teach your players covering the bag to not interfere with a runner's advancement to the next base. Umpires will also have the discretion to allow an extra base if they determine a fielder interferes with a runner's advancement.
13. A batter may not run to 1st on a dropped 3rd strike.
14. Look-back rule: A walked batter may continue to run to 2nd if the pitcher is in the circle but not on the rubber and has the ball. However, if they hesitate or make a move back to 1st after continuing to 2nd, they are out. However, if the pitcher makes a move to try to throw out the runner, the runner has the right to return to the base without being called out.
15. Since all players on the team will bat, a DP-FLEX or DESIGNATED HITTER will not be used in this league.
16. Players may be pulled for substitutions and allowed to be re-entered in the game at any time, other than the following pitching rule.
17. After a starting pitcher has been pulled, they may re-enter the game to pitch, but only after the relief pitcher has pitched to at least one batter for a full at-bat. If the starting pitcher has been pulled twice during the game, they are not allowed to pitch again that game. All relief pitchers are not allowed to re-enter (as a pitcher) after being pulled once, but may play elsewhere in the field.
18. Rain Outs: Please check City of Iona website or our Facebook page for rain outs. Coaches will then be responsible to contact all team members. Be prepared to play make-up games on Friday of the same week as the rainout. If your team has two rainouts in one week, you will only remake the first rained out game. Make-up games will not be rescheduled if you are unable to attend.