

Reynoldsburg Parks and Recreation, Baseball/Softball Rules Summary

The following is a summary of the Reynoldsburg Youth Baseball rules. It is intended only as an aid to coaches and umpires and not meant to replace the official rule sheets.

Rule	Coach Pitch Baseball	Minor Baseball	Major Baseball	Coach Pitch Softball	Junior Softball	Intermediate Softball
Ball Used	RIF 5	RIF 5	RIF 10	11" RIF 5	11" RIF 10	12"
Sliding?	Allowed	Allowed	Allowed	Allowed	Allowed	Allowed
Stealing?	Not allowed	Allowed after ball crosses the plate, no stealing home	Allowed after ball crosses plate	Not Allowed	Not Allowed	Allowed after ball crosses plate
Lead offs?	Not allowed	Not allowed	Not allowed	Not Allowed	Not Allowed	Not Allowed
End of Inning?	3 outs or 6 runs	3 outs or 6 runs	3 outs	3 outs or 6 runs	3 outs or 6 runs	3 outs or 6 runs
Defenders	min 8, max 10	min 8, max 10	min 8, max 10	min 8, max 10	min 8, max 10	min 8, max 10
Pitcher's Rubber	46 ft (back rubber) Coach may pitch closer	46 ft (back rubber)	46 ft (back rubber)	40 ft (front rubber) Coach may pitch closer	40 ft (front rubber)	40 ft (front rubber)
Run Rule	10 after 4	10 after 4	10 after 4	10 after 4	10 after 4	10 after 4
Number of Innings	6	6	6	6	6	6
Time Limit	2 Hour	2 Hour	2 Hour	2 Hour	2 Hour	2 Hour
Pitchers	Coach pitches to own team. Player plays the position for defense.	Youth can pitch 9 consecutive outs per game.	Youth can pitch 6 innings in any given two game scheduled week.	Coach pitches to own team. Player plays the position for defense.	Youth can pitch 9 consecutive outs per game. After 4 walked batters in an inning, opposite team's coach comes in and pitches remainder of inning (7 pitches total – no balls/strikes)	Youth can pitch 6 innings in any given two game scheduled week.
Stop Play	Dead by rule or by umpire once the ball has been established by the defensive team in the infield, a player can call for time by raising the ball over their head. Any runners caught between bases will return to the previous base.	Alive at all times unless the umpire calls time or dead by rule.	Alive at all times unless the umpire calls time or dead by rule.	Dead by rule or by umpire once the ball has been established by the defensive team in the infield, a player can call for time by raising the ball over their head. Runners caught between bases will return to the previous base.	Alive at all times unless the umpire calls time or dead by rule.	Alive at all times unless the umpire calls time or dead by rule.
Infield Fly	Applicable	Applicable	Applicable	Not Applicable	Not Applicable	Applicable
Dropped 3 rd Strike	Not applicable	Not applicable	Not Applicable	Not Applicable	Not Applicable	Not applicable
Notes	Batters have 7 pitches to hit the ball in fair territory before being called out.			Batters have 7 pitches to hit the ball in fair territory before being called out.	If the opposite teams coach comes in to pitch, the pitcher removed will still play the pitcher's position.	

