



FULSHEAR SPORTS ASSOCIATION BASEBALL/SOFTBALL RULE BOOK

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Welcome to the Fulshear Sports Association Baseball program. Our League promotes individual player development where everyone gets an opportunity to be a playmaker. These rules are intended to promote proper instruction in the game of baseball and to form good player habits for the next level of competition. We encourage you to not only read these rules, but promote sportsmanship in the league by participating within the Spirit of the Game. This is not the MLB: these are kids, coaches are volunteers, officials are human, and a positive player experience is not hinged on the outcome of any one contest. Please ensure that every player gets fair playing time, and encouragement.

SECTION 1: GENERAL LEAGUE RULES

1.1

1.2 PLAYER ELIGIBILITY

1. Players shall be age eligible for the entire season if they are age eligible on the day of the first scheduled game in a season. For example, a player who is 8 years old on the first day of the season can play in the Coach Pitch Division, even if he/she turns 9 years old the following day.

2. Only players rostered by Fulshear Sports may participate in organized team activities (such as practices and games) and only for the team rosters on which they are assigned.

3. An ineligible player is one who is legally a member of the team but who is ineligible to play in a particular game or games because of an infraction of the rules, or because of a previous violation or disciplinary action. It is the duty of the head coach to keep a record of his ineligible players.

4. An Illegal player is one that is not a legal member of the team (registered and rostered). Playing illegal players will result in forfeiture of the game.

5. A player may be rostered to only one team per season in each eligible age division.

1.3 LEAGUE POLICY

1. Player Registration shall be open to any youth who is eligible for an age division on the first scheduled game of the season.
2. Only rostered players or coaches of the team are permitted on the coaching lines and team bench/dugout.
3. If any head coach, assistant coach, player, or spectator conducts himself/herself in a manner that is deemed to be unsportsmanlike, the

commissioner may (in their sole discretion) institute penalties on the team including ejections, game forfeiture, season suspension or league banishment. He/she may be removed from the game and the field in the sole discretion of the official or its league representatives. This includes the baiting or heckling of officials or opponents.

4. No adult, other than coaches or game officials, will be allowed on the baseball field during the game without the consent of the officials, under penalty of forfeit.
5. Tobacco products and profanity are not allowed under penalty of forfeit.
6. No videotaping of opponents' games or practices is allowed. Feel free to take photos and videos of your own game, team and player. Teams that violate this league policy will forfeit future games in the discretion of the league commissioner.

1.4 AGE DIVISIONS

Fulshear Sports baseball will follow the following age divisions:

1. T-Ball Division: Ages 4-6 years old
2. Coach Pitch Division: Ages 7-8 years old
3. Minors Division: Ages 9-10 years old
4. Majors Division: Ages 11-12 years old

1.5 GENERAL EQUIPMENT RULES

1.5.1 Baseball & Softball

1. All players must be in full team uniform with jerseys tucked inside of the pants. Fulshear Sports provides a team jersey and a baseball hat. The coaches shall inform players of color pants, socks, and belts (for belted divisions). A team uniform shall be identical. A complete uniform is considered to be hat, jersey, pants, belt, shoes, and socks.
2. The official baseball is the baseball approved by Fulshear Sports Association for each age division. Coaches will receive these in their equipment buckets.
3. Teams must provide helmets and bats for play. Teams must provide catcher's equipment (No catchers are utilized for T-Ball).
4. No Go-Pros or other recording equipment may be worn by the players.

1.6 GROUND RULES

1. The home team shall occupy the third (3rd) base dugout and the visitor team shall occupy the first (1st) base dugout.
2. Teams WILL use continuous batting order. Any player that arrives after the start of the game (any time prior to the game being called) shall be added to the bottom of the order and bat next time that spot in the order comes up. A player who cannot take his/her turn at bat due to sudden injury or illness, may be passed WITHOUT penalty. However, that player may NOT reenter the game EITHER at bat or in the field. In the event a base runner cannot continue due to injury or illness, the batter or runner who was the LAST out shall be inserted to run for the injured runner.
3. In a situation of batting out of order (Minors and Majors divisions only). A batter shall be called out, on appeal, when failing to bat in his/her proper turn, and another batter completes a time at bat in place of the proper batter. (A) The proper batter may take a position in the batter's box at any time before the improper batter becomes a runner or is retired and any balls and strikes shall be counted in the proper batter's time at bat. (B) When an improper batter becomes a runner or is retired, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or attempted play, the umpire shall (1) declare the proper batter out; and (2) nullify any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, an error, a base on balls, a hit batter, or otherwise. (NOTE: If a runner advances, while the improper batter is at bat, on a stolen base, illegal pitch, balk, wild pitch, or passed ball, such advance is legal) (C) When an improper batter becomes a runner or is retired, and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of such time at bat becomes legal. (D) (1) When the proper batter is called out for failing to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out. (2) When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.
4. Each team must have a minimum of 7 players to start a game. If additional players show up during the game, they are to be inserted at the end of the batting order. If additional players do not show up, the Manager of the team with 7 players may play with 7 in the field, or at his option may request that the opposing team's last batter(s) of the previous inning play in the field for his team. The field position will be an outfield position determined by the Manager with 7 players. At the start of the game, the

last batter in the opposing team's lineup is eligible for field play. Outs will be taken automatically for 8th and 9th batters that are not present (in Minors and Majors divisions only). If players show-up they will be added to the end of the lineup and the team is no longer required to take the outs. Note: Exception for T-Ball, game can be started with at least 5 players and for Coach Pitch, games can start with 6 players.

5. The umpire will declare a "dead ball" if the ball is obviously out-of-play and/or out-of-reach of players on the field or when players raise the arms above their head requesting a "dead ball" call. Balls that are stuck in the backstop mats should not be declared a "dead ball" if the player can easily reach and retrieve the ball. The player should raise their hands if the ball bounces over the fence and is a ground rule double. (T-ball will be coach officiated).
6. Teams shall change positions as rapidly as possible at the end of each inning. Play should resume within 2 minutes of the last out. The home plate umpire will monitor and enforce this rule. Pitchers may take 8 warm-up pitches or 1-minute in-between each inning warmup.
7. T-ball through Coach Pitch shall not have any on-deck batters and there shall be no practice swings in the dugout. Minors and Majors divisions shall have on deck batters. There shall be no practice swings in the dugouts in any division.
8. Mandatory Play:

For T-ball and Coach Pitch: Every player shall play every other inning. No one can sit out back-to-back innings. Every player shall play infield at least one inning, except if the parent requests they do not play infield in writing to the Coach. This request must also be emailed to the League Commissioner.

For Minor and Majors Divisions: Each player shall play 2 full innings within the first 4 innings. Any coach who violates this rule will be required to play the affected player(s) the entire game at their next scheduled game or the next game the player attends at an infield/outfield position. In tournament games, the game will be forfeited.

9. Scoring:

T-ball and Coach Pitch: There will be no score kept as these are instructional divisions. The exception will be for Coach Pitch during the end of the season tournament, where brackets will be determined by a blind draw.
10. There shall be no infield fly rule in the T-ball, Coach Pitch or Minors divisions. The infield fly rule shall be applied to the Majors Division.

11. No game shall continue play after 10:00 pm. This game will be suspended if not official (does not go the requisite number of innings in that division) and played at the next available date and time, or as scheduled by the Commissioner. The game will start at the ending point when resumed. It will be the responsibility of both teams to notify the League of the called game and to provide and keep record of all information from the official scorebook pertaining to the situation of the game at the time of suspension.
12. In pitching divisions, there can be intentional walks by requesting the batter to take 1st base.
13. Protests are not allowed in T-Ball or Coach Pitch divisions. Protests will be allowed for rules infractions only. Managers must note the rule at the time of protest and the protest must be documented in writing in the official scorebook. All disputes should be settled within 5 minutes by the umpire and the FSA representative on duty. If it cannot, then the game will be played under protest. However, coaches are urged to take precautions to prevent protest. JUDGMENT AND DISCRETIONARY CALLS CANNOT BE PROTESTED.
14. Time: The home plate umpire maintains the official time during all games. Managers are encouraged to synchronize their timepieces with the home plate umpire at the beginning of the game for reference purposes. A new inning starts immediately after the third out is made at the bottom of the previous inning. AN OFFICIAL GAME IS 4 COMPLETE INNINGS OR WHEN TIME EXPIRES, WHICHEVER HAPPENS FIRST. T-ball/Coach Pitch will be an official game at the end of 3 full innings. If time runs out prior to completing these innings, then the game is complete if the home team bats or is ahead at the time the visiting team finishes its at-bat.
15. All practice dates, times, and locations will be scheduled by the Managers of the team. All regular games, rescheduled games, and make-up games will be scheduled by the Commissioner.

SECTION 2: FIELD AND EQUIPMENT

2.1 PLAYING FIELD

The overall field dimensions may vary based on the availability of game venue.

2.2 BATTING EQUIPMENT

Bats must be provided by the team or individual player. The bat must be a baseball bat which meets the USA Baseball Bat standard (USA Bat stamp). It shall be a smooth, rounded stick, and made of wood or of material acceptable to the USA Baseball Bat standard (USA Bat). Non-wood and laminated bats used shall bear the USA Baseball

logo signifying that the bat meets the USA Bat – USA Baseball’s Youth Bat Performance Standard. Please see image below:



NOTE: A batter is out if he steps in the batter’s box with an illegal bat or is discovered to have used an illegal bat prior to the next batter entering the batter’s box. If a player is determined out due to the use of an illegal bat, the ball is dead and the runners must return if they advanced a base(s). Any illegal bats must be removed from the playing field. The coach will be given a warning for a 1st offense relating to an illegal bat. The coach will be ejected from the game and potentially the league after a 2nd offense.

2.3 HELMET

All offensive players shall have a helmet on when they are outside of the dugout and playing offense. This includes the on-deck circle, batter’s box, and on the base paths. Helmets shall only be removed when the player returns to the dugout.

Softball: all softball helmets must include a facemask.

SECTION 3: GAME RULES BY DIVISION

Fulshear Sports Association follows Little League baseball rules. FSA specific/age division rules are set forth in detail below, which will prevail if there is a conflict with Little League baseball rules.

Please visit <https://www.littleleague.org/playing-rules/rules-regulations-policies/> to view the standard Little League rules.

3.1 T-Ball Rules (Softball and Baseball)

The goals of this age division are to teach basic catching, throwing, batting skills and base running. This is a developmental division that should focus on instruction and fun.

1. Time limit for games shall be 60 minutes. This means that no inning will be started after 60 minutes of play. Coaches are encouraged to take steps

to keep the game moving quickly. A regulation game consists of at least 3 innings or one hour.

2. Teams are to utilize a continuous batting order.
3. The inning is over after 3 outs or 7 runs, whichever comes first.
4. The batter is allowed 5 swings before he/she is considered out.
5. The batted ball must travel at least 15 feet from the plate. Any batted ball traveling less than 15 feet will be deemed a foul ball at the discretion of the coaches.
6. Base coaches cannot touch players during play.
7. There are 8-12 players per team. There can be 10 players on the field – 4 in the outfield. If a team wishes to field 11 players, it can put 5 in the outfield.
8. There can be 3 coaches on the field during defense: 2 coaches in the outfield and 1 at the pitching circle (only during defense).
9. There can be 3 coaches on the field during offense: 2 base coaches at 1st and 3rd and 1 coach at home plate to help batters put the ball on the tee.
10. Players are to rotate each inning. Every player shall play infield at least one inning of the game.
11. Runners may advance as long as the ball is live. The ball is considered dead when the ball is in the possession of the pitcher in the vicinity of the pitcher's mound. The player must return to the previous base if he/she has not advanced to the next base by the time the pitcher obtains possession of the ball and returned to the mound.
12. There is no catcher position in T-Ball.
13. Defensively, the pitcher **must throw** the ball to base player to get an out instead of running down a runner. The exception is at home plate since there is no catcher. If a ball is hit to an infield player other than the pitcher, the first baseman, second baseman, shortstop, or third baseman, the defensive player may step on the base to record the out.
14. T-Ball will be coach officiated. In situations of disagreement on any call, the coach in the closest position will make the final call.

3.2 Coach Pitch Rules

1. Time limit for games shall be 70 minutes. This means that no inning will be started after 70 minutes of play. Coaches are encouraged to take steps to keep the game moving quickly. A regulation game consists of at least 4 innings or 70 minutes, whichever comes first.
2. There must be a continuous batting order/full roster batting.
3. There are a maximum of 7 runs per inning or 3 outs.
4. The game is official after 3 innings, but additional innings can be played if the inning is started with at least 10 minutes of time remaining on the official clock.
5. Coaches must pitch overhand and must stand inside the circle when pitching.

6. Batters are allowed a total of 5 swings max 10 pitches. If a batter fouls off the 5th swing, he/she is awarded an extra pitch. An at-bat cannot end on a foul ball.
7. There may be 10 players on the field with 4 in the outfield and a catcher.
8. There can be 2 coaches in the outfield only during defense.
9. There can be 4 coaches on the field during offense: a pitching coach, 1st and 3rd base coaches, and a coach shagging balls at home plate.
10. Every player shall play every other inning. Players cannot sit out back to back innings.
11. Every player shall play infield at least one inning, except if a parent requests the player does not play infield in writing to the Manager and the Commissioner receives a copy of this writing.
15. Batters or runners can advance 2 bases on a hit at their own risk. Runners may advance as long as the ball is live. The ball is considered dead when the ball is in the possession of the pitcher inside the pitching circle. The player must return to the previous base if he/she has not advanced to the next base at the time the pitcher obtains possession of the ball in the pitching circle.
12. A runner may advance only 1 base on an overthrown ball.
13. Score is not kept during the regular season. During the playoff tournament, score will be kept. The home team is responsible for the official scorebook.

Defensive “Time” Rule (Coach Pitch) (Updated Spring 2026)

To help encourage proper baseball play and reduce chaos on the bases, we will be implementing the following rule:

Defensive Time Rule

When a defensive player has clear possession of the ball in the infield, the player may call “TIME.”

The umpire will determine if play has ended and may grant time.

Once time is granted:

- **The ball becomes dead**
- **All runners must stop advancing**
- **Runners will return to the last base they safely reached**

This rule helps prevent situations where runners continue advancing simply because young fielders may panic or rush throws. The goal is to reward clean defensive plays and keep the game focused on proper baseball decisions.

3.3 Minors Division

1. The minors is a kid pitch division. The pitching rubber will be 46 feet from home plate. 60-foot base paths.

2. Games will last 1 hour and 30 minutes. No inning shall begin after 1 hour and 20 minutes with 6 innings maximum. Games may end in a tie.
3. Games will end when the time limit is reached with a finished inning, or 6 innings are completed, whichever is first.
4. There is a continuous batting order/full roster batting.
5. There are 5 runs max per inning in the first 4 innings/8 runs max in the 5th and 6th inning.
6. A batter cannot advance on a dropped 3rd strike.
7. There are no lead offs at this age. Runners can only steal once the ball crosses home plate.
 - i. Runner leaves base early. When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter. The violation by one base runner shall affect all other base runners- (A) When a base runner leaves the base before the pitched ball has reached the batter and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches safely the base to which the runner is advancing, that runner must be returned to the base occupied before the pitch was made, and no out results. (B) When a base runner leaves the base before the pitched ball has reached the batter and the batter hits the ball, the base runner or runners are permitted to continue. If a play is made and the runner or runners are put out, the out or outs will stand. If not put out, the runner or runners must return to the original base or bases or to the unoccupied base nearest the one that was left; In no event shall the batter advance beyond first base on a single or error, second base on a double or third base on a triple. The Umpire shall determine the base value of the hit ball. (C) When any base runner leaves the base before the pitched ball has reached the batter and the batter bunts, or hits a ball within the infield, no run shall be allowed to score. If three runners were on the bases and the batter reaches first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play except the runner who occupied third base, that runner shall be removed from the base without a run being scored.
8. All pitch counts and days of rest must be observed (See Section 4: Pitching Rules)
9. Mercy Run Rule: 10 runs after 4 innings and 15 runs after 3 innings.
10. Game must be 3 complete innings to be an official game (or 2 ½ innings if home team is ahead).
11. Home team is responsible for the official scorebook.
12. Visiting team is responsible for score board and official pitch count.
13. During offense there shall only be coaches on the field at 1st and 3rd base.
14. During defense there shall be no coaches on the playing field.
15. A maximum of 4 coaches may be in the dugout for each team.

16. Minimum number of players is 7. If a team only has 7 players, the 8th and 9th spots will be automatic outs.
17. Teams may have 11 players per team unless the coach requests 12 players.

3.4 Majors Division

1. This is a Kid Pitch division. Pitching rubber will be 50 feet from home plate. 70-foot base paths.
2. Games will last 1 hour and 40 minutes. No inning shall begin after 1 hour and 35 minutes. 6 innings maximum. Games may end in a tie.
3. Games will end when the time limit is reached and the inning is finished or 6 innings are completed, whichever is first.
4. There will be continuous batting order/full roster batting.
5. 5 runs max per inning in the first 4 innings/8 runs max in the 5th and 6th inning.
6. Open bases, lead-offs and steals are all allowed at this age.
7. The dropped 3rd strike rule is in effect.
8. No metal cleats.
9. All pitch counts and days of rest must be observed (See Section 4: Pitching Rules)
10. Mercy Run rule is 10 runs after 4 innings and 15 runs after 3 innings.
11. Game must be 3 complete innings to be an official game (or 2 ½ innings if home team is ahead).
12. Home team is responsible for the official scorebook.
13. Visiting team is responsible for scoreboard and official pitch count.
14. During offense there shall only be coaches on the field at 1st and 3rd base.
15. During defense there shall be no coaches on the playing field.
16. A maximum of 4 coaches may be in the dugout for each team.
17. Minimum number of players is 7. If a team only has 7 players, the 8th and 9th spots will be automatic outs.
18. Teams may have 11 players per team unless the coach requests 12 players.

SECTION 4: PITCHING RULES

Pitch Rules

1. Any player on a regular season team may pitch (Note: There is no limit to the number of pitchers a team may use in a game).
2. A pitcher once removed from the mound cannot return as a pitcher EXCEPT in the Minors Division. A pitcher remaining in the game but moving to a different position can return as a pitcher anytime in the remainder of the game, but only once per game.
3. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

Pitch Counts and Days of Rest

1. League Age Pitch Rules:

- 11-12 (85 pitches per day)
- 9-10 (75 pitches per day)

Exception: If a pitcher reaches the limit imposed above for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

- a. The batter reaches base;
- b. The batter is put out; OR
- c. The third out is made to complete the half inning.

Note: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

2. Pitchers age 12 and under must adhere to the following rest requirements

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed;
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed;
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed;
- If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed;
- If a player pitches 1-20 pitches in a day, no (0) calendar days of rest must be observed.

3. Each visiting team must designate the scorekeeper and another game official as the official pitch count recorder.

4. The pitch count recorder must provide the current pitch count for any pitcher when requested by either the manager or umpire.

5. The official pitch count recorder should inform the umpire when a pitcher has delivered his/her maximum limit of pitches for the game. The umpire will inform the pitcher's manager that the pitcher must be removed. However, the failure by the pitch count recorder to notify the umpire and/or the failure of the umpire to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when the pitcher is no longer eligible.

6. Violation of any section of this regulation can result in protest of the game in which it occurs.

7. A player may not pitch in more than one game in a day.

8. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. If any coach or opposing coach knows that a pitcher is not a legal pitcher for that game must notify the umpire prior to the game. The opposing coach will be in violation if he waits until the pitcher pitches then tells the umpire. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

SECTION 5: CODE OF CONDUCT - ALL DIVISIONS

Fulshear Sports demands that players, coaches, and spectators display the proper respect for all the players on the field, regardless of which team they are on or which division they play in. For the players, this means that no trash talking of opposing players or denigration of players on their own team will be allowed. Coaches will, at all times, do their best to encourage and teach their players and will respect the players on the opposing team. No verbal abuse of any players on either team, even the Coach's own son/daughter, will be tolerated during a Fulshear Sports game. Trash talk (taunting or baiting of opposing players) before, during or after the game is regarded as a violation of the sportsmanship rule and may result in ejection and suspension.

Other conduct expectations include:

1. Players are expected to behave in a civil manner. Uncivil acts will result in a verbal warning for the first offense and possible ejection for a subsequent offense.
2. Play that is deemed by the game official to be intentionally malicious (e.g. fighting, attempted punching, intentionally throwing at a player, etc.) will result in a player ejection. Two such acts by one team during a game will result in immediate forfeiture and potential league sanctions.
3. Players, Teams or Coaches who are found to have intentionally cheated will forfeit their game and be suspended until addressed by the league commissioner.
4. Players, Coaches, or Spectators who are ejected from a game, must vacate the premises. Failure to do so will result in game suspension, forfeiture or league banishment.
5. League Representatives and Game Officials have the authority to suspend play and declare a forfeit if players, fans and/or coaches behave in a manner that is threatening or dangerous.
6. League Representatives, Game Officials, or Security will make reports to the League Commissioner of conduct violations by anyone at any league event. In addition to the penalties assessed during a game, conduct violations may carry the additional penalties in the discretion of the commissioner:
 - a. Intentional Unsportsmanlike Conduct - 8-day suspension from practice and play.
 - b. Ejection from a Game - 8-day suspension from practice and play.
 - c. Physically threatening an official - season suspension.
 - d. Hitting an official - indefinite suspension (minimum 1 season).

- e. Public intoxication - season suspension.
- f. Fighting (on or off the field) - season suspension.
- g. Second offense of A or B - season suspension.
- h. Playing an ineligible player - forfeiture of game (minimum).

For safety reasons, spectators must remain off the field at all times unless directed otherwise by a league representative or game official.

Sportsmanship is paramount to Fulshear Sports Association programs. The head coaches and all players must participate in the post-game handshake immediately following the conclusion of the contest or be subject to a one game suspension at the sole discretion of the Commissioner.

SECTION 6: LEAGUE STANDINGS

League standings are based solely on wins or losses. The league discourages “running up the score”. The league is organized for competitive fun and encourages coaches with a strong lead to mix up their player positions and plays to ensure that development and fun is the focus. In an effort to keep the focus on player development during the “regular season” the league does not recognize division leaders with awards.

In the event two teams are tied at the end of the season, the higher seed will be the winner of the head-to-head matchup between the teams, if the teams played during the regular season. If there is no regular season head-to-head difference between two tied teams, we will seed the teams randomly for the playoffs. If more than two teams are tied, we will seed the teams randomly for the playoffs.

League standings may or may not be used to seed tournament play based solely on the discretion of the League Commissioner to promote the league’s focus and philosophy of player development and keeping kids excited about sports.