

Age Division Information

<u>Division</u>	<u>Oldest Player's Birth Year</u>	<u>Games</u>	<u>Team Must Provide</u>
▪ T-Ball:	2011 / do not turn 6 until 2017	10 games	Gloves/Bats/Helmets
▪ 6U Coach Pitch	2010 / do not turn 7 until 2017	10 games	Gloves/Bats/Helmets
▪ 7U Coach Pitch	2009 / do not turn 8 until 2017	10 games	Gloves/Bats/Helmets
▪ 8U Coach Pitch	2008 / do not turn 9 until 2017	10 games	Gloves/Bats/Helmets
▪ 9U Kid/Coach	2007 / do not turn 10 until 2017	10 games	Uniform/Game Balls/Bats/Helmets/Catching Gear
▪ 10U Kid/Coach	2006 / do not turn 11 until 2017	10 games	Uniform/Game Balls/Bats/Helmets/Catching Gear
▪ 10U Kid Pitch	2006 / do not turn 11 until 2017	10 games	Uniform/Game Balls/Bats/Helmets/Catching Gear
▪ 11U	2005 / do not turn 12 until 2017	10 games	Uniform/Game Balls/Bats/Helmets/Catching Gear
▪ 12U Single Games	2004 / do not turn 13 until 2017	10 games	Uniform/Game Balls/Bats/Helmets/Catching Gear
▪ 12U Double Headers	2004 / do not turn 13 until 2017	12 games	Uniform/Game Balls/Bats/Helmets/Catching Gear
▪ 13U	2003 / do not turn 14 until 2017	10 games	Uniform/Game Balls/Bats/Helmets/Catching Gear
▪ 14U Single Games	2002 / do not turn 15 until 2017	10 games	Uniform/Game Balls/Bats/Helmets/Catching Gear
▪ 14U High School Summer DH	2002 / do not turn 15 until 2017	10 games	Uniform/Game Balls/Bats/Helmets/Catching Gear
▪ 16U High School Summer DH	2000 / do not turn 17 until 2017	10 games	Uniform/Game Balls/Bats/Helmets/Catching Gear
▪ 18U High School Summer DH	1998 / do not turn 19 until 2017	10 games	Uniform/Game Balls/Bats/Helmets/Catching Gear

T-Ball:

5 to 6 year olds – Beginning players or teams that want an introduction to softball. Participation awards will be given.

- If combined with 6U Coach Pitch, players will be able to select hitting from the tee or off a pitch each at-bat. Players will receive either 4 swings at a tee or 4 pitches from a coach.
- Metal cleats are not permitted.
- Time Limit
 - 1 hour
 - Once the time limit has expired the batting team will finish their at-bat. The game may end in a tie.

Coach Pitch:

6 & Under Division – Participated in T-Ball program and/or are ready for coach pitch. Participation awards will be given.

7 & Under Division – Second year coach pitch players or teams. Participation awards will be given.

8 & Under Division – Final year of coach pitch. Participation awards will be given.

- Metal cleats are not permitted.
- Time Limit – All Coach Pitch
 - 1 hour
 - Once the time limit has expired teams will finish at bat. The game may end in a tie.

Kid/Coach Pitch:

9 & Under Division – **Must have catcher's equipment.** Metal cleats are not permitted. Will play Kid/Coach all season. Competitive game schedule with 1st and 2nd place individual awards.

- Time Limit – *See Below

10 & Under Division – **Must have catcher's equipment.** Metal cleats are not permitted. This division will play Kid/Coach through the last week of May. The division may transition to Kid Pitch in June. This will be communicated by the League Coordinator. Competitive game schedule with 1st and 2nd place individual awards.

- Time Limit – *See Below

Fastpitch (Kid Pitch):

10 & Under through 14 & Under Division - These divisions will play 40' pitching (35' for 10U) and 60' bases and use 12" softballs (11" RIF for 10U). **Metal cleats are not permitted.**

- Time Limit – *See Below

High School Doubleheaders:

For the 14U DH, 16U DH, and 18U DH divisions – These divisions will play 43' pitching and 60' bases and use 12" softball. We may schedule 4 game times per night to avoid the "split-doubleheader."

- Time Limit – *See Below

*Time Limit for 9U and Above

- 1 hour 10 minutes
- Once the time limit has expired, there are only three ways in which the game will NOT continue. The following three scenarios will result in the "Drop Dead" ruling and the game will end.
 - After the time limit, the home team is ahead and batting.
 - After the time limit, if either team is ahead by 6 or more runs.
 - After the time limit, the losing team has no way to tie or overturn the score due to the 5-run-rule.

***If the game is tied after the last inning is completed, the game will be declared a tie.**

***Regardless of scenario, if a batter has begun her at-bat, she will finish her at-bat before ending the game.**