



Parks & Recreation

TC Diamond Youth Baseball O-Zone Rules

Time Limits

- All regular season games are limited to 6 innings or **95-minute** time limit (1 hour 35 minutes) whichever comes first. The time limit is not a “drop dead” limit.
- ***No new inning may start after the 90-minute mark.*** (Games can end in a tie)
- If a game is shortened by weather or darkness, etc. it is a regulation game if 4 innings have been completed or if the home team is ahead after 3 ½ innings.
- If a game is called before it has become a regulation game, it shall be resumed exactly where it left off.
- There will be a 10-run mercy rule after 4 innings (or 3 ½ innings if home team is ahead) Participation rules must still be adhered to (1 at-bat and 6 defensive outs).

Role of the Coach (Game Set Up)

- Teams may use 2 adult base coaches as long as there is at least 1 adult in the dugout (max of 4 adults in dugout at any time). **Teams may also use player base coaches as long as they are in uniform and wearing protective helmets.**
- There will be no On Deck Circle. Players may not take warm-up swings either inside or outside the dugout.
- Teams will use a continuous batting order (all players present for the game must be in the batting order regardless of whether they are in the defensive line up or not).
- Each player must play a minimum of 6 defensive outs. A late arrival goes to the end of the batting order. Violation of the minimum play rules will result in a warning, then a possible suspension of the Manager by the Parks and Recreation Director.
- A baseball defense of 9 players will be used.
- The home team will occupy the third base dugout, and the Scorekeeper of the home team shall keep the Official Scorebook. The visiting team will keep the official pitch count.
- Coaches must remain in the dugout at all times and ask permission to leave the dugout to question any call or interpretation of the rules.
- Under no circumstances are coaches to argue balls/strikes, fair/foul or any call not open to rule clarification.
- The home team is required to provide (2) game balls to the umpire prior to the start of the game while the visiting team is required to provide (1) game ball.
- Any participants, coaches and/or spectators that get ejected from a game, regardless of reason, will serve a one (1) game suspension. Depending on the circumstances for which they were ejected it may require a meeting with the league director and/or a longer suspension.

Rules of the Game

- Please refer to the 2026 Diamond Youth Baseball Rule Book for anything not covered.
- Mouthpieces are optional but recommended.
- Catchers must wear a throat guard. (Exception: If the catcher wears a hockey style mask)
 - ~~If a visiting team enters the last inning up more than 3 runs the home team still has the option to bat if there is time remaining.~~ (Fall Season Rule)
- Players on the field or in the dugout area shall not wear jewelry of any kind.

Pitching

- Pitchers are prohibited from throwing breaking pitches of any kind (curveballs, sliders, etc.). If, in the opinion of the umpire, a pitcher throws a breaking pitch it will be called a dead ball and the coach and player will be warned. A 2nd occurrence will result in the pitcher being removed from the mound for the remainder of the game. Knuckleballs and Change-Ups are allowed.
- Pitchers are not allowed to wear any jewelry, sweatbands or white sleeves.
- Balks are called. Please see rule 8.05 in the 2026 Diamond Youth Baseball Rule Book.
- The catcher shall be stationed directly behind the plate in the catcher's box. PENALTY: Balk (No pitch)
- Once a player is removed from the game as a pitcher, he/she may not pitch in that game.
- Pitchers may not reenter the game as a catcher if they have thrown 41 pitches or more. ***If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch and maintain their eligibility to play the position of catcher for the remainder of the game. The pitcher would be allowed to play the catcher position provided that pitcher is moved or removed before delivering a pitch to another batter.***
- ***Any player who has played the position of catcher in (4) or more complete innings (or 12 outs) in a game is not eligible to pitch in that game.***
- ***A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may finish the at-bat and maintain their eligibility to return to the catcher position.***
- Pitchers are allowed up to 8 warm up pitches from the mound at the start of the game and 60 seconds during the game. Coaches or subs with facemask may warm up pitchers.
- Coaches must remove a pitcher on their 2nd visit to the mound in the same inning or the 3rd visit of the game.
- Pitch Counts
 - Pitchers may not throw more than 85 pitches in a game.
 - If a player pitches (66-85) pitches they must observe 3 calendar days of rest before they are eligible to pitch again.
 - If a player pitches (46-65) pitches the player must observe 2 calendar days of rest before they are eligible to pitch again.
 - If a player pitches (31-45) pitches the player must observe 1 calendar days of rest before they are eligible to pitch again.
 - If a player pitches (1-30) pitches the player is not required to observe any days of rest.
- ***(Pitchers are allowed to finish a batter once they reach a threshold and maintain the same number day(s) of rest. For example, a player reaches 30 pitches during an at bat. The player is allowed to finish the batter and still retain 0 days rest if another batter is not faced.***
- Players are restricted from pitching three (3) consecutive days regardless of their rest requirement.

Base Running/Base Runners

- Special pinch runners are not allowed. *Catchers may be subbed with 2 outs in the inning.*
- Leadoffs are allowed.
- Stealing is allowed.
- All players must slide or avoid contact on all close plays, especially at home plate and potential force-outs at 2nd and 3rd base. Catchers and fielders cannot block any base unless the act of fielding the throw brings them to block the base.
- Players cannot slide head 1st unless it is a base they have already legally gained possession of.

Hitting

- Bunting is allowed. Once the batter establishes a bunting position, they may not draw back the bat and swing.
- A batter may advance to first base when the third strike called by the umpire is not caught, providing first base is unoccupied or when first base is occupied with two outs.
- With a runner on 3rd base attempting to steal home with the pitch, **THE BATTER MUST BUNT OR TAKE THE PITCH.** If the batter swings, the ball will be dead with runners returning to their original bases, the batter will be called out, and the team manager will be EJECTED. NO WARNING will be given in this situation. **Exception: No penalty will be assessed when the bases are loaded with two outs and a full count on the batter.**
- If a batter throws a bat, the team will receive a warning on the first occasion. The next incident of a batter throwing a bat and every subsequent batter after the warning who throws a bat will be called out, a dead ball called, and no runners advance.

Role of the Umpire

- Umpires are required to have proper attire and gear: Gray Slacks, Navy Blue Umpire Shirt with Red & White trim, Black Shoes, Dark Umpire Cap, Face Mask, Chest Protector, Shin Guards, Ball-Strike Clickers and Plate Brush.
- Umpires are to handle disagreements in a calm and professional manner. No personal attacks or use of profanity will be tolerated. Umpires are not to interact or argue with parents or spectators at any time.
- Umpires should go over all local rules for the playing field (holes in fence, areas where there is no fencing, areas of out of play, etc.) at the pre-game meeting. Umpires should also establish the start time of the game, emphasize hustling between innings and announce the remaining time at the start of a new inning.
- If inclement weather enters area during the game, it will be the umpires' responsibility whether the game will be continued, delayed until the game can be safely completed or postponed if the game cannot be safely completed.