

TSP Baseball Rules

Sport-specific rules / 2026 standardized edition

These sport-specific rules must be read together with the TSP General Rules. The General Rules govern unless this document clearly states a sport-specific exception.

NFHS rules apply unless modified below. These rules prioritize player safety, fair participation, sportsmanship, and age-appropriate skill development.

Rules Applying to All Baseball Divisions

- Home team uses the third-base bench. Coaches remain in designated bench or coach areas; no one may stand behind the backstop.
- Scorekeepers remain near the bench and compare scorebooks between innings. No infield or batting practice is permitted during pregame warmups at Bolton Hill.
- The batting order includes the entire roster. Players keep batting helmets on until reaching the bench.
- An inning ends after five runs or three outs, unless a division rule states otherwise.
- A batter-runner may not advance on a dropped third strike.
- One full international-tiebreaker inning is played after regulation: the last out from the prior inning starts on second base. If still tied, the game ends in a tie.
- Catchers wear a helmet/mask with throat protection, chest protector, and shin guards during games and warmups. Male catchers provide and wear a protective cup.
- Throwing a bat results in a team warning; subsequent violations may be called out.
 - Dead ball will be called when runners are under control and the infield players have possession of the ball.

1st-2nd Grade

- Start 6:15 p.m.; five innings; no new inning after 90 minutes. Start another inning with 5 minutes remaining unless the trailing team cannot catch up.
- Youth baseball; 60-foot bases; no bat length, size, or weight restriction. • Pitching machine at 30 feet: 40 ft/sec (27 mph), increasing midseason to 45 ft/sec (30.6 mph). Umpire adjusts at the top of an inning to approximately belt height. • Pitching rubber is on the first-base side of the mound. Pitcher starts with one foot touching it and may move after machine release.
- Maximum three practice swings and four pitches; no walks. Foul balls continue the at-bat. A foul bunt on strike three is an out.
- Runner may leave when the ball crosses the plate. One early-leave warning per team, then the runner is out. Stealing home is prohibited; a runner on third scores only on a batted ball. • First and third basemen may play up to 15 feet down the line. Middle infielders remain within 3 feet of the baseline. Pitcher and corner infielders may charge a bunt after machine release.
- Each player plays at least three defensive innings.
- Three innings constitute a game after rain.
 - A machine pitch that hits the batter awards first base. A batted ball striking the machine remains live, unless it goes out of play on the 3rd or 1st base line.

3rd-4th Grade

- Start 6:15 p.m.; six innings; no new inning after 90 minutes. Start another inning with 5 minutes remaining unless the trailing team cannot catch up.
- Youth baseball; 60-foot bases; no bat length, size, or weight restriction.
- Pitching machine at 40 feet: 55 ft/sec (37.5 mph), increasing midseason to 60 ft/sec (40.9 mph). Umpire adjusts at the top of an inning to approximately belt height.
- Pitching rubber is on the first-base side of the mound. Pitcher starts with one foot touching it and may move after machine release.
- Maximum three practice swings and four pitches; no walks. Foul balls continue the at-bat. A foul bunt on strike three is a strike.
- Runner may leave when the ball crosses the plate. One early-leave warning per team, then the runner is out. Stealing home is prohibited; a runner on third scores only on a batted ball.
- First and third basemen may play up to 15 feet down the line. Middle infielders remain within 3 feet of the baseline. Pitcher and corner infielders may charge a bunt after machine release.
- Each player plays at least three defensive innings.
- Four innings constitute a game after rain.
 - A machine pitch that hits the batter awards first base. A batted ball striking the machine remains live, unless it goes out of play on the 3rd or 1st base line.

5th-6th Grade

- Start 6:15 p.m.; six innings; 90-minute limit. The umpire declares the final inning, which is open. No new inning begins after 90 minutes.
- Four innings constitute a game after rain.
- Pitching distance 46 feet; bases 60 feet.
- Each player plays at least three defensive innings.
- A pitcher may leave the mound and later return. The player must warm up appropriately before returning.
- After walking or hitting three consecutive batters, the pitcher must be replaced and may return the following inning.
- Pitching limit: four innings per game and seven per week. Record innings on the roster sheet after each game. Tournament limit: four per game and 12 total for the weekend.
- Runners may leave after the ball crosses the plate. One early-leave warning per team, then the runner is out. All bases may be stolen.
- Infield fly applies with zero or one out and runners on first and second or bases loaded when an umpire judges a fair fly catchable by an infielder. Batter is out whether caught; runners tag only if

caught.

- Ten-run rule applies after five innings.
 - A machine pitch that hits the batter awards first base. A batted ball striking the machine remains live, unless it goes out of play on the 3rd or 1st base line.

Interrupted Games

When a game ends during an incomplete inning because of time, weather, or field conditions, the score reverts to the last completed inning, subject to the division's completed-game rule.