

2025 "C" Baseball Prairie League Rules.

1. Players must be 3rd and 4th grade in school. Players can play up a division but are NOT allowed to play down to a younger division.
2. The Little Prairie League will allow both youth (2 1/4" barrel) and Youth Big Barrel (2 5/8" and 2 3/4" barrels) bats. All youth bats must be USSSA, BBCOR or USABat certified.
3. No metal cleats allowed
4. Bases are 65 feet apart; pitchers will pitch from 46 feet.
5. There will be no time limit on single games or final scheduled games unless agreed upon prior to game time by both coaches. Otherwise, all games are 6 innings with no new inning starting after 1 hour and 20 minutes (although extra innings can be used in a tied game, time permitting). 4 innings is considered a complete game. At the end of 4 innings, if any team leads by 10 runs, the game will end. There is no hard stop for time, if an inning is started it must be finished. Teams can only score a max of 5 runs per inning unless both coaches agree to have an unlimited last inning. If both coaches don't agree the default will be all innings limited at 5 runs.
6. There may be up to 10 players playing in the field (using four distinct outfielders with 10 players). A team should have 8 players to start a game, it is up to the coaches discretion if a game can be started with less than 8 players. If a team has 8 or 9 players, there is no automatic out for the 9th or 10th position.
7. Catchers must wear a protective helmet with their facemasks whenever they catch a pitch, including warm up pitches. The batter at the plate and all base runners must wear a batting helmet.
8. A pitcher is allowed to pitch three innings per game; one pitch in an inning constitutes an inning. Once a pitcher is removed from that position, he may reenter as pitcher only once later in the game as long as he has not pitched more than three innings.
9. If batter squares to bunt, batter cannot swing away. Batter will be out if he swings.
10. Base runner must slide to avoid contact with opposing players when played on; otherwise he may be called out. This is the umpire's decision.
11. No base stealing. A player may leave base after the pitched ball crosses the plate. Player will be called out if they leave early.
12. No team can score more than 5 runs per inning except the final inning of the game which is unlimited.
13. Free substitution, except pitchers.
14. Catchers on base with two outs may be substituted to speed up the game.
15. Teams will bat their entire roster.
16. Every player must play the field at least 2 innings if possible.
17. Dropped 3rd Strike and the Infield Fly Rule are not being enforced.
18. Umpire's decision on the field is final.

19. A runner can only go one base at a time per overthrow.
20. A player can advance one base if played upon, he cannot advance more than one base, play will be stopped and runner returned to that base if he tries to advance.
21. ***Cups and other safety equipment are strongly recommended!***