

### Highlighted and league specific rules below

1. **Time Limit** - All games are a 1:45 time limit. No new inning may begin after 1:45 minutes; home team will always have the opportunity to bat if behind.
2. **Official game** - If a game is called due to weather, darkness etc... and 1 hour has elapsed the game will be considered final. Games that did not reach the 1 hour limit will be considered a suspended game, and rescheduled. Games may end in a tie.
3. **Players** - A team may start or end a game with 8 players. **An automatic out will not be charged for the missing ninth player.** Games can start with 8 players and finish with 7, with an out awarded in the position of the departed player. Teams may not start a game with 7 players. If 8 players are not present at game time the game will be forfeited.
4. **Batting/Substitution - Will follow USSSA** - Teams may bat a nine (9) player line-up, or a nine (9) player line-up with a Designated Hitter (DH), or a ten (10) player line-up with an Extra Hitter (EH), or a 10 player line-up up with a DH and EH, or a continuous line-up of all present, eligible, uniformed players. Such line-up must be declared before the start of the game and used the entire game. A Designated Hitter (DH) can be used for ages 9u thru 14u. 7.02.D.1(a) If a team uses a line-up that contains substitute players, all starting players may be removed and re-enter the game once but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting position in the batting order must be removed from the game and is ineligible for the remainder of the game. 7.02.D.1(b) If a team uses a line-up that contains ten (10) players, the player in the Extra Hitter position has free defensive substitution. 7.02.D.1(c) If a team uses a continuous line-up, all players other than the nine (9) defensive position players are Extra Hitters and may move freely in defensive positions with the exception of the pitching position. Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up. When using the continuous lineup and a player has to leave the game for any reason, that position in the line-up becomes an out when that at bat comes around.
5. **Pitching** - A pitcher- once removed - may not be re-enter as a pitcher. A pitcher will be allowed 5 pitches to warm up between innings. This rule does not apply to new pitchers warming up prior to their first appearance. New pitchers shall have 8 pitches to warm up. **All divisions will follow USSSA pitching restrictions below 7.05.C.1**
6. **Baseballs** - Home team will supply 2 10-30 Wilson USSSA baseballs for each game.
7. **Bats** - 14's must use a BBCOR or wood bat. 13's, starting January 1, 2020, our 13U division will have a new bat limit. A maximum of drop 8 (-8) will be the new bat restriction for the 13U age group. This will only apply to 13u events and teams playing in 13U events. 9 - 12yrs. any bat permanently stamped with the official USA or USSSA Baseball logo is legal to use in any USSSA baseball event.
8. **Cleats** - Metal cleats are only allowed for the 13 & 14yr. old divisions
9. **Warm-Ups** - No warm-ups will be allowed on the infield.
10. **Tobacco/Alcohol/Smoking** - Use of tobacco, tobacco-like products or smoking within 250 feet of the dugout is prohibited for all players, coaches, spectators and team personnel (scorekeepers, attendants, etc.)
11. **Coaches outside of dugout** - When a team is on defense all coaches must be in the dugout. No buckets are allowed outside the dugout. When a team is on offense only 2 coaches are allowed outside the dugout: The first and the second base coach only.
12. **Noisemakers** - Noisemakers that may interfere with the playing of the contest are strictly prohibited. Drums, cowbells, whistles, megaphones, similar noisemakers, air horn, and noise making activities are prohibited.
13. **Suspensions & Ejections** - A coach or other person associated with the team, who is ejected from any league game, will be suspended for a minimum of one (1) additional league game. All players who are ejected from any league game will be suspended for a minimum of one (1) additional league game.

### USSSA Highlighted Rules

**7.03.B** An imposed Mercy (run) Rule shall be used to complete a regulation game when one team's margin of lead is greater than or equal to the listed run differential in the corresponding listed start inning. In enforcing this rule, the home team shall not bat if they are winning and the mercy requirement is met prior to the bottom half of the listed inning. Similarly, if the home team is batting and meets the mercy requirement in the bottom half of a listed inning the home team shall cease batting and the game shall end.

LENGTH OF GAME	RUN DIFFERENTIAL	START INNING
6 Innings 9,10,11 &12 yr. old's	15	3rd Inning
6 Innings 9,10,11 &12 yr. old's	8	4th Inning
7 Innings 13 &14 yr. old's	15	3rd Inning
7 Innings 13 & 14 yr. old's	12	4th Inning
7 Innings 13 & 14 yr. old's	8	5th Inning

**7.04.A** An intentional walk may be issued upon announcement from either the pitcher or catcher. The four (4) pitches need not be thrown.

**7.04.C** Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and / or catcher. Attempting to jump, leap, or dive over the fielder and / or catcher is not interpreted as seeking to avoid contact. Malicious contact shall supersede all obstruction penalties.

**7.04.C Penalty:** The runner shall be called out and may be ejected from the game at the umpire's discretion.

**7.05.A** Leagues and tournaments shall adopt the following rules pertaining to the visit of the manager or a coach to the pitcher. This rule limits the number of visits a manager or a coach may make to any pitcher in any one (1) inning;

**7.05.A.1** A second (2nd) visit to the same pitcher in the same inning will cause this pitcher's automatic removal from the pitching position;

**7.05.A.2** The manager or a coach is prohibited from making a second (2nd) visit to the mound while the same batter is at bat.

**7.05.A.3** A manager or a coach is considered to have concluded his visit to the mound when he leaves the eighteen (18) foot circle surrounding the pitcher's rubber.

**7.05.B** A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may not return to the pitching position for the remainder of the game. The defensive team may correct this rule infraction at any time by substituting a legal pitcher without penalty.

**7.05.C.1**

DIVISION	ONE DAY MAXIMUM TO PITCH THE NEXT DAY	ONE DAY MAXIMUM	2 DAY MAXIMUM
7U - 12U	3	6	8
13U - 14U	3	7	8

**7.05.C.4 MANDATORY DAYS OF REST;**

**7.05.C.4(a)** A player that pitches more than three (3) innings in one day **MUST** rest the next day.

**7.05.C.4(b)** A player that pitches eight (8) innings in two (2) consecutive days **MUST** rest the next day.

**7.05.C.4(c)** A player that pitches three (3) consecutive days (regardless of total quantity of innings pitched) **MUST** rest the next day

**7.05.C.7** For purposes of pitching limitations rules, a pitcher is in violation of the rule if he records any out above the legal pitching limits pursuant to these rules.

**Rule 7.05.C.7 Exception:** Exceeding the maximum innings allowed in the case of a double or triple play shall not be counted against the pitcher

**Rule 7.05.C.7 Penalty:** Any violation of USSSA Rules 7.05.C.1 - 7.05.C.7 shall result in immediate forfeiture of the game.

**7.05.D** It is a balk if the pitcher, while touching the pitching rubber, feints a throw to first or third base and fails to complete the throw: Pitchers may still feint a throw to second.