

LAKE POINTE SPORTS
Boys Under 8
Coach Pitch
Baseball Playing Rules

1. The umpire will lead both teams in prayer before the game begins.
2. The United States Specialty Sports Association (USSSA) rules shall apply at all times, except as amended as below.
3. The game will be six innings or 80 minutes. **No inning starts after 65 minutes.**
4. There will be ten (10) players on defense. A standard infield and 4 outfielders. If a team has less than ten (10) players, the opposing coach should arrange a loan of players for defensive purposes.
5. Any player on the bench for a defensive inning must play the next defensive inning, unless injured. A player shall not sit out two consecutive innings.
6. All players shall play a minimum of three innings on defense.
7. All batters, on deck batters, and base runners are required to wear a NOCSAE approved batting helmet. **All equipment must remain in the dugout.**
8. The offensive team may have adult coaches at first and third base.

LAKE POINTE SPORTS
Boys Under 10
Kid Pitch
Baseball Playing Rules

1. The umpire will lead both teams in prayer before the game begins.
2. The United States Specialty Sports Association (USSSA) rules shall apply at all times, except as amended as below.
3. The game will be six innings or 90 minutes. **No inning starts after 75 minutes.**
4. There will be nine (9) players on defense. A standard infield and outfield. If a team has less than nine (9) players, the opposing coach should arrange a loan of players for defensive purposes.
5. Any player on the bench for a defensive inning must play the next defensive inning, unless injured. A player shall not sit out two consecutive innings.
6. All players shall play a minimum of three innings on defense.
7. All batters, on deck batters, and base runners are required to wear a NOCSAE approved batting helmet. **All equipment must remain in the dugout.**
8. The offensive team may have adult coaches at first and third base.

LAKE POINTE SPORTS
Boys Under 12, Under 14
Kid Pitch
Baseball Playing Rules

1. The umpire will lead both teams in prayer before the game begins.
2. The United States Specialty Sports Association (USSSA) rules shall apply at all times, except as amended as below.
3. The game will be seven innings or 105 minutes. **No inning starts after 90 minutes.**
4. There will be nine (9) players on defense. A standard infield and outfield. If a team has less than nine (9) players, the opposing coach should arrange a loan of players for defensive purposes.
5. Any player on the bench for a defensive inning must play the next defensive inning, unless injured. A player shall not sit out two consecutive innings.
6. All players shall play a minimum of three innings on defense.
7. An inning will end after the third out or after seven (7) runs have scored in an inning.
8. All batters, on deck batters, and base runners are required to wear a NOCSAE approved batting helmet. **All equipment must remain in the dugout.**
9. The offensive team may have adult coaches at first and third base.

LAKE POINTE SPORTS
Under 6
Boys and Girls T-ball
Baseball Playing Rules

1. The umpire will lead both teams in prayer before the game begins.
2. The United States Specialty Sports Association (USSSA) rules shall apply at all times, except as amended as below.
3. The game will be four (4) innings or 60 minutes. **No inning starts after 45 minutes.**
4. An inning will end after the third out or after five (5) runs have scored in an inning.
5. All players will play on defense.
6. Defensive line-up should consist of a standard infield (with the exception of a catcher). All of the remaining players should be positioned ten feet (10') behind the infielders.
7. All players should have the opportunity to play every position in the infield.
8. Base runners may not advance on over thrown balls.
9. All batters, on deck batters, and base runners are required to wear a NOCSAE approved batting helmet. **All equipment must remain in the dugout.**
10. The defensive team may position a coach in the outfield behind second base to assist with player positioning. This coach is encouraged to teach positioning early in the season so he/she does not have to take this position after the first few games.

- ~~7.03 All teams receiving berths to World Series shall participate in their (home) state's State Championship provided such a State Championship is played. Failure to participate in the State Championship if played shall result in forfeiture of the World Series berth.
Rule 7.03 Comment: State Directors shall have the authority to waive this rule with approval of the Association's Executive Vice President of Baseball.~~
- ~~7.04 State Directors shall approve all entries and Official Online Rosters of teams entering World Series. If the State Director position is vacant, the Association's Executive Vice President of Baseball or his designee shall give such approval. A properly completed electronic transmittal shall accompany each entry for World Series participation. State Directors shall not issue an electronic transmittal for teams from another state.~~
- ~~7.05 When a team has qualified to compete in a World Series and for some legitimate reason cannot compete, the State Director or directors appointed by the State Director may select the next team in line to take their place or may select a substitute plan to award the berth.~~
- ~~7.06 A deadline for accepting entries in World Series shall be set by the USSSA Baseball National Committee.~~
- ~~7.07 A team shall participate in the highest classification World Series in which it wins (is awarded) a berth unless the team is re-classified by the State Director or USSSA Baseball National Committee.~~
- ~~7.08 A team may participate in a higher age division World Series but shall participate at or above the team's current classification.
Rule 7.08 Example: A 10U AAA team can participate up in the 11U AAA or 11U Major World Series but cannot participate down in the 11U AA World Series.~~
- ~~7.09 Only USSSA licensed baseballs shall be used in World Series play.~~
- ~~7.10 Any team in a World Series that forfeits a pool play game by virtue of not having enough players to start a game or resume a game after suspension, shall not be eligible for championship play regardless of record.~~
- ~~7.11 USSSA prohibits the visual display of any non-USSSA association, alliance, federation, organization or union name, badge, crest, emblem, insignia, motif, sign or symbol anywhere on the uniform, such as but not limited to the temporary or permanent affixing of a patch or logo.~~
- ~~7.12 Pool Play / Tie Breaker Criteria: (1) Head to Head, (2) Runs Allowed (Versus All Teams Played Not Just Tied Teams), (3) Run Differential (Maximum +/- 8 Runs Per Game.), (4) USSSA Point System, (5) Coin Flip.
Rule 7.12 Comment: Once advanced to the next tie breaker criteria, do not return to a previous criteria.~~

RULE 8.00 – RULES OF PLAY

8.01 Playing Field & Equipment –

8.01.A (Chart 8.01.A-1) The playing field shall be laid out according to the recommended dimensions contained within these rules.

8.01.B For details on field layout including recommended direction of play, fair and foul territory requirements, infield and outfield grades, pitcher's mound height and slope, batter's and catcher's box dimensions, and base and home plate size and construction should be referred to the Official Rules of Baseball as published by Major League Baseball on MLB.com.

8.01.C The pitcher's plate shall be a rectangular slab of whitened rubber set in the ground that measures eighteen (18) inches by four (4) inches for age divisions 4U – 12U and twenty four (24) inches by six (6) inches for age divisions 13U – 18U.

8.01.D The official ball shall be a sphere formed by yarn wound around a small core of cork, rubber or similar material, covered with two stripes of white horsehide or cowhide, tightly stitched together. It shall weigh not less than five (5) nor more than five and one fourth (5 1/4) ounces avoirdupois. It shall measure not less than nine (9) nor more than nine and one fourth (9 1/4) inches in circumference and shall be licensed by the Association and permanently stamped with the USSSA logo.

8.01.E The official bat shall be round in cross section for its entire length, straight from end to end for its entire length and smooth surfaced in the hitting area. The maximum diameter shall not exceed two and three fourths (2 3/4) inches and the maximum length shall not exceed thirty-six (36) inches. The bat shall be constructed of wood, aluminum, or any other material or combination of materials unless such materials or combinations of materials are specifically disapproved by USSSA. Such disapproval shall be the sole discretion of USSSA and may be made without notice. Any material to improve the grip may be used for a distance not to exceed eighteen (18) inches from the handle end. Any such material or substance, which extends past the eighteen (18) inch limitation, shall cause the bat to be removed from the game.

Rule 8.01.E Comment: If the umpire discovers that the bat does not conform to USSSA Rule 8.01.E until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out, or ejection from the game.

8.01.E.1 All bats for age division 4U – 14U that exceed the 1.15 BPF (Bat Performance Factor) as defined for baseball bats by ASTM Standards, may be disapproved by USSSA. Such disapproval shall be the sole discretion of USSSA and may be made without notice.

8.01.E.2 All bats for scholastic divisions 15U – 18U must conform to the NFHS (National Federation of High School Association) bat limitations including a length to weight ratio no greater than negative three (-3) ounces.

AGE DIVISION	BASE PATHS	PITCHING DISTANCE	FENCE AT FOUL LINES	FENCE AT CENTER FIELD
4U	55'	N/A	140'	175'
5U	55'	N/A	140'	175'
6U	55'	N/A	140'	175'
7U	60'	40'	160'	185'
8U	60'	40'	160'	185'
9U	65'	44'	180'	210'
10U	65'	46'	180'	210'
11U	70'	50'	230'	275'
12U	70'	50'	230'	275'
13U	80'	54'	275'	300'
14U (54/80)	80'	54'	275'	300'
14U (60/90) – 18U	90'	60' 6"	320'	375'

Chart 8.01.A-1

- 8.01.F** All players shall be fully uniformed, which includes baseball pants, socks, baseball cap, shoes and team jerseys with numbers that are non-duplicating and at least three (3) inches in height. No player shall wear ragged, frayed or slit sleeves and no player shall attach to his uniform tape or other material of a different color from his uniform. No part of the uniform shall include a pattern that imitates or suggests the shape of a baseball. Glass buttons and polished metal shall not be used on a uniform. No player shall attach anything to the heel or toe of his shoe other than the ordinary shoe plate or toe plate. Shoes with pointed spikes similar to golf or track shoes shall not be worn in any division of play.
- 8.01.F.1** In age divisions 4U – 12U, non-metal cleats must be worn.
- 8.01.F.2** In age divisions 13U – 18U, traditional metal baseball spikes may be worn.
- Rule 8.01.F Comment:** Protests on uniforms shall not be allowed. It shall be the League / Tournament Director's responsibility regarding uniform legality. Violation of the uniform rules shall result in the violator being allowed to immediately conform or be removed from the game. Managers and coaches may wear athletic type shorts.
- 8.01.G** The catcher shall wear all appropriate protective gear including a catcher's helmet with facemask and either a built in extended throat guard or a separately attached throat guard, chest protector, shin and / or leg guards, and protective cup.
- Rule 8.01.G Comment:** In age divisions 4U – 12U, the catcher's helmet shall fully cover both ears.
- 8.01.H** All offensive players shall use a double ear-flap batting helmet whenever at bat, on deck, on base or any other time outside of the dugout and the ball is live and in play. All bat / ball boys must wear a double earflap batting helmet when outside the dugout.
- Rule 8.01.H Comment:** If the umpire observes any violation of these rules, he shall direct the violation to be corrected. If the violation is not immediately corrected, in the umpire's judgment, the umpire shall eject the offender from the game.
- 8.01.I** Playing equipment including but not limited to the baseballs, bases, bats, catcher's gloves and mitts, first baseman's gloves and mitts, infielders and outfielders gloves and mitts, protective helmets, and uniforms as detailed in the provisions of this rule, shall not contain any undue commercialization of the product. Designations by the manufacturer on any such equipment shall be in good taste as to the size and content of the manufacturer's logo or the brand name.
- 8.01.J** Manufacturers who plan innovative changes in baseball equipment for future play should submit same to the USSSA Baseball National Committee prior to production.
- 8.02** Game Preliminaries –
- 8.02.A** A flip of a coin between the two teams shall determine the home team for each pool play game, championship game and "if" game. The highest seeded team will be the home team for bracket play games.
- Rule 8.02.A Comment:** For league play, a system to predetermine the home team is acceptable.
- 8.02.B** In League, Qualifying Tournament and State Championship play, time limits may be used with approval of the League / Tournament / State Director.
- 8.02.C** In World Series play, time limits may be used in pool play and consolation bracket games with approval of the Association's Executive Vice President of Baseball.
- 8.02.D** Approved Team Line-ups:
- 8.02.D.1** Teams may bat a nine (9) player line-up, ten (10) player line-up using an Extra Hitter (EH) or 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.
- 8.02.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.
- Rule 8.02.D.1(a) Approved Ruling:** Baker is batting 2nd. In the fourth inning Charles enters the game in the 2nd batting position, removing Baker from the game. In the sixth inning Baker re-enters the game but must replace Charles so as to remain in the 2nd batting position. Charles is ineligible for the remainder of the game.
- 8.02.D.1(b)** If a team uses a line-up that contains ten (10) players, the player in the Extra Hitter position, while not actually playing a defensive position, will be treated as such for substitution purposes.
- Rule 8.02.D.1(b) Approved Ruling:** Baker is the Extra Hitter and batting 2nd. Charles is the catcher and batting 3rd. Baker can become the catcher and Charles the Extra Hitter. Both players would remain in their original batting position in the batting order. When using the Extra Hitter, all players in the line-up may move freely in defensive positions with the exception of the pitching position.
- 8.02.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.
- Rule 8.02.D.1(c) Approved Ruling:** Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up.
- 8.02.E** In scholastic divisions 15U – 18U, if the Extra Hitter (EH) is not be utilized, then the Designated Hitter (DH) may be utilized in accordance with the NFHS (National Federation of High School Association) baseball rules.
- 8.02.E.1** A Designated Hitter may be (not mandatory) selected for any one starting player and all subsequent substitutes for that player in the game.
- 8.02.E.2** A starting defensive player cannot be listed as the Designated Hitter in the starting line-up.

- 8.02.E.3** A Designated Hitter for said player shall be selected prior to the start of the game, and his name shall be included on the line-up.
- 8.02.E.4** Failure to declare a Designated Hitter prior to the game precludes the use of a DH in the game.
- 8.02.E.5** If a pinch hitter or pinch runner for the Designated Hitter is used, that player becomes the new DH.
- 8.02.E.6** The player who was the Designated Hitter may re-enter pursuant to USSSA Rule 8.02.D.1(a).
- 8.02.E.7** A Designated Hitter and the player for whom the DH is batting are locked into the batting order. No multiple substitutions may be made that will alter the batting order.
- 8.02.E.8** The role of the Designated Hitter is terminated for the remainder of the game when:
 - 8.02.E.8(a)** The defensive player, or any previous defensive player for whom the Designated Hitter batted, subsequently bats, pinch-hits, or runs for the DH;
 - 8.02.E.8(b)** The Designated Hitter or any previous DH assumes a defensive position.

8.02.F Teams may play an official game with an eight (8) player line-up. If a team plays with an eight (8) player line-up, an out shall be declared for the ninth (9th) position in the batting line-up each turn at bat.

Rule 8.02.F Approved Ruling: A ninth (9th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.

8.02.G A team may continue a game with a minimum of eight (8) eligible players. A player who has left a game for any reason cannot return to the game.

8.02.G.1 If the player leaving the game is a runner and no legal substitutes are available, the runner is declared out.

Rule 8.02.G.1 Exception: If the player is leaving the game for Communicable Disease Procedure reasons, the player whom recorded the previous out assumes the runners position on base.

8.02.G.2 When a player who has left the game is scheduled to bat and no legal substitutes are available, an out shall be declared for each turn at bat.

Rule 8.02.G.2 Exception: If the player left the game for Communicable Disease Procedure reasons, the players turn in the batting order shall be omitted for the remainder of the game without penalty.

8.03 Starting and Ending a Game –

8.03.A A regulation game consists of six (6) innings for age divisions 4U – 12U and seven (7) innings for age divisions 13U – 18U, unless the game is:

8.03.A.1 Extended because the score is tied after the completion of the regulation number of innings, in which case, play shall continue until the visiting team has scored more total runs than the home team at the end of a completed inning, or the home team scores the winning run in an uncompleted inning; or

8.03.A.2 Shortened because the home team needs none of its half of the last inning or only a fraction of it to win; or

8.03.A.3 Shortened because an imposed Time Limit expires; or

8.03.A.4 Shortened because any applicable part of USSSA Rule 8.03.B has been met; or

8.03.A.5 Shortened because any applicable part of USSSA Rule 8.03.C has been met.

8.03.B **(Chart 8.03.B-1)** 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.

Rule 8.03.B Comment: 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	15	3rd Inning
6 Innings	8	4th Inning
7 Innings	15	3rd Inning
7 Innings	12	4th Inning
7 Innings	8	5th Inning

Chart 8.03.B-1

8.03.C If a game is called due to rain, weather, light failure or other acts of God and cannot be resumed, it is a regulation game if:

8.03.C.1 For a scheduled six (6) inning game, if three (3) innings have been completed or if the home team has scored more runs in two (2) innings or two and one half (2 1/2) innings than the visiting team has scored in three (3) complete innings or if the home team scores one (1) or more runs in its half (1/2) of the third (3rd) inning to tie the score.

8.03.C.1(a) If a regulation game is called with the score tied and one (1) or more innings has been completed beyond three (3) innings, the score shall revert back to last completed inning, or last completed half (1/2) inning if the home team leads but back no further than the third (3rd) inning.

Rule 8.03.C.1 Comment: Games that cannot be declared a regulation game by USSSA Rules 8.03.C.1 & 8.03.C.1(a) shall be a suspended game.

8.03.C.2 For a scheduled seven (7) inning game, if four (4) innings have been completed or if the home team has scored more runs in three (3) innings or three and one half (3 1/2) innings than the visiting team has scored in four (4) complete innings or if the home team scores one (1) or more runs in its half (1/2) of the fourth (4th) inning to tie the score.

8.03.C.2(a) If a regulation game is called with the score tied and one (1) or more innings has been completed beyond four (4) innings, the score shall revert back to last completed inning, or last completed half (1/2) inning if the home team leads but back no further than the fourth (4th) inning.

Rule 8.03.C.2 Comment: Games that cannot be declared a regulation game by USSSA Rules 8.03.C.2 & 8.03.C.2(a) shall be a suspended game.

8.03.D All games that for any reason cannot be declared a regulation game pursuant to USSSA Rule 8.03.C shall be a suspended game. A suspended game when resumed, will resume from the exact point of suspension.

8.04 The Batter, Batter Runner & Runner –

8.04.A An Intentional Walk may be issued upon announcement from either the pitcher or catcher. The four (4) pitches need not be thrown.

8.04.B At any time, the offensive team may use a courtesy runner for the pitcher and catcher of record the previous inning on defense. The courtesy runner must be a player not presently in the line-up. If no players not presently in the line-up are available, the courtesy runner shall be the player making the last batted out.

Rule 8.04.B Comment: The re-entry status of the courtesy runner, pitcher, and catcher shall not be affected by this rule. If at any time, a courtesy runner is determined to be ineligible, a proper replacement pursuant to these rules (if available) will be used without penalty.

8.04.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.

Rule 8.04.C Penalty: The runner shall be called out and may be ejected from the game at the umpire's discretion.

Rule 8.04.C Comment: When enforcing this rule, the umpire should judge the runner's intent. If the umpire feels that the contact was unintentional, then the runner should only be declared out. If the umpire feels that the contact was intentional and / or malicious, then the runner should be declared out and ejected.

8.05 The Pitcher –

8.05.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;

8.05.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;

8.05.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, but

8.05.A.3 If a pinch-hitter is substituted for this batter, the manager or a coach may make a second (2nd) visit to the mound, but must remove the pitcher. 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.

8.05.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 rules infraction at any time by substituting a legal pitcher without penalty. If an illegal pitcher is permitted to pitch, any pitch or play that results is legal. The rule violation should be caught by the umpire or the offensive team and immediately corrected.

Rule 8.05.B Comment: If the violating pitcher has legal innings remaining, the violation is deemed an improper substitution and is corrected without penalty.

Rule 8.05.B Penalty: If the violating pitcher has no legal innings remaining, it's deemed a pitching limitations violation pursuant to USSSA Rule 8.05.C.7.

8.05.C(Chart 8.05.C-1) The end of the day for the pitching limitation rules is the time of day or night when the ballpark is shutdown and the teams go home for the night break. Games that for any reason extend past midnight (12:00 AM) or start late at night, past midnight (12:00 AM) and are completed before the teams take the night break, will count as being played on the scheduled day. A game not completed before the night break pursuant to USSSA Rules 8.03.C.1(a) & 8.03.C.2(a), shall be a suspended game. Suspended games, when resumed (the next day or another day), shall count as being played on two different days. The outs recorded during the portion of the game played prior to suspension shall count as being played on the regularly scheduled day and the outs recorded during the portion of the game played once resumed, shall count as being played on the resumed day.

8.05.C.1 ONE DAY MAXIMUM TO PITCH THE

THE NEXT DAY: The maximum number of innings a player can legally pitch in one (1) day and still pitch the next day.

Rule 8.05.C.1 Example: In the 7U – 14U age divisions, a player may legally pitch a maximum of three (3) innings in one (1) day and still legally pitch the next day. If the player pitches three and one-third (3 1/3) or more innings in one (1) day, the player can not legally pitch the next day.

AGE DIVISION	ONE DAY MAXIMUM TO PITCH THE NEXT DAY	ONE DAY MAXIMUM	THREE DAY MAXIMUM
7U – 12U	3	6	8
13U – 14U	3	7	8
15U – 18U	UNLIMITED	UNLIMITED	UNLIMITED

Chart 8.05.C-1

8.05.C.2 ONE DAY MAXIMUM: The maximum number of innings a player can legally pitch in one (1) day.

Rule 8.05.C.2 Example: In the 7U – 12U age divisions, a player may legally pitch a maximum of six (6) innings in one (1) day. The player would be ineligible to pitch the next day. Similarly, in the 13U – 14U age divisions, a player may legally pitch a maximum of seven (7) innings in one (1) day. The player would be ineligible to legally pitch the next day.

8.05.C.3 THREE DAY MAXIMUM: The maximum number of innings a player can legally pitch in three (3) consecutive days.

Rule 8.05.C.3 Example: In the 7U – 14U age divisions, a player may legally pitch a maximum of eight (8) innings in three (3) consecutive days. This is to be interpreted as a player may legally pitch any combination of innings to equal eight (8) innings in two (2) days as long as the player doesn't pitch more than three (3) innings the first (1st) day. Similarly, as a player may legally pitch any combination of innings to equal eight (8) innings in three (3) days as long as the player doesn't pitch more than three (3) innings the first (1st) or second (2nd) days.

8.05.C.4 MANDATORY DAYS OF REST;

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

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

8.08.C.4(c) A player that pitches eight (8) innings in three (3) consecutive days **MUST** rest the next day.

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

8.05.C.5 For all cumulative totals in this rule, one (1) out equals one-third (1/3) of an inning, two (2) outs equals two-thirds (2/3) of an inning and three (3) outs equals one (1) full inning. A pitcher that pitches in a game and records no outs is not charged with any innings pitched.

8.05.C.6 Outs recorded during a game that ends in forfeit shall count towards a pitchers' innings limits.

8.05.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 8.05.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 8.05.C.7 Penalty: It shall be the responsibility of each team manager to challenge pitching violations by notifying the Umpire-in-Chief and then filing a Protest with the League / Tournament Director. A protest may be filed at any point after the pitcher in violation records an out beyond his legal limit **AND** while the pitcher in violation is in the game and in the pitching position. If such violation is the last recorded out of the game, the protest **MUST** be filed prior to the umpires and the protesting team leaving the field of play. Any violation of USSSA Rules 8.05.C.1 – 8.05.C.7 shall result in immediate forfeiture of the game. If such violation occurs during Pool-Play, the team in violation of the rule may not advance to the championship bracket regardless of record.

8.05.D **General Statement Concerning Balks:** Umpires should bear in mind that the purpose of the balk rule is to prevent the pitcher from deliberately deceiving the base runner. If there is doubt in the umpire's mind, the "intent" of the pitcher should govern. However, certain specifics should be borne in mind: (A) Straddling the pitcher's rubber without the ball is to be interpreted as intent to deceive and ruled a balk. (B) With a runner on first (1st) base, the pitcher may make a complete turn, without hesitating toward first (1st) base and throw to second (2nd) base. This is not to be interpreted as throwing to an unoccupied base. (C) In age divisions 9U & 10U, pitchers should be allowed some leniency in regards to balks. Pitchers should be called for all major violations and warned for minor violations that do not affect the outcome of a play. (D) In age divisions 11U – 18U, balks shall be strictly enforced without warning.

8.06 **Coach Pitch Specific Rules** –

8.06.A Fair Ball Arc: There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.

8.06.B Safety Arc: There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.

8.06.C Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge set at forty-two (42) feet from the rear point of home plate.

8.06.D Pitcher's Line: There shall be a line drawn from the pitcher's circle to the fair ball arc.

8.06.D.1 The pitching coach shall keep one foot on or straddle the pitcher's line.

8.06.D.2 The pitching coach shall not verbally or physically coach while in the pitching position

8.06.D.3 The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.

Rule 8.06.D Penalty: If a coach violates this rule after the ball is pitched, obstruction will be called.

Rule 8.06.D Additional Penalty: If a coach violates this rule before the ball is pitched, First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.

8.06.E The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there will be a warning issued. If the act continues after the warning, the offending teams' manager will be ejected.

8.06.F Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baselines.

8.06.G The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.

Rule 8.06.G Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.

Rule 8.06.G Additional Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.

8.06.H Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.

8.06.I The Infield Fly Rule shall not be in effect at any time.

8.06.J The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.

8.06.J.1 Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order will be declared an out each turn at bat.

Rule 8.06.J.1 Approved Ruling: A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.

8.06.K Teams may use free substitution on defense but the batting order shall remain the same.

8.06.L Bunting shall not be allowed.

8.06.M The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes.

Rule 8.06.M Comment: A batter that has received less than six (6) pitches and has a count of two (2) swinging strikes shall have his turn at bat extended on foul balls up to the six (6) pitch limit.

8.06.N A player may only be Intentionally Walked once per game by announcement from the defensive team.

- 8.06.O** Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.
- 8.06.P** A courtesy runner for catcher of record only the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base.
- 8.06.Q** A team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs.
- 8.06.R** Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.
Rule 8.06.R Comment: When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.
- 8.06.S** When a batted ball hits the Pitching Coach, the following shall apply:
8.06.S.1 If in the umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.
8.06.S.2 If in the umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.
- 8.07** Machine Pitch Specific Rules –
- 8.07.A** Fair Ball Arc: There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.
- 8.07.B** Safety Arc: There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
- 8.07.C** Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge set at forty-two (42) feet from the rear point of home plate.
- 8.07.D** Pitching Machine: The front leg(s) shall be set at a distance of forty-two (42) feet from the rear point of home plate.
- 8.07.E** Recommended pitching machine speeds:
8.07.E.1 36 M.P.H. – 39 M.P.H. for the 7U age division.
8.07.E.2 39 M.P.H. – 42 M.P.H. for the 8U age division.
- 8.07.F** Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baselines.
- 8.07.G** The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.
Rule 8.07.G Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.
Rule 8.07.G Additional Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.
- 8.07.H** Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.
- 8.07.I** The Infield Fly Rule shall not be in effect at any time.
- 8.07.J** The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
8.07.J.1 Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order will be declared an out each turn at bat.
Rule 8.07.J.1 Approved Ruling: A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
- 8.07.K** Teams may use free substitution on defense but the batting order shall remain the same.
- 8.07.L** Teams may bunt a maximum of two (2) times per inning.
8.07.L.1 Fake bunts shall be prohibited. A batter that "shows" bunt is committed to an attempt to bunt or take the pitch.
Rule 8.07.L.1 Penalty: A batter who swings after "showing" bunt shall be called out and no runners may advance.
- 8.07.M** The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes.
Rule 8.07.M Comment: A batter that has received less than six (6) pitches and has a count of two (2) swinging strikes shall have his turn at bat extended on foul balls up to the six (6) pitch limit.
- 8.07.N** A player may only be Intentionally Walked once per game by announcement from the defensive team.
- 8.07.O** Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.
- 8.07.P** A courtesy runner for catcher of record only the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base.
- 8.07.Q** A team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs.
- 8.07.R** Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.
Rule 8.07.R Comment: When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.
- 8.07.S** When a batted ball hits the pitching machine, the ball is dead, the batter is awarded first (1st) base and all runners shall advance one (1) base.
- 8.08** T-Ball Specific Rules –
- 8.08.A** Fair Ball Arc: There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be fair.
- 8.08.B** Safety Arc: There shall be a thirty (30) foot arc drawn from (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.

- 8.08.C** Pitching Plate: The pitching plate shall be located at forty-two (42) feet from the front edge of the pitching plate to the back point of home plate.
- 8.08.D** The catcher shall wear a dual ear-flap catcher's helmet with mask.
- 8.08.E** Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baselines.
- 8.08.F** The defensive player listed as pitcher shall stay in contact with the pitchers' plate until the ball is hit.
Rule 8.08.F Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.
Rule 8.08.F Additional Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.
- 8.08.G** Defensive coaches shall not allowed on the field of play and shall coach from the dugout.
- 8.08.H** The Infield Fly Rule shall not be in effect at any time.
- 8.08.I** The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
8.08.I.1 Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order will be declared an out each turn at bat.
Rule 8.08.I.1 Approved Ruling: A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
- 8.08.J** Teams may use free substitution on defense but the batting order shall remain the same.
- 8.08.K** Bunting shall not be allowed.
- 8.08.L** A batter shall receive a maximum of three (3) swings to put the ball in play or be called out. No additional swings shall be awarded on foul balls.
- 8.08.M** A player may only be Intentionally Walked once per game by announcement from the defensive team.
- 8.08.N** Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit.
- 8.08.O** A team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs.
- 8.08.P** Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.
Rule 8.08.P Comment: When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.
- 8.08.Q** The ball shall measure not less than eight and one quarter (8 1/4) nor more than eight and one half (8 1/2) inches in circumference.
- 8.09** **7U & 8U Kid Pitch Specific Rules –**
- 8.09.A** Nine (9) defensive players shall play in the field.
- 8.09.B** Balk rules shall not apply.
- 8.09.C** A batter is automatically out on a dropped / missed third (3rd) strike by the catcher.
- 8.09.D** Runners shall not advance when the pitcher is on the pitching rubber with the ball in his possession and the catcher is in position to receive a pitch.
Rule 8.09.D Comment: Runners may advance on a batted ball hit to the pitcher and when "Time" has not been called.
- 8.09.E** Runners shall not lead-off but may advance at their own risk (steal) once a pitched ball has passed home plate. When a runner tries to advance prior to the pitched ball passing home plate, the following shall apply:
Rule 8.09.E Approved Ruling: If the runner advances safely, the umpire shall call "Time" and the runner shall return to the base last legally occupied at the time of the pitch. If the runner is called out, the call shall stand and the runner is out. If the ball is hit, the defensive team shall have the option of the result of the play or a no pitch.
- 8.09.F** Runners shall not advance from third (3rd) base to home unless the runner is batted home or forced by a base on balls, hit batsman, or award from the umpire. Runners shall not advance from third (3rd) base to home on passed balls, wild pitches or dropped / missed third (3rd) strikes by the catcher.
- 8.10** **9U Drafted League Specific Rules –**
- 8.10.A** A batter is automatically out on a dropped / missed third (3rd) strike by the catcher.
- 8.10.B** Runners shall not lead-off but may advance at their own risk (steal) once a pitched ball is released by the pitcher. When a runner tries to advance prior to the pitched ball being released by the pitcher, the following shall apply:
Rule 8.10.B Approved Ruling: If the runner advances safely, the umpire shall call "Time" and the runner shall return to the base last legally occupied at the time of the pitch. If the runner is called out, the call shall stand and the runner is out. If the ball is hit, the defensive team shall have the option of the result of the play or a no pitch.
- 8.10.C** Runners shall not advance from third (3rd) base to home unless the runner is batted home or forced by a base on balls, hit batsman, or award from the umpire or if the defensive team attempts a play on the runner legally occupying third (3rd) base. Runners shall not advance from third (3rd) base to home on passed balls, wild pitches or dropped / missed third (3rd) strikes by the catcher.

RULE 9.00 – UMPIRES

- ~~**9.01** All leagues and tournaments played under the jurisdiction and administration of USSSA Baseball shall utilize umpires who are registered with the Association.~~
- ~~**9.02** One (1) or more umpires will be assigned to officiate each game.~~
- ~~**9.03** The umpires shall be responsible for the conduct of the game in accordance with these rules and for maintaining discipline and order on the playing field during the game.~~
- ~~**9.04** Each umpire is the representative of USSSA Baseball, and is authorized and required to enforce the rules of the Association.~~