

SRAA BASEBALL LEAGUE RULES

General Rules (All ages & divisions)

FIELD DIMENSIONS

<u>AGES</u>	<u>BASE LENGTH</u>	<u>MOUND</u>	<u>LIVE BASEBALL (LEAD OFF)</u>
8U	60 feet	40 feet	No
9U & 10U	60 feet	46 feet	No
11U & 12U Lower	65 feet	50 feet	No
12U Upper	70 feet	50 feet	Yes
13U & 14U Lower	80 feet	55 feet	Yes
14U Upper	90 feet	60 feet 6 inches	Yes

UMPIRES

- **8U:** Coaches will assist with helping umpire games
- **9U & 10U:** Two umpires recommended – one behind the plate and one out in the field (*if only one is available they should call the game from behind the pitcher's mound*)
- **11U – 14U:** Two umpires – one behind the plate and one out in the field

GAME LENGTH & TIME LIMITS

- Games consist of 6 innings, except 14U Upper which will play 7 innings
 - 80-minute time limit – new inning can't be started after 80 minutes have expired (*determined by last out made in the previous inning*)
 - Mercy Rule: 10 run rule after 4 innings & 15 run rule after 3 innings
 - 5:30pm games will be suspended at 7:00pm (*final score from last full inning played*)
 - 7:00pm games will be suspended at 8:30pm (*final score from last full inning played*)
- *Dead stop time is enforced only when another league game is scheduled after*
**A new inning started within the 80-minute time limit should be completed when dead stop is not being utilized*

PITCHERS

Age	Max Pitch Count Per Day	Recommend Days of Rest				
		No Rest	1 Day	2 Day	3 Day	4 Days
7-8 years old	50	1-20	21-35	36-50	-	-
9-10 years old	75	1-20	21-35	36-50	51-65	66+
11-12 years old	85	1-20	21-35	36-50	51-65	66+
13-14 years old	95	1-20	21-35	36-50	51-65	66+
15-18 years old	100	1-30	31-49	50-75	76-100	-

BAT INFORMATION

- Officially stamped USSSA & USA Bats are allowed
- 8U – Max diameter 2 ¾ inches, unlimited length & unlimited weight differential
- 9U-11U – Max diameter 2 ¾ inches, unlimited length & unlimited weight differential
- 12U – Max diameter 2 ¾ inches, max length 36 inches & max weight differential (-10)
- 13U – Max diameter 2 ¾ inches, max length 36 inches & max weight differential (-8)
- 14U – Max diameter 2 ¾ inches, max length 36 inches & max weight differential (-5)
- Other approved bats include: BBCOR & wood



SAFETY

- Helmet must be worn by an offensive player while on the playing field
- Players are not allowed to be base coaches
- Catcher's must have a face mask with throat protector
- Headfirst sliding is not allowed (8U-10U Age Levels)
- Bat boys must have helmets
- Jewelry is not allowed
- Blood/Bleeding: Players must leave the game until it is stopped & uniform is clean

CLEATS

- Metal spikes are only allowed in 13U & 14U

GAME BALLS

- Each team must provide a game ball for league games

COURTESY RUNNERS

- Courtesy runner may be used at anytime for the pitcher or catcher
- Courtesy runner must be used for the catcher with 2 outs
- Courtesy runner can be a player not in the game or player that made the last out

DEFENSIVE & OFFENSIVE CONFERENCES

- 3 defensive conferences allowed per game (*after 3, a change must be made each time*)
- 1 offensive conference allowed per inning

AGE SPECIFIC BASEBALL RULES

8U Baseball

BATTING ORDER & DEFENSIVE SETUP

- All players must be in the batting lineup & defense has 4 outfielders

STEALING

- No stealing allowed / Runners may advance bases while ball is in the outfield & will stop advancement once ball returns to the infield / No advancing on overthrows to the pitcher or 1st baseman

BUNTING

- Not in play for 8U

DROPPED 3RD STRIKE & INFIELD FLY

- Not in play for 8U

RUN & WALK LIMITS

- **6 RUN LIMIT:** only 6 runs can be scored per inning for all league games
- Teams play 3 outs or 6 runs scored (*whichever comes first*)
- **MAXIMIZE GAME PACE** – Full bucket of balls should be on the field by the pitcher/empty bucket by the back stop (*any balls not caught can be put in the bucket*)
 - **NO WALKS:** once the batter reaches ball 3, the following occurs:
 - Batting team coach will come in to pitch the remainder of the at bat
 - Coach must pitch from the mound
 - Strike count continues until batter strikes out or puts ball in play
 - **Hit by Pitch:** Coach will pitch to that batter with a new count

9U Baseball

BATTING ORDER AND DEFENSIVE SETUP

- All players must be in the batting lineup & defense has 4 outfielders

STEALING

- Stealing allowed after 2 outs are reached each inning & the ball crosses the plate / Runners will be called out for leaving early & the pitch will not count / No delayed steal
- No advancing on overthrows to the pitcher / Runner may only steal one base at a time unless a play is made on them / Runners at 3rd base can only score if walked in, batted in or a play is made on them
- Runners can't steal or advance a base unless batted or walked around if team is up by 10 or more runs (*runners will be called out if rule is violated*)

BUNTING

- Bunting is allowed for 9U
- Slash bunting (*fake bunt & then swing*) is not allowed / Slash bunts will result in an out & ejection

DROPPED 3RD STRIKE & INFELD FLY

- Not in play for 9U

RUN & WALK LIMITS

- **6 RUN LIMIT:** only 6 runs can be scored per inning for all league games
- Teams play 3 outs or 6 runs scored (*whichever comes first*)
- **WALK LIMIT:** after 3 walks per inning (*not consecutive*), the following occurs:
 - Batter reaches ball 4, hitting teams coach will come into pitch
 - Strike count continues until batter strikes out or puts the ball in play
 - Coach must pitch from the mound & no bunts if coaches are pitching
 - Hit by pitch counts towards the walk total
 - **Hit by Pitch:** Coach pitch to that batter with a new count if walk limit is reached

10U BASEBALL

BATTING ORDER & DEFENSIVE SETUP

- All players must be in the batting lineup & defense has 4 outfielders

STEALING

- Stealing allowed after 1 out is reached each inning & the ball crosses the plate / Runners will be called out for leaving early & the pitch will not count / No delayed steal
- No advancing on overthrows to the pitcher / Runner may only steal one base at a time unless a play is made on them / Runners at 3rd base can only score if walked in, batted in or a play is made on them
- Runners can't steal or advance a base unless batted or walked around if team is up by 10 or more runs (*runners will be called out if rule is violated*)

BUNTING

- Bunting is allowed for 10U
- Slash bunting (*fake bunt & then swing*) is not allowed / Slash bunts will result in an out & ejection

DROPPED 3RD STRIKE & INFIELD FLY

- Not in play for 10U

RUN & WALK LIMITS

- **6 RUN LIMIT:** only 6 runs can be scored per inning for all league games
- Teams play 3 outs or 6 runs scored (*whichever comes first*)
- **GOLD DIVISION – NO WALK LIMIT**
- **SILVER DIVISION ONLY - WALK LIMIT:** after 3 walks per inning (*not consecutive*), the following occurs:
 - Batter reaches ball 4, hitting teams coach will come into pitch
 - Strike count continues until batter strikes out or puts ball in play
 - Coach must pitch from the mound & no bunts if coaches are pitching
 - Hit by pitch counts towards the walk total
 - **Hit by Pitch:** Coach pitches to that batter with a new count if walk limit is reached

11U BASEBALL

BATTING ORDER AND DEFENSIVE SETUP

- 11U teams are encouraged to bat their full roster, but may choose not to
- Free substitution is allowed when batting full roster
- 11U: E/H rule is optional if not batting their full roster. E/H rule allows 10 players in the batting lineup, free substitution on defense with 10 players in the batting lineup

STEALING

- Stealing allowed once the ball leaves the pitcher's hand / Runner will be called out for leaving early & the pitch will not count
- Runners can't steal or advance a base unless batted or walked around if team is up by 10 or more runs (*runners will be called out if rule is violated*)

BUNTING

- Bunting is allowed for 11U
- Slash bunting (*fake bunt & then swing*) is not allowed/Slash bunts will result in an out/ejection

DROPPED 3RD STRIKE & INFIELD FLY

- Both are in play for 11U

RUN LIMITS

- **8 RUN LIMIT:** only 8 runs can be scored per inning for all league games
- Teams play 3 outs or 8 runs scored (*whichever comes first*)

12U BASEBALL

BATTING ORDER AND DEFENSIVE SETUP

- 12U teams are encouraged to bat their full roster, but may choose not to
- Free substitution is allowed when batting full roster
- 12U: E/H rule is optional if not batting their full roster. E/H rule allows 10 players in the batting lineup, free substitution on defense with 10 players in the batting lineup

STEALING (12U SILVER)

- Stealing allowed once the ball leaves the pitcher's hand / Runner will be called out for leaving early & the pitch will not count
- Runners can't steal or advance a base unless batted or walked around if team is up by 10 or more runs (*runners will be called out if rule is violated*)

STEALING (12U GOLD)

- Leading off & stealing allowed
- Runners can't steal or advance a base unless batted or walked around if team is up by 10 or more runs (*runners will be called out if rule is violated*)

BUNTING

- Bunting is allowed for 12U
- Slash bunting (*fake bunt & then swing*) is not allowed/Slash bunts will result in an out/ejection

DROPPED 3RD STRIKE & INFIELD FLY

- Both are in play for 12U

BALKS

- Balks will be called for 12U GOLD (*pitcher's will receive 1 balk warning per game*)

RUN LIMITS

- **8 RUN LIMIT:** only 8 runs can be scored per inning for all league games
- Teams play 3 outs or 8 runs scored (*whichever comes first*)

13U BASEBALL

BATTING ORDER AND DEFENSIVE SETUP

- 13U teams are encouraged to bat their full roster, but may choose not to
- Free substitution is allowed when batting full roster
- 13U: E/H rule is optional if not batting their full roster. E/H rule allows 10 players in the batting lineup, free substitution on defense with 10 players in the batting lineup

STEALING

- Leading off & stealing allowed
- Runners can't steal or advance a base unless batted or walked around if team is up by 10 or more runs (*runners will be called out if rule is violated*)

BUNTING

- Bunting is allowed for 13U
- Slash bunting (*fake bunt & then swing*) is not allowed/Slash bunts will result in an out/ejection

DROP 3RD STRIKE & INFIELD FLY

- Both are in play for 13U

BALKS

- Balks will be called for 13U (*pitcher's will receive 1 balk warning per game*)

14U BASEBALL

BATTING ORDER AND DEFENSIVE SETUP

- 14U teams are encouraged to bat their full roster, but may choose not to
- Free substitution is allowed when batting full roster
- 14U: E/H rule is optional if not batting their full roster. E/H rule allows 10 players in the batting lineup, free substitution on defense with 10 players in the batting lineup

STEALING

- Leading off & stealing allowed
- Runners can't steal or advance a base unless batted or walked around if team is up by 10 or more runs (*runners will be called out if rule is violated*)

BUNTING

- Bunting is allowed for 14U
- Slash bunting (*fake bunt & then swing*) is not allowed/Slash bunts will result in an out/ejection

DROP 3RD STRIKE & INFIELD FLY

- Both in play for 14U

BALKS

- Balks will be called for 14U (*pitcher's will receive 1 balk warning per game*)