

# 2024 Division Rules Summary (interlock)

## General rules:

- No new inning will begin if less than 5 minutes is remaining in the game-
- Metal cleats are NOT allowed, except for in 14U division. see note about pitchers
- Regular season games can end in a tie.
- No player can sit 2 innings unless there is an injury or parent-approved reason
- All divisions must use continuous batting order, batting all players and using free-substitution.
- A minimum of 8 players to play legal game. No out taken in vacant 9<sup>th</sup> spot. Must have at least 8 players at all times.
- Team may use a "pool player" for regular season games only (not allowed in tournament). Max 1 pool player per team. Must be a player from the same town and age-appropriate. Player wears jersey of their own team. Coach must notify both directors involved prior to the game, and must let umpire and opposing coach know at pregame meeting. Pool player plays right field and bats last in the order. Can only use a pool player to get to 8 or to 9 players total for the game. if a roster player shows up, they will replace the pool player
- Head-first sliding is allowed starting in 9u. Younger divisions may only slide head-first going back to a base

## 5U T-BALL SUMMARY

Game Duration	55 minutes
Official Inning	Bat through the entire line Up
Base length	50'-60'
Infield Fly Rule	Not in effect
Score	No score kept
Batting Attempts	4 swings off tee
Overthrow	1 base only on 1 <sup>st</sup> overthrow

MANDATORY - Players rotation on defense

## 6U COACH PITCH SUMMARY

Game Duration	60 minutes or 6 innings
Official Inning	3 outs or 7 runs
Base length	55'-60'
Pitch distance	30'-40' ft from home plate
Infield Fly Rule	Not in effect
Stealing	NO
Walks/Bunt	NO
Score	YES – must be batted in
Overthrow	1 base only on 1st overthrow
Batting Attempts	3/2 or 4/1 live/tee swings

Sliding head first is NOT allowed except back to base.  
Catcher is optional; if used, must be full gear;

## 8U DIVISION SUMMARY

Game Duration	75 minutes or 6 innings
Official Inning	3 outs or 7 runs
Base length	55'-60'
Pitch distance	35' - 40' from home plate
Infield Fly Rule	Not in effect
Stealing	NO
Walks/Bunt	NO
Score	YES
Batting Attempts	5 pitches/3 swinging strikes

Sliding head first is NOT allowed except back to base.

## 9U DIVISION SUMMARY

Game Duration	90 minutes or 6 innings
Official Inning	3 outs or 7 runs
Base length	65'
Pitch distance	46' from home plate
Infield Fly Rule	In effect
Leadoff	no – tight bases
Stealing	YES - ball crosses plate
Walks/Bunt	*** TBD ***
Drop 3 <sup>rd</sup> Strike	NO
Balk	NO - warnings
Score	YES

Sliding head first IS allowed.

## 10U DIVISION SUMMARY

Game Duration	90 minutes or 6 innings
Official Inning	3 outs or 7 runs
Base length	65'
Pitch distance	46' from home plate
Infield Fly Rule	In effect
Leadoff	YES, open bases
Stealing	YES
Walks/Bunt	YES
Drop 3 <sup>rd</sup> Strike	YES
Balk	YES
Score	YES

Sliding head first IS allowed.

## 12U DIVISION SUMMARY

10u rules with these adjustments	
Game Duration	90 minutes or 6 innings
Base length	70'
Pitch distance	50' from home plate
Infield Fly Rule	In effect
Leadoff	YES

## 14U DIVISION SUMMARY

12u rules with these adjustments:	
Game Duration	105 minutes or 7 innings
Official Inning	3 outs or 7 runs
Base length	90'
Pitch distance	60' from home plate

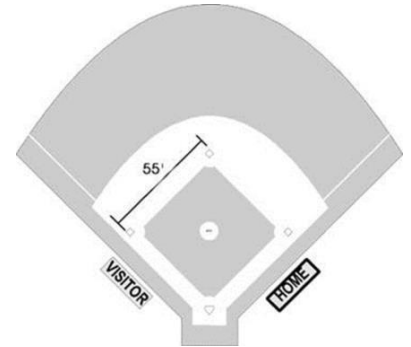
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# 5U TBALL Division

## Pure Tee Ball (Ages 4-5)

### EQUIPMENT

- Safety ball
- Batting tee
- No umpires
- Batting tee
- (No catcher)
- Highly encouraged for player pitcher to wear a fielding mask



### FIELD SET UP

- (4) Four coaches total are allowed in the dugout.
- (2) offensive coaches are allowed to coach from the coach's boxes on the first (1st) and third (3rd) base foul lines
- (1) offensive home plate coach (behind home plate).
  - The offensive home plate coach may assist the batter by positioning the batter's feet and body.
- (2) defensive coaches may be positioned in the outfield behind the outfielders
- Stools and buckets must remain in the dugout and not on the field.

### RULES OF PLAY

- Teams should have roster size of approximately 7-10 players
- All players are spread out in the infield when on defense
- No umpires in 5U - Coaches will be responsible for calling "Time" and shall be called as soon as the lead runner is stopped on base. "Time" does not have to be called by the defense for the purpose of this rule.
- Offense bats through the lineup each inning. Clear the bases if 3 outs are made and continue on.

### OFFENSE

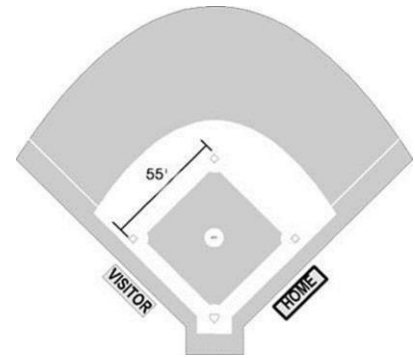
- (4) Four coaches total are allowed in the dugout.
  - (2) offensive coaches are allowed to coach from the coach's boxes on the first (1st) and third (3rd) base foul lines
  - (1) offensive home plate coach (behind home plate).
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# 6U Division- Local Rules

## Modified Coach Pitch (Ages 5-6)

### EQUIPMENT

- Use a real baseball (not a safety ball)
- Baseball Tee
- Catcher is optional; Gear- (Helmet, knee & shin guards, & chest plate, "cups" are required)
- If team chooses no catcher, still only 9 players in the field
- Batting Helmet (Recommended to have facemask)
- NO metal cleats
- All barrel bats with USSSA stamp or USA stamp are legal
- Highly encouraged for player pitcher to wear a fielding mask



### FIELD SET UP

- Baselines are set at 55'-60'
- (2) Two offensive coaches are allowed to coach from the coach's boxes on the first and third base foul lines.
- (1) One defensive coach can be positioned behind home plate to assist the catcher in shagging balls.
- (2) Two defensive coaches may be positioned in along the foul lines behind the offensive coaches to help coach the outfield players. Defensive coaches will not be allowed on the field of play (infield or outfield).

### COACH PITCHER

- Must Pitch from 30-40' (NEW 2020) from the rear point of home plate with one foot on or straddle the pitcher's line.
- Adult coach shall pitch to his/her team while they are batting but will not be allowed to coach the runners at any time (STRICT ENFORCEMENT).
- Pitcher not allowed to leave pitching area until ball is put in play, or at bat ends.
- Pitches must be thrown over-handed. Kneeling will be allowed, but coach must be able to get off the field when ball put in play
- The pitching coach shall position himself as not to be interference to the defensive team on any possible play once the ball has been hit. The coach pitcher will exit the field behind the runner (out of the way of the defenders) when the ball is hit in fair play.
  - Penalty: If a coach violates this rule after the ball is pitched, obstruction will be called.
  - 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.
- A pitched ball that hits a batter will be counted towards the pitch count
- When a batted ball hits the Pitching Coach, the following shall apply:
  - 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.
  - 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. Runners must remain at the base they were on prior to the pitch.

### RULES OF PLAY

- Six (6) innings, or 60-minute time limit, will constitute a complete regulation game.
- The game is over when the opponent is mathematically eliminated from scoring enough runs to win or tie the game.
- If official time has expired, the Umpire will allow the game to complete the inning in consideration of the score and Home team assignment.
- If time has expired and the score is tied, a tie is recorded and the game is over.
- (7) Seven runs maximum or 3 outs constitutes an inning
- Game Ending Mercy Rules – 15 after 3 innings, 8 after 4 innings
- Ball hit off the tee = max 2 bases for each runner
- "Time" shall be called as soon as the lead runner is not attempting to advance and the ball is controlled in the infield

## OFFENSE

- STANDARD FORMAT IS 3 LIVE PITCHES AND 2 SWINGS FROM A TEE. TOTAL OF 5 POSSIBLE SWINGS.
  - BEFORE THE 1<sup>ST</sup> PITCH, The Coach Pitcher can declare a 4-live/1-tee split, or even a 5-live/0-tee split. Remember that ball off tee results in max of 2 bases for all runners)
- IF FINAL LIVE PITCH IS FOULED, BATTER WILL GET ONE BONUS PITCH BEFORE GOING TO THE TEE SWINGS. IF THE BONUS PITCH IS FOULED OFF, BATTER WILL GET ANOTHER BONUS PITCH. IF THE BONUS PITCH IS NOT FOULED OFF AND NOT PUT IN PLAY, BATTER WILL PROCEED TO ALLOCATED NUMBER OF TEE SWINGS.
  - if the batter fails to put the ball in play, the batter is out and must return to the dugout.
- After 1st warning to player for slinging a bat, future occurrences with that player will be called out & play will result in a dead ball.
- A batted ball must go past the dirt arc in front of home plate to be a live ball in play, otherwise it's a foul ball.
- A batted ball hit off of the tee will result in a max of 2 bases for all runners, including the batter.
  - For example, if there is a runner on 2nd and a runner on 1st during the ground rule double, the runner on 2nd base will be allowed to score and the runner on 1st base must stop at 3rd base. The play is live and runners can be tagged out while base running.
- No infield fly rule, No walks, No bunting
- On deck batter must warm up in on deck circle in front of their team's dugout only. No crossing over to other team's on deck circle.

## BASE RUNNING

- Base runners are not permitted to steal bases and shall remain in contact with the base until the ball is hit.
- Must slide feet-first when advancing. May slide head first returning to a base.
- When a base runner is hit or otherwise makes contact with a hit ball, the runner is called out. All other runners must stop at the base they are on or were advancing to. No additional bases are rewarded.
- Base Rules – When a player misses a base the player must return to the base missed and any subsequent runners will be forced back (i.e. Runner (R1) on 1st; Batter (B1) hits a home run; (R1) misses 2nd base; (R1) is returned to 2nd and (B1) returns to 1st base), excluding Home plate.
- If a runner fails to touch Home plate it will result in an automatic out.
- If a runner (R2) passes a teammate (R1) in the baseline and touches the base ahead of previous runner (R2) will be called out.
- Multiple Runners on the Same Base – The trailing runner will be called out while the lead runner is allowed to stay on the contested base.
- Runners must be batted in to score.
- MAX 1 BASE ON OVERTHROW – SEE BOTTOM SECTION BELOW

## DEFENSE

- Infielders shall be positioned at 1st, 2nd, 3rd, short stop, catcher, and pitcher
- Infielders must stay within 5 feet of baseline
- (4) Outfielders shall be positioned 8-10 feet behind the baseline.
- Teams may use free substitution on defense but the batting order shall remain the same.
- Defensive players may not block the base line unless they are in possession of the ball or in the process of receiving the ball.
- Catcher must wear full catcher's protective equipment. The catcher may use a fielder's glove or catcher's mitt. The catcher must be in a squatting position when the ball is pitched
- Player Pitcher - will serve as an infielder only and will not actually pitch the ball. He/She will be positioned beside or behind (not in front) of the coach pitcher and WITHIN 5 FEET OF COACH PITCHER. (fielding mask highly encouraged, but not mandatory)
- Player Pitcher shall not leave the designated area until the ball is hit.
  - 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.
  - Additional Penalty: First Offense: Warning; Second Offense: Removal of that player from the pitching position for the remainder of the game.

## INFIELD OVERTHROWS

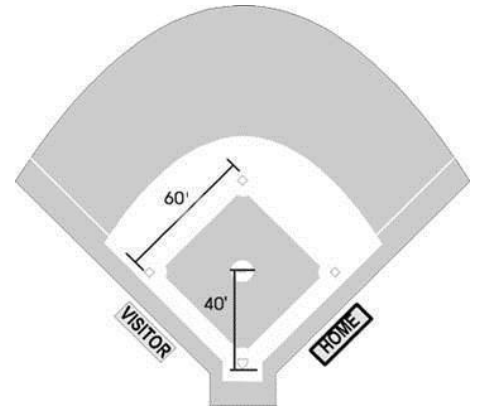
On an infield, overthrown ball a runner may attempt, at their own risk, to advance to the next base (**excluding home plate**). The runner is allowed to advance 1 base on the 1st overthrow, regardless of the result of the overthrow. If the resulting play is another overthrow, the runner must stay at the base and no additional base is given for the second overthrow.

# 8U Division- LOCAL RULES

## Coach Pitch (Ages 7 -8)

### EQUIPMENT

- Catchers Gear- (Helmet, knee & shin guards, & chest plate, "cups" are required)
- Batting Helmet (Recommended to have facemask)
- NO metal cleats
- All barrel bats with USSSA stamp or USA stamp are legal
- Highly encouraged for player pitcher to wear a fielding mask



### FIELD SET UP

- Baselines are set at 60' (or 55' if only option), outfield fence of min. 160'.
- (2) Two offensive coaches are allowed to coach from the coach's boxes on the first and third base foul lines.
- (1) One defensive coach can be positioned behind home plate to assist the catcher in shagging balls.
- (2) Two defensive coaches may be positioned in along the foul lines behind the offensive coaches to help coach the outfield players

### COACH PITCHER

- Must Pitch from 35' - 40' from the rear point of home plate with one foot on or straddle the pitcher's line.
- Adult coach shall pitch to his/her team while they are batting but will not be allowed to coach the runners AT ANY POINT. THAT'S WHAT BASE COACHES ARE FOR
- Pitcher not allowed to leave pitching area until ball is put in play, or at bat ends.
- Pitches will be thrown over-handed only. No under-handed pitching allowed. Kneeling is allowed.
- The pitching coach shall position himself as not to be interference to the defensive team on any possible play once the ball has been hit.
- The coach pitcher will exit the field behind the runner (out of the way of the defenders) when the ball is hit in fair play.
  - Penalty: If a coach violates this rule after the ball is pitched, obstruction will be called.
  - 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.
- A pitched ball that hits a batter will be counted as 1 of the batters 3 to 5 pitches
- When a batted ball hits the Pitching Coach, the following shall apply:
  - 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.
  - 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. Runners must remain at the base they were on prior to the pitch.

### RULES OF PLAY

- Six (6) innings, or 75-minute time limit, will constitute a complete regulation game.
- The game is over when the opponent is mathematically eliminated from scoring enough runs to win or tie the game.
- If official time has expired, the Umpire will allow the game to complete the inning in consideration of the score and Home team assignment.
- At completion of final inning and the score is tied, a tie is recorded and the game is over.
- (7) Seven runs maximum or 3 outs constitutes an inning
- Game Ending Mercy Rules – 15 after 3 innings, 8 after 4 innings
- "Time" shall be called as soon as the lead runner is not attempting to advance and ball is controlled in the infield (not necessarily the pitcher. "Time" does not have to be called by the defense for the purpose of this rule.

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## OFFENSE

- Coaches are required to list all players present in the batting order for each game. Continuous batting shall be used. The entire roster must be batted through, in order without substitution.
  - Players arriving late will be added at the bottom of the order.
  - If a player leaves the game sick and re-enters, he/she will go back in the same spot in the order. If the sick player is unable to bat, the team will have to take an out.
  - If a player leaves the game due to injury he/she may not return. No out will be recorded.
- The batter will be thrown 5 pitches or 3 swing strikes. If the final pitch is fouled the batter will receive one additional pitch. If the ball is not put into play, the batter will be called out UNLESS the extra pitch is fouled off at which point one more pitch is to be thrown. (if batter does not foul the ball or put it into play, then the batter is out. I.e., if they take the pitch)
- After a 1st warning to a player for slinging a bat, subsequent occurrences with that player will be called out and the play will result in a dead ball.
- A batted ball must go past the dirt arc in front of home plate TO BE FAIR BALL. WILL BE DISCUSSED AT EACH PREGAME MEETING BASED ON FIELD CHARACTERISTICS
- No infield fly rule, No walks, No bunting
- Base runners are not permitted to steal bases and shall remain in contact with the base until the ball crosses home plate.
- When a base runner is hit or otherwise makes contact with a hit ball, the runner is called out. All other runners must stop at the base they are on or were advancing to. No additional bases are rewarded.
- Runners may advance at their own risk during live play.
- May only slide head-first when returning to a base
- On deck batter must warm up in on deck circle in front of their team's dugout only. No crossing over to other team's on deck circle.

## DEFENSE

- Infielders shall be positioned at 1st, 2nd, 3rd, short stop, catcher, and pitcher
  - Infielders to be positioned within 5 feet of the baseline.
  - (4) Outfielders shall be positioned 8-10 feet behind the baseline.
  - Teams may use free substitution on defense but the batting order shall remain the same.
  - Defensive players may not block the base line unless they are in possession of the ball or in the process of receiving the ball.
  - Catcher must wear full catcher's protective equipment. The catcher may use a fielder's glove or catcher's mitt. The catcher must be in a squatting position when the ball is pitched.
  - Player Pitcher - will serve as an infielder only and will not actually pitch the ball. He/She will be positioned beside or behind (not in front) of the coach pitcher and have contact within the pitching circle. Fielding mask is highly encouraged but not mandatory (2021)
  - Player Pitcher shall not leave the pitching circle until the ball is hit.
    - 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.
    - Additional Penalty: First Offense: Warning; Second Offense: Removal of that player from the pitching position for the remainder of the game.
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# 9U Division- LOCAL RULES

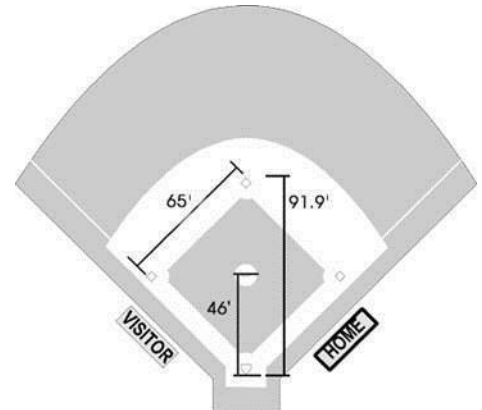
(Ages 9) - \* new division for 2024, first year kid pitch

## EQUIPMENT

- Catchers Gear- (Helmet with throat guard, knee & shin guards, & chest plate, "cups" are required)
- NO metal cleats
- All barrel bats with USSSA stamp or USA stamp are legal

## FIELD SET UP

- Baselines are set at 65', outfield fence of min. 180',
- (2) Two offensive coaches are allowed to coach from the coach's boxes on the first and third base foul lines.



## RULES OF PLAY

- Six (6) innings, or 90-minute (1hr 30 min) time limit, will constitute a complete regulation game.
- The game is over when the opponent is mathematically eliminated from scoring enough runs to win or tie the game.
- If official time has expired, the Umpire will allow the game to complete the inning
- At completion of final inning and the score is tied, a tie is recorded and the game is over.
- (7) Seven runs maximum or 3 outs constitutes an inning
- Game Ending Mercy Rules – 15 after 3 innings, 8 after 4
- "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.

## OFFENSE

- Coaches are required to list all players present in the batting order for each game. Continuous batting shall be used. The entire roster must be batted through, in order without substitution.
  - Players arriving late will be added at the bottom of the order.
  - If a player leaves the game sick and re-enters, he/she will go back in the same spot in the order. If the sick player is unable to bat, the team will have to take an out.
  - If a player leaves the game due to injury he/she may not return. No out will be recorded.
- 1st warning to a player for slinging a bat, subsequent occurrences with that player will be called out
- NO SLASH BUNTING. Result will be an automatic out.
- Infield fly rule IS in effect
- Runners may advance at their own risk on overthrows during live play.
- Runners may only leave the base (leadoff or steal) once the ball crosses home plate. If a runner leaves base early, a dead-ball no-pitch will be called and that runner will be called out.
- **NO WALKS RULE-NEW FOR 9U ONLY: When the batter gets to a 3 ball count a coach will come into the game and pitch, to their own batter, the remaining amount of strikes that are left on the count. (Ex. Count is 3-0, coach can pitch 3 pitches, 3-1, coach can pitch 2 pitches). In the event the coach throws a pitch that is unhittable (ball in the dirt, over the batters head, etc) that pitch will count as a strike for the batter. In a full 3-2 count the coach throws a bad pitch the batter is out.**
- **Dropped third strike rule is NOT IN EFFECT – batter is out immediately, runners can advance at own risk.**
- Hit by pitch = batter takes base

## DEFENSE

- Infielders shall be positioned at 1st, 2nd, 3rd, shortstop, catcher, and pitcher. Infielders may not advance more than 10 ft. towards home plate until the ball is hit.
- (3) Outfielders shall be positioned at least 10 feet behind the baseline.
- Teams may use free substitution on defense except for pitcher position but the batting order shall remain the same.
  - Once a player is removed from the pitching position, that player may not return to the pitching position in that game.
- **The player in the pitcher position will stand to the left or right of the coach pitcher within 3-4' of the pitching rubber.**
- **The coach MUST do his/her best to get out of the way of a hit, after the ball is put in play. IF a coach pitcher interferes with the play the batter is out. Umpire will make that call.**



- **The coach must pitch from a distance of 35-40' from home plate.**
- **Balks – will not be called/enforced. Umpires are to instruct when applicable.**
- Defensive players may not block the base line unless they are in possession of the ball or in the process of receiving the ball.
- Catcher must wear full catcher's protective equipment. The catcher may use a fielder's glove or catcher's mitt. The catcher must be in a squatting position when the ball is pitched
- **FOLLOW USSSA PITCHING RULES FOR PITCH COUNTS (IN EFFECT MOSTLY FOR END-OF-SEASON TOURNAMENT)**
- **Local league rule: if a pitcher hits 3 batters, must be replaced with the 3<sup>rd</sup> batter hit (9u only)**

# 10U Division- LOCAL RULES

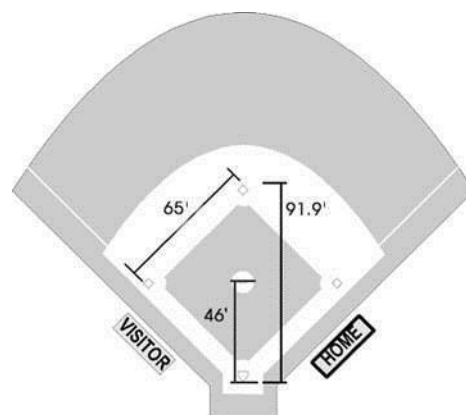
(Ages 9 -10)

## EQUIPMENT

- Catchers Gear- (Helmet with throat guard, knee & shin guards, & chest plate, "cups" are required)
- NO metal cleats
- All barrel bats with USSSA stamp or USA stamp are legal

## FIELD SET UP

- Baselines are set at 65', outfield fence of min. 180',
- (2) Two offensive coaches are allowed to coach from the coach's boxes on the first and third base foul lines.



## RULES OF PLAY

- Six (6) innings, or 90-minute (1hr 30 min) time limit, will constitute a complete regulation game.
- The game is over when the opponent is mathematically eliminated from scoring enough runs to win or tie the game.
- If official time has expired, the Umpire will allow the game to complete the inning
- At completion of final inning and the score is tied, a tie is recorded and the game is over.
- (7) Seven runs maximum or 3 outs constitutes an inning
- Game Ending Mercy Rules – 15 after 3 innings, 8 after 4

## OFFENSE

- Coaches are required to list all players present in the batting order for each game. Continuous batting shall be used. The entire roster must be batted through, in order without substitution.
  - Players arriving late will be added at the bottom of the order.
  - If a player leaves the game sick and re-enters, he/she will go back in the same spot in the order. If the sick player is unable to bat, the team will have to take an out.
  - If a player leaves the game due to injury he/she may not return. No out will be recorded.
- 1st warning to a player for slinging a bat, subsequent occurrences with that player will be called out
- NO SLASH BUNTING. Result will be an automatic out.
- Infield fly rule IS in effect
- Runners may advance at their own risk during live play.
- **Open bases – runners may lead off and attempt to advance at any time the play is "live"**
- Headfirst slides are allowed
- **Dropped third strike rule IS IN EFFECT (CHANGED FOR 2024) – must complete the out when applicable**

## DEFENSE

- Infielders shall be positioned at 1st, 2nd, 3rd, short stop, catcher, and pitcher. Infielders may not advance more than 10 ft. towards home plate until the ball is hit.
- (3) Outfielders shall be positioned at least 10 feet behind the baseline.



- Teams may use free substitution on defense except for pitcher position but the batting order shall remain the same.
  - Once a player is removed from the pitching position, that player may not return to the pitching position in that game.
- Balks – 2 warnings per pitcher before the call is enforced. If an umpire observes a pitcher balking, the umpire calls time and instructs the player and coach in regards to the balk.
- Defensive players may not block the base line unless they are in possession of the ball or in the process of receiving the ball.
- Catcher must wear full catcher's protective equipment. The catcher may use a fielder's glove or catcher's mitt. The catcher must be in a squatting position when the ball is pitched

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- **FOLLOW USSSA PITCHING RULES FOR PITCH COUNTS (IN EFFECT MOSTLY FOR END-OF-SEASON TOURNAMENT)**

# 12u Division- LOCAL RULES

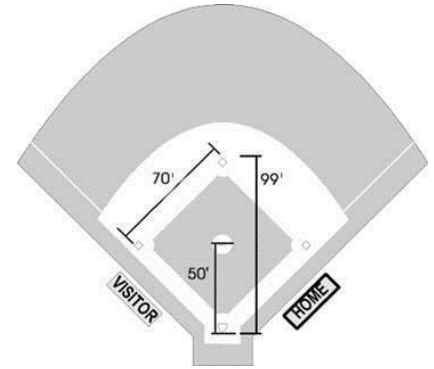
(Ages 11 -12)

## EQUIPMENT

- Catchers Gear- (Helmet with throat guard, knee & shin guards, & chest plate, "cups" are required)
- NO metal cleats
- All barrel bats with USSSA stamp or USA stamp are legal

## FIELD SET UP

- Baselines are set at 70', outfield fence of min. 230',
- (2) Two offensive coaches are allowed to coach from the coach's boxes on the first and third base foul lines.



## RULES OF PLAY

- Six (6) innings, or 90-minute time limit, will constitute a complete regulation game.
- The game is over when the opponent is mathematically eliminated from scoring enough runs to win or tie the game.
- If official time has expired, the Umpire will allow the game to complete the inning in consideration of the score and Home team
- At completion of final inning and the score is tied, a tie is recorded and the game is over.
- (7) Seven runs maximum or 3 outs constitutes an inning
- Game Ending Mercy Rules – 15 after 3 innings, 8 after 4

## OFFENSE

- Coaches are required to list all players present in the batting order for each game. Continuous batting shall be used. The entire roster must be batted through, in order without substitution.
  - Players arriving late will be added at the bottom of the order.
  - If a player leaves the game sick and re-enters, he/she will go back in the same spot in the order. If the sick player is unable to bat, the team will have to take an out.
  - If a player leaves the game due to injury he/she may not return. No out will be recorded.
- After 1st warning to a player for slinging a bat, subsequent occurrences with that player will be called out and ball will be declared dead
- NO SLASH BUNTING. Result will be an automatic out.
- Infield fly rule in effect
- Runners may advance at their own risk on overthrows during live play. Runners may lead off and steal bases. Sliding headfirst is allowed
- On deck batter must warm up in on deck circle in front of their team's dugout only. No crossing over to other team's on deck circle.

## DEFENSE

- Infielders shall be positioned at 1st, 2nd, 3rd, short stop, catcher, and pitcher. Infielders may not advance more than 10 ft. towards home plate until the ball is hit.
- (3) Outfielders shall be positioned at least 8-10 feet behind the baseline.
- Teams may use free substitution on defense except for pitcher position but the batting order shall remain the same.
  - Once a player is removed from the pitching position, that player may not return to the pitching position in that game.
- Balks – 1 warning per pitcher, then balks are enforced. If an umpire observes a pitcher balking, the umpire calls time and instructs the player and coach in regards to the balk.
- Defensive players may not block the base line unless they are in possession of the ball or in the process of receiving the ball.
- Catcher must wear full catcher's protective equipment. Use of catcher's mitt is strongly encouraged. The catcher must be in a squatting position when the ball is pitched
- Dropped third strike rule is in effect
- Teams will follow the pitching rules outlined in the USSSA rules.

## PLAYOFFS

- The championship will be determined by a best-of-three series (NEW for 2023)
- Games to be played out over minimum of 2 days; exact scheduling TBD

# 14U Division- LOCAL RULES

(Ages 13 -14)

## EQUIPMENT

- Catchers Gear- (Helmet with throat guard, knee & shin guards, & chest plate, "cups" are required) – **catcher mitt required**
- Bats will have a max "drop" of 5 (ex., 32in / 27oz is ok. 32in / 25 oz is a drop-7 and NOT allowed)
- CORRECTION: Max barrel size is 2 and  $\frac{3}{4}$ . Standard USSSA rules for bats (regarding size and stamps)
- Metal cleats allowed at all interlock fields, BUT pitchers should have plastic cleats or tennis shoes in case field uses a portable mound

## FIELD SET UP

- Baselines are set at 90', outfield fence of min. 320',
- (2) Two offensive coaches are allowed to coach from the coach's boxes on the first and third base foul lines.

## RULES OF PLAY

- \* Seven (7) innings, or 105-minute (1hr 45 min) time limit, will constitute a complete regulation game.
- \* If the game is tied after both teams have played seven (7) complete innings or the time limit has expired, the game is over.  
NOTE: If official time has expired, the Umpire will allow the game to complete the inning in consideration of the score and Home team assignment.
- 3 outs constitutes an inning, or offense scoring 7 runs. (max of 7 runs per inning)
- Mercy Rules – 20 after 2 innings, 15 after 3 innings, 12 after 4 innings, 8 after 5 innings

## OFFENSE

- Coaches are required to list all players present in the batting order for each game. Continuous batting shall be used. The entire roster must be batted through, in order without substitution.
  - Players arriving late will be added at the bottom of the order.
  - If a player leaves the game sick and re-enters, he/she will go back in the same spot in the order. If the sick player is unable to bat, the team will have to take an out.
  - If a player leaves the game due to injury he/she may not return. No out will be recorded.
- After a 1st warning to a player for slinging a bat, subsequent occurrences with that player will be called out and the ball will be declared dead.
- NO SLASH BUNTING. Result will be an automatic out.
- Infield fly rule in effect
- Runners may advance at their own risk on overthrows during live play.
- Runners may lead off and may also steal bases.
- Sliding head first is allowed.
- **On deck batter must warm up in on deck circle in front of their team's dugout only. No crossing over to other team's on deck circle.**

## DEFENSE

- Infielders shall be positioned at 1st, 2nd, 3rd, short stop, catcher, and pitcher
- Infielders may not advance more than 10 ft. towards home plate until the ball is hit.
- (3) Outfielders shall be positioned 8-10 feet behind the baseline.
- Teams may use free substitution on defense except for pitcher position but the batting order shall remain the same.
  - Once a player is removed from the pitching position, that player may not return to the pitching position in that game.
- Balks are called. If an umpire observes a pitcher balking, the umpire calls time and instructs the player and coach in regards to the balk.
- Defensive players may not block the base line unless they are in possession of the ball or in the process of receiving the ball.
- Catcher must wear full catcher's protective equipment. **CATCHER MITT IS MANDATORY**. The catcher must be in a squatting position when the ball is pitched
- Dropped third strike rule is in effect
- Teams will follow the pitching rules of play outlined in the USSSA rules.

## PLAYOFFS

- The championship will be determined by a best-of-three series (NEW for 2023)
- Games to be played out over minimum of 2 days; exact scheduling TBD