

MVAA - HCA - A.A.A Combined Rule Set

MVAA Baseball Director: John Mendes

HCA Baseball Director: Ray Maurer

A.A.A Baseball Director: Mason Henson

For the purposes of this document and going forward, "The Associations" will refer to the combination of Mountain View Athletic Association, Hebron Baseball, and Archer Athletic Association. "The Associations" will play according to modified National Federation of High School (NFHS) rules and regulations. **Any rule or action not covered in these league rules will revert to the NFHS rulebook.** For additional information you are encouraged to go to the National Federation of High School website (<https://www.nfhs.org/activities-sports/baseball/>).

*These rules shall govern the interleague play between Mountain View Athletic Association, Hebron Baseball, and Archer Athletic Association starting with Spring Season 2026.

*Park Directors have the right to add, change, or delete any rule with the support of the listed parks.

Contents

1. [Code Of Conduct](#)
2. [Field Sizes](#)
3. [GENERAL INFORMATION](#)
4. [GENERAL RULES](#)
5. [GENERAL RESPONSIBILITIES AND REQUIREMENTS](#)
6. [LEAGUE RULES](#)
7. [Bat Requirements](#)

The below Baseball Directors have mutually agreed to play by the following rules

- John Mendes - Mountain View
- Ray Maurer - Hebron Christian
- Mason Henson - Archer Park

1. Code Of Conduct

- 1.1. **“Members of The Associations”**, including all Coaches, Assistant Coaches, Board Members, Directors, Age Group Coordinators, Officials, Parents, Spectators, and Participants, shall at all times conduct themselves in a manner that does not bring discredit upon The Associations or any of their members.
- 1.2. Our goals include teaching proper skills and techniques, instructing the principles of good sportsmanship, emphasizing physical fitness, and providing opportunities for fun and enjoyment. We promote the development of teamwork, pride in personal accomplishment, recognition of one’s shortcomings, acceptance of defeat, and the enjoyment of winning. We recognize that each player has a varying degree of skill, that participation should be fun, and that the values of persistence and hard work are to be emphasized.
- 1.3. All adults associated with The Associations should understand that these programs are designed as recreational outlets solely for the enjoyment of youth participants. They are not intended as hobbies for adults seeking to inflate egos or live vicariously through a child, nor are they intended to produce future professional baseball players. The emphasis is on participation rather than perfection. Derisive conduct by spectators or Coaches, including outbursts that demean or belittle players or game officials, has no place in our programs and will not be tolerated.
- 1.4. All individuals associated with The Associations, including Coaches, Assistant Coaches, Board Members, Directors, Age Group Coordinators, Officials, Parents, Spectators, and Participants, agree that these goals constitute the Code of Conduct. Any action in violation of this Code of Conduct may, at the sole discretion of each park’s Board of Directors, result in suspension or expulsion.”

2. Field Sizes

T-Ball

Baselines: feet	60
Pitching Rubber: feet	40
Home to Second: feet	84.8

Pee Wee

Baselines: feet	60 feet
Pitching Rubber: feet	40 feet
Home to Second: feet	84.8 feet

Minor

Baselines: feet	65
Pitching Rubber: feet	46
Home to Second feet	84.8

Major

Baselines: feet	70 feet
Pitching Rubber: feet	50 feet
Home to Second feet	99 feet

3. GENERAL INFORMATION

- 3.1. Managers and umpires are to read and be familiar with all rules from the NFHS Baseball Rule Book. Any rules that may not be covered in this document will be governed by the official rule books. Any rules written in this document supersede those of the NFHS rule book.
- 3.2. Up until game time, games postponed due to weather shall be at the discretion of Gwinnett County Parks and Recreation or "The Associations" Baseball Directors or his/her delegate. Upon start of the game, the umpire shall have the discretion to postpone or cancel games due to inclement weather.
 - 3.2.1. Games that are postponed in the middle of a game shall be resumed at that point at a later date, unless the games are considered complete per the following:
 - 3.2.1.1. **T-Ball/Pee Wee:** 3 innings or 2 ½ innings if the home team is ahead
 - 3.2.1.2. **Minor /Major:** 4 innings or 3 ½ if the home team is ahead.
- 3.3. League Standings
 - 3.3.1. First place will be determined by the overall winning percentage of all teams that participate in the regular season.
 - 3.3.2. In the event of a tie, "The Associations" will revert to:
 - 3.3.2.1.1. Head-to-head competition
 - 3.3.2.1.2. Total runs allowed for the entire season
 - 3.3.2.1.3. Total runs scored for the entire season
 - 3.3.2.1.4. Coin flip
 - 3.3.2.2. The same methodology will be used to determine seeding for postseason play.
 - 3.3.3. All regular season games ending in a tie will play one (1) extra inning IF TIME ALLOWS. If at the end of that inning it is still a tie score, the game will be declared a draw and counted in the standings accordingly. If time does not allow, the game will be declared a draw at the close of the time limit.
- 3.4. The baseball director or scheduling director reschedules postponed games due to weather. Games are rescheduled on the next available day or within a reasonable time after the delay. If there are too many canceled games at the end of the regular season, some may not be made up before postseason play. Games that could affect division leaders or higher seeds get higher priority. Postseason play won't be delayed to finish regular season games.
- 3.5. Coach/Player Information
 - 3.5.1. For the player's personal hygiene and safety, it shall be required that all players, in all Leagues, provide their own batters helmet.
 - 3.5.2. Snaps with chin straps are not mandatory but recommended.
 - 3.5.2.1.1. **T-Ball & Pee Wee:** Facemasks are not mandatory but highly recommended.
 - 3.5.2.1.2. **Minor & Major:** Face masks and C-Flaps are not required but are highly recommended.
 - 3.5.3. There will be one (1) warning per team on a runner removing their helmet while on deck, at bat, on the bases or base paths, while the ball is in play or before the umpire has granted a time out. The next player to remove their helmet will be called out. Interpretation of removing a helmet will be up to the judgment of the umpire.
 - 3.5.4. No out will be recorded for removal of an injured or sick player and they may reenter the game if their turn at bat has not been missed. If an injury occurs during an at-bat the last batted out shall assume the count, or if there are no outs in the game yet, the last batter in the lineup will assume the count.
 - 3.5.5. All runners must touch the base unassisted. A coach may not assist a runner by touching them. (A minor show of congratulations is acceptable,

i.e. handshake or high-five) Violations will be at the umpire's discretion.

3.6. Player Participation

- 3.6.1. Each player will play in their designated age group based on the association's age control date. The default age control date is April 30 of the spring season. Players can play up to the next level with parental consent and the Baseball Director's approval, but not down a level unless a valid medical concern is approved by the Baseball Director. Skill and/or lack of experience are NOT valid reasons for playing down.

3.7. Player Evaluation

- 3.7.1. League directors for each league will be responsible for running evaluations.
- 3.7.2. Evaluations will be held a minimum of 3 weeks prior to the start of the season with dates and times established by "The Associations" Baseball Boards.
- 3.7.3. Evaluations will consist of hitting, running, fielding, throwing, and pitching. Exception: T-Ball will not have a pitching evaluation.
- 3.7.4. Managers are required to submit player "Freeze Forms" to the league director prior to evaluations.
- 3.7.5. Players will be scored based on a point scale for all skills listed above by each Manager. After evaluations, all player scores will be given to the league director for tally. This scoring will be averaged to determine the players tier level for the draft.
- 3.7.6. If a player does not attend evaluations, he/she will be offered as a "hat pick"(random draw) during the draft.
- 3.7.7. If a "Freeze" player does not attend evaluations, he/she will be rated as a 1st round draft pick, unless a majority of the Managers in the league agree to a different draft round.

3.8. Player Draft

- 3.8.1. Each Manager will be allowed a maximum of four (4) "Freeze" players.
- 3.8.2. Each league will have a draft within 1 week of evaluations.
- 3.8.3. Each draft must have the league director and at least one (1) Baseball Board member present.
- 3.8.4. Draft order will be determined by pulling numbers from a hat.
- 3.8.5. Draft will be conducted in a "snake format."
- 3.8.6. "Freeze" players will be assigned to their round based on the average score he/she received from all Managers.
- 3.8.7. If a manager has 2 "freeze" players in round 1, that Manager will not pick until the 4th round.
- 3.8.8. If a manager has 3 "freeze" players in round 1, that Manager will not pick until the 6th round.
- 3.8.9. If a manager has 4 "freeze" players in round 1, that Manager will not pick until the 8th round.
- 3.8.10. Hat picks will not be chosen until all evaluated players have been chosen.
- 3.8.11. Hat Picks may not be traded as to deter players from not showing up for evaluations in an attempt to "stack" a team.
- 3.8.12. Siblings must be drafted together. If a Manager drafts siblings, each player will be considered that Manager's pick in the round in which the player was evaluated.
 - 3.8.12.1.1. If one (1) of the siblings is a "freeze" the second sibling will also be considered a "freeze" unless the majority of the managers agree to allow the sibling to be a draft pick outside of a "freeze."

4. GENERAL RULE

4.1. Game Times

- 4.1.1. **T-Ball:** 5 innings or (1:10) hrs. Championship Game (1:20)
- 4.1.2. **Pee Wee:** 5 innings or (1:20) hrs. Championship Game (1:30)
- 4.1.3. **Minor:** 6 innings or (1:30) hrs. Championship Game (1:40)
- 4.1.4. **Major:** 6 innings or (1:40) hrs. Championship Game (1:50)
- 4.1.5. When the game time limit has expired and a team is mathematically eliminated, then the game is over.

4.2. Weather Rules

- 4.2.1. At Rabbit Hill Park, Hebron Christian Academy, and Harbins Park, a lightning detector is utilized. The detector will be the determining factor as to whether a game or practices at the park are halted due to lightning. Once the detector registers lightning. ALL GAMES AND PRACTICES will be halted. EVERYONE must clear the fields and dugouts. Parents, players, or fans may not congregate under the pavilions or concession stand. All game participants and visitors are to proceed to their vehicles until an all- clear signal is sounded, which will be three (3) short blasts of the air horn.
- 4.2.2. There are no exceptions to this rule. A team will be given one warning and if they do not adhere to the rules, they will forfeit the game.
- 4.2.3. A waiting period of thirty minutes will be allowed to start or resume a game due to field conditions after the Detector sounds the ALL CLEAR. The league director in accordance with the scheduling and umpire coordinator will reschedule games.
- 4.2.4. If at the start of the game or practice the temperature is 40 degrees or below on the park thermometer the game or practice may be rescheduled.
- 4.2.5. In the event there is not an at park thermometer, the posted temperature at <http://www.weather.com> for the park zip code will be used.
- 4.2.6. The ON-DUTY Director will consider the wind chill factor.

4.3. Music Rules

- 4.3.1. "Walk-up" or "Warm-up" music is allowed. However, there will be no music played that contains profanity, eludes to profanity, or is inappropriate for children under 18 years of age. Music may be played for hitters walking to the plate (but must be turned off when the batter steps in the batter's box), between innings or before/after a game.

4.4. Bucket Rules

- 4.4.1. Coaches buckets are allowed on the field of play, provided it is within arm's reach of the dugout. Buckets must be moved if a play is being made near the bucket. Failure to move the bucket will result in the bucket being removed from the field.

4.5. Mercy Rule

- 4.5.1. A game shall be considered a regulation game when a team is ahead by eleven (11) runs after both teams have batted four times, or in the case of the home when it is leading, three times. Pitchers shall only be charged for innings actually pitched. The visiting team will be declared the winner of a game under the mercy rule provision only if the home team has had an equal number of times at bat.
- 4.5.2. A game shall be considered a regulation game when a team is ahead by fifteen (15) runs after both teams have batted three times or, in the case of the home team when it is leading, two times. Pitchers shall only be charged for innings actually pitched. The visiting team will be declared the winner of a game under the 15-run rule provision only if the home team has had an equal number of times at bat.

4.6. Slinging the Bat

- 4.6.1. Each **team** will be given two warnings for "slinging the bat".
 - 4.6.1.1. After the second warning, any players slinging the bat will be called out.
 - 4.6.1.2. The umpire must notify the official scorekeeper and manager of each warning.

4.7. Eligible Players

- 4.7.1. All players who are eligible to participate shall be placed in the batting order and bat consecutively in that order.
- 4.7.2. A team shall be allowed to complete any game with less than the normal nine players under the following conditions:
 - 4.7.2.1. If a team starts play with eight players, an automatic out will be taken for the ninth position in the batting order.
 - 4.7.2.2. No penalty of an out if loss during the game due to injury/sickness.
 - 4.7.2.3. A player removed from the game for sickness or injury loss can return to the game.

- 4.7.2.4. Players arriving after the game has started may be put into the game, as long as they are placed at the end of the batting order.
- 4.7.3. A team failing to field at least eight eligible uniformed players within ten minutes after the scheduled start time shall forfeit the game.
- 4.7.4. If a team is unable to field nine players in a game, they may fill up to two positions for a nine- player roster from the lower age groups or within the same league with **recreation league players only**.
 - 4.7.4.1. You must get permission from the player's coach along with the player's parents for playing on another team.
 - 4.7.4.2. They may not pull more than is necessary to fill a nine-player roster.
 - 4.7.4.3. The non-roster players must be used in the outfield and placed at the end of the batting order.
 - 4.7.4.4. The Manager of the opposing team must be notified of the non-roster player prior to the start of the game.
 - 4.7.4.5. Players may be from any of the three parks as long as it is the same league or lower.
 - 4.7.4.6. During playoffs, the use of pickup player(s) requires a minimum 24-hour notice and approval by a majority vote of all three Association Baseball Directors.
 - 4.7.4.6.4. **T-Ball only:** Pickup players must be a coach-pitch only batter, when applicable.

4.8. Base Runners

- 4.8.1. Substitute runners are allowed only if the original player is injured.
- 4.8.2. The last batted out is to be utilized as the substitute runner.
- 4.8.3. Courtesy runners are allowed for catchers in all innings except the last inning to speed up the game.
- 4.8.4. The player who recorded the last batted out, must run for the catcher.
 - 4.8.4.1. The catcher then must catch the next inning.

4.9. Sliding

- 4.9.1. Sliding is highly suggested and under all conditions permitted, but not required. Any action, which, in the judgment of the umpire, is made to collide with a defensive player will result in the offensive player being called out.
- 4.9.2. Any player sliding head-first into the plate or bag will be automatically out.
 - 4.9.2.1. **Exception:** A player is returning to a previously occupied base.
- 4.9.3. All runners are required to AVOID contact with a defensive player.
- 4.9.4. It is not mandatory to slide at any base 1st through 3rd. It is strongly suggested that a runner slide at any base except 1st when a play is being made to that base. If the runner chooses not to slide thus causing a collision, he will be called out and face ejection. It is the sole judgment of the umpires and therefore not a pro-testable call. On all slides it is the responsibility of the runner to attempt to avoid contact. When in doubt, slide.
- 4.9.5. On any play going to be made or close to being made at home plate, it is mandatory that the runner slide and attempt to avoid contact. It is the sole judgment of the umpires if he/she feels the play was too close not to slide. If failure to slide results in a collision, the runner will be ejected. They are already out due to the fact that they did not slide. Any play at the plate is defined by any player receiving the ball from any part of the field in an attempt to get a runner out at home. This is not a protestable call. When in doubt, slide.

4.10. General Safety Rules

- 4.10.1. Any player warming up a pitcher on the mound, in a bullpen, or elsewhere must wear a catcher's mask with a helmet and throat protector, excluding hockey-style masks. Batting helmets are not allowed for pitcher warming. Coaches can warm up pitchers without a catcher's mask.
- 4.10.2. Catchers wearing hockey style masks shall NOT be required to wear a throat protector.
- 4.10.3. No player will be considered ready to play if he/she is wearing any type of hard surface cast or brace. An ace bandage or similar type of soft support does not constitute a cast for the purpose of this rule.
- 4.10.4. Butcher Boy Rule: The 'Butcher Boy' play (fake bunt, pull the bat back and swinging away) is NOT legal. If this happens, it is an immediate dead ball, the batter is called out and any runners must return to their previously

occupied base.

4.11. Coaching Rules

- 4.11.1. No coaches (both Managers or Assistant Coaches) are permitted to partake in alcohol or illegal drugs prior to or during games or practices. If a coach is found to be in violation of this rule (either by an umpire or confirmed by a Baseball Board member on Park Duty) they will be suspended. The suspension for the first offense can be up to 12 months. A second offense will result in banishment from the league and up to banishment from the park. (Park Directors have discretion as it pertains to their coach)
- 4.11.2. Only the Manager can represent or speak for the team unless otherwise requested. Managers must request a timeout from an umpire to discuss a call or rule. Anyone charging the umpire, not requesting a timeout, or displaying unsportsmanlike conduct may result in ejection and immediate departure from the playing field and grandstand area within one minute of ejection. Failure to leave or cause further disruptions may lead to game forfeiture. Anyone ejected from a game is automatically suspended from the next game and prohibited from the grandstand area or scorers' booth. Ejections twice during the season, that person will go before the Baseball Board for further disciplinary review.
- 4.11.3. Park Directors do have discretion to overturn or modify suspensions. The head umpire report, witnesses, and other coach's statements will be taken into account of the incident. If it appears the coach was ejected for charging the umpire or displaying unsportsmanlike conduct, the suspension will be upheld.
- 4.11.4. Managers and Assistant Coaches will be subjected to background checks prior to being allowed to coach a team.

4.12. Protests

- 4.12.1. Protests that involve an umpire's judgment shall not be accepted.
- 4.12.2. Only the team manager or the acting team manager shall be entitled to file a protest.
- 4.12.3. The only legal protest shall be one that involves a violation of playing rules, the use of an ineligible player or eligibility of a pitcher.
- 4.12.4. The protesting manager must request time, notify the umpire he is protesting, notify the official scorekeeper to record the point in the game, and continue the game.
- 4.12.5. The protest shall be considered by the Baseball Director or designee within 48 hours only if it is placed in writing in accordance with the protesting team's association rules.
- 4.12.6. The award for winning a protest will be that the game will be replayed from the point of the protest at a time and date to be determined by the league.
- 4.12.7. A game shall not be considered as complete until opposing managers have an opportunity to make a protest on a game-ending play or failure to comply with the one-inning participation requirement. Fifteen minutes shall be considered sufficient time for the fulfillment of this rule.
- 4.12.8. AFTER THE COMPLETION OF A GAME, THERE SHALL BE NO PROTESTS REGARDLESS OF THE CIRCUMSTANCES INVOLVED WITH THE EXCEPTION OF A PROTEST ON ELIGIBILITY OR FAILURE TO COMPLY WITH THE PARTICIPATION REQUIREMENT OR A PITCHING VIOLATION.

4.13. Baseball Requirements

- 4.13.1. The following baseballs will be used in each league:
 - 4.13.1.1. Rookie – Low compression Level 1
 - 4.13.1.2. Tball – Mid compression Level 5
 - 4.13.1.3. Pee Wee, Minor and Major – D-OB

5. GENERAL RESPONSIBILITIES AND REQUIREMENTS

- 5.1. All Managers will ensure dugouts and bleachers are clean and orderly after each practice and game.

6. Home Team Responsibilities

- 6.1.1. Field preparation for games, to include lining the playing field and

- ensuring the field is ready for play.
- 6.1.2. Occupy the dugout corresponding with the home side of the scoreboard.
- 6.1.3. Have 20 minutes of batting cage time 1 hour prior to game time.
- 6.1.4. Have 5 minutes of field warm up time 5 minutes prior to game time.
- 6.1.5. Have a responsible person (over 18 years old) to keep the official scorebook via GameChanger (including pitch count when applicable).

7. Visiting Team Responsibilities

- 7.1.1. The visiting team should occupy the dugout corresponding with the visitor side of the scoreboard.
- 7.1.2. Have 20 minutes of batting cage time 30 minutes prior to game time.
- 7.1.3. Have 5 minutes of field warm up time 10 minutes prior to game time.
- 7.1.4. Have a responsible person (over 18 years old) to run the scoreboard and keep pitch count (when applicable).

8. Scorebook Reporting

- 8.1.1. All scores and pitch counts, when applicable, will be recorded and are required via GameChanger. This information must be kept accurate and up to date for all games.
- 8.1.2. Home Team – will post official game score and Home Team pitch counts (if applicable). Home team will verify the visiting team's pitch count matches the scorebook. Any discrepancies should be reported to the Home Team's park league director.

6. League Rules

6.1. Common Rules

- 6.1.1. For the purposes of determining whether another inning can start, the next inning will be considered started when the third out of the previous inning is made. If time and innings remain, based on the game time limits for each age group, then play will be allowed to continue.
- 6.1.2. Free defensive substitutions are permitted provided that minimum play requirements are met. These requirements are at least every other inning.
- 6.1.3. A team may score a maximum of five (5) runs per inning up to the final inning and a maximum of ten (10) runs in the final inning (or one (1) time through the batting order, whichever comes first).
- 6.1.4. A pitcher reaching the maximum limit for the day or week may finish the batter.
- 6.1.5. A calendar week shall begin on Monday at 12:00 am and end on Sunday night at 12:00 midnight.
- 6.1.6. A calendar day is a 24-hour period that starts at midnight and ends at the next midnight.
- 6.1.7. "Travel" players must play up one (1) Rec League. Example: 7U and 8U travel players must play in Minor League. 9U and 10U travel players must play in Major League, etc. A player is considered a "travel" player if he/she is currently on a travel team roster or was on a travel team roster during the previous season, regardless if that travel team is playing in a league or tournaments during the Rec League season.
 - 6.1.7.1. In some situations, the travel player may not have the skills to move up or has come back to recreational baseball to step back from travel due to skills, injury, or availability. In this case, the rule may be appealed to the Baseball Director.
 - 6.1.7.2. Overall, this rule may be appealed to the Baseball Director should extenuating circumstances exist.

6.2. Pitch Count Violations

- 6.2.1. The official scorebook keeper/ scoreboard operator should keep pitch counts for both teams' pitchers as well as a participant from the visiting team.
- 6.2.2. Pitches thrown in a make up game count for the day the game is played, not the day originally scheduled.
- 6.2.3. Game summary/Pitch count must be logged at the end of each game in GameChanger.
- 6.2.4. At the end of each game, coaches will meet to compare pitch counts. If pitch counts do not match, the counts will be averaged to become the official count for that pitcher.
- 6.2.5. If pitch counts differ by more than 10, or if the average of the counts exceed league pitching rules, then the directors of both parks shall be notified within 24 hours for review of the books.
- 6.2.6. **First Violation:** If a violation of pitch count or rest period is discovered, and the violating team won as a result, that team shall forfeit that game and receive a

team warning. If the violating team lost as a result, the loss will be converted to a forfeit and receive a team warning.

- 6.2.7. **Second Violation:** A second violation of pitch count or rest period will result in the suspension of the Head Coach for one game.
- 6.2.8. All Protests to pitch count violations must be made to the respective Baseball Board within 48 hours of the game's completion.
- 6.2.9. The manager must remove the pitcher from the mound when the pitcher reaches the limit for their age group.
- 6.2.10. Once the pitcher has been removed from the pitcher position, they cannot re-enter as a pitcher during that game.

6.3. T-Ball Rules

- 6.3.1. All players on each team play on defense. The infield may have five (5) or six (6) players. These are then circle player, 1st baseman, 2nd baseman, shortstop, 3rd baseman and catcher (optional). The outfield can have as many players as necessary in any configuration.
- 6.3.2. Lines should be drawn at the half-way point between 1st base and 2nd base, 2nd base and 3rd base as well as between 3rd base and home plate.
- 6.3.3. A semicircle will be drawn in front of home plate. It will be measured ten (10) feet from the back corner of the home plate. A batted ball must either stop on this line or go beyond this line to be a fair ball. If it doesn't it will be declared a foul ball and will count as 1 swing or pitch.
- 6.3.4. A ten-foot diameter circle will be drawn around the pitcher's mound. The player designated as the defensive pitcher must have at least one foot on or inside the circle and must stand on or behind a line drawn from first base to third base.
- 6.3.5. Adult pitchers must ensure they do not interfere with the pitcher in any way or block the pitcher's vision to the plate. This could result in an out if the umpire judges the adult is purposely doing this.
- 6.3.6. The coach pitcher must pitch the ball over-handed to all batters in a normal pitching motion and from a standing position. Pitches must be delivered with at least one (1) foot on the front of the circle and no closer than 35ft.
- 6.3.7. Once the ball is put into play, time will be called by the Umpire when the player has full control of the ball and steps inside the circle with their hands raised above their head in an effort to stop play. Timeout will also be granted by the Umpire if a player has control of the ball and is in front of the lead base runner. Any base runner behind the lead runner that has the opportunity to advance to the next base may do so at their own risk. However, if time is granted before the base runner reaches the chalk line halfway between the bases, they'll be sent back to their starting base. Conversely, if the runner passes the chalk line, they'll be granted the base they were running towards. If a player is attempting to make a play and runs through the circle, this will not be considered as making the play dead and play will continue. If the pitcher catches a fly ball while inside the circle time is granted once their hands are raised above their head in an effort to stop play. If the pitcher attempts to make a play on a runner attempting to advance, he will be allowed to do so.
- 6.3.8. If the batted ball contacts the coach pitcher, the play is dead, and the batter will be awarded first base. If, in the judgment of the umpire, the coach pitcher intentionally contacts the ball, the ball will be declared dead. Runners will return to the base they just left, and the batter will return to the plate.
- 6.3.9. Two (2) defensive coaches will be allowed in the outfield. They must stay in the outfield and coach only the outfielders unless time has been called.
- 6.3.10. Throwing the ball in a bowling type motion or intentionally grounding the ball so that it rolls is not allowed. If a ball is intentionally rolled the runner is automatically safe.
- 6.3.11. There will be no bunting allowed.
- 6.3.12. The pitching coach is not permitted to instruct the batter during the pitch or while the pitch is being delivered (for example, telling the batter when to swing). General instructional guidance between pitches is permitted. Once the ball is put into play, the pitching coach must exit the field immediately without interfering with or obstructing any player in any way. Failure to comply with this rule will result in a warning for the first offense. A second offense will result in the pitching coach being removed from pitching duties for the remainder of the game.

- 6.3.13. The catching coach may not coach once the ball is put on the tee or put into play.
- 6.3.14. The tee must be placed so that the ball is above any portion of the plate.
- 6.3.15. If the ball is hit to the infield, the fielder can't carry it across a line drawn from home to second base beyond 3 feet to tag a runner. Instead, they must throw the ball to the base to record an out. If the circle player fields the ball inside the circle, or has at least one foot inside the circle, they must throw it to the base they're trying to record an out at. If they field it outside the circle, they can throw or run with the ball to a base they're trying to record an out at.
 - 6.3.15.1. **Exception:** The circle player may run a fielded ball inside the circle to make a play at home plate.
 - 6.3.15.2. **Exception:** The first baseman can establish himself as a catcher and be allowed to tag a runner back fully to third base.
- 6.3.16. For safety reasons, the 1st and 3rd baseman may not be closer to home plate than the circle player.
- 6.3.17. Outfielders must throw balls hit to the outfield back to the infield to prevent runners from advancing. No outfielder is allowed to field the ball in the outfield grass and run into the infield to get a force out or tag a runner. If this happens, the base runner is not out and will be allowed to stay at the base to which they were running to.
- 6.3.18. **Overthrow Rule:** When a ball hit into play is fielded and thrown to 1st base. If the 1st baseman doesn't catch the ball, the runner can advance only to 2nd base at their own risk. This rule only applies to the batter and not any other base runners.
- 6.3.19. The adult catcher cannot line up or touch a batter at the plate. They may offer direction by drawing a line, making footprints in the dirt or perform the touch my feet process. Failure to abide by this rule is a warning the first time and second time the coach is removed from catching duties for the remainder of the game.
- 6.3.20. **T-Ball Batting Rules**
 - 6.3.20.1. The batting tee will be optional for all players for a specified number of games only. Each player must receive a minimum of three pitches from an adult coach. After the third pitch the player may use the remaining two balls to hit from the tee. (I.E.: 3 pitches, 2 swings on tee or 4 pitches, 1 swing on tee or 5 pitches).
 - 6.3.20.2. If the fifth swing is fouled during coach pitch, the batter will continue to receive pitches until the batter either strikes out or hits the ball in fair territory. If the fifth swing is from the tee and the ball is fouled and does not pass the 10-foot foul arch, the batter is out. The bat must connect with a portion of the ball to be declared a hit.
 - 6.3.20.3. **Coach pitch/tee batting order rules:**
 - 6.3.20.3.4.
 - 6.3.20.3.5. **Spring & Fall:** Games 1-6 tee is optional for all players, games 7-12 and playoffs 3 batters are coach pitch only.
 - 6.3.20.3.6. **Make up games:** Make up games will be played under batting rules based upon when the game is played, **NOT** when it was originally scheduled.
 - 6.3.20.3.7. **Coach Pitch Only Batters:** The coach can change these players from game to game but cannot change the players once the lineup has been given to the scorekeeper for that particular game.

6.4. Pee Wee Rules

- 6.4.1. Offensive lineups will include all players on each team.
- 6.4.2. There can be up to 10 defensive players at any time. The infield will consist of a catcher, 1st baseman, 2nd baseman, shortstop, 3rd baseman and pitcher. The outfield can have no more than 4 players in any configuration.
- 6.4.3. A pitcher may throw no more than fifty (50) pitches per day and no more than eighty-five (85) pitches per calendar week.
- 6.4.4. The following pitch counts and days' rest will be enforced:
 - 6.4.4.1. 36-50 pitches - 2 calendar days
 - 6.4.4.2. 21-35 pitches - 1 calendar day
 - 6.4.4.3. 1-20 pitches - No rest required
 - 6.4.4.4. No player may pitch 3 consecutive days regardless of pitch count.

- 6.4.5. The infield fly rule will not be in effect.
- 6.4.6. No intentional walks will be allowed.
- 6.4.7. Bunting is allowed only during player pitch innings and never during coach pitch innings.
- 6.4.8. A runner may not leave a base until the ball is put into play. .
- 6.4.9. Each team is allowed to have up to four (4) coaches. Three (3) coaches on the field during offense and two (2) coaches on the field during defense. All on field coaches must be in a coach's box or within arm's reach of the dugout. The coaches not on the field are to be in the dugout.
- 6.4.10. During player pitch, only two (2) coaches on the field at any time. On field coaches maintain bat retrieval. A coach maintains order in the dugout and a coach has a catcher ready for quicker inning rotations.
 - 6.4.10.1. During kid pitch, walks will not be permitted. Once the player pitcher throws the 4th ball, the coach will enter the game and assume the strike count on the batter.
 - 6.4.10.2. The batter will get up to 3 pitches from the coach.
 - 6.4.10.3. The at bat will end when the player reaches 3 strikes, 3 pitches have been thrown from the coach pitcher without a ball being put into play, or the ball has been hit into fair territory by the batter.
 - 6.4.10.4. 3rd pitch foul balls will result in another pitch. This will continue until the batter allows a pitch to pass without swinging, swings and misses the pitch, or hits it into fair territory.
- 6.4.11. The pitcher must maintain his fielding position when the coach pitcher comes in to pitch unless the fielding team uses a mound visit (timeout) to switch the pitcher for the next batter. A pitcher may not return to the pitching position for the rest of the game regardless of their current or weekly pitch count.
- 6.4.12. During coach pitch, each batter gets a total of five (5) pitches or three
 - 6.4.12.1. (3) swing strikes to the 3rd out of each half inning with a normal foul rule in effect.
 - 6.4.12.2. If on the 5th pitch, the ball is hit foul, the batter will receive pitches until the batter strikes out or hits the ball in fair territory.
- 6.4.13. The coach pitcher must pitch the ball overhanded to all batters in a normal pitching motion and pitches must be delivered with at least one (1) foot on the pitching mound not the rubber. This allows for the pitch to be delivered more level to the player. A coach must have one (1) foot on the mound at all times during the pitch.
- 6.4.14. If the batted ball hits the coach pitching, the play is dead, and no pitch will be declared. This does not count against the batter's swing count. All base runners return to their prior base.
- 6.4.15. The pitching coach must exit the field immediately once the ball is put into play without interfering or obstructing a player in any way. Also, the pitching coach is not permitted to talk to the batter or any base runner while on or exiting the mound or on the field. Failure to abide by either or both rules is a first-time warning and second time the pitching coach is removed from pitching duties for the remainder of the game.
- 6.4.16. When the coach is pitching, the defensive pitcher must be within three
 - 6.4.16.1. (3) feet of the mound. The defensive pitcher will be even with or behind the pitching rubber being able to see the batter.
- 6.4.17. A player pitcher will be removed if either walking five (5) batters in one inning or hitting three (3) batters in one game.
- 6.4.18. A defensive player throwing the ball in bowling type motion or intentionally grounding the ball so that it rolls is not allowed. If a ball is rolled, the runner is automatically safe.
- 6.4.19. Any batter, who intentionally exits the batter box during a pitch, unless they are avoiding a wild pitch, will have a called strike if the pitch is close to the strike zone.
- 6.4.20. When the ball is hit to the infield, the fielder may not carry the ball across a line drawn from home through second base to run down a base runner. The ball is to be thrown to the base to record an out on the runner unless the base fielder fields the ball. The penalty for this will be to allow the runner the base he is running toward.
 - 6.4.20.1. **EXCEPTION:** If, in the judgement of the umpire, a 'baseball play' takes place a fielder may cross the line. Example, second base or shortstop may make a play on either side of 2nd base.
 - 6.4.20.2. Once the ball is put into play, an infielder must have full control of

the ball, and in front of the lead runner before a PLAYER REQUEST for Time-out can be initiated. Any lagging runners may advance at their own risk until time-out has been granted. It is Umpire judgment when to GRANT time-out and whether the lagging runners must return to a previous base. The lagging runner judgment decision should be based upon the "runner concede" pattern of ruling.

6.4.21. **Pee Wee Coach/Player Pitch Rules**

6.4.21.1. During **Spring Season** games 1-6 will have the first two (2) innings of coach pitch and the final three (3) innings of player pitch. Spring season games 7-12 (and playoffs) will include all player pitch.

6.4.21.2. During **Fall Season** all games will have the first two (2) innings as coach pitch and the last three (3) innings of player pitch.

6.5. Minor Rules

6.5.1. A pitcher may throw no more than seventy-five (75) pitches per day and no more than one hundred (100) pitches per calendar week.

6.5.2. The following pitch counts and days' rest will be enforced:

6.5.2.1.4. 66+ pitches - 4 calendar days

6.5.2.1.5. 51-65 pitches - 3 calendar days

6.5.2.1.6. 36-50 pitches - 2 calendar days

6.5.2.1.7. 21-35 pitches - 1 calendar day

6.5.2.1.8. 1-20 pitches - No rest required

6.5.2.1.9. No player may pitch 3 consecutive days regardless of pitch count.

6.5.3. No intentional walks will be allowed.

6.5.4. No drop 3rd strikes.

6.5.5. A pitcher will be removed if either walking five (5) batters in one inning or hitting three (3) batters in one game.

6.5.6. The infield fly rule will be in effect.

6.5.7. Stealing home.

6.5.7.1. When a pitcher has the ball AT the temporary mound, and a catcher has control of home plate and any runner at third or other bases has stopped their forward momentum "conceded advancement". A PLAYER TIME MAY BE REQUESTED.

6.5.7.2. When an umpire grants time, all runners will return to occupied bases. If the catcher or player has the ball and control of home plate, all runners will return to occupied bases by umpire judgment. The runner conceding and GRANTING PLAYER TIME is a judgment call by the umpire to stop attempts of chicken between players and to speed up the game.

6.5.8. Repeated attempts by an offensive coach playing "chicken" or "taunting" between a 3rd base runner and opposing pitcher or catcher will be considered a delay of game tactic. The result will be their team being charged with 1 additional out. The Umpire may use a taunting warning.

6.5.9. No runner may leave a base until after the ball has crossed home plate.

6.6. Major Rules

6.6.1. A pitcher may throw no more than eighty-five (85) pitches per day and no more than one hundred ten (110) pitchers per calendar week.

6.6.2. The following pitch counts and days' rest will be enforced:

6.6.2.1. 66+ pitches - 4 calendar days

6.6.2.2. 51-65 pitches - 3 calendar days

6.6.2.3. 36-50 pitches - 2 calendar days

6.6.2.4. 21-35 pitches - 1 calendar day

6.6.2.5. 1-20 Pitches - No rest required

6.6.2.6. No player may pitch 3 consecutive days regardless of pitch count.

6.6.3. The infield fly rule will be in effect.

6.6.4. Drop 3rd strike is in effect.

6.6.5. During the regular season games only, each pitcher will be awarded a warning for a single balk.

6.6.6. There will be a limit of one (1) intentional walk allowed per team, per game. The head coach should inform the umpire of his intent to intentionally walk the batter. The pitcher will not be required to throw four (4) balls.

6.6.7. Runners will be allowed to lead off.

- 6.6.8. During innings 1-5, there will be an 8-run limit per team. In the 6th inning, there is not a run limit.
- 6.6.9. The following 'mercy rule' shall be in effect
 - 6.6.9.1. (1) A team ahead by 15 runs after the third inning or 10 runs after four innings.
 - 6.6.9.2. (2) Such scores shall cause the umpire-in-chief to end the game as regulation, regardless of the remaining time.

7. Bat Requirements by League (TBall - Major)

- 7.1.1. All bats to be used by TBall through Major must be sanctioned for play by displaying USSSA "THUMBPRINT" be certified 1.15 BPF, be certified
- 7.1.2. BBCOR .50 BPF or be certified by USABAT to be eligible for use in league or tournament play.
- 7.1.3. Bats must not be altered in any way from the manufacturing process to change the hitting surface or alter the bat in a manner that it does not conform to the following:
 - 7.1.3.1. TBall, Pee Wee and Minor**
 - 7.1.3.1.1. Players shall have the option to use 2 ¼, 2 5/8, or 2 ¾ inch diameter bats.
 - 7.1.3.1.2. Bats may be no more than -13 length to weight ratio.
 - 7.1.3.2. Major**
 - 7.1.3.2.1. Players shall have the option to use 2 ¼, 2 5/8, or 2 ¾ inch diameter bats.
 - 7.1.3.2.2. All bats must have no greater than -10 length to weight ratio.
- 7.2. Any player at any level may use a wood bat manufactured specifically for baseball play which is round and has not been altered from the manufacturers process, however, materials or substances normally used to improve handle grip are allowed. Any bat made from exotic wood materials must be BBCOR certified and stamped .50 BPF.
- 7.3. Any bat handle, for not more than 18 inches from its end, may be covered or treated with any material or substance to improve the grip. Any such material or substance which extends past the 18-inch limitation shall cause the bat to be removed from the game.
- 7.4. The penalty for using an illegal bat must be enforced during an at bat or after a hit, but before the next pitch is thrown. **The penalty for an illegal bat is an out.** The umpire shall remove the bat from the game and issue a team warning to the manager. The umpire shall not eject the player, coach, or manager for the first offense. A second such offense shall cause ejection of the manager and the player. It is within the umpire's discretion to determine whether a bat is in an unsafe condition or appears to have been altered. Defects found in a bat that are otherwise legal and appear in good condition (blast cap loosens, carrel cracks, etc.) while being used should not be considered an illegal bat and shall only be removed from further use without penalty.