

SSBL Sandlot League Rules 2025 Season

(Revised May 8, 2025)

**1**. Where the following SSBL rules are silent the Official Major League rules will be followed.

**2**. Each team must wear full uniforms with numbers on player’s shirts and uniforms must match.

**3**. Length of game in age divisions 12U and younger will be 6 innings, 13/14 - 7 innings.

**4**. The birthday cutoff date is April 30th, inclusive. Players that are in the 8th grade and are no more than 15 years old by the league cutoff date of April 30th may play in the 14U division only.

**5**. Each Home team will schedule and pay for an experienced umpire to work the plate. The second umpire (if used) can be an umpire in training. Umpires behind the plate shall be a minimum of 18 years old for age groups 9-14U. (21 for age groups 15-18U). Umpires working the base paths (if used) will be a minimum of 14 years old for age group’s 8-14U. (16 for age groups 15-18U) Umpires are expected to dress appropriately for the game and be non-biased. If umpire(s) do not show for the game, both Mgrs. shall try to agree on substitute umpire(s). If subs cannot be agreed upon, the game must be rescheduled. Once the game begins with the substitute umpires, NO protests for this rule can be filed. Teams shall provide a copy of the league rules to the umpires used for their Home games prior to the game being played.

**6**. Each team will provide 1 new and 1 good used baseball to begin the game. Also, both teams will provide baseballs during the course of the game, if needed. Game Baseballs will be purchased through SSBL and this baseball will be used in all league games. For the 2022 Season the league approved and league provided game baseball can be either the Baden 2BBG or Baden 2BBG-XX.

**7**. Insurance is the responsibility of each individual team and is required to participate. Insurance can be purchased through SSBL at very reasonable rates. Insurance policies purchased outside of SSBL must be approved by the SSBL Agent. In addition, SSBL must be listed on the policy as an additional insured party and include secondary medical coverage.

**8**. The only acceptable reason to reschedule a game is due to inclement weather or poor field conditions as determined by the Home Team or Umpire. The Home Team can postpone a game in advance if they determine that the field is not in a playable condition. The Umpire has the final decision regarding game stoppage or starting due to weather, field conditions, darkness, or any other acts of God. If a team cannot be fielded in accordance with Rule #12 it shall be a forfeit and a score of 5-0 shall be recorded. However, teams are encouraged to try to make up games where possible, but it is not mandatory.

**9**. All makeup games will be RESCHEDULED (not played) within 10 days of the regular season postponed game. If mutual date cannot be reached, the SSBL Administrator will reschedule the game**.** If a team does not cooperate in rescheduling a makeup game within the 10-day requirement, then they will forfeit the game. Also, the SSBL website will be updated by each team’s Administrative Representative of the reschedule date so that the web-site master schedule can be kept current.

**10**. A representative from each team shall attend the pre-season coaches/scheduling meeting for the purpose of creating a game schedule and reviewing league rules. Teams have the flexibility to schedule games to fit their needs. Once the schedule is made and turned into the league it becomes posted on the SSBL website. Games will be played as scheduled. All SSBL games take precedence over independently scheduled games or tournaments.

**11**. All teams in all age groups shall roster bat all present uniformed players. The lineup must be declared before the start of the game and used the entire game. With roster batting all players other than the nine defensive position players are extra hitters and can move freely in and out of defensive positions. Each Player, in all age groups, shall play a minimum of 2 innings on defense. All players must be inserted on defense no later than the 3rd inning. The only exception to the minimum playing time on defense is when a player is being disciplined**.** If a player is being disciplined they may not bat or play defense. A player can bat in a game but does not have to play defense under the “Discipline” rule.

**12**. A team may start the game with only 8 players, any less and it is declared a forfeit. Also, an out will be recorded each time the ninth batting position is reached and there is no player to bat. If a ninth player shows, he must be inserted in the last spot in the batting order. A team that starts with 9 may end up with 8 provided there are no eligible substitutes on the bench. If a player is ejected from a game or leaves the game for any purpose other than injury or illness and his spot cannot be filled with an eligible bench player, an out will be recorded every time that spot in the order is due to bat. A spot vacated due to injury or illness that cannot be filled with an eligible player will be skipped when that spot is due to bat without penalty.

**13**. The no malicious contact rule is in effect. A legal slide can be either feet first or headfirst. If a runner slides feet first, at least one leg and buttock must be on the ground. If a runner slides, he or she must slide within the reach of the base with either a hand or a foot. Runners are never required to slide, but if a runner elects to slide, the slide must be legal. If a tag play is imminent, the runner should slide or seek to avoid contact. Jumping over a player is not considered an act of avoidance and is not permitted. No player can initiate malicious contact. It is the umpire’s judgment call that determines whether the contact is malicious. Penalty: The player is out and if in the judgment of the umpire, such contact is deemed to be flagrant, the offending player will be ejected. **When a defensive player is not in possession of the ball they must provide a clear path to the base or home plate. Defensive players must position themselves to receive the ball as to not impede the runner’s progress.  The catcher shall not block home plate without possession of the ball.  The runner shall be declared safe by the umpire if in his judgment the runner was blocked or hindered from reaching a base or home plate. In all cases malicious contact by the runner or defensive player will not be tolerated.**  Violations result in outs; flagrant violations result in outs and ejection. If the Umpire judges that the contact was flagrant the player will be ejected from the game and will serve a one game suspension of the next regularly scheduled SSBL game. If the same player is called for a second flagrant violation during the season they will be suspended for the remainder of the season.

**14**. No metal spikes for 9-12 year olds. Metal is permitted for 13- 14 year olds.

**15**. Distances

 Age: Pitching Distance: Base paths:

 9 & 10 46’ 60’

 11 & 12 50’ 70’

 13 & 14 54’ 80’

 15 and up 60’6” 90’

**16**. The winning team’s Administrative Representative must input their score and pitch counts for both teams on the SSBL website that night, or by 6 pm of the next day if an evening game. The winning team shall initiate the completion of the SSBL scorecard at the completion of each game. Information to be recorded is the final game score, pitch counts for each player including player name and uniform number. The card shall be signed by coach from each team and retained as a record by the winning team for future reference if needed.

**17**. League standings will be determined by a point system, awarding 3 pts. for a Win, 1.5 pts. for a Tie and 1 pt. for a Loss. Forfeits as described in rules 11 and 16 are also Wins or Losses as applicable. Ties can be recorded as such if both teams agree to leave them as ties or they can be played out to completion. The SSBL Commissioner will make the final decision on whether a tie game will be required to be completed at a later date. Any scheduled league games that are not played by the end of the season can also be recorded as ties (1-1) if both teams agree or the SSBL Commissioner determines that it is in the best interest of the League to do so. Scores and Standings will not be kept for the Tee-Ball Division.

**18**. If a game is called due to rain, darkness, field conditions, or other acts of God and cannot be resumed, it is an official game if:

a) In a Six Inning game, if four innings have been completed or if the home team has scored more runs in three and one-half innings than the visiting team has scored in four innings.

b) In a Seven Inning game, if five innings have been completed or if the home team has scored more runs in four and one-half innings than the visiting team has scored in five complete innings.

c) Games that have progressed beyond the inning limits stated in a or b above will also be declared official providing the same criteria has been met.

d) All other games not meeting the criteria of a, b or c above will be treated as a suspended game.

e) Clarification to above: For a game to be considered complete and official the home team must receive an equal number of at bats if trailing in the game regardless of what inning the game is in.

**19. The maximum runs per inning are 5 for ages 10 and younger. For ages 11/12 the maximum is 6 and for age 13/14 the maximum is 7. This does not include the last inning for these age groups where there is no limit.**

**20**. Mercy Rule:

Length of Game Run Differential After Inning

 6 innings 10 4th

 7 innings 10 5th

Teams may elect to play on if both managers agree; however, the game will becomeofficial at the point that the mercy rule is reached and thatscore reported**.**

**21**. Ejection Rule: 1st time ejection of Mgr./coach/players will serve 1 game suspension. (Reported by umpire or opposing coach to commissioner). 2nd time ejection will serve a 2 game suspension. 3rd ejection will be removed the remainder of the season.

**22**. Protesting a game: Use Official Baseball Rule 4.19 as a guideline. Protesting a rule interpretation or application must be done at the point it occurs in a game. You must call time out and let the umpire and opposing team know that you are protesting the game and why. You will continue to play the game and if you lose the game then report the protest to the SSBL Commissioner for disposition. Judgment calls made by the Umpire cannot be protested.

**23.** Leadoffs are permitted in all age groups except for 9/10. For 9/10U Division a player cannot lead off or steal any base until the pitched ball passes home plate. PENALTY: When the player leaves early, the ball is dead, the runner is called out and the count continues on the batter. This is considered an immediate dead ball. No player can advance. This is considered a judgement call by the Umpire.

When an infielder has possession of the baseball in the infield area within the basepaths, baserunners can advance to the base that they are advancing to but only that base. **If the ball is in the infield and the defense is still trying to make plays on the runners, the runners can advance, including home.** “**Time” must be called by an infielder once they have possession of the baseball in the infield area and no further base advancement can occur.** At this point the, all play comes to a logical conclusion (umpire’s judgment). i.e., the lead runner stops (change of direction is considered a stop), the umpire will call time out and all other runners will return to the last touched base. Last touched base does not mean, if a player is over halfway to the next base, that he is entitled to it. Umpires keep in mind that the key to this interpretation is the lead runner.

**If the catcher makes a throw to a base on a steal attempt, runners cannot advance on an overthrow beyond the base they were stealing.**

All calls made under this rule will be considered a judgment call. Runner is stopped, no play is being made on runners in jeopardy of being put out, (play comes to a logical conclusion), and the umpire will place the runner on their last occupied base. This does not void any legal advances that must be made. This rule is not intended to stop all stealing, but its intent is to control it by not allowing it to occur until the ball passes the plate. Runners may continue to advance on overthrows to the bases in an attempt to throw out runners who are stealing. Baserunners may advance, Time out will be called when, in the judgement of the umpire, the play is over, and the ball has been returned to an infielder inside the basepaths.

Baserunners cannot steal home or advance on a wild pitch or passed ball.

The Infield fly rule will not be enforced at the 9/10 age group. The dropped third strike will not be enforced in the 9/10 age group.

24. Any game played on a school night for either team will be a time limit game. No new full inning can begin after 2 hours of play.

**25**. The maximum number of games for SSBL regular season (league games) is 18. Teams can schedule additional scrimmage however those games will not appear on the SSBL Master Schedule and scores will not be reported to SSBL.

**26**. Final Standings Tie Breaker: 1st-Head to Head. 2nd-Divisional record 3rd-Play off or coin toss whichever is agreed to.

**27**. Bat rule: For all ages through 12 there is a 2 3/4” barrel maximum and no weight limitations. For age group 13 and 14 there is a 2 3/4" barrel maximum and a -5 differential maximum, length –weight=differential.

**28**. The policy for calling balks in the11/12-year-old age groups will be determined by the umpires and managers prior to the start of the game during pre-game ground rules. Balks will be called at the discretion of the umpire beginning June 1 of the season for 11 and 12 year olds. Balks will be called at the discretion of the umpire during the entire course of the season for all other age groups.

**29**. A pitcher must be removed after the 2nd charged trip to the mound in the same inning and will not be permitted to return to the mound for the remainder of the game. (Includes Starting Pitcher**)** The Starting Pitcher can return to any other position as long as they occupy the same batting position that they began the game in**.** Any Pitcher removed from the mound cannot return to the mound in that game.

**30**. No jewelry is permitted to be worn by a player in the game or in the dugout. No rings, bracelets, necklaces, or earrings of any kind. Jewelry will be removed at the request of the umpire.

**31**. You may use a courtesy runner for your catcher only at any time. The runner will be first a player who has not yet played in the game and if all players have played then the player who made your last out in the game.

**32**. Managers will agree on infield practice allowing an equal amount of time.

**33**.Sportsmanship: Noisemakers of any type will not be permitted at games. Managers will not allow their fans or players to harass, chant or cast negative remarks towards members of the opposing team or their fans. Teams can cheer for their teammates while at bat or in the field however chanting, cheering and any noise must stop when the pitcher begins his pitching motion. All Team Managers will be required to sign the SSBL “Coaches Code of Conduct” prior to the season.

**34**. Tobacco: Absolutely no tobacco, including chew or dip on the field or in the dugout. Vaping is also not permitted.

**35**. Intentional walks may take place by announcement from the Pitcher or Catcher, no pitching is required. No Intentional walks are permitted in Tee-Ball and Coach Pitch Divisions.

**36**. Pitching Rules.

*When teams exchange lineups prior to the start of each game each team will declare which players are eligible to pitch by placing an asterisk \* by their name and uniform number. Any disputes on eligibility will be resolved prior to starting the game.*

*9U and 10U* – 65 pitches per Day or 9 outs maximum whichever occurs first

 *11U and 12U* – 75 pitches per Day or 9 outs maximum whichever occurs first

13U and 14U – 85 pitches per Day or 12 outs maximum whichever occurs first

If a pitcher reaches the daily limit of pitches while facing a batter, they may finish out pitching to that batter with no penalty.

Also, if a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.”

01-25 pitches (0) calendar days rest

26-40 pitches (1) calendar days rest

41-55 pitches (2) calendar days rest

56-70 pitches (3) calendar days rest

71 or more (4) calendar days rest

Days’ rest is defined as the number of complete calendar days in between games when a pitcher takes a mound. For example 0 days rest means a player can pitch the next day. 1 days’ rest – pitches Monday, rests Tuesday and can pitch again on Wednesday. 2 days’ rest - pitches Monday rests Tuesday and Wednesday and can pitch again on Thursday and so on.

Pitch Counts must be entered prior to the beginning of your next game played.

The restriction for Pitching and Catching in the same game has been removed.

**37**. The Home team is responsible for the preparation of their field prior to the game and shall be ready at least 30 minutes prior to game start time.

**38**. Player Eligibility: Sandlot League rosters will consist of players that reside or attend school in a geographical school district. Drafting of players within a community will be by a blind draft when possible. Sandlot players can only be listed on one Sandlot league roster in an age group. Sandlot League players may be listed on up to 2 Sandlot rosters but not in the same age group. If a player is included on 2 rosters he may only be listed as a pitcher on the roster of the younger age group. Sandlot players may also be listed on a Hot Stove or similar level of play roster. Sandlot players cannot be listed on a Travel League roster such as the SSBL Travel league or similar level of play. Players participating in a league in addition to SSBL Sandlot are not eligible to pitch in a Sandlot game. Teams participating in a league in addition to SSBL Sandlot will assure that their pitchers do not violate SSBL Sandlot pitching limitations collectively.

**39.** In the case of Thunder or Lightning, play shall be stopped and players removed from the field for a period of 30 minutes. Play shall resume when lightning or thunder has discontinued for 30 minutes from the last occurrence.

40. Each team shall input their official roster on the SSBL website at their team page by April 12th, 2020. Rosters must include, as a minimum, first and last name of each player as well as their uniform number. All rosters will be frozen on that date and no additions can be made. Any exceptions or changes after the freeze date must be presented and approved by SSBL.

41. Tournament (End of Season)

There will be a League tournament at the conclusion of the season. There will be a Gold and Silver bracket for each age group as determined by the League Commissioner. Gold and Silver will only be used where the number of teams can be justified. Teams will be seeded based upon their overall record in regular season play. Teams will make every effort to complete their regular season schedule including makeup games by the established season ending schedule date. During the tournament the higher seeded team will be the home team throughout the event. All Tournament semifinal and final games will be played until completion. Games played in earlier rounds will be considered complete in accordance with SSBL Sandlot League rule #18. During the tournament a team has a choice to bat all available players or match the other team that has less players available. If a team matches a batting order the remaining players would still have to be inserted into the game in accordance with the Sandlot rules for the minimum playing time on defense and must also bat as a substitute if their batting position is reached. The remaining players must be subbed in on offense or defense by the 3rd inning. They must play a minimum of 2 innings on defense. If not specifically addressed in rule #41 then all other SSBL Sandlot League Rules will apply. The pitching rules for the Tournament only will be as follows: for 9U and 10U – 9 outs maximum per pitcher per game or 65 pitches, whichever occurs first. For 11U and 12U -9 outs maximum per pitcher or 75 pitches, whichever occurs first. For 13U and 14U – 12 outs per game or 85 pitches per game. There is not a day’s rest requirement for any age group during the tournament.