



Schaumburg Athletic Association

House Baseball League Rules

Documented by: Steve Zimmerman Celeste Render

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General Rules

1. General Rules

The [Official Baseball Rules](#) will be followed, except where noted.

2. Player Age Eligibility

The following chart lists the age range determining the eligibility of each league for the season based on the respective year:

League	Intended Age (Grade)	If child's age is less than or equal to as of 9/1 of the current year:
6U (Tee-Ball)	4-6 (Kindergarten)	6
8U	8 (2nd)	8
10U	9-10 (3rd-4th)	10
12U	11-12 (5th-6th)	12
14U	13-14 (7th-8th)	14
Colt	15-18 (High School)	18

Registrants wishing to play outside of their age-based league require approval from the League Commissioner to do so. Age requirements for the fall season may reflect the age of the player during the following calendar year.

3. Determining Teams

Teams will be determined by League Commissioner and Coaches through the Evaluation/Tryouts and Draft processes outlined in the SAA Baseball Handbook.

Field Rules

1. Assigned Fields

League commissioners will schedule practice and game times, and field locations, prior to the start of the season.

2. Field Conditions

The league commissioner will determine whether a field is playable. If your scheduled field is deemed closed, no team may play or practice on that field even if other leagues had been playing that day on other fields.

3. Rainouts/Cancellations

Every attempt to reschedule a game due to weather will be made before the scheduled end of the season.

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4. Darkness or weather conditions

The commissioner may cancel any game up to fifteen minutes prior to game time.

Once a game has begun the umpire will have the only and final say on playing conditions, including but not limited to darkness or threatening weather.

Please see the SAA Baseball Handbook for additional policies on this subject.

5. On-Field Personnel

No one other than players, coaches, and commissioners are permitted on the field or dugout during practices and game play. Only those who have passed a background check through SAA may be permitted to be on the field or in the dugout. The maximum number of the coaching staff permitted in the dugout is limited to three (3) unless given specific approval from the head commissioner.

6. Additional Practices

No team shall plan unscheduled practices or games without the permission of the league commissioner. Coaches who schedule practices or games outside of the league sanctioned times and fields have the possibility of NOT being covered by the SAA liability insurance.

7. Miscellaneous

All regular season games must be played on the diamonds and may not be moved to the grass.

Game Rules

1. Start time and Length

League	Game Length	Complete Game	No new inning...
6U (Tee-Ball)	6 Innings	1 ½ hours	1 hour 15 minutes after start of game
8U	6 Innings	2 hours	1 hour 30 minutes after start of game
10U	6 Innings	3 1/2 Innings (For Playoffs Only) or 2 hours	1 hour 45 minutes after start of game
12U	6 Innings	3 1/2 Innings (For Playoffs Only) or 2 hours	1 hour 45 minutes after start of game
14U	7 Innings	4 1/2 Innings or 2 hours 15 minutes	2 hours after start of game
Colt League	7 Innings	4 1/2 Innings or 2 hours 15 minutes	2 hours after start of game

Weeknight games and practices start at 6:00pm unless otherwise noted. Saturday game times will be determined by the League Commissioner and listed on the schedules. Games must start within 15 minutes of scheduled times. 6U and 8U teams will limit player pitching due to safety concerns at night. This will be determined at the discretion and agreement of both head coaches.

The home team has the right to the infield from 5:30 to 5:45pm, and the visiting team from 5:45 to 6:00pm. On Saturdays, split whatever time is available before each game evenly.

An inning shall be considered started when a pitch has been thrown. There is a hard two (2) hour stop on all **regular season** games.

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- Games can end in a tie with the exception of playoff games. However all games must be completed with both teams having equal innings at bat, unless the 2 hour time limit has been reached.
- During playoff games, commissioners will relay information regarding time regulations. Commissioners have the right to adjust time limits as necessary.
 - This may include but is not limited to tactics such as eliminating warmups between innings to ensure the game is moving along in a timely fashion.

2. Equal Play and Positions

The following guidelines vary by league, but shall be strictly followed and enforced by League Coaches and League Commissioners. Coaches shall exchange lineups before the game, which will demonstrate how these guidelines are being followed.

For all leagues: No player shall sit on the bench for two innings until all players have sat on the bench for one inning.

6U (Tee-Ball) and 8U:

- Each player should be given an opportunity to play all defensive positions.
- During each game, players shall be scheduled to play both infield and outfield positions.

10U and 12U:

- Each player must play a minimum of 2 infield and 1 outfield position during the first four (4) innings.
- An inning for this purpose is defined as 3 consecutive outs.
- A player can play a maximum of 2 innings at any one position, but cannot play the same position 2 innings consecutively, except for pitcher or catcher.

14U:

- No position restrictions except for pitching (see pitching section below).
- All players must play a minimum of four defensive innings unless the 10-run slaughter rule is in effect.

Colt League:

- No position restrictions except for pitching (see pitching section below).

It is strongly suggested that all players have the opportunity to play every position they desire, including pitcher, and to play all players as equally as possible.

3. Inning Length

League	Inning Length
6U (Tee-Ball)	Inning ends when either batting team gets 3 fielding outs or 6 batters have reached base.
8U	Inning ends when either team batting gets 3 outs or 6 batters have reached base.
10U	SPRING: Maximum 4 runs per inning. Unlimited runs for final inning. FALL: Maximum 3 runs per inning.
12U	Maximum 5 runs per inning. Unlimited runs for final inning.
14U	No run restrictions.
Colt League	No run restrictions.

10U and 12U: In the event of a shortened game, coaches and umpires may agree that it is going to be the

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last inning and unlimited runs are in effect. If it is not declared before the top of the inning and the inning becomes the last, the respective 3-run, 4-run or 5-run rule will remain in effect

4. Score Keeping

6U (Tee-Ball) and 8U: No score will be kept. Please request parents not to keep score.

10U, 12U: Scores are kept for the sole purpose of keeping the game moving and keeping track of the maximum runs scored in an inning.

14U, Colt League: Scores are kept and reported to the league commissioners.

5. Slaughter Rule

6U (Tee-Ball), 8U, 10U, 12U: None

14U, Colt League: If a team leads by 10 or more runs after 4 1/2 innings, game is final and official.

6. Standings

6U (Tee-Ball), 8U, 10U, 12U: No standings will be kept.

14U, Colt League: Standings will be kept.

7. Uniforms

Players must be in complete uniform (socks, jersey, hat, protective cup, and pants).

Coaches are not required to play players out of uniform. The opposing coaches must be notified when a player will not be playing for any reason.

8. Minimum Number of Players

All leagues require a minimum of eight (8) players for a regulation game. The position(s) not being filled is at the discretion of the coach. Teams are encouraged to lend players to teams that are short players to fulfill this requirement. Missing players will not be considered an out. If extra players are needed, process of calling up younger players is defined in the SAA Baseball Handbook. The commissioners can, at their discretion, determine the minimum number of players for a playoff game.

9. Batting Order Exchange

For all leagues except 6U (Tee-Ball), the batting order and field positions, listing each player's last name and uniform number, must be submitted to the opposing coach or scorekeeper at least five (5) minutes prior to game time. Any changes during the game must follow the position rules previously stated, and be cleared by both coaches. The Head Coach must notify the opposing coach or scorekeeper of any batting order and field position changes.

For 10U, 12U, 14U, and Colt leagues: a violation of these rules may cause the offending team to start the next offensive inning with one out.

10. Appeals

There are no appeal plays. For 6U and 8U, the failure to tag up properly and missed bases will be automatically called by coach without the necessity of an appeal.

11. Time Outs

Time out may only be called after play has stopped, except when an injury occurs. Time is then called immediately and base runners are awarded the base they were advancing to at the time of the injury.

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12. Player Contact/Plays at the plate

Runners should be taught to slide feet-first into a base if there is a close play. Head-first slides are not allowed.

10U, 12U, 14U and Colt leagues: Baserunners are required to slide to avoid contact whenever possible. Baserunners who crash into fielders to jar the ball loose are out and may be ejected from the game at the discretion of the umpire. Fielders may not block the plate or make “fake tags” without the ball.

13. Additional League Specific Rules

- **Extra Innings:** None. If game is tied after the home team bats in the final inning, the game is over.
- **Metal Spikes:** Metal spikes are not allowed, except at the 14U and Colt leagues.
- **Game Balls:** Each team will supply one game ball.
- **Playoffs (for 10U, 12U, 14U and Colt only):**
 - League Commissioner will determine playoff on a random draw.
 - If a game is tied after the time limit has been reached, the California Tie-Breaker Rule (***) will apply.
 - A suspended game not reaching completion will be continued at the spot it was called.
 - The run limit rules remain in effect.
 - There is no mercy rule in the playoffs.
 - **Time limits apply to all games except the championship game.**
- **(***) California Tie-Breaker Rule:**
 - The inning will start with one out
 - The last batted out from previous inning will be placed on second base
 - The first scheduled batter (and all subsequent batters) comes to bat with a 1-1 count
 - The inning continues until 3 outs are reached
 - The game will continue this way until there is a winner.

Conduct

5. Player Conduct

Players displaying unsportsmanlike conduct in any way, including the throwing of any equipment, will be removed from the game. Further unsportsmanlike conduct may result in expulsion from the league. The Head Coach is responsible for enforcement.

6. Coach Conduct

Coaches are held to a strict code of ethics. The use of profanity or any unsportsmanlike behavior will result in possible suspension or expulsion from the SAA. Coaches and their designated assistants should always remember that they are there for the benefit of the players.

7. Fan Conduct

Heckling of players, coaches, umpires, or other attendees of the games is not permitted. Violators will be required to leave the area and could also be subject to suspension or expulsion.

Fans of a particular team are the responsibility of the head coach.

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8. Prohibition of Smoking, e-Cigarettes, Tobacco, Non-Prescription Drugs, Illegal Substances and Alcoholic Beverages

SMOKING, E-CIGARETTES, USE OF TOBACCO, NON-PRESCRIPTION DRUGS, ILLEGAL SUBSTANCES, and CONSUMPTION OF ALCOHOLIC BEVERAGES is strictly prohibited on the bench, in the dugout, on the playing field or in the immediate areas surrounding the fields at ANY TIME. No coach shall use non-prescription drugs or illegal substances, or consume any alcoholic beverage BEFORE a game on game day.

Please refer to the SAA Baseball Handbook for additional policies and information regarding conduct.

Playing Field

1. Field Setup and Maintenance

The home team is responsible for all field setup and maintenance before and after each practice or game. Contact the league commissioner regarding any field maintenance concerns such as ruts or holes dug in the infield or outfield.

Head coaches are responsible for all equipment in field boxes during games. Coaches must make sure that all the equipment is returned to the field boxes and that the boxes are **LOCKED**.

2. Dugout Assignments

The home team occupies the third base dugout or bench area.

3. Field Dimensions

League	Pitching rubber to home plate	Bases
6U (Tee-Ball)	N/A	50 feet
8U	40 feet	60 feet
10U	46 feet	60 feet
12U	50 feet	70 feet
14U	54 feet	80 feet
Colt League	60 feet 6 inches	90 feet

Pitching

1. Pitching Style

Pitching style varies by league.

6U (Tee-Ball): Coach Pitch

- The Coach will pitch 3 overhand pitches to the batter. If the third pitch was foul-tipped, the Coach may throw one more pitch.
- If the player does not make fair contact after 3 pitches, the ball shall be placed on the tee, and the player will swing to make fair contact from the tee.
- **There are no strikeouts or walks. The batter will remain at the tee until contact is made.**
- After the ball is hit, the coach will remove the tee from home plates

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8U: Modified Player Pitch

Pitching duties will be split between adult coaches and youth players, with the number of innings of players pitching increasing throughout the season. All players fielding the pitching position must wear a helmet at all times. A youth player cannot pitch more than 1 inning in a given game.

8U: Introductory Player Pitch

A minimum of three (3) and maximum of five (5) pitches per player pitch. The coach will pitch the last up to five (5) pitches, with a total of ten (10) pitches per batter. If a batter has not made contact after ten (10) pitches, they sit down and no out is recorded. If the player who is pitching is truly struggling, the coach can start pitching before the player reaches all five (5) pitches. The goal of this is to have players eventually pitch the entire game with minimal to no coach pitching.

8U: Modified Player Pitch (“Bloomingdale Rule”):

- Players will pitch every inning of every game. The pitcher will pitch a maximum of three (3) pitches to each batter. Balls and Strikes will be called. In those three (3) pitches, the batter may either put the ball in play or strike out. After the three (3) pitches, the coach will help out if necessary.

10U, 12U, 14U, Colt: Player Pitch

Players will perform all pitching, per rules described below.

2. Definition of an Inning for Pitchers

Any part of an inning is considered an inning. This includes a single pitch.

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3. Rules for Pitching

League	Inning Limit	Pitch Limit	Balks	Hit Batters
6U (Tee-Ball)	N/A	N/A	N/A	N/A
8U	Two innings per game. Innings must be consecutive	Max. 50 pitches with required rest	Not applicable because there is no lead-offs.	Removed from pitching remainder of game after hitting 2 batters in same inning
10U	Two innings per game. Innings must be consecutive	Max. 75 pitches with required rest	Not applicable because there is no lead-offs.	Removed from pitching remainder of game after hitting 2 batters in same inning
12U	Two innings per game. Innings must be consecutive	Max. 85 pitches with required rest	1st Balk: instructional warning 2nd Balk: rule in effect	Removed from pitching remainder of game after hitting 2 batters in same inning
14U	Five innings per game, ten innings per week.	Max. 95 pitches with required rest	1st Balk: instructional warning 2nd Balk: rule in effect	Removed from pitching remainder of game after hitting 2 batters in same inning, or three (3) times during the game
Colt League	Seven innings per game, ten innings per week.	Max. 105 pitches with required rest	No balk warnings.	Removed from pitching remainder of game after hitting 2 batters in same inning, or three (3) times during the game

4. Required Rest (Pitches)

Coaches will limit the number of pitches made by a player during a single game, and not allow the player to pitch until the player has sufficiently rested. The following were adapted from the “Guidelines for Youth AND Adolescent Pitchers” set by PitchSmart USA Baseball will be used as guidelines for coaches.

	Daily Maximum	Required Rest (Pitches)				
League	Pitches	0 days	1 day	2 days	3 days	4 days
6U (Tee-Ball)	N/A	N/A	N/A	N/A	N/A	N/A
8U	50	1-20	21-35	36-50	N/A	N/A
10U	75	1-20	21-35	36-50	51-65	66+
12U	85	1-20	21-35	36-50	51-65	66+
14U	95	1-20	21-35	36-50	51-65	66+
Colt	105	1-30	31-45	45-60	61-80	81+

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5. Mound Visits

The following rules apply to “Player Pitch” leagues only (10U, 12U, 14U, Colt):

- Two non-injury trips to the mound by a coach in the same inning require the removal of the pitcher.
- Each team on defense is allowed three charged conferences without penalty during a game. In the event of an extra inning playoff game, each team is allowed one additional defensive conference per extra inning, without penalty. A request for time for this purpose may be made by a coach or player. Time granted for an incapacitated player shall not constitute a charged conference.
- A conference is not charged if the meeting occurred during the removal of a pitcher.
- **Penalty:** After three charged conferences in a game or in excess of one charged conference in an extra inning, the pitcher must be replaced.

6. Additional League Specific Rules

- **Breaking Pitches:** Breaking pitches are strictly prohibited for all leagues except 14U and Colt. Do not teach players breaking pitches to players younger than 14U.
- **Pitcher Warm-ups:** A player warming up a pitcher must use a catcher's mask and helmet. 8 warm-up pitches will be granted for a new pitcher, and 5 for returning pitcher.

Offense

General Rules:

1. Batting Order:

The Batting order is continuous. All players must bat even if they have not played the field in a particular inning.

2. Late Player

A player arriving after the game has begun shall be dropped to the last position in the batting order.

3. Coach Interference

Coaches may not touch a base runner when the ball is in play, or the player they interfered with is out.

4. Foul balls

Balls hit behind the dugout fence are dead balls, and for safety reasons, players should be instructed NOT to attempt to play these balls.

5. Helmets

The wearing of helmets will be strictly enforced. Batters, pitchers, and on deck hitters must wear helmets at all times.

6. Catcher/Pitcher Speedup

The player designated as the catcher and/or pitcher for the next inning will be substituted for a pinch runner after 2 outs. The pinch runner shall be the last batted out, unless that batter is the pitcher/catcher for the upcoming inning, in which case the coach will continue back in the lineup to the next batted out.

The spirit of the rule is to have the pitcher/catcher in full gear immediately upon completion of the half inning.

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7. Bat Rules

Bat restrictions are as follows. A drop limit is the difference in the bat length minus the bat weight.

- **6U (Tee Ball):** Only bats stamped with the words “Tee-Ball” are allowed.
- **8U:** 2 5/8” diameter bats are allowed with **USA** Stamp. No drop limit.
- **10U:** Bats with diameter up to 2 5/8” are allowed with **USA** Stamp. No drop limit.
- **12U:** Only bats with a diameter up to 2 5/8” diameter and a **USA** stamp, are allowed. No drop limit.
- **14U:** Only bats with a diameter up to 2 5/8” diameter and **USA** stamp, are allowed. Drop -5 limit.
- **Colt:** Only BBCOR, drop -3 limit.

If an unauthorized bat is used, the player will be declared out and the situation on the field restored to the condition prior to the at bat. If a team has had multiple instances of using illegal bats, the head coach will also be ejected and suffer a next game suspension, as determined by the League Commissioner.

Do not bring illegal bats to a field for either warm-ups or a game.

8. Offense Rules by League

Rule	6U (Tee-Ball)	8U	10U	12U	14U, Colt
Type of Ball to be Used	Safe-T-Soft Baseball	Hard Ball – Cork and Rubber	Hard Ball – Cork and Rubber	Hard Ball – Cork and Rubber	Hard Ball – Cork and Rubber
Bunting	Not allowed	Not allowed	Allowed	Allowed	Allowed
Dropped Third Strike	Not in effect.	Not in effect.	Not in effect.	In effect for all games	In effect for all games
Infield Fly Rule	Not in effect	Not in effect	Not in effect	In effect for all games	In effect for all games
Intentional Walks	Not allowed	Not allowed	Not allowed	Not allowed	Not allowed
Lead-Offs	Not allowed	Not allowed	Not allowed	Permitted	Permitted
Stealing	Not allowed	Not allowed	Permitted for any base after pitch crosses home plate EXCEPT HOME	Permitted for any base	Permitted for any base
Stealing 2 nd Base on Walk	Not allowed	Not allowed	Not allowed	Not allowed	Not allowed

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9. Batter

6U (Tee-Ball) and 8U:

Batters will be taught to keep one foot in the batter's box at all times. Exceptions to this requirement are as follows:

- The batter swings at the ball
- The batter is forced out of the box avoiding a pitch
- A play is made in the field
- The ball becomes dead

A batter shall maintain control of the bat at all times. Reckless conduct such as letting go of the bat and the bat hitting the catcher shall result in a warning. Weather conditions shall be taken into consideration

10U, 12U, 14U, Colt:

A batter is to keep one foot in the batter's box at all times. The first violation shall result in a warning to the batter, and subsequent violations may result in a strike being called.

Exceptions to this requirement are as follows:

- The batter swings at the ball
- The batter is forced out of the box avoiding a pitch
- The catcher drops the ball
- A play is made in the field
- The ball becomes dead
- The umpire calls time.

A batter shall maintain control of the bat at all times. Reckless conduct such as letting go of the bat and the bat hitting the umpire or catcher shall result in a warning. Subsequent violations shall result in the player being called out. Weather conditions shall be taken into consideration.

10. Fake Bunting

Fake bunting and then swinging away is not allowed. The batter will be declared an immediate out and the situation on the field restored to the condition prior to the at bat.

11. Sliding

6U (Tee-Ball): Sliding is not allowed.

All Other Leagues:

- ALL players will be taught to slide. Players that don't slide and make contact with fielders will be called out and possibly ejected at the discretion of the umpire. Players that don't slide and avoid contact may still be called out on plays deemed close by the umpire. Players are required to slide to avoid contact, whenever possible.
- Sliding head-first is not allowed, and a player will be called out if they slide head-first. Dive-backs are permitted only if returning to base.

12. Runners Advance on Overthrows

Overthrow rules vary by league, and will be strictly enforced.

6U (Tee-Ball) and 8U:

- Base runners are not permitted to advance on any overthrow.

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10U:

- Base runners are permitted to advance to the next base only, but cannot advance past 3rd base.
- NOTE: On a ball that is batted into play, if a fielder makes a play to throw out a runner at 3rd and is misplayed, the runner CAN attempt to score. The fielders need to understand when to attempt to make a play and when to just eat it and throw it back to their pitcher.

12U, 14U and Colt:

- Base runners are permitted to unlimited advancement due to an overthrow.

13. Rules for Hit Batsman

Per [Official Baseball Rule](#) 5.05(b), a batter becomes a baserunner and is awarded first base when he/she or his/her clothing or equipment (except for his/her bat):

- is touched by a pitched ball outside the strike zone,
- *and* he/she attempts to avoid it (or had no opportunity to avoid it) at the determination of the Umpire,
- *and* he/she did not swing at the pitch.

If all these conditions are met, the ball is dead, and other baserunners advance if they are forced to vacate their base by the batter taking first.

In the case where a batter swings and the pitch hits him/her anyway, the ball is dead and a strike is called. If the batter does not attempt to avoid the pitch at the determination of the Umpire, he/she is not awarded first base, and the pitch is ruled either a strike if in the strike zone or a ball if out of the strike zone.

A hit-by-pitch can also be called on a pitch that has first touched the ground before hitting the batter. Such a bouncing pitch is like any other, and if a batter is hit by such a pitch, he/she will be awarded first unless he/she made no attempt to avoid it (and he/she had an opportunity to avoid it).

14. Additional League Specific Rules

The following rules vary by league and will be strictly enforced.

6U (Tee-Ball):

- A runner is not allowed to advance to another base if the ball is in the possession of any fielder. It is safe to assume all hits in tee-ball will be singles.
- The team batting will supply at least one coach (or helper) near the backstop to position his batter and to collect the balls that get away from the catcher. This should help keep the game moving along. Put the catcher in a position to try and catch the ball. Do not let him retrieve and throw back each ball. Coaches, Dads and Catcher will retrieve balls after batter moves on.

8U:

- Base runners are NOT allowed to advance when the pitcher has the ball OR when the ball is in the infield OR when the ball is in flight to the pitcher.
- On balls hit into the outfield, base runners are to be HELD at the base they were advancing to when the outfielder attempts his throw to the infield. (Example: A runner is on first, a batter hits a ball into the gap, the runner on first rounds second on his way to third when the outfielder throws the ball to second base. Hold the runner previously stationed at first to third base).

10U:

- Runners are not allowed to advance if the Pitcher has the ball. The pitcher must be in close vicinity

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to the pitching mound.

12U, 14U and Colt:

No additional league specific rules.

Defense

The following rules vary by league and will be strictly enforced.

6U (Tee-Ball):

- The pitcher will wear a protective pitcher's or batting helmet at all times.
- Infielders can make an unassisted put out if they field the ball very close (a few feet) to the base. We do not want to encourage unassisted outs unless it's very obvious.
- Outfielders must play positions that resemble outfielders. They cannot stand in the infield or go into the infield at any time. A ball hit to the outfielders is an automatic single and any one on base will advance one base. The OUTFIELDER cannot make an unassisted put out.
- The catcher must wear a mask, chest protector and shin guards. Most kids will be afraid of the ball and may be positioned back towards the back stop and catch the balls on a bounce. Catchers must be ready. Have one parent be in charge of getting the catcher ready. Let them know who will be catching every inning by having a line up done in advance. If they are not ready, other teams should not wait to start pitching. They can join when they're ready
- Only coaches are allowed out on the field when your team is on defense, usually 2 are enough. Best place to have them is one behind the short stop and one behind 2nd base. This allows each coach to help 3-4 players and you're out of the playing field

8U and 10U:

- (8U only): One coach is permitted in right field and one coach in left field to provide instruction to the players. This will be in effect only for games played in the month of May. Starting in June, there will be no coaches in the field.
- Outfielders must stand in the grass at least six feet beyond the infield dirt and are not permitted to make unassisted putouts at the bases or throw out the batter running to first base.
- Outfielders may make an assisted putout at 2nd, 3rd, or home, but must be entirely in the outfield grass when fielding the ball and when throwing the ball to the base. Outfielders must stay in the outfield.
- Position changes may only occur when there is a pitching change or an injured player.
- Fielders should be taught to stay clear of the base runners and out of the base paths when they are not involved in the play.
- Catchers must be in the correct catching position at all times with the throwing hand being tucked behind his body when the pitch is on the way. Any player filling the catching position MUST always have the full catching equipment on while on the field.
- For 10U, the catcher MUST use a catcher's mitt. They may not use their own non-catcher's mitt.
- The pitcher will wear a protective pitcher's or batting helmet at all times.

12U, 14U and Colt:

- (For 12U only): The pitcher will wear a protective pitcher's or batting helmet at all times.

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- The catcher **MUST** use a catcher's mitt. They may not use their own non-catcher's mitt.

Umpires

1. Umpires

The following rules vary by league and will be strictly enforced.

6U (Tee-Ball) and 8U:

There are no umpires assigned to games in these leagues. The 1st and 3rd base coaches / parents will umpire their respective bases as well as the foul lines. It is the coaches' responsibility to communicate this task to the appropriate coaches or parents. If a mistake is made by one of the coaches, the situation will be handled in a mature manner.

10U, 12U, 14U and Colt:

Umpires will work all games at this level for regular season and playoff games.

9. Game Protests

No protests of games will be accepted. Coaches should work out any problems that may arise regarding enforcement of rules.

Remember: this league is considered **INSTRUCTIONAL** and **NON-COMPETITIVE!**

2. Umpire Interaction

Only the coach may discuss rule interpretations with an umpire, and only between innings. Judgment calls along with balls and strikes may never be questioned.

Intimidation of game officials will **NOT** be tolerated. The coach is responsible for all persons associated with his or her team who attempt to intimidate a game official. Umpires have the discretion to end the game if they feel they are being subjected to intimidation or abuse, and the incident will be reported to the league and head commissioners for disciplinary review.

During a game situation, the initial penalty for **ANY** conduct that an umpire deems to be unsportsmanlike shall be the ejection from the remainder of the game and the area surrounding the field.

In all cases, the umpire shall immediately report the incident orally to the league and head commissioners, disciplinary action shall follow, and hearings conducted by the Board to determine the appropriate action as described in the SAA Boys Baseball Rules Handbook.

3. Head Coach Responsibilities

Head Coaches are responsible for not only their behavior but also that of all players, coaches, parents and spectators associated with the team. No exceptions, No excuses.

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Appendix

The following rule changes were made during 2025

- Due to league age reconstructions, all mentions of 5U and 7U were changed to 6U and 8U respectively.
- Page 4: Rainouts/Cancellations
 - Changed to: Every attempt to reschedule a game due to weather will be made before the scheduled end of the season.
- Page 6: Game Rules, Number 1: Start Time and Length
 - Modified to: An inning shall be considered started when a pitch has been thrown. There is a hard two (2) hour stop on all **regular season** games.
 - Added: Games can end in a tie with the exception of playoff games. However all games must be completed with both teams having equal innings at bat.
 - Added: During playoff games, commissioners will relay information regarding time regulations. Commissioners have the right to adjust time limits as necessary.
 - Added: This may include but is not limited to tactics such as eliminating warmups between innings to ensure the game is moving along in a timely fashion.
- Page 6: Inning Length (Table)
 - Changed 8U Inning Length to: Inning ends when either team batting gets 3 outs or 6 batters have reached base.
- Page 7: Minimum Number of Players
 - Added: The commissioners can, at their discretion, determine the minimum number of players for a playoff game.
- Page 7: Batting Order Exchange
 - Added: The Head Coach must notify the opposing coach or scorekeeper of any batting order and field position changes.
- Page 7: Appeals
 - Added: The commissioners can, at their discretion, determine the minimum number of players for a playoff game.
- Page 15: Additional League Specific Rules: 10U
 - Added: The pitcher must be in close vicinity to the pitching mound.

The following rule changes were made during 2024

- All mention of “manager” was replaced with “Head Coach” or “Coach.”
- Page 5, Number 5: On Field Personnel
 - Rephrased to: No one other than players, coaches, and commissioners are permitted on the field or dugout during practices and game play. Only those who have passed a background check through SAA may be permitted to be on the field or in the dugout. The maximum number of the coaching staff permitted in the dugout is limited to three (3) unless given specific approval from the head commissioner.

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- Page 5, Game Rules, Number 1: Start Time and Length
 - Added: 5U, 7U and 8U teams will limit player pitching due to safety concerns at night. This will be determined at the discretion and agreement of both head coaches.
 - Added: There is a hard two (2) hour stop on all games.
- Page 6, Number 2: Equal Play and Positions
 - Changed 10U and 12U player position minimums: Each player must play a minimum of two (2) infield and one (1) outfield position during the first four (4) innings.
- Page 6, Number 3: Inning Length
 - 5U and 7U number of batters changed: Inning ends when either batting team gets three (3) fielding outs or six (6) batters have reached base.
- Page 7, Number 8: Minimum Number of Players
 - Removed: Minimum of six (6) players for 5U.
 - All leagues require a minimum of eight (8) players for a regulation game.
- Page 10, 8U: Modified Player Pitch “Bloomingdale’s Rule”
 - Number of pitches changed from five (5) to three (3). Added: After the three (3) pitches, the coach will help out if necessary.
 - Removed: Text regarding the coach assisting after five (5) pitches and the consequences of the batter’s potential hit. No walks and rule explanation removed.
- Page 13, Number 7: Bat Rules
 - Removed: Note regarding start of USA stamp regulations.
 - Rephrased: All leagues list diameter, drop limit, and USA stamp rules
- Page 17, Number 35: Manager Responsibilities
 - Changed “Manager” to Head Coach

The following rule changes were made during 2023:

1. **Bat Rules (page 13).** Removed statement saying that player will be ejected from game for having an illegal bat. Added language that if a team has had multiple instances of using illegal bats, the coach may also be ejected and suffer a next game suspension, as determined by the League Commissioner.