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Umpire Dress Code and Salary

All Levels

1. Uniform needs to be clean, pressed, and/or wrinkle free.
2. Shirts must be tucked in and sleeves may not be rolled up.
3. Umpires must be dressed alike.
4. Clicker and brush must be used by the plate umpire.
5. No cell phones on your belt or use of cell phones during the game.
6. Jewelry
 - a. With the exception of wedding bands and medical alert items, all outward jewelry must be removed.
 - b. No sweatbands
 - c. No eye black
7. Sunglasses
 - a. Worn properly
 - b. Non-mirror type
 - c. When glasses are off they should either be placed in your pocket (if wearing a polo) or tucked in your belt loop in the back
 - d. Prescription sunglasses may be worn as necessary

T-ball and Machine Pitch

1. Light blue polo shirt must be worn.
2. Black shorts with pockets or solid black wind pants with pockets.
3. White ankle-length socks.
4. Black athletic shoes. Different colored logos on shoes are okay and shoes need to be shined or cleaned.
5. In the event of cold weather, umpires are encouraged to wear warm clothing.
 - a. Black Long sleeve shirt under the polo shirt
 - b. Solid color windbreaker
 - c. Solid color black or light gray hoodie can be worn over the umpire shirt
 - d. Toboggan hats are permitted
 - e. Gloves are permitted

Kid Pitch

1. Black polo shirt
2. Pants—long charcoal gray slacks
3. Black belt
4. Shoes must be solid black (white logo is okay), shined or cleaned.
5. Solid BLACK baseball style hat
6. In the event of cold weather, umpires are encouraged to wear warm clothing.
 - a. Solid color black windbreaker or jacket
 - b. Black gloves are permitted
6. Ball Bags must be worn by the plate umpire
7. Protective Plate Gear
 - c. Chest protector, leg guards, catcher's mask or bucket helmet with a throat protector, and protective cup (males only) are required.
 - i. With the exception of a protective cup, the City of Norman will have protective gear available if an umpire does not have their own.

Umpire Salaries	T-Ball	Machine and Coach Pitch	9/10U	11/12U	13/14U
	\$15/Game	\$17.50/Game	\$25/Game	\$35/Game	\$45/Game

Umpire Apparel Information

Recommended Stores

Academy Sports

Referees Call

Mojo Sports

www.stripesplus.com



Shirts



Umpire Accessories



Hat



Plate Shoes (Kid Pitch)



**Charcoal Slacks
Plate Pants and Base Pants, or
Combo**



**Men's
Shorts (T-Ball, Machine Pitch,
and Coach Pitch only)**



Women's

“THE WISE 9”

(Nine steps to minimize conflicts during a game)

Study the rules.

Be early.

Dress the part.

Hustle.

Use proper verbiage and mechanics.

Project your voice.

Be assertive and confident.

ALWAYS repeat your partner’s signals.

FOCUS ON THE GAME.

MLB UMPIRE SIGNALS



DO NOT PITCH



PLAY BALL



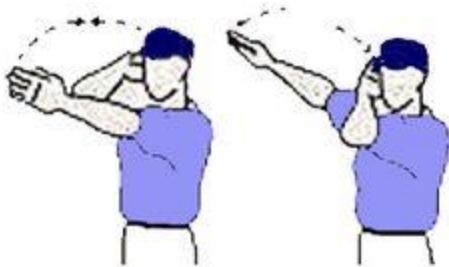
COUNT



SAFE



FAIR BALL



FOUL TIP



STRIKE OR OUT



INFIELD FLY



TIME-OUT,
FOUL BALL, DEAD BALL

COACH EXPECTATIONS

BENCH CONDUCT

Only the head coach or designated head coach is allowed to leave the dugout or bench area to question an umpire's call on the field of play. All coaches are allowed to leave the dugout to attend a player who is ill or injured.

EXPECTATIONS AND DISCIPLINE POLICY

As a volunteer coach in the Norman Youth Baseball League Program you are expected to set a positive example in words and actions. Any volunteer coach who is involved in a verbal or physical altercation, or an occurrence of unsportsmanlike conduct will be subject to disciplinary action. The following behavior can and will result in immediate disciplinary action:

1. Minor Offense

- A. Arguing with umpires or other game officials after the coach has been instructed to return to the dugout;
- B. Leaving the dugout without authorization during a live ball.
- C. Use of an unauthorized object other than a stop watch, rule book, or scorebook while in the coach's box.

PENALTY: Warning and restriction to the dugout. If the coach has already been warned and restricted to the dugout, then the offending coach will be ejected from the field of play.

2. Major Offense

- A. Unsportsmanlike conduct
 - 1. Words or actions meant to incite or attempt to incite spectator demonstrations
 - 2. Language meant to intimidate
 - 3. Use of bullhorns or amplifiers for coaching purposes during the game
- B. Using profane, obscene, offensive, or vulgar language
- C. Engaging in offensive behavior;
- D. Taunting an opponent;
- E. Abusive, harmful, or unwarranted disruptions to the game;
- F. Throwing bats, helmets, gloves, or other equipment in anger;
- G. Verbal disrespect directed towards an umpire, game official, league official, player, manager, coach, or spectator.
- H. Words or actions meant to provoke a player, coach, umpire, game official, or spectator to harm another.

PENALTY: The coach will be ejected from the game. If the behavior continues, the coach will be required to leave Griffin Community Park or Reaves Park and receive a one game suspension. If a coach is dismissed from Griffin Community Park or Reaves Park two times in a season, that coach will be subject to suspension indefinitely until a meeting with the NYBS Program League Director and Advisory Board can be scheduled to determine a course of action.

Coaches, parents, spectators, or players who threaten, physically harm, or abuse any player, umpire, league official, or spectator at any time for any reason will be subject to immediate dismissal from Griffin Community Park or Reaves Park and effective immediately, suspended from all NYBSA sanctioned events for the remainder of the season.

Sample Ejection Report and Notes

Your report is due 24 hours following the conclusion of the game in which the incident took place. When you begin to write your report, take your time. Check your spelling and grammar, and have someone else proof read it. If you are unsure how to properly write a report, consult with another umpire, speak with the league director, or go to www.stevetheump.com/report_writing.htm. Below is a sample:

Game Information

Saturday, January 16, 2016 *(Date)*

(Age Division and Field Number)

Campers vs Instructors, 5:00 PM *(Home Team Name, Visiting Team Name, and Time of the Game)*

Plate / Reporting Umpire: B.J. Brewer II *(Name of Plate Umpire and if he/she is the one Reporting)*

Base Umpire: Chicago, IL *(Name of Field Umpire and if he/she is the one Reporting)*

Ejected Participant(s):

(Player: Name, Position, Jersey Number, Team)

Head Coach Tracy, TPU Instructors *(Coach: Name, Team)*

Situation and Score:

Top of 3rd Inning, No Outs, Bases Loaded *(Inning, Outs, Base runner(s), Score)*

Description of Playing Action and Subsequent Ejection *(The object is for the reader of the report to know what happened. When you describe the incident, be specific and do not embellish. Your goal is to communicate what happened without allowing your emotions to interfere. Include phrases spoken by you and those directly involved. It's very important to address voice volume levels as well as the approximate distance when talking about discussions with a coach or player. Do not substitute profanity with the first letter and "word" (F-word). SPELL IT OUT).*

The batter bunted a ball that rolled along the first base foul line. Immediately following the bunt, the batter-runner tossed his bat in the same direction of the ball. The bat came to a stop perpendicular to the first base foul line: the barrel of the bat in fair territory and the handle of the bat in foul territory. The ball then came in contact with the bat and came to a stop. While the batter-runner was exiting the batter's box attempting to run to first, the batter-runner's foot unintentionally struck the handle of the bat, causing the barrel of the bat to roll the ball into foul territory and out of bounds.

Immediately following this sequence I yelled, "Time! Dead ball! Batter's out! You return to first, you return to second, and you return to third!" Coach Tracy left his dugout to question the call. He walked over to the base umpire. The base umpire redirected him to me since it was my call. Coach Tracy walked over to me and requested an explanation of the call. I explained to Coach Tracy that since the batter-runner kicked the bat causing the ball to roll out of bounds it prevented the catcher from making a play on the ball. Following this explanation I asked Coach Tracy if he would you like me to get help. He said, "Yes." Before I held a conference with the base umpire I explained to the coach that he needed to return to his position, that our decision will be final, and any attempt to argue against our decision will result in his ejection. After conferring with the base umpire, I ruled that the previous call was correct. Immediately, Coach Tracy left his position, walked towards the first base foul line and yelled, "Hold up! Wait a minute!" As a result of him leaving his position after he was warned not to, I ejected him. He responded by saying he was in the process of walking out to talk to his pitcher and demanded I remove the call to eject him. He then began to exclaim how fucked up my decision was to eject him and criticized me for fucking it up for him. He concluded by saying that his team was playing the remainder of the game under protest.

LEAGUE PLAYING GUIDELINES

1. Governing Rules

- A. The official games of the City of Norman Youth Baseball League are to be governed by the [Official Rules of USSSA Baseball](#) unless otherwise designated by the rules in this booklet. All coaches will have the responsibility to be familiar with the rules in this booklet as well as those governed by the [Official Rules of USSSA Baseball](#). Specific rules not covered by the City of Norman Youth Baseball League or USSSA will be governed by the [Official Rules of Major League Baseball](#).
 - 1. Exception: Baseball Pitch Count Guidelines are to be governed by [Little League International®](#) unless otherwise designated by the rules in this booklet.
- B. OBR Rule 9.01(c): "Each umpire has authority to rule on any point not specifically covered in these rules."

2. Apparel Guidelines

- A. All players in all leagues shall be required to have a number plainly visible on their shirts, which will distinguish them from the other players on the team. **Players must wear appropriate baseball pants.** Jewelry will not be allowed on any player.
- B. **Spikes or metal cleats are strictly prohibited on players in T-Ball through 12U Kid Pitch.**
- C. All T-ball players must wear protective headgear securely fastened with a chin strap while at bat, catching, on deck batter, or base runner. All other leagues will not be required to have a chin strap. A runner may only remove the helmet after returning to the bench or during time-out called by the umpire.

3. Age Division Requirements

- A. A minimum number of six (6) teams is required for the City of Norman Youth Baseball League to host an age division. Exception: Coed and 5 Year Old T-Ball.
- B. Age divisions may be combined if the minimum number of teams are not enrolled.
- C. For each league in the 6U age division and up that enrolls a minimum of 10 teams, a preseason round robin tournament will be played to facilitate two levels of competition.

4. Coaches

- A. A team may have as many coaches as it wishes, but only the head coach and up to three (3) assistants will be allowed on the field of play and in the dugout during the game.
- B. Only one coach is allowed outside the dugout while their team is playing defense. Exception: Coed T-ball and 5U T-ball.
- C. Only the designated head coach may come on to the field to question a call.

5. Game Day Logistics

- A. Game time is start time as long as both teams have the minimum number of players to begin (Refer to Rule 7.A below).
 - 1. Once the game clock begins and one or both teams are not able to field the minimum number of players, then the game will be ruled a forfeit.
 - a. Exception: If one or both teams are currently playing a double header on different fields.
- B. The home team shall occupy the third base dugout.
 - 1. Exception: If one or both teams are playing a double header on the same field.
- C. Scorekeepers
 - 1. The home team will provide the official scorekeeper.
 - 2. The official scorekeeper is responsible for recording the events that occurred on the field during the game, verifying with the visiting team's scorekeeper, and reporting the final score to the umpires.
 - 3. Any discrepancies between the home and visiting team's scorebooks shall be resolved by the home plate umpire and both scorekeepers. In the event a conflict cannot be resolved between the scorebooks, the home plate umpire will make the final decision on how to move forward.
 - 4. It is each team's scorekeeper's responsibility to update the home plate umpire of any lineup infractions according to the rules of baseball.
- D. The umpire will gather both coaches at the plate five (5) minutes prior to game time to review elements of the game and answer questions.

- E. Game time shall begin once the home team takes the field or when the home plate umpire indicates the start time.

6. Bat Boy/Girl Guidelines

- A. Coaches and players in the T-ball, Machine Pitch, and Coach Pitch divisions will be responsible for removing bats and other equipment in between at-bats.
- B. Bat boys/girls will be allowed in the Kid Pitch divisions under the following guidelines:
 - 1. Bat boys/girls under the age of 18 must wear a batting helmet at ALL times.
 - 2. Equipment may not be retrieved until the umpire calls "Time."
 - 3. Any child under the age of 18 who is not a participant in the league must have their parent(s) or legal guardian read and sign a Waiver and Release of Liability before their child may volunteer as a bat boy or bat girl.

7. Participation

- A. Teams must have a minimum of eight (8) players to begin/continue a game.
- B. Coaches are required to play ALL eligible players listed on their lineup card as designated under their specific division rules.
- C. Auto-Outs
 - 1. "If a team plays with an eight (8) player line-up, an out shall be declared for the ninth (9th) position in the batting line-up each turn at bat. A ninth (9th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available." USSSA OFFICIAL BASEBALL NATIONAL BY-LAWS & RULES 7.02.F
 - a. For T-Ball, Machine Pitch, and Coach Pitch, a team is only penalized one out when playing with eight (8) players.
 - 2. With the exception of pitcher, teams using a continuous lineup may move freely on defense while maintaining the same batting order. While using a continuous lineup, and a player has to leave the game for reasons other than injury, illness, or personal/family emergency, that spot in the lineup becomes an out when that player's at bat comes around.

8. Inclement Weather/Game Suspensions

- A. In the event of rainfall prior to game time, the decision to play or not to play will be made by the Sports Coordinator.
- B. Parents and coaches are encouraged to call the Rainout Hotline at 405-366-5323 or by visiting <http://www.youthsportsofnorman.com> by 4:00 PM on the day in question.
- C. Parents and coaches will also be notified via email.
- D. Rain-outs will be rescheduled at a later day and time.
- E. After a game has begun, the responsibility for the continuance of the game due to weather shall rest with League Officials and the home plate umpire.
- F. If a game is called due to rain, weather, light failure or other acts of Nature and cannot be resumed it is a regulation game if:
 - 1. 4-Inning Game
 - a. Two (2) innings have been played or if the home team has scored more runs after 1 ½ innings the game shall be declared a complete game.
 - 2. 5-Inning and 6-Inning Game
 - a. Three (3) innings have been played or if the home team has scored more runs after 2 ½ innings the game shall be declared a complete game.
 - 3. 7-Inning Game
 - a. Four (4) innings have been played or if the home team has scored more runs after 3 ½ innings the game shall be declared a complete game.
- G. All games that cannot be declared a regulation game shall be a suspended game and will resume from the point of suspension.

- 9. Rescheduling Games**—Teams may request to change an existing scheduled game as long as an email request is sent to the Sports Coordinator at least seven (7) days prior to the existing scheduled game with the following information: original game date and time, opposing team name and coach's name, and reason for the change.

- A. Once the request is received, the Sports Coordinator will check on availability. If there is an available date and time, the Sports Coordinator will provide the requesting team/coach with the opposing team/coach's contact information along with available dates and times. If an agreement is made between both teams/coaches, the Sports Coordinator will coordinate with the Umpire Coordinator to reschedule the game to the new date and time. If no agreement can be made, the game will be played as scheduled.

10. Thrown Bat

A. All Divisions

1. "If a whole bat is thrown into fair or foul territory and interferes with a defensive player attempting to make a play, interference shall be called, whether intentional or not." OBR Rule 6.05(h)

B. T-Ball, Machine Pitch, and Coach Pitch

1. If the batter intentionally or unintentionally tosses, throws, or flings their bat and it lands outside of the batter circle or comes in contact with the catcher or umpire, a warning will be issued to the offensive team. On the next offense committed by the same team, the batter will be called out.

C. Kid Pitch

1. If the batter intentionally or unintentionally tosses, throws, or flings their bat and it lands outside of the batter circle or comes in contact with the catcher and/or umpire, the batter will receive a warning. A second offense by the same player will result in his/her removal from the game.

11. Post Season Tournament Guidelines (Spring League Only)

- A. All Spring League post season tournaments will be a double elimination format unless circumstances dictate otherwise.

1. Regular season standings will determine seedings. In the case of identical records, the following tie-break procedure will be applied in this exact order:
- Winning Percentage
 - Head-To-Head
 - Head-To-Head Differential
 - Total Runs For
 - Total Runs Against
 - Total Runs Differential
 - Lowest Number of Forfeits
 - Coin Toss

12. Protests

- A. USSSA Baseball Rule 15.00 shall apply.

1. 15.01: "Umpires shall work to settle all situations on the field. Protests shall be allowed for age and pitching violations or rule interpretations only. Protests must be declared to the Umpire-in-Chief and then to the League / Tournament Director before the next pitch following the dispute. If a call to be protested is the last recorded out of a game or on a game ending play, the protest MUST be filed prior to the Umpires and the protesting team leaving the field of play. No protest shall be allowed following the game. League / Tournament officials shall rule on all protests and their decisions shall be final."

2. 15.02(a): "The Protest fee shall be \$100.00 CASH."

- B. Judgment calls by an umpire are not eligible for protest.

2017 SPRING 5 YEAR OLD T-BALL BASEBALL RULES

Game Length	Half-Inning Guidelines	Minimum # of Players to Start	Maximum on Defense	Infield Line
3 Innings	Bat the lineup	No Minimum	10	10'
Base to Base	Rubber to Plate	Safety Arc	Run Rule	Ball Specifications
55'	42'	30'	Score is not kept	RIF Level 1

1. The home team will furnish the scorekeeper to make sure the proper batting order is kept, but each team may keep a scorebook if desired.
2. No intentional walks.
3. There will be no infield fly rule.
4. **Equipment**
 - A. An official t-ball bat may be used in the t-ball league whether it states softball or baseball.
 - B. Bats must be stamped with the new USSSA 1.15 BPF Mark, or BBCOR.50 Certified Mark, or made of wood.
 - C. Bats or any other equipment that are determined to be illegal will be removed from competition.
 - D. Any type, size, or color of glove may be used at any position.
 - E. Metal cleats are not allowed to be worn by players.
 - F. Batting helmets with chin straps for batters and runners is required.
 - G. Facemasks are not required.
5. **Game Management**
 - A. For 6 PM games, the game clock will start promptly at 6 PM, weather permitting. **All games following the conclusion of the 6 PM game will begin at the next appointed game time or at each head coach's discretion, whichever comes first.**
 - B. Teams should be given no more than two (2) minutes between half-innings to get players situated on defense and offense.
6. **Lineup**
 - A. Each coach shall give the batting order to the official scorekeeper and the opposing coach at least 10 minutes prior to the scheduled game time.
 - B. Each coach should give the last names and numbers of participants in the game.
7. **Participation**
 - A. **Though injury, illness, or weather may present exceptions, every player will bat in each inning.**
8. **Coaches on the Field**
 - A. **The batting team may have three coaches on the field: 1st base coach, 3rd base coach, and a coach to help the batter.**
 - B. **The team in the field may have two (2) coaches on the field: one coach for the infield and one coach for the outfield.**
 - C. **The fielding coach may not touch the ball while it is in play.**
 - D. **A ball coming in contact with the a coach is ruled a single base hit, the batter-runner is awarded first base, and all other runner or runners will be awarded one base if forced only.**
 - E. **Any attempt made by a coach to intentionally aid or interfere with a fielder, batter, or runner making a play on the ball will result in that coach's immediate dismissal from the ball field and dugout.**

9. Batters and Runners

- A. The batter must be in the batter's box while swinging.
- B. The batter may not swing at the ball until the pitcher has made a pitching motion.
- C. Any batter who fails to put the ball in play with five (5) swings, is out. If the ball is fouled on the fifth (5th) swing, the batter is out.
- D. No bunts. Penalty: batter is charged with one strike.
- E. Double First Base:
 - 1. Once the ball is hit...
 - a. ...and an attempt is made to throw out the runner at first base, the runner attempting to reach first base should use the colored base unless the fielder is drawn to the side of the colored base. In this case, the runner may use the white base.
 - b. ...and there is no attempt to throw out the runner at first base, the runner attempting to reach first base may use either the white or colored base.
- F. Once the initial play is over, the runner is obligated to use the white base.
- G. A runner who is put out will return to the dugout.
- H. The runner must stay on the base until the ball is hit. No lead offs or steals.
- I. Base Running
 - 1. When a ball is hit to the infield in front of the 10' line, the runner(s) may only attempt to advance one base.
 - a. Exception: The final batter and runners may run around all the bases.
 - 2. When a ball is hit to the outfield the runner(s) MAY advance past first base at their own risk.
 - a. Once the ball has been relayed to the infield the runner(s) may not attempt to advance past their intended base.
 - 3. Once the umpire determines that the ball has been relayed to the infield, he/she will then hold up both arms to signify to runners and coaches that the runners may not attempt to advance past their intended base.
 - 4. A runner in the process of advancing to a base while the ball is being relayed to the infield is liable to be put out and may not advance past their intended base.
 - 5. If the runner overruns the base, the runner is subject to be out.
- J. Overthrow Rule—An overthrow occurs when a batter-runner is in the process of advancing to a base and the ball being thrown to the intended base is not fielded cleanly by the receiving fielder prior to the runner arriving to the base.
 - 1. No advance is allowed on an overthrow by any runner.
 - 2. A throw to any base, if missed, constitutes an overthrow. The runners are only awarded the base they were advancing to when the ball is thrown.

10. Fielders and Pitcher

- A. A maximum of six (6) players may play inside the ten (10) foot line.
- B. All other players will play outside the 10' line.
- C. The pitcher shall take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher's plate until after the pitching motion.
- D. The pitcher must stay within the 8 feet around the pitching mound until the ball has been hit.
- E. Once the ball is hit, any fielder attempting to put out the runner at first base must throw the ball to first base.
 - 1. Exceptions:
 - a. If the fielder fields the ball within three (3') feet of the foul line.
 - 2. The first baseman fields the ball.

11. Live Ball and Dead Ball

- A. A ball is live as long as it is within the fenced area.
- B. A ball is dead when...
 - 1. ...it goes into a dugout,
 - 2. ...rolls under, bounces over, or gets lodged in a fence,
 - 3. ...comes in contact with a coach
 - 4. ...comes in contact with non-stationary equipment on the field.
- C. When dead ball is declared, the runners will be awarded appropriate bases.

12. There will be no end of the season tournament.

2017 SPRING 6U T-BALL BASEBALL RULES

Game Length	Half-Inning Guidelines	Minimum # of Players to Start	Maximum on Defense	Infield Fly Rule
4 Innings or 1 Hour	3 outs or 7 runs (maximum)	8	10 (6 infield, 4 outfield)	No
Base to Base	Rubber to Plate	Safety Arc	Run Rule	Ball Specifications
55'	42'	30'	10 runs after 3 innings (2 ½ if home team is ahead)	RIF Level 5

1. Equipment:

- A. A T- Ball bat or any bat that say's baseball on it. It may not say softball.
- B. Bats must be stamped with the new USSSA 1.15 BPF Mark or BBCOR.50 Certified Mark, or made of wood.
- C. Bats or any other equipment that are determined to be illegal will be removed from competition.
- D. Any type, size, or color of glove may be used at any position.
- E. Metal cleats are not allowed to be worn by players.
- F. Catcher's masks are not required.
- G. Batting helmets with chin straps securely fastened for batters and runners are required.

2. Game Management

- A. It is recommended that each coach and home team scorekeeper inquire of the umpire the official starting time.
- B. No inning shall begin after time has expired. If the game is tied at the end of an inning and time has expired, the game shall end in a tie. The exception will be applied to the post-season tournament where all games will be played until there is a winner.
- C. Unless a "run rule" occurs, all games will be played out until time expires or the third (3rd) out has been secured in the final inning.
 - 1. Exception: If the team on offense is down by more than seven (7) runs and time expires, that team will be allowed to complete their time at-bat.
- D. Teams will be given no more than one (1) minute between half-innings to get players situated on defense and offense (Exception: Catcher on deck with two outs or catcher being put out). If, in the umpire's judgment a coach is intentionally delaying the game it will be addressed in the following manor:
 - 1. 1st Offense: Warning
- E. 2nd Offense: Coach must vacate the dugout and exit the field of play.

3. Lineup

- A. Each coach must give the last names and numbers of eligible participants in the game. This includes starters and substitutes present.
- B. The official scorebook will be available to coaches and umpire between innings of the game.
- C. Regardless of the batting line-up, all eligible players must play a minimum of two (2) innings on defense. Exception: Player becomes injured, ill, or is ejected, or a run rule occurs.

4. Coaches on the Field

- A. The batting team may have three coaches on the field: 1st base coach, 3rd base coach, and a coach to help the batter.
- B. Once the ball is hit, the 'Tee-Coach' will then be responsible for removing the tee and bat from the baseline. Failure to remove the tee from home plate or interfering with the play at home will result in the runner coming home being called out.
- C. The team on the field may have no coaches on the infield or outfield.
- D. Any attempt made by a coach to intentionally aid or interfere with a fielder, batter, or runner making a play on the ball will result in that coach's immediate dismissal from the ball field and dugout.

5. Batters and Runners

- A. Batters must stay in the batter's box while batting.
- B. The batter may not swing at the ball until the pitcher has made the pitching motion from the pitching line. Penalty: one strike and a dead ball.
- C. The batter is allowed three swings (strikes) to put the ball in play. A ball in play is a fair ball when the batter makes contact with any portion of the ball, which must then travel more than five feet. Any batter who fails to put the ball in play with three swings is out.
 - 1. **Note: It is a foul ball if the batter strikes the tee with the bat.**
- D. No bunts allowed. Penalty: the batter is charged with one strike. Umpire will determine if the hit is a bunt or not.
- E. Players must stay on the base until the ball is hit. If a runner leaves a base early, he will be ruled out pending the result of the play. The batter will only get a single if the ball has been hit and all other runners must return to the base they were on.
- F. Double First Base:
 - 1. **Once the ball is hit...**
 - a. **...and an attempt is made to throw out the runner at first base, the runner attempting to reach first base should use the colored base unless the fielder is drawn to the side of the colored base. In this case, the runner may use the white base.**
 - b. **...and there is no attempt to throw out the runner at first base, the runner attempting to reach first base may use either the white or colored base.**
 - 2. **Once the initial play is over, the runner is obligated to use the white base.**

6. Pitcher and Fielders

- A. Defensive positions will consist of a pitcher, catcher, first baseman, second baseman, third baseman, short stop, left fielder, left center fielder, right center fielder, and right fielder.
- B. The pitcher will stand on the pitching rubber until the ball is hit.
- C. The ball shall not be pitched, but will be hit off a tee to be located on home plate. The catcher's position will be located behind home plate outside a circle with a ten foot radius.
- D. When a team only has eight (8) players, a minimum of four (4) players must play the infield in front of the ten (10') foot line. You may never have more than four (4) outfielders.
- E. All infielders must stay at least three (3') feet behind the restraining arc.
- F. Fielders must stay behind the restraining arc line (which is drawn at 30' from home plate) until the ball is hit. If a player enters the arc before the batter hits the ball, the batter gets a single and all base runners will advance one base.
- G. **Once the ball is hit, any fielder attempting to put out the runner at first base must throw the ball to first base.**
 - 1. **Exceptions:**
 - a. **If the fielder fields the ball within three (3') feet of the foul line.**
 - b. **The first baseman fields the ball.**

7. Overthrow Rule—An overthrow occurs when a batter-runner is in the process of advancing to a base and the ball being thrown to the intended base is not fielded cleanly by the receiving fielder prior to the runner arriving to the base.

- A. No advance is allowed on an overthrow to 1st base for any runner.
- B. Runners going to 2nd or 3rd base may advance at their own risk on an overthrow to their intended base.

8. Relay to the Infield

- A. A runner in the process of advancing to a base while the ball is being relayed to the infield may advance past that base at their own risk.

9. Live Ball and Dead Ball

- A. A ball is live as long as it is within the fenced area.
- B. A ball is dead when...
 - 1. ...it goes into a dugout,
 - 2. ...rolls under, bounces over, or gets lodged in a fence,
 - 3. ...comes in contact with a coach
 - 4. ...comes in contact with non-stationary equipment on the field.
- C. When dead ball is declared, the runners will be awarded appropriate bases.

2017 SPRING 7U BASEBALL MACHINE PITCH RULES

Game Length	Half-Inning Guidelines	Minimum # of Players to Start	Maximum on Defense	Pitching Machine Speed
5 Innings or 1 Hour	3 outs or 7 runs (maximum)	8	10	38 MPH
Base to Base	Rubber to Plate	Restraining Arc	Run Rule	
60'	42'	30'	11 runs after 3 innings (2 ½ if home team is ahead) 8 runs after 4 innings (3 ½ if home team is ahead)	

1. No Intentional Walks.

2. No infield fly rule.

3. Equipment

- A. The barrel size of the bat may range from 2 ¼" to 2 ⅝".
- B. Bats must be stamped with the new USSSA 1.15 BPF Mark or BBCOR.50 Certified Mark, or made of wood.
- C. Bats or any other equipment that are determined to be illegal will be removed from competition.
- D. Any type, size, or color of glove may be used at any position.
- E. Catchers are required to wear approved equipment (helmet that covers the ears, mask with a throat protector, chest protector, shin guards, and protective cup).
- F. Batting helmets for batters and runners are required.

4. Game Management

- A. It is recommended that each coach and home team scorekeeper inquire of the umpire the official starting time.
- B. No inning shall begin after time has expired. If the game is tied at the end of an inning and time has expired, the game shall end in a tie. The exception will be applied to the post-season tournament where all games will be played until there is a winner.
- C. **Unless a "run rule" occurs, all games will be played out until time expires or the third (3rd) out has been secured in the final inning.**
 1. **Exception: If the team on offense is down by more than seven (7) runs and time expires, that team will be allowed to complete their time at-bat.**
- D. Teams will be given no more than one (1) minute between half-innings to get players situated on defense and offense (Exception: Catcher on deck with two outs or catcher being put out). If, in the umpire's judgment a coach is intentionally delaying the game it will be addressed in the following manner:
 1. 1st Offense: Warning
 - 2nd Offense: Coach must vacate the dugout **and exit the field of play.**

5. Lineup/Participation

- A. "The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
 1. **Rule 9.11.A Approved Ruling: A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available." USSSA Baseball Rule 9.11**
- B. **Only one automatic out will be given for a batting lineup not exceeding 8 players.**
- C. Each coach must give the last names and numbers of eligible participants in the game.
- D. **"Teams may use free substitution on defense but the batting order shall remain the same." USSSA Baseball Rule 9.12**
- E. Regardless of the batting line-up, all eligible players must play a minimum of two (2) innings on defense. Exceptions:
 1. Player becomes injured, ill, or is ejected.
 2. **A game is called due to the Run Rule.**
- F. The official scorebook will be available to coaches and umpires between innings of the game.

6. Coaches

- A. The designated head coach is the only coach allowed to come on to the field to question a call.
- B. The batting team may have three coaches on the field: 1st base coach, 3rd base coach, and pitching machine coach
- C. A fourth coach or parent volunteer may assist in the dugout with the batting lineup.
- D. Only one (1) defensive coach shall be allowed outside the dugout, but must remain next to the entry of the dugout.
- E. All subsequent coaches must remain in the dugout.
- F. Any attempt made by a coach to intentionally aid or interfere with a fielder, batter, or runner making a play on the ball will result in that coach's immediate dismissal from the ball field and dugout.

7. Pitching Machine Coach

- A. No coach is allowed to adjust the pitching machine without consent from either umpire.
- B. If no electricity is available, the game will become a coach pitch game.
- C. The pitching machine coach must be at least 18 years of age.
- D. The pitching machine coach must remove all apparel and/or jewelry that the umpire may deem unacceptable (watches, necklaces, sun glasses, etc).
- E. Once the batter sets both feet inside the batter's box and the catcher is in a traditional ready position, the pitching machine coach will then have five (5) seconds to pitch the ball.
- F. The pitching machine coach will show the ball prior to it being placed in the machine.
- G. Pitching machine coaches are not allowed to coach the batter once the ball is hit nor are they allowed to coach runners.
 - 1. First Incident: Warning
 - 2. 2nd Incident: Pitching machine coach will be replaced by another batting team coach and switched to a different position.
- H. A ball coming in contact with the machine or coach is ruled a single base hit, the batter-runner is awarded first base, and all other runner or runners will be awarded one base if forced only.
- I. If, in the umpire's judgment the pitching machine coach made little or no effort to avoid contact with the ball or a fielder attempting to make a play on the ball, the batter-runner is declared out and all other runners will return to their original base.

8. Pitchers and Fielders

- A. For safety reasons, the pitcher must stand to the left of the pitching machine with both feet inside the pitching circle and cannot leave the circle until the ball is hit.
- B. All fielders must stay behind the restraining arc line (which is drawn at 30' from home plate) until the ball is hit. If a player enters the arc before the batter hits the ball, batter gets a single and all base runners will advance one base.
 - 1. Exception: When the batter shows bunt.
- C. All in-fielders may move in towards the arc, but must remain outside of the pitching machine circle.
- D. A defensive player is not allowed to touch the machine. If a player touches the machine the ball is dead and batter is awarded a single base. All base runners will advance one base.

9. Batters and Runners

- A. Each batter will be allowed 5 pitches or 3 strikes.
- B. Batter is not out if they continue to foul off the 5th and succeeding pitches.
- C. Batter is out on a dropped 3rd strike and may not attempt to advance to 1st base.
- D. Bunting—USSSA Baseball Rule 9.13
 - 1. "Teams may bunt a maximum of two (2) times per inning.
 - a. 9.13.A Fake bunts shall be prohibited. A batter that 'shows' bunt is committed to an attempt to bunt or take the pitch.
 - 01. Rule 9.13.A Penalty: A batter who swings after 'showing' bunt shall be called out and no runners may advance."
- E. Players may advance at their own risk once the ball returns to the infield.

- F. Lead offs and Steals
 - 1. "Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate." USSSA Baseball Rule 9.16
- G. The runner at third (3rd) base is not allowed to advance home on a passed ball from the pitching machine.
- H. Sliding
 - 1. "Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and/or catcher. Malicious contact shall supersede all obstruction penalties. Malicious contact is solely up to the discretion of the Umpire." USSSA Baseball Rule 7.04.C
 - a. Rule 7.04.C Penalty: The runner shall be called out and may be ejected from the game at the discretion of the umpire."
 - 2. For player safety, runners must slide feet first. Runners who slide head first will be declared out.

10. Live Ball and Dead Ball

- A. A ball is live as long as it is within the fenced area.
- B. A ball is dead when...
 - 1. ...the umpire calls "Time" and declares the ball dead,
 - 2. ...it goes into a dugout,
 - 3. ...rolls under, bounces over, or gets lodged in a fence,
 - 4. ...comes in contact with a coach
 - 5. ...comes in contact with non-stationary equipment on the field.
- C. "Time" shall be called as soon as all runners are not attempting to advance. 'Time' does not have to be called by the defense for the purpose of this rule." USSSA Baseball Rule 10.19b & c.
 - 1. Rule 10.19 Comment: "When a runner stands off a base and 'jukes' or 'feints' back and forth, this is to be interpreted as 'not' attempting to advance and 'Time' shall be called."

2017 SPRING 8U BASEBALL COACH PITCH RULES

Game Length	Half-Inning Guidelines	Minimum # of Players to Start	Maximum on Defense
5 Innings or 1 Hour	3 outs or 7 runs (maximum)	8	10
Base to Base	Rubber to Plate	Restraining Arc	Run Rule
60'	42'	30'	11 runs after 3 innings (2 ½ if home team is ahead) 8 runs after 4 innings (3 ½ if home team is ahead)

1. No Intentional Walks.

2. No infield fly rule.

3. Equipment

- A. The barrel size of the bat may range from 2 ¼" to 2 ⅝".
- B. Bats must be stamped with the new USSSA 1.15 BPF Mark or BBCOR.50 Certified Mark, or made of wood.
- C. Bats or any other equipment that are determined to be illegal will be removed from competition.
- D. Any type, size, or color of glove may be used at any position.
- E. Catchers are required to wear approved equipment (helmet that covers the ears, mask with a throat protector, chest protector, shin guards, and protective cup).
- F. Batting helmets for batters and runners are required.

4. Game Management

- A. It is recommended that each coach and home team scorekeeper inquire of the umpire the official starting time.
- B. No inning shall begin after time has expired. If the game is tied at the end of an inning and time has expired, the game shall end in a tie. The exception will be applied to the post-season tournament where all games will be played until there is a winner.
- C. **Unless a "run rule" occurs, all games will be played out until time expires or the third (3rd) out has been secured in the final inning.**
 1. **Exception: If the team on offense is down by more than seven (7) runs and time expires, that team will be allowed to complete their time at-bat.**
- D. Teams will be given no more than one (1) minute between half-innings to get players situated on defense and offense (Exception: Catcher on deck with two outs or catcher being put out). If, in the umpire's judgment a coach is intentionally delaying the game it will be addressed in the following manner:
 1. 1st Offense: Warning
 - 2nd Offense: Coach must vacate the dugout **and exit the field of play.**

5. Lineup/Participation

- A. **"The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.**
 1. **Rule 9.11.A Approved Ruling: A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available." USSSA Baseball Rule 9.11**
- B. **Only one automatic out will be given for a batting lineup not exceeding 8 players.**
- C. Each coach must give the last names and numbers of eligible participants in the game.
- D. **"Teams may use free substitution on defense but the batting order shall remain the same." USSSA Baseball Rule 9.12**
- E. Regardless of the batting line-up, all eligible players must play a minimum of two (2) innings on defense. Exceptions:
 1. Player becomes injured, ill, or is ejected.
 2. **A game is called due to the Run Rule.**
- F. The official scorebook will be available to coaches and umpires between innings of the game.

6. Coaches

- A. The designated head coach is the only coach allowed to come on to the field to question a call.
- B. The batting team may have three coaches on the field: 1st base coach, 3rd base coach, and pitching machine coach
- C. A fourth coach or parent volunteer may assist in the dugout with the batting lineup.
- D. Only one (1) defensive coach shall be allowed outside the dugout, but must remain next to the entry of the dugout.
- E. All subsequent coaches must remain in the dugout.
- F. Any attempt made by a coach to intentionally aid or interfere with a fielder, batter, or runner making a play on the ball will result in that coach's immediate dismissal from the ball field and dugout.

7. Pitching Coach

- A. The pitching coach must be at least 18 years of age.
- B. The pitching coach must remove all apparel and/or jewelry that the umpire may deem unacceptable (watches, necklaces, sun glasses, etc).
- C. Once the batter sets both feet inside the batter's box and the catcher is in a traditional ready position, the pitching coach will then have five (5) seconds to pitch the ball.
- D. Pitching coaches are not allowed to coach the batter once the ball is hit nor are they allowed to coach runners.
 - 1. First Incident: Warning
 - 2. 2nd Incident: Pitching machine coach will be replaced by another batting team coach and switched to a different position.
- E. Batted ball hits the pitching coach—USSSA Baseball Rule 8.20
 - 1. "When a batted ball hits the Pitching Coach, the following shall apply:
 - a. 8.20.A If in the Umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.
 - b. 8.20.B If in the Umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared."

8. Pitchers and Fielders

- A. The pitcher must stand with both feet inside the pitching circle and cannot leave the circle until the ball is hit.
- B. All fielders must stay behind the restraining arc line (which is drawn at 30' from home plate) until the ball is hit. If a player enters the arc before the batter hits the ball, batter gets a single and all base runners will advance one base.
 - 1. Exception: When the batter shows bunt.
- C. All in-fielders may move in towards the arc, but must remain outside of the pitching machine circle.

9. Batters and Runners

- A. Each batter will be allowed 5 pitches or 3 strikes.
- B. Batter is not out if they continue to foul off the 5th and succeeding pitches.
- C. Batter is out on a dropped 3rd strike and may not attempt to advance to 1st base.
- D. Bunting—USSSA Baseball Rule 9.13
 - 1. "Teams may bunt a maximum of two (2) times per inning.
 - a. 9.13.A Fake bunts shall be prohibited. A batter that 'shows' bunt is committed to an attempt to bunt or take the pitch.
 - 01. Rule 9.13.A Penalty: A batter who swings after 'showing' bunt shall be called out and no runners may advance."
- E. Players may advance at their own risk once the ball returns to the infield.
- F. Lead offs and Steals—USSSA Baseball Rule 8.16
 - 1. "Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate."
- G. The runner at third (3rd) base is not allowed to advance home on a passed ball from the pitching coach.

H. Sliding

1. "Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and/or catcher. Malicious contact shall supersede all obstruction penalties. Malicious contact is solely up to the discretion of the Umpire." USSSA Baseball Rule 7.04.C
 - a. Rule 7.04.C Penalty: The runner shall be called out and may be ejected from the game at the discretion of the umpire."
2. For player safety, runners must slide feet first. Runners who slide head first will be declared out.

10. Live Ball and Dead Ball

- A. A ball is live as long as it is within the fenced area.
- B. A ball is dead when...
 1. ...the umpire calls "Time" and declares the ball dead,
 2. ...it goes into a dugout,
 3. ...rolls under, bounces over, or gets lodged in a fence,
 4. ...comes in contact with a coach
 5. ...comes in contact with non-stationary equipment on the field.
- C. "'Time' shall be called as soon as all runners are not attempting to advance. 'Time' does not have to be called by the defense for the purpose of this rule." USSSA Baseball Rule 10.19b & c.
 1. Rule 10.19 Comment: "When a runner stands off a base and 'jukes' or 'feints' back and forth, this is to be interpreted as 'not' attempting to advance and 'Time' shall be called."

2017 SPRING 9U AND 10U BASEBALL RULES

Game Length	Half-Inning Guidelines	Minimum # of Players to Start	Maximum on Defense	Infield Fly Rule
5 Innings or 1 Hour 10 Minutes	3 outs or 7 runs (maximum)	8	9	Yes
Base to Base	Rubber to Plate	Run Rule		Balks
65'	46'	11 runs after 3 innings (2 ½ if home team is ahead) 8 runs after 4 innings (3 ½ if home team is ahead)		9U: 1 st balk – warning 10U: No warning issued

1. Equipment

- A. The barrel size of the bat may range from 2 ¼" to 2 ¾".
- B. Bats must be stamped with the new USSSA 1.15 BPF Mark or BBCOR.50 Certified Mark, or made of wood.
- C. Bats or any other equipment that are determined to be illegal will be removed from competition.
- D. Any type, size, or color of glove may be used at any position. Exception: Pitcher.
 1. All pitchers are prohibited from having white gloves (or large areas of white on their glove), wrist or arm bands, white long sleeves, batting gloves with white showing, jewelry, and loose items dangling from their pockets. The umpire has the final say on what is deemed acceptable or unacceptable for a pitcher to wear.
- E. Metal cleats are not allowed to be worn by players.
- F. Catchers are required to wear approved equipment (helmet that covers the ears, mask with a throat protector, chest protector, shin guards, and protective cup).
- G. Batting helmets for batters and runners are required.

2. Game Management

- A. It is recommended that each coach and home team scorekeeper inquire of the umpire the official starting time.
- B. No inning shall begin after time has expired. If the game is tied at the end of an inning and time has expired, the game shall end in a tie. The exception will be applied to the post-season tournament where all games will be played until there is a winner.
- C. Unless a "run rule" occurs, all games will be played out until time expires or the third (3rd) out has been secured in the final inning.
 1. Exception: If the team on offense is down by more than seven (7) runs and time expires, that team will be allowed to complete their time at-bat.
- D. Teams will be given no more than one (1) minute between half-innings to get players situated on defense and offense (Exception: Catcher on deck with two outs or catcher being put out). If, in the umpire's judgment a coach is intentionally delaying the game it will be addressed in the following manner:
 1. 1st Offense: Warning
 2. 2nd Offense: Coach must vacate the dugout and exit the field of play.

3. Lineup/Participation

- A. Each coach must give the last names and numbers of eligible participants in the game. This includes starters and substitutes present.
- B. Regardless of the batting line-up, all eligible players must play a minimum of two (2) innings on defense. Exceptions:
 1. Player becomes injured, ill, or is ejected.
 2. A game is called due to the Run Rule.
- C. "Teams may bat a nine (9) player line-up, ten (10) player line-up using an Extra Hitter (EH) or continuous line-up of all present, eligible, uniformed players. Such line-up must be declared before the start of the game and used the entire game." USSSA 7.02.D.1
 1. "If a team uses a line-up that contains substitute players, all starting players may be removed and re-enter the game once, but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting position in the batting order must be removed from the game and is ineligible for the remainder of the game." USSSA 7.02.D.1(a)

2. "If a team uses a line-up that contains ten (10) players, the player in the Extra Hitter position has free defensive substitution." USSSA 7.02.D.1(b)
3. "If a team uses a continuous line-up, all players other than the nine (9) defensive position players are Extra Hitters and may move freely in defensive positions with the exception of the pitching position. Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up. When using the continuous lineup and a player has to leave the game for any reason, that position in the line-up becomes an out when that at bat comes around." USSSA Baseball 7.02.D.1(c)

4. Coaches

- A. The designated head coach is the only coach allowed to come on to the field to address the umpires.
- B. The batting team may have two (2) coaches on the field: 1st base coach and 3rd base coach.
- C. All subsequent coaches must remain in the dugout.
- D. Only one (1) defensive coach shall be allowed outside the dugout, but must remain next to the entry of the dugout.
- E. Any attempt made by a coach to intentionally aid or interfere with a fielder, batter, or runner making a play on the ball will result in that coach's immediate dismissal from the ball field and dugout.

5. Pitching Guidelines

- A. Pitchers are not allowed to pitch in more than one game each day, regardless of pitch count.
- B. In between innings the pitcher will have one (1) minute or a maximum of 4 warm-up pitches, whichever comes first. When a new pitcher is brought in, he will be allowed two (2) minutes or 7 warm-up pitches, whichever comes first.
- C. The maximum number of pitches a pitcher may throw in one game is 75 pitches.
 1. Exception: If a pitcher reaches his/her limit while facing a batter, the pitcher may continue to pitch until the batter reaches base, is put out, or the third out is made to complete the inning.
- D. Pitch Counters
 1. IT IS HIGHLY RECOMMENDED that both teams' Pitch Counters and Scorekeepers sit in close proximity of one another to be able to confirm statistics or address discrepancies throughout the course of the game.
 2. During each half-inning both team's Pitch Counters will confirm each pitcher's number of pitches through the course of the game and communicate this information to the Field Umpire.
 3. Pitch Counters are required to provide pitch count information when requested of each team's head coach.
 4. It is the responsibility of the Pitch Counters to inform the home plate umpire when a pitcher has delivered his/her maximum number of pitches.
- E. During a game, in the event of a conflict regarding the number of pitches a pitcher has thrown, the home plate umpire will make the final decision on the correct number of pitches.
- F. Visits to the Pitcher
 1. USSSA Baseball Rule 7.05.A shall apply.
 - a. 7.05.A.1: "A second (2nd) visit to the same pitcher in the same inning shall cause this pitcher's automatic removal from the pitching position;"
 - b. 7.05.A.2.: "The manager or a coach is prohibited from making a second (2nd) visit to the mound while the same batter is at bat, but..."
 - c. 7.05.A.3: "If a pinch-hitter is substituted for this batter, the manager or a coach may make a second (2nd) visit to the mound, but must remove the pitcher. A manager or coach is considered to have concluded his visit to the mound when he leaves the...circle surrounding the pitcher's rubber."
 2. Rule 7.05.B(a) shall apply when relieving a pitcher:
 - a. "A player removed from the pitching position (starting or subsequent relief pitcher) may not return to the pitching position for the remainder of the game."

PITCHING REST REQUIREMENTS

1 to 20 Pitches In a Game (No calendar day of rest is required)						
Day Pitched	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Next Eligible Day to Pitch	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
21 to 35 Pitches In a Game (1 calendar day of rest is required)						
Day Pitched	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Next Eligible Day to Pitch	Wednesday	Thursday	Friday	Saturday	Sunday	Monday
36 to 50 Pitches In a Game (2 calendar days of rest is required)						
Day Pitched	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Next Eligible Day to Pitch	Thursday	Friday	Saturday	Sunday	Monday	Tuesday
51 to 65 Pitches In a Game (3 calendar days of rest is required)						
Day Pitched	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Next Eligible Day to Pitch	Friday	Saturday	Sunday	Monday	Tuesday	Wednesday
66+ Pitches In a Game (4 calendar days of rest is required)						
Day Pitched	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Next Eligible Day to Pitch	Saturday	Sunday	Monday	Tuesday	Wednesday	Thursday

6. Balks

- A. 9U
 - 1. 1st balk: Warning.
 - 2. 2nd balk: Runners are awarded one base.
 - a. Exception: The pitcher commits a balk of a different form.
- B. 10U
 - 1. No warning issued. Runners are awarded one base for each balk.

7. Batters and Runners

- A. A batter may walk (including hit by pitch), strike out, or hit the ball.
- B. A batter may attempt to run to first (1st) base on a dropped third (3rd) strike as long as first (1st) base is unoccupied OR there are two outs.
- C. Bunting is allowed.
- D. Lead offs and steal attempts are allowed.
- E. Runners may attempt to advance to any base including home plate on an overthrow or a passed ball at their own risk.
- F. Hit by Pitch
 - 1. "The batter becomes a runner and is entitled to first base without liability to be put out (provided he advances to and touches first base) when --(b) He is touched by a pitched ball which he is not attempting to hit unless (1) The ball is in the strike zone when it touches the batter, or (2) The batter makes no attempt to avoid being touched by the ball; If the ball is in the strike zone when it touches the batter, it shall be called a strike, whether or not the batter tries to avoid the ball. If the ball is outside the strike zone when it touches the batter, it shall be called a ball if he makes no attempt to avoid being touched. APPROVED RULING: When the batter is touched by a pitched ball which does not entitle him to first base, the ball is dead and no runner may advance." Major League Baseball Rule 6.08
 - 2. If the batter's bat crosses the strike zone while attempting to avoid a pitch outside of the strike zone, and in the umpire's judgement there is no intent by the batter to swing, the result is a no strike call.
- G. Sliding
 - 1. "Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and/or catcher. Malicious contact shall supersede all obstruction penalties. Malicious contact is solely up to the discretion of the Umpire." USSSA Baseball Rule 7.04.C
 - a. Rule 7.04.C Penalty: "The runner shall be called out and may be ejected from the game at the discretion of the umpire."

8. Live Ball and Dead Ball

- A. A ball is live as long as it is within the fenced area.
- B. A ball is dead when...
 - 1. ...the umpire calls "Time" and declares the ball dead,
 - 2. ...it goes into a dugout,
 - 3. ...rolls under, bounces over, or gets lodged in a fence,
 - 4. ...comes in contact with a coach
 - 5. ...comes in contact with non-stationary equipment on the field.
- C. "Time" shall be called as soon as all runners are not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule." USSSA Baseball Rule 10.19b & c.
 - 1. Rule 10.19 Comment: "When a runner stands off a base and 'jukes' or 'feints' back and forth, this is to be interpreted as 'not' attempting to advance and 'Time' shall be called."

2016 SPRING 11U AND 12U BASEBALL RULES

Game Length	Half-Inning Guidelines	Minimum # of Players to Start	Maximum on Defense	Infield Fly Rule
6 Innings or 1 Hour 20 Minutes	3 outs or 7 runs (maximum)	8	9	Yes
Base to Base	Rubber to Plate	Run Rule		
70'	50'	11 runs after 3 innings (2 ½ if home team is ahead) 8 runs after 4 innings (3 ½ if home team is ahead)		

1. Equipment

- A. The barrel size of the bat may range from 2 ¼" to 2 ¾".
- B. Bats must be stamped with the new USSSA 1.15 BPF Mark or BBCOR.50 Certified Mark, or made of wood.
- C. Bats or any other equipment that are determined to be illegal will be removed from competition.
- D. Any type, size, or color of glove may be used at any position. Exception: Pitcher.
 1. All pitchers are prohibited from having white gloves (or large areas of white on their glove), wrist or arm bands, white long sleeves, batting gloves with white showing, jewelry, and loose items dangling from their pockets. The umpire has the final say on what is deemed acceptable or unacceptable for a pitcher to wear.
- E. Metal cleats are not allowed to be worn by players.
- F. Catchers are required to wear approved equipment (helmet that covers the ears, mask with a throat protector, chest protector, shin guards, and protective cup).
- G. Batting helmets for batters and runners are required.

2. Game Management

- A. It is recommended that each coach and home team scorekeeper inquire of the umpire the official starting time.
- B. No inning shall begin after time has expired. If the game is tied at the end of an inning and time has expired, the game shall end in a tie. The exception will be applied to the post-season tournament where all games will be played until there is a winner.
- C. Unless a "run rule" occurs, all games will be played out until time expires or the third (3rd) out has been secured in the final inning.
 1. Exception: If the team on offense is down by more than seven (7) runs and time expires, that team will be allowed to complete their time at-bat.
- D. Teams will be given no more than one (1) minute between half-innings to get players situated on defense and offense (Exception: Catcher on deck with two outs or catcher being put out). If, in the umpire's judgment a coach is intentionally delaying the game it will be addressed in the following manner:
 1. 1st Offense: Warning
 2. 2nd Offense: Coach must vacate the dugout and exit the field of play.

3. Lineup/Participation

- A. Each coach must give the last names and numbers of eligible participants in the game. This includes starters and substitutes present.
- B. Regardless of the batting line-up, all eligible players must play a minimum of two (2) innings on defense. Exceptions:
 1. Player becomes injured, ill, or is ejected.
 2. A game is called due to the Run Rule.
- C. "Teams may bat a nine (9) player line-up, ten (10) player line-up using an Extra Hitter (EH) or continuous line-up of all present, eligible, uniformed players. Such line-up must be declared before the start of the game and used the entire game." USSSA 7.02.D.1
 1. "If a team uses a line-up that contains substitute players, all starting players may be removed and re-enter the game once, but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting position in the batting order must be removed from the game and is ineligible for the remainder of the game." USSSA 7.02.D.1(a)

2. "If a team uses a line-up that contains ten (10) players, the player in the Extra Hitter position has free defensive substitution." USSSA 7.02.D.1(b)
3. "If a team uses a continuous line-up, all players other than the nine (9) defensive position players are Extra Hitters and may move freely in defensive positions with the exception of the pitching position. Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up. When using the continuous lineup and a player has to leave the game for any reason, that position in the line-up becomes an out when that at bat comes around." USSSA Baseball 7.02.D.1(c)

4. Coaches

- A. The designated head coach is the only coach allowed to come on to the field to address the umpires.
- B. The batting team may have two (2) coaches on the field: 1st base coach and 3rd base coach.
- C. All subsequent coaches must remain in the dugout.
- D. Only one (1) defensive coach shall be allowed outside the dugout, but must remain next to the entry of the dugout.
- E. Any attempt made by a coach to intentionally aid or interfere with a fielder, batter, or runner making a play on the ball will result in that coach's immediate dismissal from the ball field and dugout.

5. Pitching Guidelines

- A. Pitchers are not allowed to pitch in more than one game each day, regardless of pitch count.
- B. In between innings the pitcher will have one (1) minute or a maximum of 4 warm-up pitches, whichever comes first. When a new pitcher is brought in, he will be allowed two (2) minutes or 7 warm-up pitches, whichever comes first.
- C. The maximum number of pitches a pitcher may throw in one game is 85 pitches.
 1. Exception: If a pitcher reaches his/her limit while facing a batter, the pitcher may continue to pitch until the batter reaches base, is put out, or the third out is made to complete the inning.
- D. Pitch Counters
 1. IT IS HIGHLY RECOMMENDED that both teams' Pitch Counters and Scorekeepers sit in close proximity of one another to be able to confirm statistics or address discrepancies throughout the course of the game.
 2. Each team will have its own "Pitch Counter" seated behind the backstop along with the official scorekeeper.
 3. During each half-inning both team's Pitch Counters will confirm each pitcher's number of pitches through the course of the game and communicate this information to the Field Umpire.
 4. Pitch Counters are required to provide pitch count information when requested of each team's head coach.
 5. It is the responsibility of the Pitch Counters to inform the home plate umpire when a pitcher has delivered his/her maximum number of pitches.
- E. During a game, in the event of a conflict regarding the number of pitches a pitcher has thrown, the home plate umpire will make the final decision on the correct number of pitches.
- F. Visits to the Pitcher
 1. USSSA Baseball Rule 7.05.A shall apply.
 - a. 7.05.A.1: "A second (2nd) visit to the same pitcher in the same inning shall cause this pitcher's automatic removal from the pitching position;"
 - b. 7.05.A.2.: "The manager or a coach is prohibited from making a second (2nd) visit to the mound while the same batter is at bat, but..."
 - c. 7.05.A.3: "If a pinch-hitter is substituted for this batter, the manager or a coach may make a second (2nd) visit to the mound, but must remove the pitcher. A manager or coach is considered to have concluded his visit to the mound when he leaves the...circle surrounding the pitcher's rubber."
 2. Rule 7.05.B(a) shall apply when relieving a pitcher:
 - a. "A player removed from the pitching position (starting or subsequent relief pitcher) may not return to the pitching position for the remainder of the game."

PITCHING REST REQUIREMENTS

1 to 20 Pitches In a Game (No calendar day of rest is required)						
Day Pitched	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Next Eligible Day to Pitch	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
21 to 35 Pitches In a Game (1 calendar day of rest is required)						
Day Pitched	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Next Eligible Day to Pitch	Wednesday	Thursday	Friday	Saturday	Sunday	Monday
36 to 50 Pitches In a Game (2 calendar days of rest is required)						
Day Pitched	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Next Eligible Day to Pitch	Thursday	Friday	Saturday	Sunday	Monday	Tuesday
51 to 65 Pitches In a Game (3 calendar days of rest is required)						
Day Pitched	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Next Eligible Day to Pitch	Friday	Saturday	Sunday	Monday	Tuesday	Wednesday
66+ Pitches In a Game (4 calendar days of rest is required)						
Day Pitched	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Next Eligible Day to Pitch	Saturday	Sunday	Monday	Tuesday	Wednesday	Thursday

6. Balks

A. 11U and 12U

1. No warning issued. Runners are awarded one base for each balk.

7. Batters and Runners

- A. A batter may walk (including hit by pitch), strike out, or hit the ball.
- B. A batter may attempt to run to first (1st) base on a dropped third (3rd) strike as long as first (1st) base is unoccupied OR there are two outs.
- C. Bunting is allowed.
- D. Lead offs and steal attempts are allowed.
- E. Runners may attempt to advance to any base including home plate on an overthrow or a passed ball at their own risk.
- F. Hit by Pitch

1. "The batter becomes a runner and is entitled to first base without liability to be put out (provided he advances to and touches first base) when --(b) He is touched by a pitched ball which he is not attempting to hit unless (1) The ball is in the strike zone when it touches the batter, or (2) The batter makes no attempt to avoid being touched by the ball; If the ball is in the strike zone when it touches the batter, it shall be called a strike, whether or not the batter tries to avoid the ball. If the ball is outside the strike zone when it touches the batter, it shall be called a ball if he makes no attempt to avoid being touched. APPROVED RULING: When the batter is touched by a pitched ball which does not entitle him to first base, the ball is dead and no runner may advance." Major League Baseball Rule 6.08
2. If the batter's bat crosses the strike zone while attempting to avoid a pitch outside of the strike zone, and in the umpire's judgement there is no intent by the batter to swing, the result is a no strike call.

G. Sliding

1. "Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and/or catcher. Malicious contact shall supersede all obstruction penalties. Malicious contact is solely up to the discretion of the Umpire." USSSA Baseball Rule 7.04.C
 - a. Rule 7.04.C Penalty: "The runner shall be called out and may be ejected from the game at the discretion of the umpire."

8. Live Ball and Dead Ball

- A. A ball is live as long as it is within the fenced area.
- B. A ball is dead when...
 - 1. ...the umpire calls "Time" and declares the ball dead,
 - 2. ...it goes into a dugout,
 - 3. ...rolls under, bounces over, or gets lodged in a fence,
 - 4. ...comes in contact with a coach
 - 5. ...comes in contact with non-stationary equipment on the field.
- C. "Time" shall be called as soon as all runners are not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule." USSSA Baseball Rule 10.19b & c.
 - 1. Rule 10.19 Comment: "When a runner stands off a base and 'jukes' or 'feints' back and forth, this is to be interpreted as 'not' attempting to advance and 'Time' shall be called."

2017 SPRING 13U AND 14U BASEBALL RULES

Game Length	Half-Inning Guidelines	Minimum # of Players to Start	Maximum on Defense	Infield Fly Rule
7 Innings or 1 Hour 30 Minutes	3 outs or 7 runs (maximum)	8	9	Yes
Base to Base	Rubber to Plate	Run Rule		
80'	54'	15 runs after 3 innings (2 ½ if home team is ahead) 12 runs after 4 innings (3 ½ if home team is ahead) 8 runs after 5 innings (4 ½ if home team is ahead)		

1. Equipment

- A. The barrel size of the bat may range from 2 ¼" to 2 ¾".
- B. Bats must be stamped with the new USSSA 1.15 BPF Mark or BBCOR.50 Certified Mark, or made of wood.
- C. Bats or any other equipment that are determined to be illegal will be removed from competition.
- D. Any type, size, or color of glove may be used at any position. Exception: Pitcher.
 1. All pitchers are prohibited from having white gloves (or large areas of white on their glove), wrist or arm bands, white long sleeves, batting gloves with white showing, jewelry, and loose items dangling from their pockets. The umpire has the final say on what is deemed acceptable or unacceptable for a pitcher to wear.
- E. Catchers are required to wear approved equipment (helmet that covers the ears, mask with a throat protector, chest protector, shin guards, and protective cup).
- F. Batting helmets for batters and runners are required.

2. Game Management

- A. It is recommended that each coach and home team scorekeeper inquire of the umpire the official starting time.
- B. No inning shall begin after time has expired. If the game is tied at the end of an inning and time has expired, the game shall end in a tie. The exception will be applied to the post-season tournament where all games will be played until there is a winner.
- C. Unless a "run rule" occurs, all games will be played out until time expires or the third (3rd) out has been secured in the final inning.
 1. Exception: If the team on offense is down by more than seven (7) runs and time expires, that team will be allowed to complete their time at-bat.
- D. Teams will be given no more than one (1) minute between half-innings to get players situated on defense and offense (Exception: Catcher on deck with two outs or catcher being put out). If, in the umpire's judgment a coach is intentionally delaying the game it will be addressed in the following manner:
 1. 1st Offense: Warning
 2. 2nd Offense: Coach must vacate the dugout and exit the field of play.

3. Lineup/Participation

- A. Each coach must give the last names and numbers of eligible participants in the game. This includes starters and substitutes present.
- B. Regardless of the batting line-up, all eligible players must play a minimum of two (2) innings on defense. Exceptions:
 1. Player becomes injured, ill, or is ejected.
 2. A game is called due to the Run Rule.

4. Coaches

- A. The designated head coach is the only coach allowed to come on to the field to question a call.
- B. The batting team may have two (2) coaches on the field: 1st base coach and 3rd base coach.
- C. Only one (1) defensive coach shall be allowed outside the dugout, but must remain next to the entry of the dugout.

- D. Any attempt made by a coach to intentionally aid or interfere with a fielder, batter, or runner making a play on the ball will result in that coach's immediate dismissal from the ball field and dugout.

5. Pitching Guidelines

- A. Pitchers are not allowed to pitch in more than one game each day, regardless of pitch count.
- B. In between innings the pitcher will have one (1) minute or a maximum of 4 warm-up pitches, whichever comes first. When a new pitcher is brought in, he will be allowed two (2) minutes or 7 warm-up pitches, whichever comes first.
- C. The maximum number of pitches a pitcher may throw in one game is 95 pitches.
 - 1. Exception: If a pitcher reaches his/her limit while facing a batter, the pitcher may continue to pitch until the batter reaches base, is put out, or the third out is made to complete the inning.
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 - 4. Pitch Counters are required to provide pitch count information when requested of each team's head coach.
 - 5. It is the responsibility of the Pitch Counters to inform the home plate umpire when a pitcher has delivered his/her maximum number of pitches.
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Next Eligible Day to Pitch	Saturday	Sunday	Monday	Tuesday	Wednesday	Thursday

6. Balks

A. 13U and 14U

1. No warning issued. Runners are awarded one base for each balk.

7. Batters and Runners

- A. A batter may walk (including hit by pitch), strike out, or hit the ball.
- B. A batter may attempt to run to first (1st) base on a dropped third (3rd) strike as long as first (1st) base is unoccupied OR there are two outs.
- C. Bunting is allowed.
- D. Lead offs and steal attempts are allowed.
- E. Runners may attempt to advance to any base including home plate on an overthrow or a passed ball at their own risk.
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 1. "The batter becomes a runner and is entitled to first base without liability to be put out (provided he advances to and touches first base) when --(b) He is touched by a pitched ball which he is not attempting to hit unless (1) The ball is in the strike zone when it touches the batter, or (2) The batter makes no attempt to avoid being touched by the ball; If the ball is in the strike zone when it touches the batter, it shall be called a strike, whether or not the batter tries to avoid the ball. If the ball is outside the strike zone when it touches the batter, it shall be called a ball if he makes no attempt to avoid being touched. APPROVED RULING: When the batter is touched by a pitched ball which does not entitle him to first base, the ball is dead and no runner may advance." Major League Baseball Rule 6.08
 2. If the batter's bat crosses the strike zone while attempting to avoid a pitch outside of the strike zone, and in the umpire's judgement there is no intent by the batter to swing, the result is a no strike call.
- G. Sliding
 1. "Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and/or catcher. Attempting to jump, leap, or dive over the fielder and/or catcher is not interpreted as seeking to avoid contact. Malicious contact shall supersede all obstruction penalties. USSSA Baseball Rule 7.04.c
 - a. Rule 7.04.C Penalty: "The runner shall be called out and may be ejected from the game at the discretion of the umpire."

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 - 1. Rule 10.19 Comment: "When a runner stands off a base and 'jukes' or 'feints' back and forth, this is to be interpreted as 'not' attempting to advance and 'Time' shall be called."