



General Rules and Regulations

1. The time/inning limit of the game is 60 minutes or 5 innings, whichever comes first. A minimum regulation game shall be 40 minutes or 3 innings after both teams have had equal opportunities at bat. No new inning shall begin once 5 minutes or less remain on the official game clock. Umpire will be in charge of official game time. If home team is winning; then the bottom half will not be played. If the game is tied after the innings/time limit has been reached, the game will end in a tie. Game time begins after the pregame plate meeting.
2. There is a 5-run limit per inning. A mercy rule is implemented of the winning team being up by 11 runs at the completion of 3 innings, or up by 6 runs at the completion of 4 innings.
3. The field shall have 60-foot baselines, with the distance from home plate to the pitching rubber as 40 feet.
4. Any rules not specifically covered in this rule set will default to USSSA; the league manager has the ability to modify these rules throughout the season to provide for circumstances that may come up that have a questionable effect on the league and gameplay.
5. **The goal of this division is to create a game as close to the next level as possible.**

Player Eligibility

1. Participants in this division shall be no more than 12 years old on April 1st of the calendar year. If the division is broken into grade levels, participants may not be at a higher grade than the division allows.
2. If a team is below 9 players, the coaches may agree to the lending of players in defensive positions.

Batting

1. Teams may bat 9 with free defensive substitutions or may bat continuous. If a team bats continuous, and if a player is sick/injured, their spot may be skipped without penalty. If a team starts a game with less than 9 players, no outs will be recorded for vacant positions.
2. Infield fly and uncaught third strike apply to this division.
3. Slash bunting is not allowed. The player will be declared out on an attempt.

Base Running

1. All base runners must remain in contact with their base until the pitched ball has left the pitcher's hand. Any runner leaving the base prior to the release of the pitch shall be declared out
2. The ball shall remain live until the pitcher has possession of the ball while in the pitcher's circle. Once the pitcher has control of the ball within the circle, runners must immediately choose to either advance or return to the previous base.
3. A runner who has clearly committed to the next base and whose forward progress is continuous may advance to the next base at their own risk. If, in the umpire's judgment, the runner stops, hesitates, or fails to immediately advance once the pitcher has possession of the ball in the circle, the runner shall be declared out.
4. With 2 outs, if the catcher is on base, she may be run for with a courtesy runner. This courtesy runner shall be the person who made the last out.
5. Slide or avoid interference, contact may occur between base runner and fielder, shall govern this division. It is the responsibility of the base runner to avoid interfering with a fielder in the process of making a play on the runner if the base runner chooses not to slide. Contact with the fielder alone does not make interference.

Pitching

1. A pitcher may pitch no more than 4 innings in a game; 1 pitch = 1 inning.
2. A pitcher once removed from pitching, is not allowed to pitch for the remainder of the game.
3. A coach is allowed one mound visit per inning per pitching. If a second visit is made to the pitcher in the inning, that pitcher must be removed from the game as a pitcher.
4. Pitchers shall be allowed a maximum of 1 minute and 20 seconds of warm-up time between innings.

Participation and Role of Coaches

1. The head coach may ask for an explanation of a call. Any appeals must be made before the next pitch or defensive play. Verbal appeals of a missed base are allowed.
2. Home and away is determined by schedule. The home team's book shall be the official book.