

General Rules and Regulations

1. The time/inning limit of the game is 1 hour, 15 minutes or 6 innings, whichever comes first. A minimum regulation game shall be 45 minutes or 4 innings after both teams have had equal opportunities at bat. Once the time-limit has been reached, the inning will be played in full (unless the home team is winning; then the bottom half will not be played). No new inning will be played with less than 10 minutes remaining. If the game is tied after the innings/time limit has been reached, the game will end in a tie. Game time begins at the conclusion of the pregame meeting.
2. There is a 5-run limit per inning. A mercy rule is implemented if the winning team is up by 11 runs at the completion of 4 innings, or up by 6 runs at the completion of 5 innings.
3. The field shall have 70 foot baselines, with the distance from home plate to the pitching rubber as 50 feet.
4. Any rules not specifically covered in this rule set will default to USSSA; the Recreation Specialist has the ability to modify these rules throughout the course of the season to provide for circumstances that may come up that have a questionable effect on the league and game play.
5. **The goal of this division is to create a game as close to what is seen on television as possible.**

Player Eligibility

1. Participants in this division shall be no less than 9 years old, and no more than 12 years old on May 1st of the calendar year.
2. If a team is below 9 players, the coaches and game supervisor may agree for the “lending” of players in defensive positions for the game. **The purpose of this rule is for the encouragement of play. There are no standings for this division, and we want to limit forfeitures when we can prevent it.**

Batting

1. All players in the line-up will bat in continuous order. If a player is sick/injured, their spot may be skipped without penalty. If the line-up falls below 9 eligible players, the 9th position will be declared as an out, and will count against the pitcher's limit.
2. If a player arrives late to the game, the player is to be inserted at the end of the batting line-up.
3. Infield fly applies to this division.
4. Uncaught third strike does not apply to this division.

Base Running

1. All balls remain live until the pitcher has the ball and is on the pitcher's mound, and all advancement from base runners has stopped.
2. With 2 outs, if the catcher is on base, he may be run for with a courtesy runner. This courtesy

runner shall be the person who made the last out. **The purpose of this rule is to continue the pace of play of the game, and maximize the amount of playing time for all involved.**

3. 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.

Defense

1. A team shall have 9 defensive players on the field.
2. No player shall sit out for more than 1 consecutive inning.

Pitching

1. A pitcher may pitch no more than 4 innings in a game; 1 pitch = 1 inning pitched.
 - A pitcher may pitch no more than 6 innings in a single day.
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. A player who has caught for more than 4 innings shall not be allowed to pitch for that game. **This is a safety rule designed to protect the arm of the player involved.**
5. Pitchers shall be allowed a maximum of 1 minute of warm-up time, or 8 warm-up pitches between innings. This rule is the same for returning and for new pitchers.
 - **Exception:** If a pitcher is removed due to injury, the replacement shall be allowed unlimited time and pitches before he is declared ready to pitch by the umpire.
6. Balks shall be called. The first balk per pitcher is a dead ball warning, no advancement shall occur. The second balk is a delayed dead-ball, USSSA rules apply.

Participation and Role of Coaches

1. Two offensive base coaches are allowed to be positioned in foul territory at a distance no closer than the base to home plate. The nearest base coach to the dugout is responsible for ensuring that players are not swinging bats while inside the dugout.
2. All other coaches must remain at the dugout fencing and are not allowed on the playing field unless an injury occurs or time has been granted.
3. Discussions with umpires over a call are allowed; however, only the head coach is allowed to talk with the umpire. No other coach is allowed to question an umpire's call. No judgment calls are to be discussed; only rulings that directly conflict with the rules are to be discussed. When there are two umpires, discussion shall begin with the umpire who made the call.
4. Home and away is determined by schedule. The home team's book shall be the official scorebook for the game.