

General Rules and Regulations

1. The time/inning limit of the game is 55 minutes or 5 innings, whichever comes first. A minimum regulation game shall be 30 minutes or 3 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). If the game is tied after innings/time limit has been reached, the game will end in a tie.
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 50 foot baselines, with the distance from home plate to the pitching rubber as 35 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 questionable effect on the league and game play.
5. **The goal of this division is continue the introduction of baseball/softball to the players with basic rules that are implemented with the guidance of the coaches and under the supervision of the Branson Parks and Recreation Department.**

Player Eligibility

1. Male and female participants in this division shall be no less than 5 years old, and no more than 6 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 "loaning" of players 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.** If both teams are below 9 players, coaches may agree to the use of "lending" players to fill in vacant outfield defensive positions.

Batting

1. All players in the line-up will bat in continuous order. Teams will bat until there are 3 outs, or once through the order. If a player is sick/injured, their spot may be skipped without penalty.
2. If a player arrives late to the game, the player is to be inserted at the end of the batting line-up.
3. Each batter will receive 5 swings to bat the ball into fair territory.
 - If a foul fly is caught, this will be counted as an out and the batter's turn will end.
4. All batted balls must travel outside the 12-foot arc around home plate, inside the field of play, to be considered a fair ball.
5. A legal bat shall have a USA stamp, USSSA 1.15 BPF mark, or BBCOR.50 certified mark on it with a diameter no more than 2¼ inches, or shall be a single piece of wood no more than 34 inches in length and a diameter no more than 2¼ inches.

Base Running

1. There is no leading or stealing in this division.
2. A ball that is overthrown by a defensive fielder shall be considered dead, and no runners shall be allowed to advance outside of the base they were advancing to at time of the throw. **The purpose of this rule is to avoid confusion and prevent a culmination of errors in this division that would hurt the learning process of all involved.**
3. With 2 outs, if the catcher is on base, he is to 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.**
4. 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. All players who are participating shall all assuming the five infield positions (no catcher), with the remaining stationed in the outfield.
2. The pitcher must be positioned inside the pitching circle, and no infielder shall be closer than the base bath when the ball is struck at.
3. No player shall play more than 2 consecutive innings in the outfield. No player may play one position for more than 2 consecutive innings. No player shall sit out for more than 1 consecutive inning. **The purpose of this rule is to expose all defensive players to outfield and infield positions equally.**

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. A third offensive coach (if applicable) is to be stationed behind the catcher for placement of the ball on the tee, and for the clearing of the bat from the field of play.
3. Defensive coaches may be on the field to help their team. Coaches are not allowed to intentionally field nor throw a live ball, but may help and assistant a defensive player throwing the ball or directing them where to throw the ball.
4. Offensive coaches on the field are encouraged to not physically aid and assistant players in advancing bases. Coaches may aid and assistant if an offensive player is not moving/advancing to the next base on a live ball.
5. Home and away is determined by schedule. First team listed is the away team, and will take first base dugout. The second team listed is the home team, and will take the third base dugout. The home team's book shall be the official scorebook for the game.