



(Anything not covered in this rules package will revert back to USSSA Rules. If not covered by USSSA Rules, NFHS Rules will be applied.)

## **Length of Games**

### **75 Mins or 5 innings**

Umpires will keep the official game time.

\*A new innings begins as soon as the 3<sup>rd</sup> out is called of the previous inning.

\*\*The official game time will start when the defensive team takes the field.

\*\*\*There will be a 10-minute grace period given to a team that is waiting on players to arrive to complete their line-up.

## **Base and Pitching Distances**

70ft bases/ 50ft rubber

## **Bat Specs.**

All bats in use must be one of the following;

1. Permanent USSSA stamp on the taper of the handle OR
2. USA BASEBALL stamp on the taper of the handle OR
3. Made of at least 51% wood.

**SASA reserves the right to inspect, approve or banish any and all bats that come into question.**

\*First Offense – If the umpire discovers that a bat does not conform to the rules listed above (USSSA Stamp, BBCOR stamp or wood) during or after the bat has been used in play, it shall not be automatic grounds for declaring the batter out and/or ejection from the game. If it is discovered by the umpire that an illegal bat has been used to put a ball in play, the defensive team (before the next legal pitch) will have the choice to take the result of the batted ball or the batter will be called out and baserunners will return to their position on base before the pitch that was hit.

\*\*Second Offense – The offending team's manager will be ejected as well as the first offense penalty.

## **Official Baseball**

SASA will provide standard 9" game balls.

## **Uniforms**

Color coordinated jerseys with numbers on back are required. Baseball pants or shorts are allowed. Cleats are preferred but not mandatory.

## **Home Team**

The home team shall be designated by a coin flip before each game.

## **Helmet Rule**

Helmets are to stay on at all times while an offensive player (hitter or runner) is outside of his/her respective dugout.

## Starting and Ending a Game

1. A flip of a coin between the two teams shall determine the home team.
2. A regulation game consists of five (5) innings unless the game is:
  - a. Shortened because the Mercy Rule.
    - 20 Run differential at any time = Drop dead stoppage regardless of home team.
    - 15 Run differential after 3 completed innings
    - 8 Run differential after 4 completed innings

\*In the event of a Mercy Rule game in which players on either team have not yet batted at the time of the Mercy Rule; all game stats are to be recorded at the time of stoppage yet the game will continue as long as there is time left on the game clock or until all players get 1 at bat.
  - b. Shortened because an imposed Time Limit expires; or
  - c. 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 two (2) innings have been completed. If 2 innings have not been completed then the game will be resumed from the exact point it was stopped at a later date.
3. Teams must use a continuous line-up, of all registered, uniformed players present and may move freely in defensive positions with the exception of the pitching position. The offensive batting line-up can not change during the course of the game, yet open defensive position substitutions are allowed at any time. Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up. If a player has to leave the game for any reason other than a medical issue, that position in the line-up becomes an auto-out when that at bat comes around.
4. Teams may play an official game with an eight (8) player line-up. 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. \*If a player is listed on the line-up but not present then an auto out must be taken when their spot of the order is up. Don't list players until they arrive to avoid an auto-out.
5. A team may continue a game with a minimum of eight (8) eligible players.
6. At any time, the offensive team may use a courtesy runner for the catcher or pitcher of record from the previous inning on defense. The courtesy runner shall be the player making the last batted out or is farthest away from the catchers or pitchers position in the line-up if no outs have been recorded. The re-entry status of the courtesy runner, catcher or pitcher shall not be affected by this rule. If at any time, a courtesy runner is determined to be ineligible, a proper replacement pursuant to these rules (if available) shall be used without penalty.
7. A maximum of five (5) runs can be scored per offensive inning.
8. Nine (9) defensive players shall play in the field.
9. **Pitchers will be issued 1 warning then all following baulks will be enforced.**

\*Baulks will only be called if it's determined that the pitcher is attempting to gain a competitive advantage over a baserunner(s) or batter with an illegal motion or movement. We don't want to dominate a pitcher's mind with mechanical issues while strikes are at a premium.
10. No Dropped 3<sup>rd</sup> strike attempted advancements to 1<sup>st</sup>. Batter is out.
11. Runners may lead-off and advance multiple bases per pitch at their own risk.
12. The Infield Fly Rule will not be in play.

## PITCHING RULES

13. ONE DAY MAXIMUM: In the 9U – 12U age divisions, a player may legally pitch a maximum of six (6) innings in one (1) day. The player would be ineligible to pitch the next day.
14. ONE DAY MAXIMUM TO PITCH THE NEXT DAY: 9U – 12U age divisions, a player may legally pitch a maximum of three (3) innings in one (1) day and still legally pitch the next day. If the player pitches three and one-third ( $3 \frac{1}{3}$ ) or more innings in one (1) day, the player cannot legally pitch the next day.
15. A player that pitches more than three (3) innings in one day MUST rest the next day.
16. For all cumulative totals in this rule, one (1) out equals one-third ( $\frac{1}{3}$ ) of an inning, two (2) outs equals two thirds ( $\frac{2}{3}$ ) of an inning and three (3) outs equals one (1) full inning. A pitcher that pitches in a game and records no outs is not charged with any innings pitched.
17. Outs recorded during a game that ends in forfeit shall count towards a pitchers' innings limits.
18. For purposes of pitching limitations rules, a pitcher is in violation of the rule if he records any out above the legal pitching limits pursuant to these rules.
  - a. \*Rule 20 Exception: Exceeding the maximum innings allowed in the case of a double or triple play shall not be counted against the pitcher for the purpose of this rule but shall be counted towards the pitcher's limits with regards to the eligibility to pitch the next day, etc.
19. It shall be the responsibility of each team to challenge pitching violations by notifying the Umpire and then filing a Protest with the League / Tournament Director. A protest may be filed at any point after the pitcher in violation records any out beyond his legal limit AND while the pitcher in violation is in the game as the pitcher of record. If such violation is the last recorded out of the game, the protest MUST be filed prior to the Umpires and the protesting team leaving the field of play.
20. Rule 20 Penalty: Any violation shall result in immediate forfeiture of the game. If such violation occurs.

