

## USSSA Baseball Rules and Modifications

*Sporting News rules shall apply, along with the USSSA Bylaws booklet.*

- **Pitching restrictions for 2007 tournaments are as follows: 7U, 8U 9U, 10U, 11U, 12U 6 innings in a day 8 in the tournament; 13U, 14U- 7 innings in a day and 10 in the entire tournament. On a one-week tournament, pitching does not recycle for the playoffs. No pitching restrictions in 15U & up. Violation of pitching restrictions will result in automatic ejection of offending Manager and player.** Once a pitcher is removed from the mound, he may not pitch again in that game. Distances= 7U-8U- 40ft mound, 60 ft bases 9U- 44 ft mound, 65 ft bases, 10U-46 feet mound 65 ft bases, 11 & 12 - 50 ft mound 70 ft bases, 13U-54 ft mound 80 ft bases (Some 13Us will play 60/90), 14 & above - 60.6 ft. mound 90 ft bases.

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- In 7U-8 U no lead offs, no stealing home. Home plate is dead. Runners from 3rd base may only advance on a hit ball or when forced in by walk. Runners may steal after ball crosses plate. Bunting is allowed. Ball is dead when pitcher has ball in area of mound.

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- Teams may elect to bat 9 players **AND/OR** bat 10 players with the 10th player being an EH. The EH is considered a defensive player and may switch in and out defensively. Teams may also bat their entire roster. If team bats roster or has no subs when a starter is injured, then an out is recorded each time the injured player's spot comes up. Once a player is removed due to injury, he may not return Starters may re-enter one time only in their original spot. Only ages 15 and up may use the DH, but only if they are not using the EH. Teams may play with 8 players during the regular season only with an out being taken for each time the 9th spot comes up. 9th player may be added any time during the game.

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- Length of game: 7, 8 Play 6 innings with no new inning after 1:30. 9, 10, 11, 12 year old divisions will play 6 innings with no new inning after 1:45. 13 and above will play 7 innings with no new inning after 2:00. Extra innings will not be played in pool play even if there is time left on the clock. If time expires in a tie game in pool play, game is called a tie. A tie counts as 1/2 a win and 1/2 a loss in pool play. USSSA reserves the right to modify length of games due to issues involving darkness or park curfew. Once an inning begins, it must be completed. However, if the home team is ahead and batting when time expires, the game is over and the inning is not completed. Every effort will be made to finish tournament but in case of rain, darkness or other acts of God, Director reserves the right to shorten games or modify schedules in order to finish event. Rainout policy is as follows. No games played- 100% refund or credit. 1 Game played- 50% off future tournament. 2 games played- no refunds.

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- 15 run mercy rule will be in effect after 3- innings. an 8 run mercy rule will apply in the 8, 9, 10 11and 12 year old divisions after 3-1/2 innings and after 4-1/2 innings in all other divisions.
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- Home team will be determined by a coin flip and occupy 3rd base dugout unless the visitor occupied that dugout during the previous game. **In playoffs, higher seeded team will be home team. If same seed, then coin flip.** Each team will provide a scorekeeper with all changes going through home plate umpire. Scorekeeper for each team is required to keep the “innings pitched” log.
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- **No Metal cleats will not be allowed in divisions 12 and below.**

- All bats must be approved for Youth Baseball League. No Softball Bats. Max barrel in ages 7-14 is 2 3/4. Ages 15 & above must use NFHS approved bats. (-3) Penalty for use of illegal bat will be out. 2nd offense will result in ejection of offending player.
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- USSSA reserves the right to change locations of tournaments.
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- All protests will be ruled on immediately and all decisions are final and once the next pitch is thrown, team loses right to protest. Absolutely, No pre-game infield on any of the fields. Warm up in foul territory only!
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- Any team forfeiting a game may not advance to playoff round if it is determined that it is beneficial to that team with regards to runs allowed/differential etc.
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- Courtesy runners will be allowed for the pitcher or catcher at any time. The courtesy runner will be someone not currently in the game or if the team has no players on bench, the last out. A courtesy runner may only run one time per inning. **It is the base runner's responsibility to avoid contact with the fielder when he has the ball. Slide or avoid is in effect at all times when fielder is in possession of ball. Intentionally running into a fielder who is in possession of the ball is grounds for ejection.**
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- All conversations with an umpire should be conducted after a time out has been called and be held in a calm and professional manner. Verbal abuse of the umpire will not be tolerated and may result in ejection from the game.
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- Any manager or coach ejected from the game will sit out the next game as well if he does not leave the field and dugout area in a timely manner. Any player ejected from a game is subject to a one game suspension at the tournament director's discretion. Managers are responsible for the conduct of his players and fans.
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- To intentionally walk a batter, a coach simply needs to inform the umpire and point to first base. No pitches are thrown.
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- Any team knowingly using illegal players shall be subject to discipline ranging from forfeiting a game; ejection from tournament and suspension from all USSSA sanctioned leagues and tournaments for a 1-year period.
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- Mechanical noisemakers are not allowed at USSSA events.