



Baseball Conference

League Rules

The Baseball Conference League follows the [USSSA National By-Laws and Rules](#), with the following league-specific adjustments to best meet the needs of our participating teams and community:

1. League Eligibility

- 1.1. All teams must consist of players who either reside within the school district or are enrolled in schools located in the participating districts (e.g., Bauxite, Glen Rose, Bismarck, and Harmony Grove). Players have the option to choose which school they wish to play for.
- 1.2. If a school offers a city league but does not have an official school league, players from that school are eligible to participate.
- 1.3. Home school players are eligible to play with a team in their assigned school district.
- 1.4. Individual players from each district can be discussed and voted on by the league committee to determine eligibility.
- 1.5. At least 70% of each team's roster must be composed of players from their school's team. All attempts should be made to fill roster spots with players from the school. If these spots cannot be filled, teams may then open the remaining positions to players outside of their school.
- 1.6. Players currently on existing tournament teams will be split and evenly distributed if there are multiple teams within the same age division.
- 1.7. Guest players can be added to teams if they are from a lower-aged team.
- 1.8. If there aren't enough players registered in a specific age group, the school can combine younger players to create a team.

2. Player Eligibility

- 2.1. Players must meet the age criteria outlined in the USSSA National By-Laws for their respective divisions.
- 2.2. Age cutoffs will be based on the player's age as of May 1st of the current year.

2.3. Proof of age (e.g., birth certificate or school records) must be provided during registration to ensure compliance.

2.4. Players are required to play for their school unless their school does not have a baseball or softball program.

3. Game Play

3.1. Game Time Limits:

3.1.1. 5U-8U - Games will have a game time limit of 55 minutes or 6 innings, whichever comes first.

3.1.2. 9U and up will have a game time of one hour and 15 minutes to keep with conference play.

3.2. **No Ties:** If a game ends in a tie at the end of regulation, the International Tie-Breaker (ITB) rule will be used to determine the winner. Enhanced ITB will be used if necessary, meaning each team will start their at-bat with runners on second and third base.

3.3. **Mercy Rule:** USSSA mercy rules will be applied as follows:

3.3.1. 15 runs after 3 innings

3.3.2. 10 runs after 4 innings

3.3.3. 8 runs after 5 innings

3.4. **Run Limit per Inning:** A maximum of 6 runs can be scored per inning.

3.5. Base Lead Off Rules:

3.5.1. **5U-8U:** No Leads offs

3.5.2. **9U-10U:** Players are permitted to take a lead-off from the base; however, lead-offs must be controlled and not excessive. Umpires will monitor lead-offs to ensure they are within a reasonable distance from the base (no more than 6 feet). Excessive lead-offs may result in a warning or an out, at the umpire's discretion.

3.5.3. **11U and up:** Regular USSSA lead off rules apply.

3.6. Stealing Rules:

3.6.1. **5U - 8U:** Stealing bases is not allowed.

3.6.2. **9U:** Players are allowed to steal bases when the ball leaves the pitcher's hand.

3.6.3. **10U and up:** Regular USSSA stealing rules apply.

3.7. **Balks:** In this league, balks for **9U** will not be called. Pitchers are encouraged to focus on proper mechanics and control without the added concern of balk penalties. Coaches are encouraged to use this as a teaching opportunity for players to develop strong pitching fundamentals in a supportive environment.

4. **5U-6U Specific Rules:**

4.1. **Hybrid Pitching:** Players will receive three coach pitches, followed by two attempts off the tee if necessary.

4.1.1. If a player hits off the tee, they are allowed to advance to first base only. Existing runners may continue advancing until the umpire calls time. This rule is in place to prevent coaches and players from intentionally missing coach pitches in order to gain an advantage by hitting off the tee.

4.2. **Fielding Setup:** Teams may have up to 10 players on the field, with only 6 players allowed in the infield.

4.3. **Pitching Position:** Teams cannot have more than one player in the pitching position.

4.4. **No Foul Outs:** There will be no foul outs in this division.

4.5. **Catcher Requirements:** Catchers must wear full protective gear during games for safety.

5. **Pitching Guidelines**

5.1. 5U, 6U, 7U, and 8U Division: Coach pitch will be used, with coaches pitching from a distance of 30 feet.

5.1.1. 5U and 6U - 3 coach pitches, two off tee

5.1.2. 7U and 8U - All pitches from Coach. 6 pitches or 3 strike swings.

5.2. 9U and Up: Live arm with small adjustments for first year live arm.

5.3. Pitch Count Limit: A maximum of 75 pitches is allowed per week. If a pitcher throws more than 50 pitches in a single game, they will not be eligible to pitch for the remainder of the week.

5.4. Pitch Count Records: The league will maintain official pitch count records in the conference book.

5.5. Umpire Verification: Umpires will sign off on pitch counts after each game to ensure compliance.

6. Field and Equipment Standards

6.1. All fields must meet USSSA standards, including base distances and pitcher mound specifications.

7. Scheduling

7.1. Game Schedules: The league will release the official schedule at the beginning of the season. Schedules will be structured to balance home and away games evenly across participating teams.

7.2. Determination of Home Team: The home team will be determined by the schedule, not a coin toss.

7.3. Rescheduling Policy: In the event of inclement weather or unforeseen circumstances, games must be rescheduled within 7 days. Both teams must agree on the new date, which will then be approved by the league coordinator.

7.4. Game Days: Games for teams 9U and older will primarily be held on Tuesdays and Thursdays. 6U and 7U teams will play on Fridays. Scheduling for other teams will take into consideration conflicts with other activities.

7.5. Notification: Any schedule changes will be communicated to teams and coaches at least 48 hours in advance.

8. Roster Requirements

8.1. Teams must submit rosters at least two weeks before the first game of the season. Rosters must follow USSSA eligibility rules, with the addition that players cannot switch teams within the league after registration closes.

9. Uniforms and Equipment

9.1. All teams must wear uniforms that meet league standards, including matching jerseys and pants. Uniforms should prominently display the school name or mascot.

9.2. Only USSSA-approved bats are permitted.

10. Sportsmanship and Conduct

- 10.1. Coaches, players, and spectators are expected to exhibit good sportsmanship. Any unsportsmanlike conduct will result in a warning, with repeated offenses leading to ejection or suspension as per USSSA disciplinary guidelines.
- 10.2. The league reserves the right to enforce stricter penalties for severe infractions to maintain a positive environment.

11. All Stars

- 11.1. **USSSA Rules Compliance:** The All Stars tournament will follow USSSA rules and regulations, ensuring fair play and standardized competition.
- 11.2. **Team Selection:** Players selected for All Stars teams must be chosen based on performance and eligibility criteria set by the league.
- 11.3. **Game Format:** The tournament structure will include standard USSSA gameplay, including time limits, mercy rules, and tie-breaking procedures.
- 11.4. **Roster Limits:** All teams must adhere to USSSA guidelines for maximum roster size.
- 11.5. **Player Eligibility:** Only players who actively participated in the regular season are eligible for All Stars selection. Players classified as AAA or Major are not permitted to participate in All Stars. Each All Stars team may include a maximum of three AA players to ensure balanced competition and adherence to league standards.
- 11.6. **Uniforms and Equipment:** Teams must use USSSA-approved uniforms and equipment for all All-Stars games.

12. Game Officials

- 12.1. All games will be officiated by certified umpires who meet USSSA standards.
- 12.2. Any disputes regarding game rules or decisions must be filed in writing within 24 hours to the league committee for review.
- 12.3. It is a desire of the new league to appoint a Umpire-in-Chief (UIC) over the conference to schedule umpires for each game.
- 12.4. The home team assigned will be responsible for paying the umpires for games played.

13. Gate Fees and Concessions

13.1. The designated home team will be responsible for collecting gate fees, regardless of the location where the game is played.

13.2. The field location will be solely responsible for managing concession stand inventory and income.

14. Additional Adjustments and Amendments

14.1. Any future amendments to these rules will be communicated to all teams prior to their implementation. The league coordinator and board will review feedback and suggest modifications in line with USSSA by-laws.