

## 2022 Spring Spartanburg County Baseball Single A Rules

**6U Coaches Pitch Single 'A'** – 60ft. bases. To stop play any defensive player must get possession of the ball in the circle (12ft diameter), or stop the lead runner, or any ball thrown into/thru the circle stops play as long as the circle player/pitcher is in the circle when the ball goes thru the circle. Over hand or under hand pitching, no closer than 20 ft. to the plate. Can play with a catcher or 5 infielders plus the pitcher. Team must have a circle player/pitcher on defense and the circle player/pitcher must have at least 1 foot in the circle until ball is hit. Outfield must be placed on the outfield grass or at least 10 foot behind bases. 3 outs per inning. 1 hour time limit or 6 innings. 6 run rule per inning. 5 pitches per batter, if last pitch is fouled they keep batting until the ball is hit fair or the batter strikes out. 3 swings/strikes and they are out. Any ball that is hit into fair play is live. (Ball does not have to cross 20 ft. arc to be fair). All kids bat and play the field. 2 coaches allowed in the outfield to help with defense. If the batted ball hits the coach pitching it is a dead ball do over. So that all players can gain as much experience as possible a mercy rule will not be in effect, all games will be played until completion of time limit (1 hour). Once a team is ahead by 12 runs at the end of any inning the team in the lead shall be declared the winner however play will continue, but the team that was declared the winner must switch out their infield with new players. No new inning can start when there is less than 5 minutes on the game timer. Please note: over throws anywhere on the field are one base earned only (however if the defense attempts to get batter/runner out then it is a live ball and batter/runner can get as many bases as they can get). Umpire must be behind batter and in foul territory before ball is pitched.

**Recommendation – player in the circle wear a facemask (THIS IS NOT A REQUIREMENT)**

**8U Machine or Coaches Pitch Single 'A'** - 60ft. bases. Coaches have choice to play Coach Pitch or Machine Pitch for their team. A game may have a team using coaches' pitch while the other is using machine pitch. Regardless of what option is planned to be played the Home Team **MUST** have Pitching Machine available. If home team chooses to use coaches pitch option, then visiting team may elect to use their own machine. Machine setting of 9/3/3 placed at 42 ft. Coaches must pitch from 40 feet. Distances are measured from rear point of home plate. A small chalk line shall be placed at 40' to signify point coach must be behind when starting to pitch. Must stop the lead runner. **Play with 4 outfielders and MUST play a catcher (must start each play in the catcher position/box) and a pitcher (must start each play in the pitcher/circle position). Including pitcher and catcher the defense may have no more than 6 players in Infield to start each play.** Outfield must be placed on the outfield grass or at least 10 foot behind bases. 10 players on field for defense. Can bat the bench and use free substitution or bat 10 and play subs. 1hr 30min game or 6 innings. 6 run rule per inning. 5 pitches per batter, if last is fouled they keep going until put in play or strikes out. 3 swings and they are out. Bunting is allowed. If a batter shows bunt, they must bunt or take the pitch. They cannot swing after showing bunt. Fielders are allowed to cover bunt; however pitcher must not advance past machine until ball is pitched. No slash bunting. 1 coach allowed in the outfield to help with defense. Coach must be behind all defensive players when ball is pitched. When a batted ball hits the pitching machine, the ball is dead, the batter is awarded first (1st) base and all runners shall advance one (1) base. If the batted ball hits the coach pitching/running the machine it is a dead ball do over. Baserunners cannot leave the base early. Fair Ball Arc: There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball (this includes a ball that is legally bunted). No new inning can start when there is less than 5 minutes on the game timer. Umpire must be behind batter and in foul territory before ball is pitched.

**10U Player Pitch Single 'A'** - 46/60ft, 4 outfielders allowed. Players may not leave bag, take a lead or steal a base until the ball crosses the plate. Only 10 players on defense in the field. Teams play with 4 outfielders and MUST play a catcher (\*the catcher must play in the catcher position/box). Bat the bench and free substitution or bat 10 and use subs. Dropped 3rd Strike will result in an out; no throw to 1st base is required. No re-entry of pitcher at pitching position. 1hr 30min game or 6 innings. 6 run rule per inning. Infield Fly is in effect. No Stealing of home. This includes passed balls or wild pitches. Batter must be batted in or forced in or walked in, however any runner on base may advance home if defensive team makes any play or throw down to any of the bases (for example if catcher throws to any base to pick off any runner, the runner or runners may advance at own risk all the way to home base). Runner cannot advance home on throwback to pitcher from catcher. See pitching rule. No new inning can start when there is less than 5 minutes on the game timer.

**12U Player Pitch Single 'A'** - 50/70ft, Only 9 players on defense in the field with 3 outfielders. Bat the bench and free substitution or bat 9 and play subs. 1 hr and 30 min game or 6 innings. 6 run rule per inning. **Balk rule in effect.** The batter becomes a runner when the third strike called by an umpire is not caught, providing first base is unoccupied or first base is occupied with two out. No re-entry of pitcher at pitching position. Infield Fly is in effect. See pitching rule. No new inning can start when there is less than 5 minutes on the game timer.

**15U Player Pitch-** 60/90ft SC High School Rules will apply. Refer to SC State Rules and NFHSA Rule Books. Pitching rules are determined by these rulebooks. 1hr 45min game or 6 innings.. -3 BBCOR certified bats are required. No new inning can start when there is less than 5 minutes on the game timer.

**Player age is determined by what their age will be on April 30, 2022**

**Double AA games will be played according to USSSA rules where an exception (\*\*\*) below does not exist.**

**All Single A and Double AA Games will all be played with the following exceptions (\*\*\*) . If a rule is not covered on this sheet, the appropriate USSSA rulebook will be used. All games will use 6U, 8U, 10U, 12U or 15U USSSA rules. No game shall use 7U, 9U or 11U rules.**

**\*\*\*Pitching rule-** For 10U & 12U divisions a player may pitch 3 innings per game max and may pitch 6 innings max per week in regular season play. When a player throws 1 pitch in an inning it is considered a full inning. Once a player is replaced at pitcher they cannot return to pitching position for remainder of game. This applies to Single 'A' and Double 'AA'

**\*\*\*Mercy Rule-** 10 run diff. after 4 innings or 15 run diff. after 3 innings. In 6U, all games will be played until completion of time limit.

**\*\*\*Weather-**In the event that a game is interrupted due to weather it will be considered complete if 3 innings have been played or if the home team is winning after 2.5 innings.

**\*\*\*Tie Game-** At end of regulation innings or time limit expiration if a game is tied, one (1) additional inning will be played. The inning will begin with last hitter of the previous inning as a runner on second base. The offensive team will start the inning with one out. Teams will have 2 outs to score runs. Each team will have one at bat. At the end of the extra inning if the game is still tied, game will be over and declared a tie.

**\*\*\*If offensive player intentionally removes their helmet in the field of play, offending team will be issued a warning at first occurrence. If helmet is removed again by any player on offending team an out will be recorded.**

**\*\*\*No rolling the ball to any base. If a ball hits the ground before it gets to a base it must have been thrown overhand to be legal.**

**\*\*\*No headfirst slides anywhere on the field unless a player is returning to the bag they previously occupied. Whenever a tag play is evident, a runner must slide feet first or seek to avoid contact with the fielder and / or catcher. Attempting to jump, leap, or dive over the fielder and / or catcher is not interpreted as seeking to avoid contact. Malicious contact shall supersede all obstruction penalties. Rule 7.04.C Penalty: The runner shall be called out and may be ejected from the game at the discretion of the Umpires**

**\*\*\*All teams must have at least 7 players to play a game in all age divisions in single A and AA or take a forfeit --- however there will be NO automatic outs in the lineup for the open batting positions**

**\*\*\*Home team will be determined by the schedule, there will be NO coin flip to determine home team.**

All 2-5/8", 2-3/4", & 2-1/4" bats must meet one of three conditions. It must have the current USSSA 1.15 stamp, or the USA Baseball Stamp or .50 BBCOR stamp. Wood bats are ok; no stamp is required on wood bats. Examples of stamps are below

