

2026 Spring/Fall Division Rules Summary (interlock)

This is a general summary and/or modification(s) to USSSA rules. A full list of rules can be found at ussa.com

General rules:

- Metal cleats are allowed in 14U ONLY. Pitchers MAY NOT wear metal cleats on portable mound in Sanger, Ponder, Krum, or Tioga. They may wear metal cleats in Pilot Point.
- No player cannot sit 2 consecutive innings or more than 2 innings total, unless there is an injury or parent-approved reason.
- **All divisions** must use **continuous batting order**, batting all players and using free-substitution.
- A **minimum of 8 players to play legal game**. Out taken in vacant 9th spot. Must have at least 8 players at all times; if playing with a team of 8 and a player gets hurt/sick the team must forfeit. IF a player gets hurt **during the game**, and the team still has 8 players, **no out** will be taken in the lineup for that player. This does not pertain to the 5u T-ball division (4/5 yr olds), it does pertain to 6U and up.
- Teams may use a "pool player" for regular season games only (not allowed in tournament UNLESS OTHERWISE APPROVED by board PRIOR to tournament). Max 1 pool player per team. Must be a player an active player within our league and must be age appropriate (can play up BUT NOT play down). Player wears jersey of their own team. Coach must notify both directors involved **prior to the game**, and **must let umpire and opposing coach know** at pregame meeting. Pool player plays right field and bats last in the order. Can only use a pool player to get to 8 or to 9 players total for the game. If a roster player shows up, they will replace the pool player.
- Head-first sliding is allowed starting in 8u. Younger divisions may only slide head-first going back to a base.
- If a team forfeits in the middle of a game for any reason other than "player injury", that coach of the forfeiting team will not be allowed to coach for the following 2 games. This rule applies if a coach is ejected as well (coach will be suspended for following 2 games). Should an incident occur that would warrant a forfeit, league commissioners MUST be called first. League commissioner will determine what should happen due to the incident. (EX: if a coach is upset about a call and forfeits, he will not be able to coach next 2 games. If a player is badly injured and team is in disarray, call commissioner and come up with a plan to finish another day.) We are teaching them not to quit because things aren't going a certain way.
- End of season seeding: Winning percentage (pct); if a tie then: goes to runs given up (points against). We will go off of what SPORTABILITY says. This is based on scores given to commissioner by home team. If there is a discrepancy, BOTH teams will have to produce their score book

5U T-BALL DIVISION SUMMARY

Game Duration	55 minutes
Official Inning	Bat through the entire line Up
Base length	50'-60'
Infield Fly Rule	Not in effect
Score	No score kept
Batting Attempts	4 swings off tee
Overthrow	1 base only on 1 st overthrow NO MATTER WHERE

MANDATORY - Players rotation on defense

6U MODIFIED T-BALL DIVISION SUMMARY

Game Duration	75 minutes or 6 innings
Official Inning	3 outs or 6 runs
Base length	55'-60'
Pitch distance	30'-40 ft from home plate
Infield Fly Rule	Not in effect
Stealing	NO
Walks/Bunt	NO
Score	YES – must be batted in
Overthrow	1 base only; overthrow to 1st
Batting Attempts	3 live pitches and 2 tee swings

8U COACH PITCH DIVISION SUMMARY

Game Duration	75 minutes or 6 innings
Official Inning	3 outs or 6 runs
Base length	55'-60'
Pitch distance	35' - 40' from home plate
Infield Fly Rule	Not in effect
Stealing	NO
Walks/Bunt	NO
Score	YES
Batting Attempts	5 pitches/3 swinging strikes

Sliding head first IS allowed.

9U DIVISION SUMMARY (Spring only)

Game Duration	90 minutes or 6 innings
Official Inning	3 outs or 6 runs
Base length	65'
Pitch distance	46' from home plate
Infield Fly Rule	In effect
Leadoff	no – tight bases
Stealing	YES - on release kid pitcher
Walks/Bunt	No bunts
Drop 3 rd Strike	NO
Balk	NO - warnings
Score	YES

Sliding head first IS allowed.

10U DIVISION SUMMARY

Game Duration	90 minutes or 6 innings
Official Inning	3 outs or 6 runs
Base length	65'
Pitch distance	46' from home plate
Infield Fly Rule	In effect
Leadoff	YES
Stealing	YES;
Walks/Bunt	YES
Drop 3 rd Strike	YES
Balk	YES
Score	YES

Sliding head first IS allowed.

12U DIVISION SUMMARY

10u rules with these adjustments

Base length	70'
Pitch distance	50' from home plate
Infield Fly Rule	In effect
Leadoff	YES
Drop 3 rd Strike	YES

14U DIVISION SUMMARY

12u rules with these adjustments:

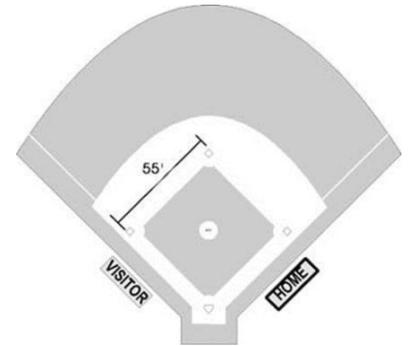
Game Duration	105 minutes or 7 innings
Official Inning	3 outs or 7 runs
Base length	90'
Pitch distance	60' from home plate

5U TBALL Division

Pure Tee Ball (Ages 4-5)

EQUIPMENT

- Safety ball
- Batting tee
- No umpires
- (No catcher)
- Highly encouraged for player pitcher to wear a fielding mask (coach discretion)



FIELD SET UP

- (4) Four coaches total are allowed in the dugout.
- (2) offensive coaches are allowed to coach from the coach's boxes on the first (1st) and third (3rd) base foul lines
- (1) offensive home plate coach (behind home plate).
 - The offensive home plate coach may assist the batter by positioning the batter's feet and body.
- (2) defensive coaches may be positioned in the outfield behind the outfielders
- **Stools and buckets must remain in the dugout and not on the field.**

RULES OF PLAY

- Teams should have roster size of approximately 7-10 players
- All players are spread out in the infield when on defense
- No umpires in 5U - Coaches will be responsible for calling "Time" and shall be called as soon as the lead runner is stopped on base. "Time" does not have to be called by the defense for the purpose of this rule.
- Offense bats through the lineup each inning. No score kept.
- Clear the bases if 3 outs are made and continue on with the remaining batters in the lineup.

OFFENSE

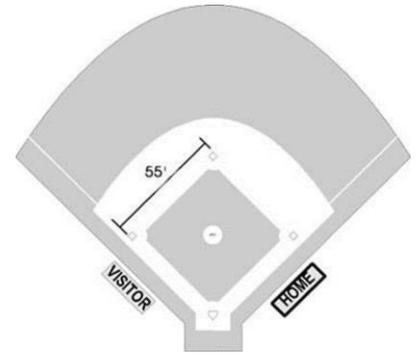
- (4) Four coaches total are allowed in the dugout.
 - (2) offensive coaches are allowed to coach from the coach's boxes on the first (1st) and third (3rd) base foul lines
 - (1) offensive home plate coach (behind home plate).
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6U Division- Local Rules

Modified Coach Pitch (Ages 5-6)

EQUIPMENT

- Use a real baseball (not a safety ball)
- Baseball Tee
- Catcher Gear- (Helmet, knee & shin guards, & chest plate)
- Batting Helmet (Recommended to have facemask)
- NO metal cleats
- All barrel bats with USSSA stamp or USA stamp are legal (tball approved bats)
- Highly encouraged for player pitcher to wear a fielding mask (coach discretion)



FIELD SET UP

- Baselines are set at 55'-60'
- (1) Head coach, (3) assistants
- (2) Two offensive coaches are allowed to coach from the coach's boxes on the first and third base foul lines.
- (1) One defensive coach can be positioned behind home plate to assist the catcher in shagging balls.
- (2) Two defensive coaches may be positioned in along the foul lines **behind** the offensive coaches to help coach the outfield players. Defensive coaches will **not be allowed on the field of play** (infield or outfield).
- **Stools and buckets must remain in the dugout and not on the field.**

COACH PITCHER

- Must Pitch from 30-40' from the rear point of home plate with one foot on or straddle the pitcher's line.
- Adult coach shall pitch to his/her team while they are batting but will not be allowed to coach the runners at any time (STRICT ENFORCEMENT).
- Pitcher not allowed to leave pitching area until ball is put in play, or at bat ends.
- Pitches **must be thrown over-handed**. Kneeling will be allowed, but coach must be able to **get off the field when ball put in play**.
- The pitching coach shall position himself as not to be interference to the defensive team on any possible play once the ball has been hit. The coach pitcher will exit the field behind the runner (out of the way of the defenders) when the ball is hit in fair play.
 - **Penalty: If a coach violates this rule after the ball is pitched, obstruction will be called.**
 - **Additional Penalty: If a coach violates this rule before the ball is pitched, First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.**
- A pitched ball that hits a batter will be counted towards the pitch count.
- When a batted ball hits the Pitching Coach, the following shall apply:
 - If in the umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.
 - If in the umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared. Runners must remain at the base they were on prior to the pitch. Batter gets another pitch.

RULES OF PLAY

- Six (6) innings, or 75-minute time limit, will constitute a complete regulation game.
- The game is over when the opponent is mathematically eliminated from scoring enough runs to win or tie the game.
- If official time has expired, the Umpire will allow the game to complete the inning in consideration of the score and Home team assignment.
- If time has expired and the **score is tied**, a tie is recorded and the **game is over**.
- (6) Six runs maximum or 3 outs constitutes an inning
- Game Ending Mercy Rules – 15 after 3 innings, 10 after 4, 8 after 5
- Ball hit off the tee = max 2 bases for hitter.
- "Time" shall be called as soon as the lead runner is not attempting to advance and the ball is controlled by the pitcher.
- **BOTH** teams will use the **SAME** game balls provided by the home team or umpire.

OFFENSE

- Standard format is 3 LIVE pitches and 2 swings from the TEE (if needed); (5) Five total possible swings.
- IF FINAL LIVE PITCH IS FOULED, batter will get **one bonus pitch** before going to the tee swings. if the bonus pitch is fouled off, batter will get another bonus pitch. If the bonus pitch is **not fouled off and not put in play**, batter will proceed to allocated number of tee swings.
 - if the batter fails to put the ball in play, the batter is out and must return to the dugout.
- After 1st warning to player for slinging a bat, future occurrences with that player will be called out & play will result in a dead ball. Umpire is to let scorekeeper know of each occurrence (per player) to have it marked down.
- A batted ball must go past the dirt arc in front of home plate to be a live ball in play, otherwise it's a foul ball.
- A batted ball hit off of the tee will result in a **max of 2 bases for the batter**.
- No infield fly rule, No walks, No bunting
- **On deck batter must warm up in on deck circle.**

BASE RUNNING

- Base runners are not permitted to steal bases and shall remain in contact with the base until the ball is hit.
- If a play is being made at any base, the runner **MUST** attempt to slide or will be called out based on umpire judgment.
- When a base runner is hit or otherwise makes contact with a hit ball, the runner is called out. All other runners must stop at the base they are on or were advancing to. No additional bases are rewarded.
- Base Rules – When a player misses a base the player must return to the base missed and any subsequent runners will be forced back (i.e. Runner (R1) on 1st; Batter (B1) hits a home run; (R1) misses 2nd base; (R1) is returned to 2nd and (B1) returns to 1st base), excluding Home plate.
- If a runner fails to touch Home plate it will result in an automatic out.
- If a runner (R2) passes a teammate (R1) in the baseline and touches the base ahead of previous runner (R2) will be called out.
- Multiple Runners on the Same Base – The trailing runner will be called out while the lead runner is allowed to stay on the contested base.
- Runners must be batted in to score.
- Runner must run through 1st base, no sliding into first base.
- **MAX 1 BASE ON OVERTHROW to 1st ; TIME CALLED ALL RUNNERS GET ONE EXTRA BASE– SEE BOTTOM SECTION BELOW**

DEFENSE

- Infielders shall be positioned at 1st, 2nd, 3rd, short stop, catcher, and pitcher

Infielders must stay within 5 feet of baseline; they **MAY NOT** be in line with the pitcher

- (4-6) Outfielders shall be positioned **8-10 feet behind the baseline**. **NO MORE** than 12 players on the field at one time.
- Teams may use free substitution on defense but the batting order shall remain the same.
- Defensive players may not block the base line unless they are in possession of the ball or in the process of receiving the ball. Warning will be given. Second offense obstruction will be called. Penalty: Runners will advance one base.
- Catcher must wear full catcher's protective equipment. The catcher may use a fielder's glove or catcher's mitt. The catcher must be in a squatting position when the ball is pitched.
- Player Pitcher - will serve as an infielder only and will not actually pitch the ball. He/She will be positioned beside or behind (not in front) of the coach pitcher and **WITHIN 5 FEET OF COACH PITCHER**. (fielding mask highly encouraged, but not mandatory)
- Player pitcher **IS NOT ALLOWED** to tag a runner running to first base. He/she may tag any other runners running. He/she must throw the ball to first base to obtain the out.
- Players **MUST** attempt to throw the ball overhanded; they **MAY NOT** roll the ball on purpose to get the out. IF the fielder is within a small distance to the base, he/she may choose to underhand it to the baseman. Judgement will be used.
- Player Pitcher shall not leave the designated area until the ball is hit.
 - Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.
 - Additional Penalty: First Offense: Warning; Second Offense: Removal of that player from the pitching position for the remainder of the game.

INFIELD OVERTHROWS

If there is an overthrow **OUT** of the field of play, (1st and 3rd base), the ball will be dead, and runners can advance one base.

Season games can end in a tie. Tournament games will not; follow Modified California Tie Breaker. See below.

Modified California Tie Breaker:

Last recorded out will be placed at 2nd base

MUST bat lineup where it ended in previous inning/ no substitutions/ 8 player rule is still in effect

Batting team will begin with 2 outs

Both teams get a chance to score

Unlimited runs allowed

Continue until winner is confirmed

IF A RULE (S) IS NOT LISTED HERE, PLEASE VISIT USSSA FOR LIST OF FULL RULE

8U Division- LOCAL RULES

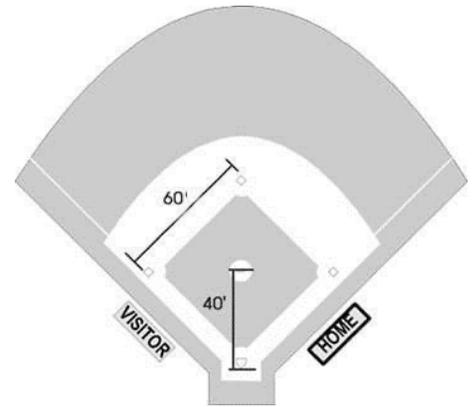
Coach Pitch (Ages 7 -8)

EQUIPMENT

- Catchers Gear- (Helmet, knee & shin guards, & chest plate)
- Batting Helmet (Recommended to have facemask)
- NO metal cleats
- All barrel bats with USSSA stamp or USA stamp are legal
- Highly encouraged for player pitcher to wear a fielding mask (coach discretion)

FIELD SET UP

- Baselines are set at 60' (or 55' if only option), outfield fence of min. 160'.
- (1) Head coach, (3) assistants
- (2) Two offensive coaches are allowed to coach from the coach's boxes on the first and third base foul lines.
- (1) One defensive coach can be positioned behind home plate to assist the catcher in shagging balls.
- No coaches are allowed in outfields to coach; they must return to their dugouts if their team isn't batting.
- **Stools and buckets must remain in the dugout and not on the field.**



COACH PITCHER

- Must Pitch from 35' – 40' from the rear point of home plate with one foot on or straddle the pitcher's line.
- Adult coach shall pitch to his/her team while they are batting but will not be allowed to coach the runners AT ANY POINT. THAT'S WHAT BASE COACHES ARE FOR.
- Pitcher not allowed to leave pitching area until ball is put in play, or at bat ends.
- Pitches will be thrown over-handed only. No under-handed pitching allowed. Kneeling is allowed.
- The pitching coach shall position himself as not to be interference to the defensive team on any possible play once the ball has been hit.
- The coach pitcher will **exit the field behind the runner** (out of the way of the defenders) **when the ball is hit in fair play.**
 - Penalty: If a coach violates this rule after the ball is pitched, obstruction will be called.
 - Additional Penalty: If a coach violates this rule before the ball is pitched, First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.
- A pitched ball that hits a batter will be counted as 1 of the batter's 3 to 5 pitches
- When a batted ball hits the Pitching Coach, the following shall apply:
 - If in the umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.
 - If in the umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared. Runners must remain at the base they were on prior to the pitch.

RULES OF PLAY

- Six (6) innings, or 75-minute time limit, will constitute a complete regulation game.
- The game is over when the opponent is mathematically eliminated from scoring enough runs to win or tie the game.
- If official time has expired, the Umpire will allow the game to complete the inning in consideration of the score and Home team assignment.
- At completion of final inning and the **score is tied**, a tie is recorded and the **game is over.**
- (6) Six runs maximum or 3 outs constitutes an inning
- Game Ending Mercy Rules – 15 after 3 innings, 10 after 4,
 - 8 after 5
- "Time" shall be called as soon as the lead runner is not attempting to advance and ball is controlled in the infield by the pitcher. "Time" does not have to be called by the defense for the purpose of this rule.
- **BOTH** teams will use the SAME game balls provided by the home team or umpire.

OFFENSE

- Coaches are required to list all players present in the batting order for each game. Continuous batting shall be used. The entire roster must be batted through, in order without substitution.
 - Players arriving late will be added at the bottom of the order.
 - If a player leaves the game sick and re-enters, he/she will go back in the same spot in the order. If the sick player is unable to bat, the team will have to take an out.
 - If a player leaves the game due to injury he/she may not return. No out will be recorded.
- The batter will be thrown 5 pitches or 3 swinging strikes. If the final pitch is fouled the batter will receive one additional pitch. If the ball is not put into play, the batter will be called out UNLESS the extra pitch is fouled off at which point one more pitch is to be thrown. (if batter does not foul the ball or put it into play, then the batter is out. I.e., if they take the pitch)
- After a 1st warning to a player for slinging a bat, **subsequent occurrences with that player** will be called out and the play will result in a dead ball. Umpire is to let scorekeeper know of each occurrence (per player) to have it marked down.
- No infield fly rule, No walks, No bunting
- Players MUST attempt to throw the ball overhanded; they MAY NOT roll the ball on purpose to get the out. IF the fielder is within a small distance to the base, he/she may choose to underhand it to the baseman. Judgement will be used.
- Base runners are not permitted to steal bases and shall remain in contact with the base until the ball makes contact with the bat.
- When a base runner is hit or otherwise makes contact with a hit ball, the runner is called out. All other runners must stop at the base they are on or were advancing to. No additional bases are rewarded.
- Runners may advance at their own risk during live play.
- **Must make an attempt to slide at any base if there is a play being made.**
- **On deck batter must warm up in on deck circle.**

DEFENSE

- Infielders shall be positioned at 1st, 2nd, 3rd, short stop, catcher, and pitcher
- Infielders to be positioned within 5 feet of the baseline.
- (4) Outfielders shall be positioned 8-10 feet behind the baseline.
- Teams may use free substitution on defense but the batting order shall remain the same.
- Defensive players may not block the base line unless they are in possession of the ball or in the process of receiving the ball. Warning will be given. Second offense obstruction will be called.
- Catcher must wear full catcher's protective equipment. The catcher may use a fielder's glove or catcher's mitt. The catcher must be in a squatting position when the ball is pitched.
- Player Pitcher - will serve as an infielder only and will not actually pitch the ball. He/She will be positioned beside or behind (not in front) of the coach pitcher and have contact within the pitching circle. Fielding mask is highly encouraged but not mandatory (2021)
- Player Pitcher shall not leave the pitching circle until the ball is hit.
 - Penalty: The play continues. After the play, has ended, the offensive team has the option of taking the result of the play or no-pitch.
 - Additional Penalty: First Offense: Warning; Second Offense: Removal of that player from the pitching position for the remainder of the game.

INFIELD OVERTHROWS

If there is an overthrow, runners can advance at their own risk. The ball will only be called "dead" BY AN UMPIRE and runners only advance one base if it enters the dugout, rolls into any buckets or bags left out, or leaves the field of play (over the fence, through a gate, etc). If the ball does not enter a dugout, roll into equipment, or leave the field, the ball is live and runners can advance. The pitcher having control of the ball or no further advancements of runner will allow the play to stop when the umpire calls "Time".

Season games can end in a tie. Tournament games will not; follow Modified California Tie Breaker. See below.

Modified California Tie Breaker:

Last recorded out will be placed at 2nd base

MUST bat lineup where it ended in previous inning/ no substitutions/ 8 player rule is still in effect

Batting team will begin with 2 outs

Both teams get a chance to score

Unlimited runs allowed

Continue until winner is confirmed

IF A RULE (S) IS NOT LISTED HERE, PLEASE VISIT USSSA FOR LIST OF FULL RULES.

9U Division- LOCAL RULES

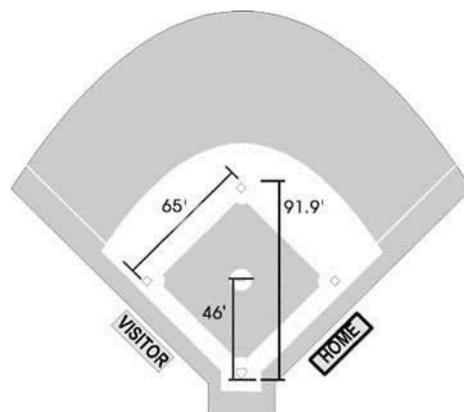
(Ages 8-9) - * new division for 2025, first year kid pitch

EQUIPMENT

- Catchers Gear- (Helmet with throat guard, knee & shin guards, & chest plate, “cups” are required)
- NO metal cleats
- All barrel bats with USSSA stamp or USA stamp are legal

FIELD SET UP

- Baselines are set at 65', outfield fence of min. 180',
- (2) Two offensive coaches are allowed to coach from the coach's boxes on the first and third base foul lines.
- (1) Head coach, (3) assistants
- **Stools and buckets must remain in the dugout and not on the field.**



RULES OF PLAY

- Six (6) innings, or 90-minute (1hr 30 min) time limit, will constitute a complete regulation game.
- The game is over when the opponent is mathematically eliminated from scoring enough runs to win or tie the game.
- If official time has expired, the Umpire will allow the game to complete the inning.
- At completion of final inning and the score is tied, the game will go into the modified California Tie Breaker. See below.
- (6) Six runs maximum or 3 outs constitutes an inning
- Game Ending Mercy Rules – 15 after 3 innings, 10 after 4, 8 after 5
- “Time” shall be called as soon as the lead runner is not attempting to advance. “Time” does not have to be called by the defense for the purpose of this rule.
- **BOTH** teams will use the SAME game balls provided by the home team or umpire.

OFFENSE

- Coaches are required to list all players present in the batting order for each game. Continuous batting shall be used. The entire roster must be batted through, in order without substitution.
 - Players arriving late will be added at the bottom of the order.
 - If a player leaves the game sick and re-enters, he/she will go back in the same spot in the order. If the sick player is unable to bat, the team will have to take an out.
 - If a player leaves the game due to injury he/she may not return. No out will be recorded.
- 1st warning to a player for slinging a bat, subsequent occurrences with that player will be called out
- NO SLASH BUNTING. Result will be an automatic out.
- Infield fly rule IS NOT in effect. (No Infield fly rule)
- Runners may advance at their own risk on overthrows during live play.
- Runners may only leave the base (steal) once the ball is released from the pitcher's hand; No leadoffs. If a runner leaves base early, a dead-ball will be called, and warning given. Pitch will not count. If runner leaves early again, dead ball will be called and that runner will be called out.
- **Dropped third strike rule is NOT IN EFFECT – batter is out immediately; runners can advance at own risk.**
- Hit by pitch = batter takes base
 - If the pitcher hits 3 batters in a single game, **that pitcher** will be pulled from the game immediately following 3rd hit batter.

DEFENSE

- Infielders shall be positioned at 1st, 2nd, 3rd, shortstop, catcher, and pitcher. Infielders may not advance more than 10 ft. towards home plate until the ball is hit.
- (3) Outfielders shall be positioned at least 10 feet behind the baseline.
- Teams may use free substitution on defense except for pitcher position but the batting order shall remain the same.
 - Once a player is removed from the pitching position, that player may not return to the pitching position in that game.
- Balks – will not be called/enforced. Umpires are to instruct when applicable.
- Defensive players may not block the base line unless they are in possession of the ball or in the process of receiving the ball.
- Catcher must wear full catcher's protective equipment. The catcher may use a fielder's glove or catcher's mitt. The catcher must be in a squatting position when the ball is pitched. Warning will be given. Second offense obstruction will be called.

- Pitch count is in effect (home team must run game changer/or keep track of pitch counts for each pitcher each team)
- 50 pitches PER DAY. 3 day rest.
- Pitcher may not re-enter the game once pulled.
 - Different pitch rules will be given for tournaments.
- Local league rule: if a pitcher hits 3 batters, must be replaced with a new pitcher after the 3rd batter hit (9u only)

PLAYOFFS

- Single Elimination until final 2, then:
- The championship will be determined by a best-of-three series
- Games to be played out over minimum of 2 days; exact scheduling TBD.

Modified California Tie Breaker:

Last recorded out will be placed at 2nd base

MUST bat lineup where it ended in previous inning/ no substitutions/ 8 player rule is still in effect

Batting team will begin with 2 outs

Both teams get a chance to score

Unlimited runs allowed

Continue until winner is confirmed

IF A RULE (\$) IS NOT LISTED HERE, PLEASE VISIT USSSA FOR LIST OF FULL RULES

10U Division- LOCAL RULES

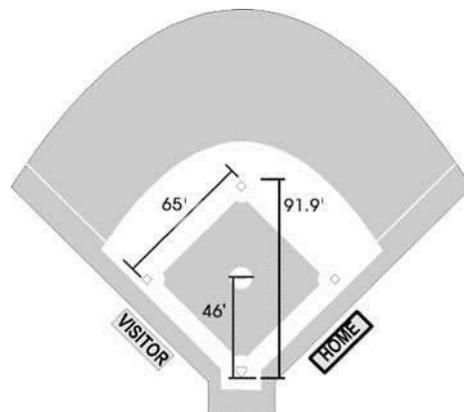
(Ages 9 -10)

EQUIPMENT

- Catchers Gear- (Helmet, knee & shin guards, & chest plate, "cups" are required)
- NO metal cleats
- All barrel bats with USSSA stamp or USA stamp are legal

FIELD SET UP

- Baselines are set at 65', outfield fence of min. 180',
- (1) Head coach, (2) assistants
- (2) Two offensive coaches are allowed to coach from the coach's boxes on the first and third base foul lines.



RULES OF PLAY

- Six (6) innings, or 90-minute (1hr 30 min) time limit, will constitute a complete regulation game.
- The game is over when the opponent is mathematically eliminated from scoring enough runs to win or tie the game.
- If official time has expired, the Umpire will allow the game to complete the inning
- At completion of final inning and the score is tied, the modified California Tie Breaker will take effect. See below.
- (6) Six runs maximum or 3 outs constitutes an inning
- Game Ending Mercy Rules – 15 after 3 innings, 10 after 4, 8 after 5
- **BOTH** teams will use the **SAME** game balls provided by the home team or umpire.

OFFENSE

- Coaches are required to list all players present in the batting order for each game. Continuous batting shall be used. The entire roster must be batted through, in order without substitution.
 - Players arriving late will be added at the bottom of the order.
 - If a player leaves the game sick and re-enters, he/she will go back in the same spot in the order. If the sick player is unable to bat, the team will have to take an out.
 - If a player leaves the game due to injury he/she may not return. No out will be recorded.
- 1st warning to a player for slinging a bat, subsequent occurrences with that player will be called out
- NO SLASH BUNTING. Result will be an automatic out.
- Infield fly rule IS in effect
- Runners may advance at their own risk during live play.
- Runners may lead off.
- Headfirst slides are allowed.
- **Dropped third strike rule IS IN EFFECT; runners advance at their own risk, IF first base is occupied when pitch is thrown, batter automatically out. If bases are loaded, drop 3rd is NOT in effect; batter is automatically out.**
- **A runner may not slide into first base on a hit ball. RUN IT OUT.**
- A runner MUST slide into any base but 1st base, if a play is being made. A warning to the DUGOUT will be given on first offense. If it happens again, the runner who did not attempt a slide will be called out.

DEFENSE

- Infielders shall be positioned at 1st, 2nd, 3rd, short stop, catcher, and pitcher. Infielders may not advance more than 10 ft. towards home plate until the ball is hit.
- (3) Outfielders shall be positioned at least 10 feet behind the baseline.
- Teams may use free substitution on defense except for pitcher position but the batting order shall remain the same.
 - Once a player is removed from the pitching position, that player may not return to the pitching position in that game.
- Balks – umpire will talk with pitcher. 2 warnings then 3rd is a balk. For each pitcher.
- Defensive players may not block the base line unless they are in possession of the ball or in the process of receiving the ball. Warning will be given. Second offense obstruction will be called.
- Catcher must wear full catcher's protective equipment. The catcher may use a catcher's mitt. The catcher must be in a squatting position when the ball is pitched.
- **No batter interference if the batter remains with 2 feet in the box and the Catcher must make an attempt to clear the batter.**
- **Pitch count is in effect (home team must run game changer/or keep track of pitch counts for each pitcher each team)**
- **65 pitches PER DAY. 3 day rest.**

- **Pitcher may not re-enter the game once pulled.**
 - **Different pitch rules will be given for tournaments.**

PLAYOFFS

- Single Elimination until final 2, then:
- The championship will be determined by a best-of-three series
- Games to be played out over minimum of 2 days; exact scheduling TBD.

Modified California Tie Breaker:

- Last recorded out will be placed at 2nd base
- MUST bat lineup where it ended in previous inning/ no substitutions/ 8 player rule is still in effect
- Batting team will begin with 2 outs
- Both teams get a chance to score
- Unlimited runs allowed
- Continue until winner is confirmed

IF A RULE (S) IS NOT LISTED HERE, PLEASE VISIT USSSA FOR LIST OF FULL RULES

12u Division- LOCAL RULES

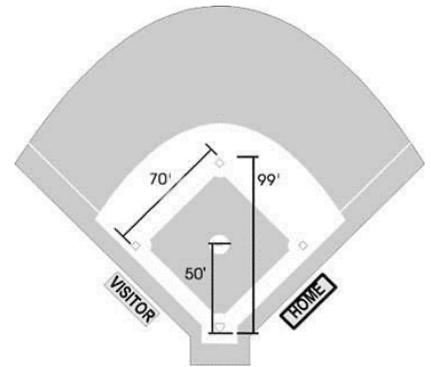
(Ages 11 -12)

EQUIPMENT

- Catchers Gear- (Helmet, knee & shin guards, & chest plate, "cups" and catcher mitts are required)
- NO metal cleats
- All barrel bats with USSSA stamp or USA stamp are legal

FIELD SET UP

- Baselines are set at 70', outfield fence of min. 230',
- (1) Head coach, (2) assistants
- (2) Two offensive coaches are allowed to coach from the coach's boxes on the first and third base foul lines.



RULES OF PLAY

- Six (6) innings, or 90-minute time limit, will constitute a complete regulation game.
- The game is over when the opponent is mathematically eliminated from scoring enough runs to win or tie the game.
- If official time has expired, the Umpire will allow the game to complete the inning in consideration of the score and Home team
- At completion of final inning and the score is tied, the modified California Tie Breaker will take effect. See below.
- (6) Six runs maximum or 3 outs constitutes an inning
- Game Ending Mercy Rules – 15 after 3 innings, 10 after 4, 8 after 5
- **BOTH** teams will use the SAME game balls provided by the home team or umpire.

OFFENSE

- Coaches are required to list all players present in the batting order for each game. Continuous batting shall be used. The entire roster must be batted through, in order without substitution.
 - Players arriving late will be added at the bottom of the order.
 - If a player leaves the game sick and re-enters, he/she will go back in the same spot in the order. If the sick player is unable to bat, the team will have to take an out.
 - If a player leaves the game due to injury he/she may not return. No out will be recorded.
- After 1st warning to a player for slinging a bat, subsequent occurrences with that player will be called out and ball will be declared dead
- NO SLASH BUNTING. Result will be an automatic out.
- Infield fly and drop 3rd rule in effect
- Runners may advance at their own risk on overthrows during live play. Runners may lead off and steal bases.
- Sliding headfirst is allowed
- **Pitch count is in effect (home team must run game changer/or keep track of pitch counts for each pitcher each team)**
- **85 pitches PER DAY. 3 day rest.**
- **Pitcher may not re-enter the game once pulled.**
 - **Different pitch rules will be given for tournaments.**
- Pitch count is in effect: 85 pitches or 18 outs; whichever comes first (finish the "at bat" if 85 hits within a batter)

DEFENSE

- Infielders shall be positioned at 1st, 2nd, 3rd, short stop, catcher, and pitcher. Infielders may not advance more than 10 ft. towards home plate until the ball is hit.
- (3) Outfielders shall be positioned at least 8-10 feet behind the baseline.
- Teams may use free substitution on defense except for pitcher position but the batting order shall remain the same.
 - Once a player is removed from the pitching position, that player may not return to the pitching position in that game.
- Balks – 1 warning per pitcher, then balks are enforced. If an umpire observes a pitcher balking, the umpire calls time and instructs the player and coach in regards to the balk.
- Defensive players may not block the base line unless they are in possession of the ball or in the process of receiving the ball. Warning will be given. Second offense obstruction will be called.
- Catcher must wear full catcher's protective equipment. Use of catcher's mitt is strongly encouraged. The catcher must be in a squatting position when the ball is pitched
- Dropped third strike rule is in effect
- Teams will follow the pitching rules outlined in the USSSA rules.

PLAYOFFS

- Single Elimination until final 2, then:
- The championship will be determined by a best-of-three series
- Games to be played out over minimum of 2 days; exact scheduling TBD.

Modified California Tie Breaker- see on next page.

Modified California Tie Breaker:

Last recorded out will be placed at 2nd base

MUST bat lineup where it ended in previous inning/ no substitutions/ 8 player rule is still in effect

Batting team will begin with 2 outs

Both teams get a chance to score

Unlimited runs allowed

Continue until winner is confirmed

IF A RULE (S) IS NOT LISTED HERE, PLEASE VISIT USSSA FOR LIST OF FULL RULES.

14U Division- LOCAL RULES

(Ages 13 -14)

EQUIPMENT

- Catchers Gear- (Helmet with throat guard, knee & shin guards, & chest plate, "cups" are required) – **catcher mitt required**
- Bats will have a max "drop" of 5 (ex., 32in / 27oz is ok. 32in / 25 oz is a drop-7 and NOT allowed)
- CORRECTION: Max barrel size is 2 and $\frac{3}{4}$. Standard USSSA rules for bats (regarding size and stamps)
- Metal cleats allowed at all interlock fields, BUT pitchers should have plastic cleats or tennis shoes in case field uses a portable mound in Sanger, Ponder, Krum, or Tioga.
Follow USSSA rules if not listed here.

FIELD SET UP

- Baselines are set at 90', outfield fence of min. 320'
- (1) Head coach, (2) assistants
- (2) Two offensive coaches are allowed to coach from the coach's boxes on the first and third base foul lines.

RULES OF PLAY

- * * Seven (7) innings, or 105-minute (1hr 45 min) time limit, will constitute a complete regulation game.
- * If the game is tied after both teams have played seven (7) complete innings or the time limit has expired, the modified California Tie Breaker will take effect. See below.
NOTE: If official time has expired, the Umpire will allow the game to complete the inning in consideration of the score and Home team assignment.
- 3 outs constitutes an inning, or offense scoring 7 runs. (max of 7 runs per inning)
- Mercy Rules – 20 after 2 innings, 15 after 3 innings, 12 after 4 innings, 8 after 5 innings
- **BOTH** teams will use the SAME game balls provided by the home team or umpire.

OFFENSE

- Coaches are required to list all players present in the batting order for each game. Continuous batting shall be used. The entire roster must be batted through, in order without substitution.
 - Players arriving late will be added at the bottom of the order.
 - If a player leaves the game sick and re-enters, he/she will go back in the same spot in the order. If the sick player is unable to bat, the team will have to take an out.
 - If a player leaves the game due to injury he/she may not return. No out will be recorded.
- After a 1st warning to a player for slinging a bat, subsequent occurrences with that player will be called out and the ball will be declared dead.
- NO SLASH BUNTING. Result will be an automatic out.
- Infield fly rule in effect
- Runners may advance at their own risk on overthrows during live play.
- Runners may lead off and may also steal bases.
- Sliding head first is allowed.
- **On deck batter must warm up in on deck circle.**

DEFENSE

- Infielders shall be positioned at 1st, 2nd, 3rd, short stop, catcher, and pitcher
- Infielders may not advance more than 10 ft. towards home plate until the ball is hit.
- (3) Outfielders shall be positioned 8-10 feet behind the baseline.
- Teams may use free substitution on defense except for pitcher position but the batting order shall remain the same.
 - Once a player is removed from the pitching position, that player may not return to the pitching position in that game.
- Balks are called. If an umpire observes a pitcher balking, the umpire calls time and instructs the player and coach in regards to the balk.
- Defensive players may not block the base line unless they are in possession of the ball or in the process of receiving the ball. Warning will be given. Second offense obstruction will be called.
- Catcher must wear full catcher's protective equipment. **CATCHER MITT IS MANDATORY**. The catcher must be in a squatting position when the ball is pitched
- Dropped third strike rule is in effect
- **Pitch count is in effect (home team must run game changer/or keep track of pitch counts for each pitcher each team)**
- **95 pitches PER DAY. 3 day rest.**
- **Pitcher may not re-enter the game once pulled.**
 - Different pitch rules will be given for tournaments.

PLAYOFFS

- Single Elimination until final 2, then:
- The championship will be determined by a best-of-three series

- Games to be played out over minimum of 2 days; exact scheduling TBD.

Modified California Tie Breaker:

Last recorded out will be placed at 2nd base

MUST bat lineup where it ended in previous inning/ no substitutions/ 8 player rule is still in effect

Batting team will begin with 2 outs

Both teams get a chance to score

Unlimited runs allowed/Continue until winner is confirmed

