



ADDITIONAL RULES NOT SPECIFIED BY USSSA SPECIFIC RULES

9U - 12U Baseball Rules

- USSSA rules will be utilized unless specifically specified as "Additional Rules"
- Coaches will be held to strict conduct standards. Coaches ejected from a game will immediately be confined to parking lot and will not be allowed to return for the current "Ejected Day" as well as the next scheduled game for your team.
- 10U Baseball - 80 minute game time limit or six (6) innings whichever comes first
- 12U Baseball - 80 minute game time limit or six (6) innings whichever comes first
- One coach will be allowed to stand in the on-deck circle while on defense. No other defensive coaches will be allowed on the field.
- No new inning will begin with five (5) or less minutes remaining in time limit
- Run rule fifteen (15) after 3 innings or eight (8) after 4 innings
- Games can end in a tie. No "Extra Innings" will be used to break a tie
- A team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs.
- All bats for age divisions 14U and younger must be permanently stamped with the new USSSA 1.15 BPF Mark, or BBCOR.50 Certified Mark or made of wood and manufactured by a licensed USSSA manufacturer.
- Baseball Size - 9"
- Home team will be decided by coin toss during pregame umpire / coach briefing. Team dugouts not specified.
- "ALL" TEAMS "MUST" clean out their dugout and surrounding area from trash. If you inherit a dirty dugout from a team please bring this to the attention of their coaches. Coaches are responsible for cleanliness of dugouts - Set a good example
- Parents please ensure that your trash items are disposed of properly. Do not leave your trash items on bleachers or seating area. Please help us keep our park clean
- Rainouts, delays or cancellations will be announced via Our [Facebook Page](#), [Twitter Feed](#) & <http://www.BCMSports.net/> (website update could be delayed in the event computer is not available to League Director). Parents are encourage to obtain information from their Head Coach or Association (CNP, Harrah, Jones) Coordinators
- No outside food or drinks allowed in complex. Players may bring in water or Gatorade bottle on their person & teams can bring in one (1) team water container - "NO ICECHEST".
- No Sunflower Seeds or Gum Allowed On Playing Surface.

RULE 7.00 – RULES OF PLAY USSSA SPECIFIC RULES

For A Complete Listing Of Playing Rules Please Refer To The 2016 USSSA Bylaws. This Is A Shorten Version That We Feel Pertain To This Particular Age Division - 2016 USSSA Bylaws & Rules
Rule 7.01.C Penalty: (First Offense) – If the Umpire discovers that a bat does not conform to USSSA Rule 7.01.C until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out and / or ejection from the game. If the Umpire discovers that a bat has been used to put a ball in play and before the next legal pitch, the defensive team shall have the choice of the result of play or the batter being called out and all runners returning to the base occupied at the time of the pitch. (Second Offense) – If a team is found in violation of this rule a second time, then the manager shall be ejected in addition to the First Offense penalty.

7.01.E In age divisions 4U – 12U, non-metal cleats shall be worn.

7.01.F The catcher shall wear all appropriate protective gear including a catcher's helmet with facemask and either a built in extended throat guard or a separately attached throat guard, chest protector, shin and / or leg guards, and protective cup. Rule 7.01.G Comment: In age divisions 4U – 12U, the catcher's helmet shall fully cover both ears.

7.01.G All offensive players shall use a double ear-flap batting helmet whenever at bat, on deck, on base or any other time outside of the dugout and the ball is live and in play.

7.01.H Special Protective Gear: USSSA continues its long standing policy of permitting players to determine the use of the protective equipment when they deem it appropriate..

7.02.D Approved Team Line-ups:

7.02.D.1 Teams may bat a nine (9) player line-up, ten (10) player line-up using an Extra Hitter (EH) or continuous line-up of all present, eligible, uniformed players. Such line-up must be declared before the start of the game and used the entire game.

7.02.D.1(a) If a team uses a line-up that contains substitute players, all starting players may be removed and re-enter the game once, but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting position in the batting order must be removed from the game and is ineligible for the remainder of the game.

7.02.D.1(b) If a team uses a line-up that contains ten (10) players, the player in the Extra Hitter position has free defensive substitution.

7.02.D.1(c) If a team uses a continuous line-up, all players other than the nine (9) defensive position players are Extra Hitters and may move freely in defensive positions with the exception of the pitching position. Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up. When using the continuous lineup and a player has to leave the game for any reason, that position in the line-up becomes an out when that at bat comes around.

7.02.F 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. It's an automatic out unless the opponent head coach agrees not to enforce the out. Must be declared during pregame meeting.

7.02.G A team may continue a game with a minimum of eight (8) eligible players.

7.04 The Batter, Batter Runner & Runner:

7.04.A An Intentional Walk may be issued upon announcement from either the pitcher or catcher without throwing pitches.

7.04.B At any time, the offensive team may use a courtesy runner for the pitcher and catcher of record from the previous inning on defense. The courtesy runner must be a player not presently in the line-up. If no players not presently in the line-up are available, the courtesy runner shall be the player making the last batted out. The re-entry status of the courtesy runner, pitcher, and catcher 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. Courtesy runner can only make 1 appearance per inning.

7.04.C Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and/or catcher. Malicious contact shall supersede all obstruction penalties. Malicious contact is solely up to the discretion of the Umpire. - NO TOLERANCE!

Rule 7.04.C Penalty: The runner shall be called out and may be ejected from the game at the discretion of the Umpires. Areas of consideration - lowering shoulder, extending arms, must be a legal slide. This is for player protection.

7.05 The Pitcher:

7.05.A A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may not return to the pitching position for the remainder of the game. The defensive team may correct this rules infraction at any time by substituting a legal pitcher without penalty. If an illegal pitcher is permitted to pitch, any pitch or play that results is legal. The rule violation should be caught by the Umpire or the offensive team and immediately corrected. If the violating pitcher has legal innings remaining, the violation is deemed an improper substitution and is corrected without penalty. If the violating pitcher has no legal innings remaining, it's deemed a pitching limitations violation pursuant to USSSA Rule 7.05.B.7.

7.05.B (Chart 7.05.B-1) The end of the day for the purpose of this rule shall be the time of day or night when the ballpark is shut down and the teams go home for the night break. Games that for any reason extend past midnight (12:00 AM) or start late at night, past midnight (12:00 AM) and are completed before the teams take the night break, shall count as being played on the scheduled day. A game not completed before the night break pursuant to USSSA Rules 7.03.D shall be a suspended game. Suspended games, when resumed (the next day or another day), shall count as being played on two different days. The outs recorded during the portion of the game played prior to suspension shall count as being played on the regularly scheduled day and the outs recorded during the portion of the game played once resumed, shall count as being played on the resumed day.

AGE DIVISION	ONE DAY MAXIMUM TO PITCH THE NEXT DAY	ONE DAY MAXIMUM	THREE DAY MAXIMUM
7U – 12U	3	6	8

Chart 7.05.B-1

7.05.B.1 ONE DAY MAXIMUM TO PITCH THE NEXT DAY: The maximum number of innings a player can legally pitch in one (1) day and still pitch the next day.

Rule 7.05.B.1 Example: In the 7U – 14U 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 1/3) or more innings in one (1) day, the player cannot legally pitch the next day.

7.05.B.2 ONE DAY MAXIMUM: The maximum number of innings a player can legally pitch in one (1) day.

Rule 7.05.B.2 Example: In the 7U – 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. Similarly, in the 13U – 14U age divisions, a player may legally pitch a maximum of seven (7) innings in one (1) day. The player would be ineligible to legally pitch the next day.

7.05.B.3 THREE DAY MAXIMUM: The maximum number of innings a player can legally pitch in three (3) consecutive days.

Rule 7.05.B.3 Example: In the 7U – 14U age divisions, a player may legally pitch a maximum of eight (8) innings in three (3) consecutive days. This is to be interpreted as a player may legally pitch any combination of innings to equal eight (8) innings in two (2) days as long as the player doesn't pitch more than three (3) innings the first (1st) day. Similarly, as a player may legally pitch any combination of innings to equal eight (8) innings in three (3) days as long as the player doesn't pitch more than three (3) innings the first (1st) or second (2nd) days. 7.05.B.4 MANDATORY DAYS OF REST:

7.05.B.4(a) A player that pitches more than three (3) innings in one day MUST rest the next day.

7.05.B.4(b) A player that pitches eight (8) innings in two (2) consecutive days MUST rest the next day.

7.05.B.4(c) A player that pitches three (3) consecutive days (regardless of total quantity of innings pitched) MUST rest the next day.

7.05.B.5 For all cumulative totals in this rule, one (1) out equals one-third (1/3) of an inning, two (2) outs equals two-thirds (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.

7.05.B.6 Outs recorded during a game that ends in forfeit shall count towards a pitchers' innings limits.

7.05.B.7 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.

Rule 7.05.C.7 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.

7.05.B.8 It shall be the responsibility of each team manager 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.

Rule 7.05.B.1 – 7.05.B.7 Penalty: Any violation shall result in immediate forfeiture of the game. If such violation occurs during Pool Play, the team in violation of the rule may not advance to the Championship bracket regardless of record.