

U10 and U12 Year Old USSSA League 2006 Rules and Administration

USSSA League rules are in effect, except where noted below:

1. **Start of Game:**

Each team is to provide 1 new game ball to the umpire prior to the start of the game.

Eight (8) players must be present by the time the visiting team takes the field. Penalty: Forfeit. Note: teams can play only by having at least 8 players available to play the field. Players can be added at the bottom of the line-up as they arrive.

2. **Playing Rules:**

- The "stepping out of the batters box" rule between pitches will be enforced by the umpires. Review with the umpire prior to game.
- There are no appeal plays. The umpire will automatically make calls such as missing a base, leaving early on a tag, etc. Review this with umpire before the game.
- Metal spikes NOT allowed.
- Number of players in the field:
 - U10 League: 10 players (No Outfielders within 20 feet of base path)
 - U12 League: 9 Players
- Pitching:
 - Each pitcher can throw for 9 consecutive outs per game.
 - Pitchers must be removed on the second trip to the mound during an inning.

Once a pitcher is removed (from mound), he can not return to the mound.

3-4 warm-up pitches maximum between innings unless a new pitcher is inserted.
New pitcher allowed as many as necessary.

U10 only - NO BREAKING PITCHES ALLOWED: Penalty: Play is dead prior to pitch reaching the plate; 1 ball is added to the count, and the pitcher is issued a warning. Second occurrence by the same pitcher: 1 ball is added to count and removal of pitcher from the mound. NOTE: Knuckleballs are deemed breaking balls.

There are no balks.

BAT REGULATIONS:

U10, U12

MAX LENGTH

MAX WIDTH

2 ¼ inches

A batter is declared out if he ENTERS THE BATTERS BOX with an illegal bat or is discovered having used an illegal bat before the next pitch following the turn at bat of the player who used the illegal bat. If the infraction is discovered before the next pitch following the turn at bat of the player who used an illegal bat, the defense may take the penalty or the result of the play.

WOOD BATS ARE ACCEPTABLE AT ALL LEVELS PROVIDED THEY MEET THE APPROPRIATE SPECIFICATIONS.

U10 and U12 Year Old USSSA League 2006 Rules and Administration

Substitution/Line-ups:

- There are no playing minimums for players in turns of innings played.
- 15 players (maximum) can be in the batting order.
- No Designated Hitters. All players active in line-up card are in the lineup to hit.
- Free substitution in the field for players in the batting order.
- Re-entry is allowed at all levels games for starters only. Starters must return to their original spot in the batting order.
- Substitutes may not re-enter once removed from the game.
- Late player arrival... If do not bat everyone, than late arrival must be a sub. If bat everyone, late arrival can be either a sub or bottom of lineup entry.
- In the event of injury to a player:
 - If the player can not continue (and a substitute is not available), the injured player spot in the lineup is deleted (without penalty). The player can not return to the game. Note: A runner may be used (last out) to keep game moving should an injury require treatment.
 - If the player is substituted for, the player could return.
 - If the team does not have 8 players to finish, the game is forfeited. NOTE: If a team has played all substitutes, a substitute can "re-enter" to avoid forfeit.

- Baserunning / Basecoaching / Advancement:

- Must slide at all bases where there is a play (except 1st base). The penalty is an out.
- No fake tags allowed. Penalty-1 base, possible ejection depending upon severity.
- No Courtesy runners. Only exception is catcher with 2 outs only may have the last out run. This will allow equipment to be placed on while play continues.
- Basecoaches can either be adults or players (with helmets). Only one coach per box.
- Batters can not advance on a dropped 3rd strike.
- Stealing is allowed once the ball has crossed the plate.
 - U10 League only: There are no delayed steals. Once the Catcher or Pitcher have secured the ball, runners can not advance Runners can not advance on the throw back to the pitcher.
- Baserunners leaving prior to the ball crossing the plate will be called out only after a team has been warned; ball is dead when the warning or out is called.

Player Ejection:

If a player is ejected from a game, the opposition coach should contact the commissioner. The player will be suspended from the next game (Note: the player must attend the next game in order to comply; if the player does not attend the next game in a non-playing capacity, the suspension remains in effect). A second ejection of a player will warrant review by the Protest/Rule Interpretation Committee and may result in game(s) suspension up to expulsion.

3. Game Length:

For Single games: 6 innings(with 4 innings considered a complete game)
For Doubleheaders: 5 innings(with 4 innings considered a complete game)

If a game is called due to darkness prior to the completion of the inning being played, the score reverts back to the previous inning. If the score is tied, it will not be played off and should be reported as a tie. Note: extra innings can be played if adequate daylight.

If a game is called due to weather, the game is suspended and should be re-scheduled. The re-scheduled game is started from the point where the game was stopped.

2006 Rules and Administration

4. **Mercy Run rule:** If a team is trailing by more than 15 runs after 4 innings, it is up to the trailing coach if the game shall be continued. Mercy run rule is automatically instituted if reached during either game of a doubleheader.

5. **Umpires:**

- shall be instructed to move all along.
- are to be at a game site 15 minutes prior to game time.
- are to verify proper equipment is being used by both teams.
- **In the event of fan problems, will advise the appropriate coach to correct the situation; if the situation is not corrected, the umpires will advise the perpetrator to leave. If the Perpetrator does not leave, the team will forfeit.**
- if any problem with umpires (ie., late, no-show, etc), contact Don D'Amico (385-8611) immediately. You may be required to complete Game Report form. Document any problems in an e-mail (damicolegion@aol.com).

6. **Game Cancellation:**

If field is not playable, it is the responsibility of the home team to contact the visiting coach by 4:00 PM. The umpire will call the home coach. For rescheduling, see below.

7. **Game Rescheduling:**

Postponed games need to be rescheduled as soon as possible. If the game can not be played, both teams must agree upon a time within 3 days. If an agreement can not be reached, the commissioner shall set a game time. Games maybe forfeited if not scheduled in timely manner.

All rescheduled game information needs to be forwarded via e-mail to Don D'Amico (damicolegion@aol.com) to ensure adequate umpire coverage. **DO NOT SET UP GAMES DIRECTLY WITH THE UMPIRES OR YOUR ORGANIZATION MAY BE CHARGED.**

8. **Protests**

All protests regarding rule infractions must be written up in the scorebook and signed by the umpire prior to play resumption. Each protest should be communicated to Don D'Amico (damicolegion@aol.com) within 24 hours. The formal (ie., written) protest must be received within 3 days. The protest charge is \$25; if protest upheld, \$25 will be returned.

9. **League standings:**

League standings will be kept on-line. Winning team reports the scores via e-mail only (damicolegion@aol.com). Tie-Breakers: For first place ties, a playoff game will be played.

If you have any questions or comments on the rules, contact Don D'Amico (Home 385-8611).