



**UNITED STATES SPECIALTY
SPORTS ASSOCIATION**

Official Baseball National By-Laws

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USSSA BASEBALL NATIONAL BY-LAWS

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RULE 1.00 – Name and Objective

- 1.01** This organization shall be known as USSSA Baseball.
- 1.02** The objective of USSSA Baseball is to organize and promote youth and adult baseball to perpetuate the interest and love of the game. To organize and provide an opportunity for teams to compete in tournament and league competition that leads to state, national, and world championships in their respective competitive classes in their age division.

RULE 2.00 – Membership

- 2.01** TEAM MEMBERSHIP – A team registration fee shall be charged to participate in the USSSA Baseball program. Team membership must be paid seasonally. The season for USSSA Baseball is August 1st - July 31st.
- 2.02** UMPIRE MEMBERSHIP – Each umpire must pay a yearly membership fee. In addition to USSSA membership, each umpire may elect to purchase an optional insurance plan that will cover the umpire during non-USSSA Baseball contests.
- 2.03** LEAGUE PARTICIPATION – In all USSSA Baseball sanctioned leagues teams will qualify for State Championship and / or Nationals and / or World Series play.
- 2.04** TOURNAMENT PARTICIPATION – In all USSSA Baseball sanctioned tournaments teams will qualify for State Championship and / or Nationals and / or World Series play.
- 2.05** DIVISION OF PLAY – USSSA Baseball will offer the following divisions of play: “Major”, “AAA”, “AA”, “A” & “All-Star”. The main criteria for classifying teams “Major”, “AAA” and “AA” shall be the overall defensive and offensive strength and overall experience of the team. “A” and “All-Star” are defined by the method or establishment.

RULE 3.00 – Team Eligibility

- 3.01** No team shall be allowed to compete in USSSA Baseball sanctioned leagues or tournaments without paying their team registration fee to the Association.
- 3.02** A team must be composed of not more than twenty eligible players.
 - 3.02.A** If applicable, coaches or managers must be included in the twenty in order to be eligible to play.
- 3.03** The cut-off date for adding players to a team roster shall be in accordance with rules set forth in these by-laws.
- 3.04** Each State Director will adopt an acceptable method to classify teams. Each State Director has sole authority to classify teams within their respective state. A State Director has the authority to classify and / or re-classify any team during the current season, except when the USSSA Baseball National Committee has assigned a classification to the team.
- 3.05** A teams “home” state is determined by the home residence of 50% of the team’s roster.

RULE 4.00 – Individual Player Eligibility

- 4.01** In ages 5U – 14U, any player who before May 1st of the current season reaches the below listed birthday is not eligible to participate in that division. In ages 15U and above the divisions will be based on high school grade and age. In the high school divisions, if a player does not meet age restriction as in column “B” then

they must meet the grade and age restriction as in column "C". If they do not meet either, they must play in the next higher division.

<u>A</u> <u>Age Division</u>	<u>B</u> <u>Birthday</u>	<u>C</u> <u>Meets Grade but not Birthday</u>
5 & Under	Sixth	
6 & Under	Seventh	
7 & Under	Eighth	
8 & Under	Ninth	
9 & Under	Tenth	
10 & Under	Eleventh	
11 & Under	Twelfth	
12 & Under	Thirteenth	
13 & Under	Fourteenth	
14 & Under	Fifteenth	
15U - High School Freshman	Sixteenth	Seventeenth
16U - High School Sophomore	Seventeenth	Eighteenth
17U - High School Junior	Eighteenth	Nineteenth
18U - High School Senior	Nineteenth	Twentieth

- 4.02** A player is eligible to compete in the USSSA Baseball program as long as he abides by the USSSA Constitution and By-Laws when listed as a member of an eligible team.
- 4.03** A Tournament Director may not manage, coach, participate as a player or umpire in any tournament in which he serves as a Tournament Director.
- 4.04** When a team qualifies for a State, Nationals or World Series, the team roster will be frozen, whether a team accepts the berth or not.
- 4.04.A** The team roster becomes frozen immediately at the qualifying event. Players will be bound to this qualified team up to and including this team's respective State, Nationals or World Series. A player cannot legally be on any other team's roster within the same age division. A team may decline any berth that is passed down. If a team accepts a berth that is passed down, the team roster is frozen. The team manager shall be allowed to add a maximum of three (3) players to the qualified team's roster. Players may be added as late as seventy-two (72) hours prior to the start of the Nationals or World Series. Such additional players can only be added to rosters that have openings to allow for such add-ons.
- 4.04.B** A team manager may release up to three (3) players from his team's qualified roster. A team manager cannot replace a released player with an add-on.
- 4.04.C** All players added to qualified rosters must meet the following requirements:
- 4.04.C.1** Players cannot be on another qualified team's roster in the same age division.

- 5.03** No team will be allowed to compete in any tournament unless they are registered with the Association. A team can only participate in their respective home State Championship tournament and only one per season. This does not include level 2 State Championships. In Level 2 State Championships, teams may play in multiple events and may cross State Lines if allowed by the host State.
- 5.04** Roster composition will be as follows:
- 5.04.A** "Major" – A team's roster must be composed of at least 50% state residents from the state in which the State tournament is being held.
- 5.04.B** "AAA" & "AA" – A team's roster must be composed of at least 50% state residents from the state in which the State tournament is being held. Players not residing in the home state must reside in a contiguous state.
- 5.04.C** "A" & "All-Star" – A team's roster must be composed by a method as defined in the "A"/All-Star Sections of the book. Also, a team's roster must be composed of at least 50% state residents from the state in which the State tournament is being held. Players not residing in the home state must reside in a contiguous state.
- 5.05** Amounts to be charged as entry fees for such tournaments shall be left up to the discretion of the State Director.
- 5.06** The number of trophies and awards to be awarded will be left up to the discretion of the State Director.
- 5.07** Each State Director shall adopt an acceptable system to be used for qualifying teams for State, Nationals and World Series participation. Established league participation may be included if such a system is so desired.
- 5.08** No tournament shall be considered as sanctioned by the Association if all applicable fees and registrations are not paid to the Association within seventy-two (72) hrs after completion of the tournament.
- 5.09** Only USSSA Baseball licensed baseballs can be used in all sanctioned events.
- 5.10** State tournaments shall be scheduled to provide each team at least two games of participation. This can be changed at the site of the tournament, by the Tournament Director with approval of the State Director after the starting date of the tournament has begun and it is determined that it would not be feasible to attempt to continue the original format due to weather conditions or other acts of God. A substitute format will be decided upon at the tournament site.
- 5.11** No change to a team's roster will be allowed after the team has begun play in its first game during a tournament.
- 5.12** Each State Director with approval of the Executive Vice President of USSSA Baseball sets refund policies.

RULE 6.00 – World Series and Nationals

- 6.01** The USSSA Baseball program will use the "Pool-Play" format in its World Series and Nationals. Teams will be placed in pools where they will play a round robin within their pool. A double elimination format will be used in the championship bracket following pool play. A single elimination consolation tournament will be held for the teams which do not qualify for the championship bracket. The exact format of the tournament; e.g., number of pools, number of teams in each pool, and seeding out of pools will be set by the USSSA Baseball National Committee.
- 6.02** World Series and Nationals play shall be under the jurisdiction of the USSSA Baseball National Committee. The Association's Vice President of Baseball shall appoint a duly qualified person to serve as Tournament Director. The Tournament Director shall supervise the event and be responsible for insuring that the tournament is run according to all rules, procedures, and terms of the written contract and to insure that the event is run according to all rules and regulations of the Association. The Tournament Director, in carrying out his or her duties, shall report directly to the Association's Vice President of Baseball.
- 6.03** All teams receiving berths to World Series or Nationals must play in their home state's State Tournament, provided such a State Tournament is held. Failure to

- play in the State Tournament if held will result in forfeiture of the World Series or Nationals berth. State Director has the authority to waive this rule.
- 6.04** State Directors must approve all entry forms and team rosters of teams entering World Series and Nationals. If a state does not have a State Director, then the Vice President of USSSA Baseball can give such approval. A properly completed letter of transmittal form must accompany each entry fee and entry form for World Series or Nationals. State Directors may not issue a letter of transmittal for teams from another state. Rosters approved by State Directors cannot be protested except for age violations or acts of fraud.
- 6.05** When a team has qualified to compete in a World Series or Nationals and for some legitimate reason cannot compete, the State or Area Director may select the next team in line to take their place or may select a substitute plan to award the berth.
- 6.06** A deadline for accepting entries in World Series or Nationals shall be set by the USSSA Baseball National Committee.
- 6.07** The USSSA Baseball National Committee will assign awards packages to all World Series or Nationals.
- 6.08** A team must participate in the highest World Series in which it wins a berth unless the team is re-classified by the State Director.
- 6.09** Any team in a World Series or Nationals that forfeits a pool-play game by virtue of not having enough players to start a game, shall not be eligible for championship play regardless of record.
- 6.10** Players, coaches, and managers participating in a World Series or Nationals cannot be charged any additional fees to gain admission to said playing site. Coaches and managers in World Series or Nationals are limited to three (3) passes.

RULE 7.00 – Acts of Disbarment

- 7.01** Acts of disbarment include:
- 7.01.A** Physical attack on an umpire or other tournament official or Association Officer during a game or immediately following a game, played under the administration of the Association.
- 7.01.B** Player, coaches, manager, or sponsor threatening an umpire, tournament official, Association Director, or Association Officer.
- 7.01.C** Any officer, director, umpire, player, coach, manager, or sponsor fighting, using unsportsmanlike conduct or abusive tactics or derogatory or unbecoming acts that could be detrimental to the Association and not in the best interests of USSSA Baseball.
- 7.01.D** Destruction of property or the abuse of hotel property or failure to pay hotel or motel bills.
- 7.01.E** Participating in a tournament in which cash prizes are offered. In referring to cash prizes, the following shall define a cash prize:
- 7.01.E1** Cash prize shall mean prizes in cash or in merchandise that is easily converted into cash that is awarded to players or teams based on the final standings of a tournament or other competition. A player or team may receive reimbursement for actual expenses incurred, as long as the amount of the reimbursement is not dependent on the standings of the event. These acts shall apply to a player and / or team.
- 7.01.F** Paying or receiving compensation in consideration of participating in baseball competition. These acts shall apply to a player, team, or sponsor.
- 7.01.G** Receiving money directly or indirectly by capitalizing on athletic ability, athletic prominence, or fame in baseball except that a player or team may use his / her name and likeness to advertise, recommend, or promote the sale of baseball sporting goods equipment or other goods

and services if it is done pursuant to a registered personal services contract.

- 7.01.H** By knowingly competing with or against illegal or suspended players.
 - 7.01.I** By participating in or permitting a fraud to be perpetuated.
 - 7.01.J** Any official of the Association who refuses to submit funds to the Association that is due to the Association.
 - 7.01.K** Competing under an assumed name.
 - 7.01.L** Submitting a check, for any reason, that cannot be negotiated for payment.
 - 7.01.M** Failure to show up after entering a World Series or Nationals, unless reasonable advanced notice is given. The USSSA Baseball National Committee shall determine what "reasonable advanced notice" is.
 - 7.01.N** Purposely using false information to hurt the Association.
 - 7.01.O** An illegal player may be suspended for one year.
 - 7.01.P** Violating the contract rights granted to any individual by the Association under its constitution. The penalty for violation of this paragraph shall be immediate suspension from any activities of the Association.
- 7.02** Any USSSA Baseball Officer or Director that violates any articles of the constitution or USSSA Baseball policies may be suspended.
- 7.02.A** Any USSSA Baseball Officer or Director that fails to submit fees and / or information due the Association within fourteen (14) days of receipt thereof by that Officer or Director may be suspended.
 - 7.02.B** Any USSSA Baseball Officer, Director, umpire, or participant that is suspended for any reason, shall not be allowed to participate in any capacity within the Association, until such suspension has been lifted.
- 7.03** Only State Directors, and / or the USSSA Baseball National Committee, have the authority to issue disbarments for a period of one year from the time of the incident. The State Director in the state in which the offense occurred may act upon any offense that occurs as described in Rule 6.00. Should the State Director not take action, he or she shall submit the incident to the player or team's home State Director to be acted upon. The USSSA Baseball National Committee shall rule upon any disbarment beyond the one (1) year suspension anytime it convenes. In order for such action to be effective, reasonable notice (at least 30 days) shall be given to the offending person before the convening of the USSSA Baseball National Committee. Such notice shall be deemed sufficient if sent by registered mail to the address of the offending party last on file with the USSSA National Office or the USSSA Baseball State Director's office; and contains a written statement of the offense and the length and terms of the requested additional disbarment beyond the one (1) year suspension.
- 7.04** The offending party may appear at the convening of the USSSA Baseball National Committee and give evidence on his / her / its behalf as to why the additional suspension or disbarment should not be imposed. The decision of the USSSA Baseball National Committee shall be final and binding and is not subject to appeal.
- 7.05** Players or other announced participants, who have been disbarred or declared illegal, may use the appeal process procedure set forth in the constitution, except as limited by the provisions of Rule 7.03.
- 7.05.A** Any person so disbarred or suspended shall have the right to apply for reinstatement to membership in the Association, on an annual basis, provided he gives the Disbarment Committee, through National Headquarters, 30 days written notice of his intention to so reapply. The USSSA Baseball National Committee shall act on such applications at the annual meeting of the Association.
- 7.06** State Officers and Director have the authority to issue indefinite suspensions for players, teams, and other announced participants who fail to meet financial responsibilities to that State's Association.

- 7.07** Tournament Directors have the authority to eject a player or team anytime during a tournament.
- 7.08** All reports of suspension must be in writing and submitted to the USSSA National Headquarters within five (5) days of the suspension. Copies of such suspensions shall be sent to the party against whom it is directed.

RULE 8.00 – USSSA Baseball Playing Rules

Playing rules not specifically covered herein shall follow the Official Rules of Baseball (National League) as published by the Sporting News. The State Director also has the authority to administer rules within his respective state as deemed appropriate with the approval of the Vice President of USSSA Baseball.

8.01 Recommended Field Dimensions

<u>Division</u>	<u>Bases</u>	<u>Pitching</u>	<u>Foul Lines</u>	<u>Center Field</u>
5 & Under	55'	N/A	140'	175'
6 & Under	55'	N/A	140'	175'
7 & Under	60'	N/A	150'	185'
8 & Under	60'	40'	160'	185'
9 & Under	65'	44'	170'	190'
10 & Under	65'	46'	180'	210'
11 & Under	70'	50'	190'	230'
12 & Under	70'	50'	230'	275'
13 & Under	80'	54'	260'	300'
14 & Under – 54/80	80'	54'	275'	300'
14 & Under – 60/90	90'	60'6"	320'	375'
15U - High School Freshman	90'	60'6"	320'	375'
16U - High School Sophomore	90'	60'6"	320'	375'
17U - High School Junior	90'	60'6"	320'	375'
18U - High School Senior	90'	60'6"	320'	375'

8.02 Equipment:

- 8.02.A** All players must be fully uniformed, which includes the following: baseball pants, socks, baseball cap, and team jersey with numbers that are non-duplicating at least three inches (3") in height.
- 8.02.B** Managers and coaches must wear a baseball cap with team insignia and will be properly dressed (coaches may wear coaches' shorts).
- 8.02.C** While in the field, as a defensive player, baseball caps must be worn.
- 8.02.D** Protests on uniforms will not be allowed. It shall be the Tournament Director's responsibility regarding uniform legality. Violation of the uniform rules will result in the violator being allowed to conform or be removed from the game.
- 8.02.E** Metal spikes are prohibited in age divisions 12U and below.
- 8.02.F** All bat boys / girls must wear a double-ear batting helmet when outside the dugout.
- 8.02.G** The catcher must wear all appropriate protective gear: protective catcher's helmet with face mask and throat guard, chest protector, shin guards and protective cup.
- 8.02.G.1** In age divisions 12U and below the catcher's protective helmet must fully cover both ears.
- 8.02.H** The official bat shall be round in cross section for the entire length of the bat, straight in length from end to end, and smooth surfaced in the hitting area. The maximum diameter is two and three quarters inches (2 3/4")

and the maximum length is thirty-six inches (36"). Any material to improve the grip may be used for a distance not to exceed eighteen inches (18") from the handle end. The bat shall be constructed of wood, aluminum, or any other material or combination of materials unless such materials or combination of materials are specifically disapproved by USSSA. Such disapproval shall be in the sole discretion of USSSA and may be made without notice. In addition all bats for ages 15U and above must conform to the National Federation of High School Associations' bat limitations and all bats for ages 14U and under that exceed the 1.15 Bat Performance Factor as defined for baseball bats by ASTM Standards, may be disallowed without notice at any time in the sole discretion of USSSA.

8.03 Game Rules:

8.03.A A flip of a coin between the two managers will determine the home team before each game in pool play. In bracket play, the highest seed team will be home team, except for the championship and "IF" games.

8.03.B In World Series or Nationals play, time limits may be used for pool-play and consolation brackets, if approved by the Vice President of USSSA Baseball.

8.03.C Age divisions 12U and below shall play 6 inning games. Age divisions 13U and above shall play 7 inning games.

8.03.D A team may continue a game with one less player than it started with, whenever a player leaves the game for any reason. It takes nine players to start a game.

8.03.D.1 If the player leaving the game is a runner, he shall be declared out.

8.03.D.2 When the player who has left the game is scheduled to bat, an out shall be declared for each turn at bat.

8.03.D.3 The player who has left the game cannot return to the lineup, except for Communicable Disease Procedure reasons.

8.03.E Mercy Rule:

<u>Length of Game</u>	<u>Run Differential</u>	<u>Start Inning</u>
6 Innings	15	3 rd Inning
6 Innings	8	4 th Inning
7 Innings	15	3 rd Inning
7 Innings	12	4 th Inning
7 Innings	8	5 th Inning

NOTE: In enforcing these rules, the home team shall not bat if they are winning and the mercy requirement is met prior to the bottom half of the listed inning.

8.03.F Whenever a tag play is evident, runners must slide or seek to avoid contact with the fielder. Malicious contact shall supersede all obstruction penalties.

PENALTY: Runner shall be declared out and may be ejected from the game at the umpire's discretion.

NOTE: When enforcing this rule, the umpire should judge the runner's intent. If the umpire feels that the contact was unintentional, then the runner should only be declared out. If the umpire feels that the contact was intentional and / or malicious, then the runner should be declared out and ejected.

8.03.G At any time, the team at bat may use a courtesy runner for the pitcher and catcher of record the previous time on defense. The courtesy runner

must be someone not presently in the lineup and may appear as a courtesy runner one time per inning. The re-entry status of the courtesy runner, pitcher, and catcher, shall not be affected by this rule. If a courtesy runner is determined to be ineligible, a proper replacement (if available) will be substituted.

- 8.03.H** In age divisions 12U and younger an intentional walk may take place by announcement from the catcher or pitcher.
- 8.03.I** In all age divisions starting players may re-enter 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.
- 8.03.J** In all age divisions, an Extra Hitter (EH) will be allowed. This will give a team a ten (10) player line-up that must be declared before the start of the game and used the remainder of the game. The player in the EH position, while not actually playing a defensive position, will be treated as such for substitution purposes. The re-entry rule applies for the EH.
- A.R.1.** – Baker is the EH and batting 2nd. Charles is the catcher and batting 3rd. Baker can become the catcher and Charles the EH. Both players would remain in their original batting position in the batting order.
- A.R.2.** – All players can move freely in defensive positions – the EH is considered a defensive position.
- 8.03.K** In age groups 15U and above, if the Extra Hitter is not be utilized, then the Designated Hitter (DH) may be utilized in accordance with the National Federation of High School Associations' baseball rules.
- 8.03.K.1** A DH may be (not mandatory) designated for any one starting player (not just pitchers) and all subsequent substitutes for that player in the game.
- 8.03.K.2** A starting defensive player cannot be listed as the DH in the starting lineup.
- 8.03.K.3** A DH for said player shall be selected prior to the start of the game, and his name shall be included on the lineup cards presented to the umpire-in-chief and to the official scorer.
- 8.03.K.4** Failure to declare a DH prior to the game precludes the use of a DH in the game.
- 8.03.K.5** If a pinch hitter or pinch runner for the DH is used, that player becomes the new DH.
- 8.03.K.6** The player who was the DH may re-enter as the DH under the re-entry rule.
- 8.03.K.7** A DH and the player for whom he is batting are locked into the batting order. No multiple substitutions may be made that will alter the batting order.
- 8.03.K.8** The role of the DH is terminated for the remainder of the game when:
- 8.03.K.8(a)** The defensive player, or any previous defensive player for whom the DH batted, subsequently bats, pinch-hits, or runs for the DH;
- 8.03.K.8(b)** The DH or any previous designated DH assumes a defensive position.
- 8.03.L** If a game is called due to rain or other acts of God and cannot be resumed, it is a regulation game if:
- 8.03.L.1** In a Six Inning game, if three innings have been completed or if the home team has scored more runs in two and one-half innings than the visiting team has scored in three innings or if the home team scores one or more runs in its half of the third inning to tie the score.

8.03.L.2 In a Seven Inning game, if four innings have been completed or if the home team has scored more runs in three and one-half innings than the visiting team has scored in four complete innings or if the home team scores one or more runs in its half of the forth inning to tie the score.

8.03.L.3 All other games will resume from their exact point of delay.

8.03.M Pool-Play Tie Breaker Recommendations:

Once you advance to the next tiebreaker criteria, you do not return to the previous criteria. Runs are considered amongst all teams in the pool not just the tied teams.

8.03.M.1 Head to Head

8.03.M.2 Runs Allowed

8.03.M.3 Run Differential (Max +/- 8 Runs Per Game)

8.03.M.4 USSSA Point System

8.03.M.5 Coin Flip

8.04

Pitching:

NOTE: The end of the day for this pitching limitation rule is the time of day or night when the ballpark is shutdown and the teams go home for the night break. Games that either because of rain delay or otherwise, extend past midnight or start late at night past midnight and before the teams take the night break, will still count as though they are on the previous day's play. If the game continues after the night break (the next day), this part of the game will count as though it was the following day.

8.04.A Limitations:

8.04.A.1 Column A represents the number of innings a player can throw in one (1) day and still pitch the next day.

8.04.A.2 For purposes of this rule in the columns listed, a pitcher is in violation of this rule if he makes any appearance above the pitching limits.

8.04.A.3 For all cumulative totals in this rule, one (1) out equals one-third (1/3) of an inning, two (2) outs equal two-thirds (2/3) of an inning and three (3) outs equal a full inning.

8.04.A.4 In age divisions 12U and below, a player that pitches two (2) consecutive days must rest the third (3rd) day regardless of the number of innings pitched.

8.04.A.5 Exceeding the maximum innings allowed in the case of a double or triple play will not be counted against the pitcher.

8.04.A.6 It is the responsibility of each team's manager to challenge pitching violations by notifying the umpire and then the Tournament Director.

8.04.A.7 Any innings pitched or outs recorded during a game that is forfeited shall count towards the pitchers' allotted innings.

PENALTY: Any violation of pitching limitations shall result in immediate forfeiture of the game. If this occurs during pool play, the team may not advance to the championship bracket. This may be done at any point after an illegal out has been made while the pitcher in violation is in the game and in the pitching position.

8.04.B Balks:

8.04.B.1 In age divisions 10U and below, pitchers will be allowed some leniency in regard to balks. Pitchers will be called for all major violations and warned for minor violations that do not affect the outcome of a play. In all other divisions, balks will be strictly enforced without warning.

8.04.C Trips (Visits) To the Mound:

8.04.C.1 When a team is charged with its second trip to the mound in the same inning to the same pitcher, the pitcher must be removed from the pitching position for the remainder of the game. The pitcher may be moved to another defensive position.

8.04.D Pitching Chart:

8.04.D.1 Column A – The number in this column represents the most innings a pitcher can pitch in one (1) day and still pitch the next day.

Example: In the 10U division, a pitcher may throw up to four (4) innings in one (1) day and throw again the next day; but if that pitcher throws four and one-third (4 1/3) innings or more in one (1) day, he cannot pitch the next day.

8.04.D.2 Column B – The number in this column represents the most innings a pitcher can pitch in one (1) day.

Example: In the 10U division, a pitcher may throw a maximum of six (6) innings in one (1) day. The pitcher would not be allowed to pitch the next day.

8.04.D.3 Column C – The number in this column represents the most innings a pitcher can pitch in two (2) consecutive days.

Example: In the 10U division, a pitcher may throw a maximum of eight (8) innings in two (2) consecutive days.

NOTE: This is to be interpreted as a pitcher would be able to throw any combination of innings that equal eight (8) as long as the first (1st) day does not equal more than four (4) innings due to Column A requirements.

<u>Division</u>	<u>A</u>	<u>B</u>	<u>C</u>
5 & Under	N/A	N/A	N/A
6 & Under	N/A	N/A	N/A
7 & Under	N/A	N/A	N/A
8 & Under	3	4	6
9 & Under	4	6	8
10 & Under	4	6	8
11 & Under	4	6	9
12 & Under	4	6	9
13 & Under	5	7	11
14 & Under	5	7	11
15U - High School Freshman	5	7	12
16U - High School Sophomore	5	7	12
17U - High School Junior	NONE	UNLIMITED	UNLIMITED
18U - High School Senior	NONE	UNLIMITED	UNLIMITED

NOTE: It is important to remember that in age divisions 12U and below, pitchers that pitch two (2) consecutive days must rest the third (3rd) day regardless of innings pitched (see Rule 8.04.A.4).

8.05 Coach Pitch Specific:

8.05.A Fair Ball Arc – There will be a twenty foot (20') arc drawn from 1st baseline to 3rd baseline in front of home plate. A batted ball must go past this line to be fair. The arc is to be treated as a foul line.

- 8.05.B** Safety Arc – There will be a thirty foot (30') arc drawn from 1st baseline to 3rd baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
- 8.05.C** Pitching Circle – There will be a ten foot (10') in diameter circle with the front edge at forty-two feet (42') from the back point of home plate.
- 8.05.D** A base runner is out for leaving the base before the ball is hit or reaches home plate. Stealing is not allowed.
- 8.05.E** Ten (10) defensive players will play in the field with four (4) outfielders. The fourth (4th) outfielder may not be allowed to assume an infield position. All outfielders must stay behind the baselines.
- 8.05.F** The catcher must receive the pitch in the batters box in a normal manner. If in the umpire's discretion, the catcher is not receiving the ball in a normal manner, there will be a warning issued. If the act continues after the warning, the offending teams' manager will be ejected.
- 8.05.G** The batting order shall constitute all players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
- 8.05.H** A maximum of seven (7) runs may be scored per inning or three (3) outs. This includes the last inning.
- 8.05.I** Teams may use free substitution on defense but the batting order must remain the same.
- 8.05.J** No bunting.
- 8.05.K** Defensive coaches are not allowed on the field of play and must coach from the dugout.
- 8.05.L** Umpires will call "time" after every play and declare the ball dead. "Time" should be called as soon as all runners are not attempting to advance. "Time" shall not have to be called by the participants for the purpose of this rule.
- 8.05.M** A player can only be intentionally walked one (1) time per game.
- 8.05.N** The Infield Fly Rule is not in effect.
- 8.05.O** A batter shall receive a maximum of six (6) pitches or three (3) swinging strikes. No extra pitches on foul balls.
- 8.05.P** The defensive player listed as pitcher cannot leave the pitching circle until the ball is hit. If this happens, the play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch and play over. 1st offense-warning, 2nd offense removal from pitching position.
- 8.05.Q** A courtesy runner for catcher of record the previous inning only may be used. The courtesy runner must be the player that made the last out. If no outs have been recorded the courtesy runner will be the previous batter not on base.
- 8.05.R** When a batted ball hits the Pitching Coach, the following rules shall apply:
- 8.05.R.1** 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.
- 8.05.R.2** 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.
- 8.05.S** Pitcher's Line – A line drawn from the pitcher's circle to the fair ball arc.
- 8.05.S.1** The pitching coach must keep one foot on or straddle the pitcher's line.
- 8.05.S.2** The pitching coach cannot coach while in the pitching position, either verbally or physically. Once the ball has been hit, he must position himself as not to be an obstruction to the

defensive team on any possible play. If a coach violates this rule after the ball is pitched, then obstruction will be called. If a coach violates this rule before the ball is pitched: 1st offense-warning, 2nd offense replacement and cannot return to pitching.

8.06 Kid Pitch Specific - 8U and Below:

- 8.06.A** Runners on base cannot advance when the pitcher is on the pitching rubber with the ball in possession and the catcher is in position to receive a pitch.
- 8.06.B** Runners can advance at their own risk once a pitched ball has passed home plate.
 - 8.06.B.1** When a runner tries to advance prior to the ball passing home plate, the following will apply:
 - 8.06.B.1(a)** If the runner is called safe, the runner returns to the base legally occupied at the time of the pitch.
 - 8.06.B.1(b)** If the runner is called out, the runner is out.
 - 8.06.B.1(c)** If the ball is hit, the defensive team has the option of the result of the play or a no pitch.
- 8.06.C** Runners may not advance from third (3rd) base to home unless the runner is batted home or forced by a base on balls, hit batsman, or award from the umpire. Runners may not advance from third (3rd) base on passed balls or wild pitches.
- 8.06.D** The batter cannot advance to first (1st) base after a missed / dropped third (3rd) strike.
- 8.06.E** Teams may bat nine (9) or ten (10) using the EH (see Rule 8.03.J).
- 8.06.F** Nine (9) players will be used on defense.
- 8.06.G** Balk rules will not apply.
- 8.06.H** Runners cannot advance once the pitcher has possession of the ball within the mound area.
EXCEPTION: Runners may advance when the ball is hit to the pitcher and time has not been called.

8.07 Machine Pitch Specific:

- 8.07.A** Fair Ball Arc – There will be a twenty foot (20') arc drawn from 1st baseline to 3rd baseline in front of home plate. A batted ball must go past this line to be fair.
- 8.07.B** Safety Arc – There will be a thirty foot (30') arc drawn from 1st baseline to 3rd baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
- 8.07.C** Pitching Circle – There will be a ten foot (10') in diameter circle with the front edge at forty-two feet (42') from the back point of home plate.
- 8.07.D** A base runner is out for leaving the base before the ball is hit or reaches home plate. Stealing is not allowed.
- 8.07.E** Ten (10) defensive players will play in the field with four (4) outfielders. The fourth (4th) outfielder may not be allowed to assume an infield position. All outfielders must stay behind the baselines.
- 8.07.F** The batting order shall constitute all players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
- 8.07.G** A maximum of seven (7) runs may be scored per inning or three (3) outs. This includes the last inning.
- 8.07.H** Teams may use free substitution on defense but the batting order must remain the same.

- 8.07.I** Defensive coaches are not allowed on the field of play and must coach from the dugout.
 - 8.07.J** Umpires will call “time” after every play and declare the ball dead. “Time” should be called as soon as the lead runner is not attempting to advance. “Time” does not have to be called by the participants.
 - 8.07.K** A player can only be intentionally walked one (1) time per game.
 - 8.07.L** The Infield Fly Rule is not in effect.
 - 8.07.M** A batter shall receive a maximum of six (6) pitches or three (3) swinging strikes.
 - 8.07.N** The defensive player listed as pitcher cannot leave the pitching circle until the ball is hit.
 - 8.07.O** A courtesy runner for catcher of record the previous inning only may be used. The courtesy runner must be the player that made the last out. If no outs have been recorded the courtesy runner will be the previous batter not on base.
 - 8.07.P** When a batted ball hits the pitching machine the ball is dead, the batter is awarded first (1st) base and all runners advance one (1) base.
 - 8.07.Q** The front legs of the pitching machine will be placed at forty-two feet (42’).
 - 8.07.R** Recommended pitching speeds:
 - 8.07.S.1** 36 M.P.H. – 39 M.P.H. for the 7U division.
 - 8.07.S.2** 39 M.P.H. – 42 M.P.H. for the 8U division.
 - 8.07.S** Bunting:
 - 8.07.S.1** A team may only bunt twice per inning.
 - 8.07.S.2** No fake bunts are allowed. If a player “shows” bunt, they are committed to attempt to bunt or take the pitch.
PENALTY: If a batter swings after “showing” bunt, the batter is called out and no runners shall advance.
- 8.09** T-Ball Specific:
- 8.09.A** Fair Ball Arc – There will be a twenty foot (20’) arc drawn from 1st baseline to 3rd baseline in front of home plate. A batted ball must go past this line to be fair.
 - 8.09.B** Safety Arc – There will be a thirty foot (30’) arc drawn from 1st baseline to 3rd baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
 - 8.09.C** The Pitching Plate shall be located at forty-two feet (42’) from the front edge of the pitching plate to the back point of home plate.
 - 8.09.D** A base runner is out for leaving the base before the ball is hit or reaches home plate. Stealing is not allowed.
 - 8.09.E** Ten (10) defensive players will play in the field with four (4) outfielders. The fourth (4th) outfielder may not be allowed to assume an infield position. All outfielders must stay behind the baselines.
 - 8.09.F** The batting order shall constitute all players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
 - 8.09.G** A maximum of seven (7) runs may be scored per inning or three (3) outs. This includes the last inning.
 - 8.09.H** Teams may use free substitution on defense but the batting order must remain the same.
 - 8.09.I** No bunting.
 - 8.09.J** Defensive coaches are not allowed on the field of play and must coach from the dugout.
 - 8.09.K** Umpires will call “time” after every play and declare the ball dead. “Time” should be called as soon as the lead runner is not attempting to advance. “Time” does not have to be called by the participants.

- 8.09.L** A player can only be intentionally walked one (1) time per game.
- 8.09.M** The Infield Fly Rule is not in effect.
- 8.09.N** A full-use catcher's helmet and mask is the only catcher's equipment required.
- 8.09.O** A batter is allowed three (3) swings to put the ball in play or is called out.
- 8.09.P** An eight an one-half inch diameter (8 1/2") baseball will be used.

RULE 9.00 – "A" Division Drafted League & "All-Star" Program

- 9.01** Introduction:
The Drafted League All-Star Program will give the traditional league based All-Star teams in the world the opportunity to compete amongst teams formed in a similar format. The "A" Division is a level for the actual "drafted teams" to participate amongst themselves. Players may play with an "All-Star" team and be on an "AA", "AAA" or Major team. There will be 2 divisions within the All Star Program to insure that teams are competing against teams from similar leagues.
- 9.01.A** Age divisions will include 5U – 18U.
- 9.02** Implementation of the Program:
9.02.A Any league that meets the below guidelines and registers 100% of their league will be allowed to participate. State Directors may approve others with the approval of the Vice-president of USSSA Baseball.
- 9.03** Qualifying for the "A" Division & "All-Star" Division:
9.03.A Teams will qualify through their approved Drafted League.
9.03.B Each State Director will approve leagues in their respective state based on the criteria set forth by the USSSA National Baseball Committee.
9.03.C League must have an approved draft system for league play. This system must include no more then three (3) protected (frozen) players.
9.03.D Leagues must submit their complete set of rules, by-laws, and schedules for approval.
9.03.E A league must consist of at least an eight (8) game schedule.
9.03.F Eligible players must compete in at least seventy-five percent (75%) of the scheduled games.
9.03.G All-Star teams may be chosen by any method.
9.03.H Leagues may have multiple All-Star teams in any age division.
9.03.I Only State Directors can register and enter a roster for All-Star teams.
9.03.J The League President (Highest Officer) must submit an official roster to the State Director to be approved and to be eligible to compete as an All-Star team.
9.03.K Divisions of Play:
A. National League:
1. Players cannot have participated on a travel baseball team after January 1st of the current year.
2. All Star teams cannot begin playing together before Memorial Day weekend.
B. American League:
1. Teams that do not meet the requirements set forth under the National League guidelines but still meet the Drafted League requirements.
- 9.04** "A" & "All-Star" State Championships: Each State Director will set guidelines for teams to qualify for the State Championship.
- 9.05** "All-Star" World Series: Each State Director will set guidelines for teams to advance form their State Championships to the "All-Star" World Series.

Rule 10:00 – Sportsmanship

- 10.01** All players and coaches will be expected to behave in a sportsmanlike manner at all times.

- 10.02** Any player, coach, or parent / fan whose conduct is unbecoming or abusive will, at minimum, be warned and may be removed from the playing field and/or stands at the discretion of the tournament officials and / or umpires.
- 10.03** Foul or abusive language will not be tolerated under any circumstances.
- 10.04** Cursing or throwing equipment will be an automatic ejection.
- 10.05** A team may be forced to forfeit and / or be removed from the tournament, if necessary.

Rule 11.00 – Coach or Player Ejections

- 11.01** If a coach is ejected from a game, they must sit out the remainder of that game. Additional penalties may be assessed as deemed by the Tournament Director.
- 11.02** A player ejected must sit out the remainder of that game.
- 11.03** Anyone ejected may be asked to leave the park at the discretion of the Tournament Director.
- 11.04** As these rules indicate, the matter of disorderly conduct will be taken seriously. The tournaments your team will be participating in will include some of the finest baseball teams in the world. The level of competition will be high and at times fierce. Because of this, please remind your team and parents to be extra aware of good sportsmanship.

Rule 12.00 – Protests

- 12.01** Umpires will work to settle all situations on the field. Protests will be allowed for age and pitching violations or rule interpretations only. Protests must be declared to the Umpire-in-Chief and then to the Tournament Director before the next pitch following the dispute. No protest will be allowed following the game. Tournament officials and Head Umpire will rule on all protests and their decision will be final.
- 12.02** The Protest fee is \$100.00 cash. The fee shall be returned only if the protest is upheld.
- 12.03** A Tournament Director will be available at all times. If you have any questions, please talk to the Tournament Director.

Rule 13.00 – Umpires

- 13.01** All tournaments and leagues played under the jurisdiction and administration of the USSSA Baseball program shall utilize only umpires who are registered with the Association.

Rule 14.00 – Items Not Specifically Covered

- 14.01** Team and player eligibility and other rules not specifically covered herein shall be referred to the USSSA State Director with guidance from the Executive Vice President of USSSA Baseball.