



2024 Rule Book



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For rules not found in rule book refer to the USSSA rulebook:

https://www.ussa.com/docs/Fastpitch/Fastpitch_Rules.pdf

ussarec.com/ussa-rec-baseball-rules

1. League Equipment and Field Dimensions:

1a. Equipment

Bats:

Baseball bats must have USSSA stamp or USA stamp, and must not have a barrel dimension bigger than 2 3/4 inch.

In divisions 8U and above the bat may not be lighter than a drop 12 and can not have a TBALL stamp on the bat.

In 14u divisions the bat must be marked with the BBCOR stamp and have a drop of 5 or less.

Any bat that is altered in anyway, missing stamps, or markings are not legible, are considered illegal and cannot be used.

Uniforms:

All players on a team must have alike uniforms with a number visible on the back.

There can not be two of the same numbers on the field or in the batting line-up at the same time.

Catchers Equipment:

All Catchers must wear protective equipment (catchers' equipment), to include a mask that covers the ears (hockey style) and has throat protection built onto the helmet or added to the helmet.

A cup must be worn by the catcher also.

1b. Field Dimensions by Division:

Baseball:

8U Coach Pitch:

8U coach pitch base paths need to be set at 60 feet

8U coach pitching mound rubber set at 38 feet with a 10-foot circle around the mound.

10U Baseball:

10U base paths need to be set at 65 feet

10U pitching mound rubber set at 46 feet

12U Baseball:

12U base paths need to be set at 70 feet

12U pitching mound rubber set at 50 feet

14U Baseball:

14U base paths need to be set at 90 feet

14U pitching mound rubber set at 60 feet

Softball:

8U/9U modified coach pitch:

8U/9U base paths set at 60 feet

8U/9U pitching rubber set at 33 feet

12U softball:

12U base paths set at 60 feet

12U pitching rubber set at 40 feet

2.Game Rules

2a. Line up:

All divisions will bat the lineup

Free defensive substitution

Must have at least 8 players to start a game and end a game.

If a player starts but does not finish a game, their batting position is recorded as an out. Unless due to injury that takes them out of the remainder of the game.

2b. INNINGS/ Time Limits:

Baseball/ Softball

8U 6 innings or 1 hour finish the inning

10U 6 Innings or 1 hour 15 minutes finish the inning

12U 6 Innings or 1 hour 30 minutes finish the inning

14U 7 Innings or 1 hour 45 minutes finish the inning

2c. Run Rule:

Baseball/ Softball

20 anytime

15 after 2 innings

12 after 3 innings

10 after 4 innings

8 after 5 innings

2d. Run Rules Per Inning:

Baseball/ Softball

7 Runs per inning continuous. All runs will count after the 7th run until the play has ended. In all age divisions except for 14U baseball.

2e. Pitching Limits:

AGE DIVISION	ONE DAY MAX PITCHES TO PITCH NEXT DAY	ONE DAY MAX PITCHES	3 DAY MAX PITCHES
10u	50	70	90
12u	50	70	90
14u	75	90	120

Pitch counts will be kept with the score keeper, it is also the coach's responsibility to keep track with their pitcher's pitch count.

The max pitch count for a day or the 3-day max pitch count is finish the batter. *Example: A 10U pitcher throws his 70th pitch on his first pitch of a batter, he can finish the batter without any penalty.*

Penalty for breaking a pitch count rule:

If a team breaks the pitch rule and it is verified threw the official scorebook, the penalty is forfeit of the game.

2f. TIEBREAKER RULES:

Texas Tie Breaker:

The last 2 outs of the previous inning are on 2nd and 3rd, with one out, and the next up in the batting order up to bat.

If no winner is declared after 2 extra innings the game will end with a tie.

3. ALL-STARS:

All-star teams will be filled at the end of the season for baseball and softball, to compete against other All-star teams in all age divisions.

The 1st place coach of each division will be the head coach.

There must be an equal number of representatives from each team nominated for each division's all-star team.

Teams will be picked by a committee made up of the head coach and the Recreational Department.

4. Divisions Specific Rules:

4a. Baseball

8U Coach Pitch:

Batter gets 6 pitches or 3 swinging strikes, continuous foul ball of 6th pitch

No walks "hit or sit"

10 defensive players on the field. 6 infield positions, 4 outfield positions.

The pitching coach can not speak with batter. All communication to the batter should come from the base coaches. 1st infraction is a warning, 2nd infraction the batter is out, 3rd infraction the pitching coach will be removed.

The pitching coach must make every attempt to get out of the way of a ball hit into play. If a coach does not make an attempt to get out of the way, the batter is out. If the coach did make an attempt to avoid contact, and the ball hits the coach, it is a dead ball, and replay the pitch.

The pitching coach is in charge of removing the bat from the field of play after the ball is hit into play.

If a bat is left in the field of play (between the foul lines) and interferes with a play, coaches' interference will be called and the runner will be out.

10U Baseball

Loose Base

Balks

Pitchers will get a warning per infraction, per pitcher before a balk is called.

12U Baseball

Loose Base

Balks

Pitchers will get one warning per pitcher before a balk is called.

14U baseball

Loose Base

Balks

No warnings on balks

4b. Softball:

8U/9U modified coach pitch

Player pitcher gets 4 pitches to strikeout the batter or for the batter to put the ball into play. If after 4 pitches the batter has not struck out or put the ball into play, the offensive pitching coach will come onto the field and has the remaining strikes up to 3, for the batter to put the ball into play. Foul ball with 2 strikes is continuous.

If a player pitcher hits the batter with the ball, the batter is awarded 1st base.

No 4 ball walks

10 players on the field 6 infield, 4 outfield.