



Lake Area USSSA Baseball

Rules and Guidelines

Revised 4.12.10

1. Age Qualification

- a. 15 & 16 Years: A player turning 17 years of age before January 1 of current year is ineligible.
- b. 13 & 14 Years: A player turning 15 years of age before January 1 of current year is ineligible
- c. 11 & 12 Years: A player turning 13 years of age before January 1 of current year must move up to the 13 & 14 Year League.
- d. 10 Years: A player turning 11 years of age before January 1 of current year must move up to the 11 & 12 Year League.
- e. 9 Years: A player turning 10 years of age before January 1 of current year must move up to the 10 Year Under League.
- f. 8 Years: A player turning 9 years of age before January 1 of current year must move up to the 9 Year Under League.
- g. 7 Years: A player turning 8 years of age before January 1 of current year must move up to the 8 Year Under League.
- h. 6 Years: A player turning 7 years of age before January 1 of current year must move up to the 7 League.
- i. 5 Years: A player turning 6 years of age before January 1 of current year must move up to the 6 Year League.
- j. 4 Years: A player turning 5 years of age before January 1 of current year must move up to the 5 Year League. A player must be 4 before December 1 of current year to be eligible to play. If a parent coaches then a younger child will be considered.

2. Official USSSA will be used with the following local rules. The official local rules will be the most current as listed at www.LakeAreaBaseball.com.

3. Registration and Eligibility

- a. All team players must be registered with Lake Area USSSA Baseball. A player may compete with but one team.
- b. The player fee is \$70.00 per player, \$75 after the deadline and must also be submitted by the date established yearly. Make Checks payable to "Lake Area USSSA Baseball".
- c. Players are allowed to play in tournaments with other teams.
- d. Any team found playing an ineligible player in any of the above situations will forfeit all games already played whether or not the ineligible player participated in the game and the entire coaching staff will be suspended from the league and the team placed on probation.
- e. Sponsor Fee shall be \$350 per team.

4. Game Schedules

- a. The schedule will be drawn up and distributed to each head coach in time for the first league game.
- b. Games can only be postponed for rain. Rainouts will be rescheduled by the league director with guidance from the president. Games may be made up in openings during week and on Saturdays if necessary.

5. Final Standings

- a. League standing will decide championship. If teams are tied during regular season play, they will remain tied at the end of the season.

6. General Game Rules

- a. You must bat every team member present. **Batting Order** - In all leagues every player present must be listed on line-up card given to the official scorer prior to game and must bat in that order. **Example:** 13 players present, 13 listed on line up card, all 13 players will bat before starting over at top of line up. Late players will be added to bottom of line-up. Any 9 (10) of the 13 may play defense at anytime.
- b. One (1) Minute will be allowed between innings.
- c. No Player will sit out on defense more then one (1) inning until all players present have sat out at least one (1) inning. No Player may sit out on defense more then one (1) inning in a row. Exception in 9U-14U, if the starting pitcher or starting catcher is still in their respective positions when all other players have sat out, then his sit out inning will come if and when he is removed from the pitching position. All teams must submit a line-up to the umpires before the game. The umpire will mark players on the bench until all players have sat out.
- d. Nine (9) (ten (10) in 9U and below) players must be used in the field if nine (9/10) are available at game time. Nine (9/10) players constitute a legal team. Teams may and must start if 8 players are available at game time. In case of injury, ejection, etc., a coach may continue with eight (8) players. No league can play with less than 8 players. A spot occupied by player that leaves the game for any reason will be declared an out when that spot comes up in the batting order.
- e. **Protective Headgear** - In ages 7U and above, protective headgear shall be worn while at bat and while a base runner during practice and all games. Such headgear must cover the top of the head and have extended ear flaps which cover both ears and properly fit the player wearing it. In addition, all bat boys/girls must wear a helmet while out of the dugout. Penalty - if a

player refuses to wear headgear, he shall be removed from the game.

- f. **Shoes** - shoes with metal cleats or spikes are not permitted by any player, coach or manager.
- g. **"Tie Game"** - Games tied after 6/7 complete innings, or the expiration of time, will remain tied.
- h. **4U - 5U - 6U Division**

- i. 4U and 5U Games will consist of two (2) innings
- ii. 6U Games will consist of three (3) innings
- iii. All players will bat per a teams at bat.
- iv. All Player present will play on defense. The infield will be set as normal and the remainder of the team will play outfield.
- v. Score will not be kept
- vi. Outs will not be recorded
- vii. A player may only play in the Pitching Position for one inning per game.
- viii. Three (3) Coaches may be on the field while on defense. One (1) behind second base, one (1) in foul territory beyond first base and one (1) in foul territory beyond third base.

i. **7U - ONLY**

- i. Batters will be thrown a maximum of five (5) pitches from the coach. The player may swing at all pitches until the five (5) pitch limit is exhausted or one is put in play. If the player does not hit a fair ball, the player will have one (1) chance to hit from a Tee.

j. **9U - ONLY**

- i. Base runners will not be allowed to steal or leave the bag until the pitch crosses the plate. Batters cannot advance on dropped/past-ball 3rd strike.

k. **9U and 10U - ONLY**

- i. There will be a seven (7) run limit in effect for the first two (2) innings.
- ii. Runners may only advance one base on steal attempts regardless of the result of the play.

7. **Time Limits**

- i. 4u-5u-6u - By Innings
- ii. 7u - 1:10
- iii. 8u - 1:15
- iv. 9u-10u - 1:30 - For the 5:30 games, games will stop play no later then 7:15 regardless of the score/inning. For 7:30 Games, play will stop at 9:15 regardless of the score/inning. If in a partial inning and the home team is behind. The score at the end of the previous inning will be the final. Anyone thought to be attempting to use this rule to their advantage, will forfeit the game and face suspension.
- v. 11u-12u - 1:40 - For the 5:30 games, games will stop play no later then 7:20 regardless of the score/inning. For 7:30 Games, play will stop at 9:15 regardless of the score/inning. If in a partial inning and the home team is behind. The score at the end of the previous inning will be the final. Anyone thought to be attempting to use this rule to their advantage, will forfeit the game and face suspension.
- vi. 13u-14u - 1:45
- vii. 15u-16u - 2:00
- viii. The PLATE UMPIRE shall be the OFFICIAL TIME-KEEPER and shall notify each coach and scorekeeper for the time(s). Prior to the start of the first game, each team shall be allowed a 5 minute warm-up. **No warm up time allowed between games.** The Park Director may shorten or eliminate infield warm-up if unusual circumstances warrant. The time limit is still in effect for a game started before the regular scheduled starting time. A game officially begins when the pitcher takes his first warm-up pitch. The Umpire-in-Chief has the authority to stop the clock during a game for any of the following three reasons: Lights which are too defective to continue play; Lightning, Rain; Serious injury in which the injured player can no longer play in the game.

8. **Protesting Games** - No protest shall ever be permitted on judgement decisions by the umpire. For a protest to be legal it must be made at the point the protest occurred. Coach must report protest to umpire and scorekeeper, who will then record protest in score book. Both coaches must sign score book. The coach will then have forty eight (48) hours after the scheduled time of game, to submit protest in writing along with a \$25.00 protest fee to the league director. If protest is upheld, the fee will be refunded. If protest is not allowed the fee will be forfeited.

9. **PITCHING LIMITATIONS**

- i. Column A - Represents the most innings a player can pitch and still be eligible in the same week.
- ii. Column B - Represents the most innings a player can pitch in a game.
- iii. Column C - Represents the most innings a player can pitch in a week.
- iv.

Ages	A	B	C
9u & 10u	3	6	8
11u & 12u	4	6	9
13u & 14u	4	7	11

- v. Games in which an ineligible pitcher has been used shall be declared forfeited as per the USSSA By-Laws.
 - b. Each team when on offense may be granted not more than one charged conference per inning to permit the coach to confer with base runner and for the batter. The umpire shall deny any subsequent offensive team request for charged conferences.
 - c. A coach may instruct the umpire to issue a batter an intentional walk.
 - d. **Balks** - In ages 12U and below, pitchers will be allowed some leniency in regards to balks. Pitchers will be called for major violations and warned for minor violations that do not effect the outcome of the game.
- 10. Field Dimensions**
- a. 8U and below Bases will be 60'
- 11. Fair Ball Arc** - A 10' fair ball arc will be used in all divisions 8u and below.
- 12. Managers and Coaches Certification** - Beginning the 2006 Season, all Managers and Coaches will be required to Certified by a program recognized by the league. This means, ANYONE that expects to be on the field or in the dugout during games, will fall under this requirement
- 13. General Conduct Guidelines**
- a. No player or coach shall ride, abuse, heckle, intimidate or make an unsportsmanlike remark whatsoever to any opposing player, team or official. Any individual violating this rule shall be ejected immediately from the game by the umpire.
 - b. Fighting is not allowed - Fighting is any attempt by an individual to strike/hit another individual with any body part. Result will be immediate ejection for that game and possible the league.
 - c. Smoking is only allowed in the parking lot during games and practices.
 - d. Use of any tobacco products is not allowed on the playing field, dugout area and around the dugout area. This is during practice and games.
 - e. The team manager is responsible for the conduct of his fans.
 - f. Heckling the umpires will result in ejection from the facility.
 - g. Anyone ejections will be required to sit out the next played games. Anyone ejected a second time will be out for the remained of the season and maybe more for the following season.
14. The current rules posted on the web site a www.LakeAreaBaseball.com are the current rules.
- 15. All Rules subject to change and interpretation by the Board of Directors and the President.**