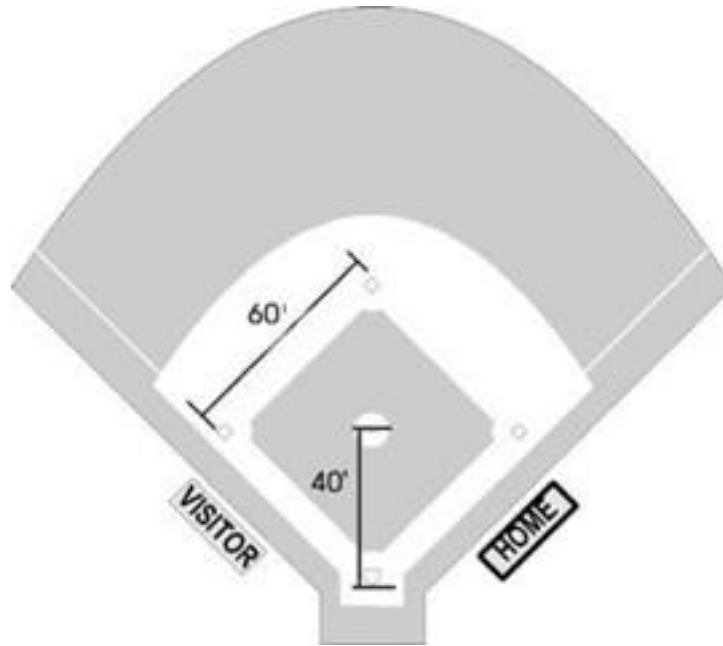


07/08U Division Rules

7U/8U Division Rules

Field Dimensions



07/08U Age Group Summary

Ages:	7 or 8 years old by May 1 of the current season (next upcoming May 1st)
Base Path:	60 Feet
Pitching:	40 Feet from front of pitching rubber to back of home plate
Length of Game	1 hour & 15 minutes or 6 innings, whichever comes first
Ball Type:	Rawlings R200USSSA baseball (or other manufacturer's equivalent)
In Field Fly Rule:	No
Mercy Rule	Yes
Ties Allowed	Yes
Intentional Walks Allowed	No
Base Running/Lead Off	No Stealing. Ball must be in play to advance. Runners advance at their own risk.
Score Kept	Yes – By Home Team.
Team Formation Method	Coach Look & Draft
Equal Playtime Rules	Yes

- **No player can sit out defensively more than two (2) innings.**
- **No player shall sit out defensively twice before all players sit out defensively once.**
- **Each player must play:**
 - **1/2 of the game in the infield (i.e. 3 inn's of a 6 inn game) or**
 - **two (2) innings in the infield in a five (5) inning game**
 - **one (1) inning in the infield within the first three (3) innings**

- **Enforcement of equal play or infield rotation rules:**
 - **1st offense - Coach and / or player may be subject to probation or suspension based on Commissioner's recommendation.**
 - **2nd offense - Coach and player suspension and possible forfeiture of game or games based on Commissioner's recommendation.**
 - **3rd offense - Coach suspended for season and possibly next season based on recommendation of the Commissioner.**

Other 07/08U Division Details

- All players who attend the game will bat in a continuous batting order (all players will bat) and play under the free substitution rule.
- No inning will be started after the time limit is reached. At the time limit, if visiting team can not at least tie the game or once home team takes the lead, the game is completed.
- Max 5 runs scored per inning. Mercy rule, game is over if team is leading by 11 after 4, 6 after 5.
- The defensive player in the pitcher position will take his position to the left or right of the coach pitcher and must keep one foot in the dirt portion of the mound until the ball is hit. The defensive player may not be positioned in front of or behind the coach pitcher.
- **The defensive player in the pitcher position is required to wear a chest protector.**
- The coach pitcher:
 - Must pitch from the pitching rubber and keep one foot in contact with the rubber until the ball is thrown.
 - Must pitch from a standing position.
 - May not coach the players at any time while performing his coach pitcher responsibilities, including coaching of the player at bat and coaching while play is in progress.
 - Must leave the field of play immediately after the ball is batted. The coach pitcher must remain in foul territory on either the first base or third base side until the play is over. The coach pitcher may not be behind the plate in foul territory.
- A batted ball:
 - Striking the coach pitcher is a dead ball and is treated as a foul ball and a pitch for the batter.
 - Hits the coach pitcher and is the final allowed pitch to the batter, the batter is out.
 - That settles in fair territory is considered a hit. No need for the hit to reach the cut grass.
 - If the coach pitcher interferes with the fielding or throwing of a ball in fair or foul territory, interference will be called and the batter will be out. If the batter has already been put out, another out may be awarded to the defensive team at the umpire's discretion.
- A pitch hitting a batter is treated as a pitch and first base is not awarded. If it is the final pitch (6th), the batter is out.
- A batter shall be declared out after:
 - Failing to hit a fair ball after six (6) pitches are delivered. There is no allowance for foul balls on the final pitch.
- Two (2) adult coaches may be positioned in foul territory

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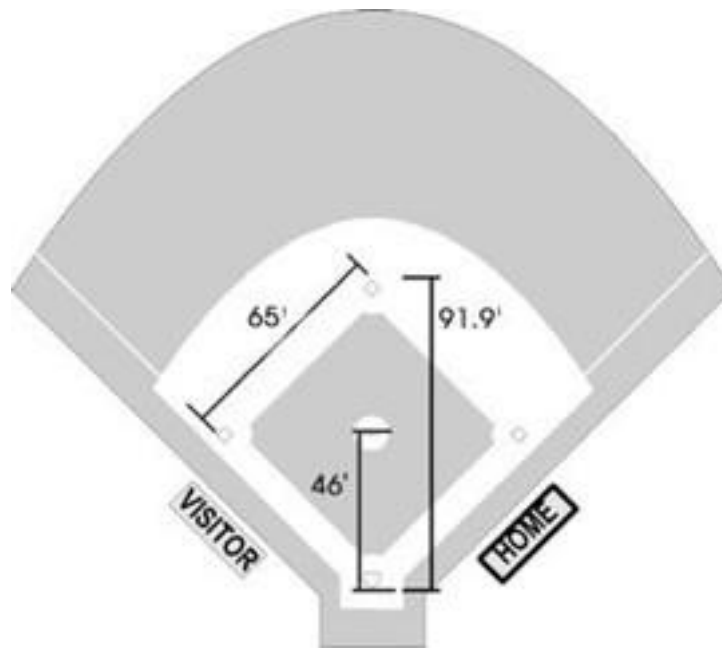
- One (1) coach down the left field foul line
- One (1) coach down the right field foul lines
- May provide verbal instructions to their defensive team only
- Runners advance at their own risk on overthrows.
- Play stops when the ball thrown from the outfield crosses the base path, is in control of a defensive player and the lead runner is not attempting to advance. Defense must control the lead runner.
- Play stoppage is at the umpire's discretion and is not subject to appeal.
- No more than three (3) scheduled team activities per week in season, 2 scheduled activities per week prior to the start of the season.
- No more than ten (10) defensive players may play the field on defense.
 - Four (4) outfielders must be used if ten (10) or more players are present at the game.
- The outfield will be considered the grass portion of the outfield. A force out will NOT be awarded to the defensive team if the ball is fielded by an outfielder who was lined up in the dirt portion of the infield prior to the batter's swing.

• **Additional Premier League Rules:**

- No coaches allowed down the foul lines while on defense.
- Infield/outfield/bench rotation requirements still apply.
- Equal play time requirements will apply. No need to exchange defensive positioning with interlock games. Each association will follow their own equal play rules.
- **1:15 or 6 innings, whichever comes first.**
- All players attending the game will bat in a continuous batting order and play under the free substitution rule.
- Batters will be out on 3 strikes (swings or fouls) or 6 pitches whichever comes first, however batter still alive with continuous fouls on the last pitch.
- **Interlocking association's home field rules may apply during play at neighboring associations. Confirm understanding prior to the game at the coaches/umpire meeting.**
- 5 runs per inning. No open innings.
- Mercy Run Limits:
 - 11 after 4th inning
 - 6 after 5th inning

9U/10U Division Rules

Field Dimensions



9U/10U Age Group Summary

Ages	10 years old by May 1 of the current season (next upcoming May 1st)
Base Path	65 Feet
Pitching	46 Feet from front of pitching rubber to back of home plate
Pitching Limits	50 maximum pitches per pitcher per day, 2 day maximum before mandatory rest period (see details outlined below)
Home Base to 2nd	91.9 Feet form back of home plate to the center of 2nd base
Length of Game	1 hour & 30 minutes or 6 innings, whichever comes first
Ball Type	Rawlings R200USSSA ball or other manufacturer's equivalent
In Field Fly Rule	Yes
Mercy Rule	Yes
Ties Allowed	Yes
Intentional Walks Allowed	Yes
Balks Called	Yes
Slashing	Not Allowed (one warning / next out)
Base Running/Lead Offs	Loose Bases
Dropped 3rd Strike	Yes
Score Kept	Yes – By Home Team
Team Formation Method	Coach Look & Draft
Equal Playtime Rule	Yes

- **No player shall sit out defensively more than two (2) innings.**
- **No player shall sit out defensively twice before all players sit out defensively once.**
 - **Each player must play:**
 - **1/2 of the game in the infield (i.e. 3 inning's of a 6 inning game) or**

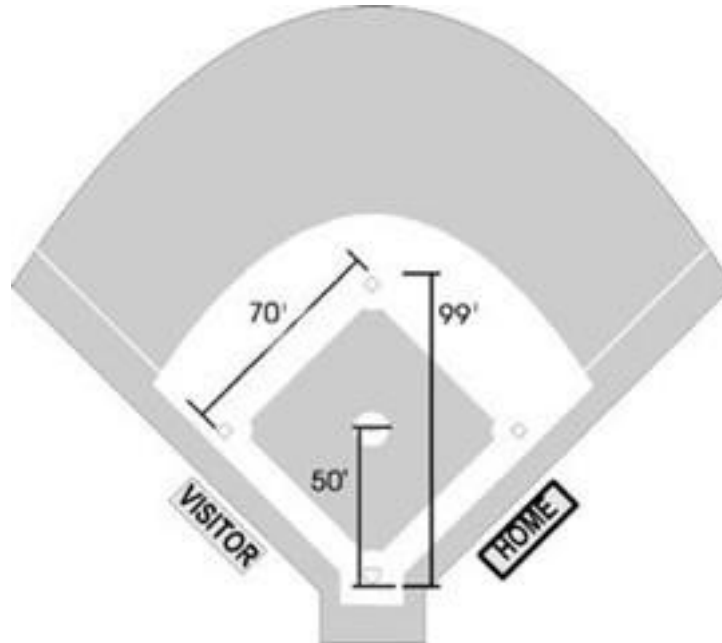
- **two (2) innings in the infield in a five (5) inning game**
- **one (1) inning in the infield within the first three (3) innings**

Other 10U Division Details

- All players in attendance for the game will bat in continuous batting order and play under the free substitution rule.
- Game length is 1:30 or six (6) innings, whichever comes first.
 - The next inning begins as soon as the home team makes the final out in the previous inning.
 - No inning will be started after the time limit is reached.
- Age group pitching rules:
 - 50 maximum pitches per game per pitcher (age times 5)
 - Pitcher can finish current batter if maximum pitch count is reached
 - Batted balls in fair play ARE considered a legal pitch and counted toward the maximum
 - Foul tips ARE considered a legal pitch and counted toward the maximum
 - Warm ups are NOT counted toward pitching maximum
 - Pitcher cannot pitch more two (2) days in a row
- Rest Rule:
 - 48 hours between pitcher mound visits once maximum pitch count is reached in a single game
 - If max pitch count not reached in a single game and pitcher is pulled, pitcher can ONLY pitch 50% of the maximum pitch count allowed for age group the next day. (i.e. 10U - 25 pitch limit on day 2)
 - If max pitch count is reached in a single game forcing the replacement of the pitcher, it is strongly advised that pitcher does not play catcher for the remainder of the game, for the same reason that we have a pitch count
 - After two (2) consecutive fractional days of pitching, a MANDATORY forty-eight (48) hour rest period is required
- **Enforcement of pitch count, equal play or infield rotation rules:**
 - **1st offense - Coach and / or player may be subject to probation or suspension based on Commissioner's recommendation.**
 - **2nd offense - Coach and player suspension and possible forfeiture of game or games based on Commissioner's recommendation.**
 - **3rd offense - Coach suspended for season and possibly next season based on recommendation of the Commissioner.**
 - **Once player pitch limit has been met, umpire has the authority to pull pitcher if situation is deemed necessary for the safety of the player.**
- The "mercy rule" for the 10U division is:
 - 11 run lead after the 4th inning;
 - 6 run lead after the 5th inning.
 - If the home team is leading by the mercy rule run amount going into the bottom half of the inning, the game is over.
- No team shall score more than 5 runs per inning.
- Loose bases (lead offs) will be played during all games.
- Balks will be called after a pitcher is given one warning (one warning per pitcher).
- Running on a dropped third strike is permitted pursuant to USSSA and Major League Baseball rules.
- Game scores are recorded in the Coach Portal by the winning coach. (link located at the bottom of the colleyvillebaseball.com home page)

11/12U Division Rules

Field Dimensions



11/12U Age Group Summary

Ages	11 years old (or 12) by May 1 of the current season (next upcoming May 1st)
Base Path	70 Feet
Pitching	50 Feet from front of pitching rubber to back of home plate
Pitching Count	60 maximum pitches per pitcher per day; 2 day maximum before mandatory rest period (see details outlined below)
Home Base to 2nd	99 Feet from back of home plate to the center of 2nd base
Length of Game	1 hour & 40 minutes or 6 innings, whichever comes first
Ball Type	Rawlings R200USSSA ball or other manufacturer's equivalent
Metal Cleats	No
In Field Fly Rule	Yes
Mercy Rule	Yes
Ties Allowed	Yes
Intentional Walks Allowed	Yes
Balks Called	Yes
Slashing	Not Allowed (warning on first / next out)
Base Running/Lead Offs	Yes
Dropped 3rd Strike	Yes
Score Kept	Yes – By Home Team
Team Formation Method	Coach Look & Draft
Loose Bases	
Equal Playtime Rule	Yes

- **No player shall sit out defensively more than two (2) innings.**
- **No player shall sit out defensively twice before all players sit out defensively once.**
 - **Each player must play:**
 - **1/2 of the game in the infield (i.e. 3 inning's of a 6 inning game) or**

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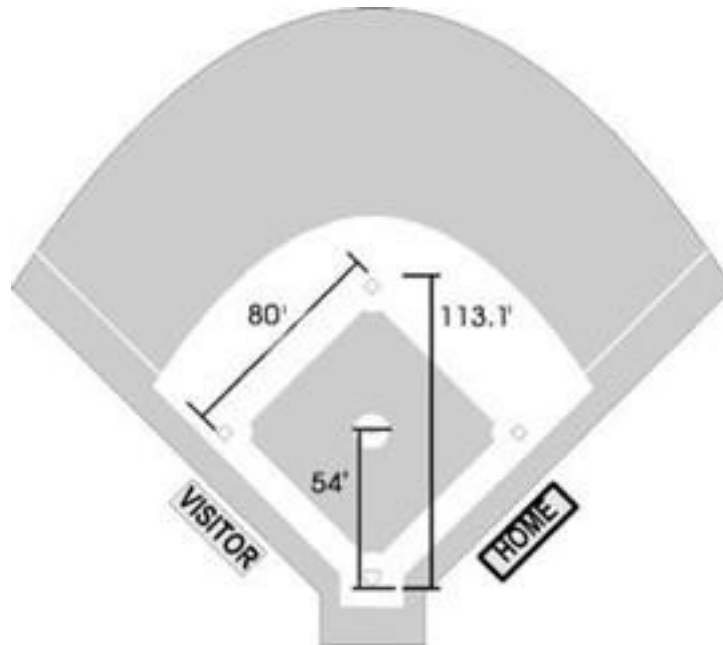
- **two (2) innings in the infield in a five (5) inning game**
- **one (1) inning in the infield within the first three (3) innings**

Other 11/12U Division Details

- All players in attendance for the game will bat in continuous batting order and play under the free substitution rule.
- Game length is 1:40 or six (6) innings, whichever comes first.
 - The next inning begins as soon as the home team makes the final out in the previous inning.
 - No inning will be started after the time limit is reached.
- Age group pitching rules:
 - 60 maximum pitches per game per pitcher (age times 5)
 - Pitcher can finish current batter if maximum pitch count is reached
 - Batted balls in fair play ARE considered a legal pitch and counted toward the maximum
 - Foul tips ARE considered a legal pitch and counted toward the maximum
 - Warm ups are NOT counted toward pitching maximum
 - Pitcher cannot pitch more the two (2) days in a row
- Rest Rule:
 - 48 hours between pitcher mound visits once maximum pitch count is reached in a single game
 - If max pitch count not reached in a single game and pitcher is pulled, pitcher can ONLY pitch 50% of the maximum pitch count allowed for age group the next/second day. (i.e. 11/12U - max pitch limit 30 on day 2)
 - After two (2) consecutive fractional days of pitching, a MANDATORY forty-eight (48) hour rest period is required
- If max pitch count is reached in a single game forcing the replacement of the pitcher, it is strongly advised that pitcher does not play catcher for the remainder of the game, for the same reason that we have a pitch count
- **Enforcement of pitch count, equal play or infield rotation rules:**
 - **1st offense - Coach and / or player may be subject to probation or suspension based on Commissioner's recommendation.**
 - **2nd offense - Coach and player suspension and possible forfeiture of game or games based on Commissioner's recommendation.**
 - **3rd offense - Coach suspended for season and possibly next season based on recommendation of the Commissioner.**
 - **Once player pitch limit has been met, umpire has the authority to pull pitcher if situation is deemed necessary for the safety of the player.**
- The "mercy rule" for the 11U/12U division is:
 - 11 run lead after the 4th inning;
 - 6 run lead after the 5th inning.
 - If the home team is leading by the mercy rule run amount going into the bottom half of the inning, the game is over.
- No team shall score more than 5 runs per inning.
- Balks will be called after a pitcher is given one warning (one warning per pitcher).
 - USSSA and Major League Baseball rules apply.
- Game scores are recorded in the Coach Portal by the winning coach. (link located at the bottom of the colleyvillebaseball.com home page)

13/14U Division Rules

Field Dimensions



13/14U Age Group Summary

Ages	13 years old (or 14) by May 1 of the current season (next upcoming May 1st)
Base Path	80 Feet
Pitching	54 Feet from front of pitching rubber to back of home plate
Pitching Count	70 maximum pitches per pitcher per day; 2 day maximum before mandatory rest period (see details outlined below)
Home Base to 2nd	113.1 Feet from back of home plate to the center of 2nd base
Length of Game	1 hour & 45 minutes or 7 innings, whichever comes first
Ball Type	Rawlings R200USSSA ball or other manufacturer's equivalent
Metal Cleats	Yes
In Field Fly Rule	Yes
Mercy Rule	Yes
Ties Allowed	Yes
Intentional Walks Allowed	Yes
Balks Called	Yes
Slashing	No
Base Running/Lead Offs	Yes
Dropped 3rd Strike	Yes
Score Kept	Yes – By Home Team
Team Formation Method	Coach Look & Draft
Equal Playtime Rule	Yes

- **No player shall sit out defensively more than two (2) innings.**
- **No player shall sit out defensively twice before all players sit out defensively once.**
 - **Each player must play:**
 - **1/2 of the game in the infield (i.e. 3 inning's of a 6 inning game) or**

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- **two (2) innings in the infield in a five (5) inning game**
- **one (1) inning in the infield within the first three (3) innings**

Other 13/14U Division Details

- All players in attendance for the game will bat in continuous batting order and play under the free substitution rule.
 - 1 hour & 45 minutes or 7 innings, whichever comes first
 - Age group pitching rules:
 - 70 maximum pitches per game per pitcher (age times 5)
 - Pitcher can finish current batter if maximum pitch count is reached
 - Batted balls in fair play ARE considered a legal pitch and counted toward the maximum
 - Foul tips ARE considered a legal pitch and counted toward the maximum
 - Warm ups are NOT counted toward pitching maximum
 - Pitcher cannot pitch more than two (2) days in a row
 - Rest Rule:
 - 48 hours between pitcher mound visits once maximum pitch count is reached in a single game
 - If max pitch count not reached in a single game and pitcher is pulled, pitcher can ONLY pitch 50% of the maximum pitch count allowed for age group the next day.
 - If max pitch count is reached in a single game forcing the replacement of the pitcher, it is strongly advised that pitcher does not play catcher for the remainder of the game, for the same reason that we have a pitch count
 - After two (2) consecutive fractional days of pitching a MANDATORY forty-eight (48) hour rest period
 - **Enforcement of pitch count, equal play or infield rotation rules:**
 - **1st offense - Coach and / or player may be subject to probation or suspension based on Commissioner's recommendation.**
 - **2nd offense - Coach and player suspension and possible forfeiture of game or games based on Commissioner's recommendation.**
 - **3rd offense - Coach suspended for season and possibly next season based on recommendation of the Commissioner.**
 - **Once player pitch limit has been met, umpire has the authority to pull pitcher if situation is deemed necessary for the safety of the player.**
 - The "mercy rule" for the 13U/14U division is:
 - 15 run lead after the 3rd inning;
 - 10 run lead after the 4th inning;
 - 8 run lead after the 5th inning.
 - If the home team is leading by the mercy rule run amount going into the bottom half of the inning, the game is over.
- Max runs per inning is 5.
- Balks will be called after a pitcher is given one warning (one warning per pitcher).
 - USSSA and Major League Baseball rules apply.