



Alliance Baseball

Official League Rules

All managers and coaches are encouraged to keep a set of rules with them during the game.

Introduction

The following rules listed herein forth, will supplement the **Official Rules of Major League Baseball**. Rules not specifically covered herein forth will default to the Major-League Baseball rule book. The order in the governance of rules shall be age specific supplemental rules (if applicable, Alliance League Rules, and Major League Baseball. The Major-League Baseball rule book can be found in pdf form on mlb.com.

The League

The Alliance League will consist of a Board of a number of members per listed below. The board will review and alter if necessary any proposals for changes. The decisions of the board as regards to rules proposed by any division will be final. Changes of amendments to rules may only be done at League Board meetings with a minimum of 2/3 (6 of 9 current board members) attendance of the Board. Any rule change or amendment needs a majority vote of all attending board members.

Participating Members

The following are the participating members of the Alliance League. Any new Alliance members will be subject to an approval process that will require a unanimous vote by the current participating members representing the ad-hoc board.

Kendall Hammocks Optimist Baseball – 3 members

Richmond Perrine Optimist Club – 1 member

PBSA Baseball – 3 members

West Kendall Optimist – 1 member

Glades – 1 member

Selection Of Coaches

1. Approval and selection of Head Coaches for teams shall be given by the Board of Directors based on information provided by the applicant on the Background Form.

The Board of Directors and the league reserves the right to exclude any prospective Manager or Coach from managing or coaching a team in the league. The rules board can also take action with regard to the above pending ratification by the Board of Directors.

2. The Assistant coach shall be appointed by the approved Head Coach of each team, subject to the approval of the Board of Directors. No person shall be permitted to be an assistant coach of a team who does not complete and submit a Background Form.
3. No one under the age of 14 may be a coach.
4. Any previous/current Coach (Head or Assistant) who performs actions that are deemed detrimental to the league, as determined by the Board of Directors, shall not be allowed

consideration for a coaching position for a period to be determined by the Board of Directors.

Objectives of the Game

- The game will be played with two teams, each under the direction of a manager. The game will be administered under the jurisdiction of one or more umpires.
- The objective is to score more runs than the opposing team by the end of a regulation game
- The main object is to follow the code of ethics while on and off the field. This includes players, coaches, spectators, parents, umpires and league officials.

Rescheduling

- Once the game is scheduled, the game will be played on that date.
- Reschedule for convenience - If a Manager/Coach believes there are extraordinary circumstances that will prevent him or her from fielding a team, he/she should notify the League Commissioner in writing – 7 days prior to the scheduled game. This must be voted on by the alliance board.
- Reschedule for rain/weather/Acts of God – The scheduler determines a game can't be played due to circumstances outside of anyone's control. The league will attempt to reschedule the game into the next available time slot.
- Playoff/Timebound Reschedule – A game must occur before a date certain and must produce a winner for tournament/playoff/tie-break purposes. The game will be rescheduled prior to seeding if needed.

Forfeits

- Any team that has 3 forfeits in the season, will be automatically disqualified from any postseason games.
 - Exception would be if the game is played with borrowed players.
 - Forfeits will be scored at the earliest knockout rule for that division.

Playing Field

- The playing field shall be laid out to the following dimensions
- The foul lines and center field dimensions are recommendations
- For 6U Coach Pitch, please see supplemental rules

Age Division	Bases	Pitching	Foul Lines	Center Field
5U/6U	55'	N/A	160'	185'
8U	60'	40'	160'	185'
9U Modify	65'	40'	160'	185'
10U	65'	46'	180'	210'
11U/12U	70'	50'	230'	275'
13U/14U	80'	54'	275'	300'
HS	90'	60'	275'	300'

1. Equipment

1.1 Baseball:

- **1.1.1** - For age divisions 7U -14U, the ball shall measure not less than 9, or more than 9 ¼ inches in circumference. It shall weigh no less than 5, or more than 5 ¼ ounces avoirdupois.
- **1.1.2** - For 5U/TBall regulation baseball, please see the supplemental rules
- **1.1.3** - Two game balls will be provided by the home park. In the event those two baseballs are unavailable during play; the umpire will require and approve one substitute game ball from each team
- **1.1.4** - Baseballs that have had their physical state altered through normal course of play shall be removed immediately from the game
- **1.1.5** - Any player found by the umpire intentionally altering the baseball, shall be ejected pursuant to Major League Baseball rule 3.01

1.2 Bat:

Any bat not specified in the rules below will not be permitted

- **1.2.1** - 5U-14U, composite bats and or BBCOR are permitted provided they have an unaltered USSSA, USA and or BBCOR stamp on the bat
- **1.2.2** - 13U Premier/Travel - 18U, unaltered BBCOR stamp on the bat



- **1.2.3** – 13U/14U uses - 8, - 5, or - 3 bats. HS division will use – 5 or – 3 bats

Penalty for Illegal Bat

- **1.2.4** -
 - Upon appeal, if an illegal bat is found during the at bat, the bat will be removed immediately and the at bat will continue
 - Upon appeal, if an illegal bat is found after the at bat but before the next pitch, the batter is declared out, batter is ejected, manager of record for that game. The runners will return to the last legal base occupied or the defensive team can take the result of the play

- If an illegal bat is found after an at bat in question, and after pitches have been thrown to the next hitter, the bat will be removed immediately and the result of the at bat will be legal

1.3 Protective Gear

- **1.3.1** - Players may utilize protective gear in the manner they choose provided that such gear is ruled safe and not providing an unfair competitive advantage. The umpire will make the ruling on such gear.
- **1.3.2** - All batters and runners must wear protective helmets
- **1.3.3** - Catchers must demonstrate to the home plate umpire that he is wearing a protective cup. If the home plate umpire judges that the catcher is not, the catcher will not be permitted to catch.
- **1.3.4** - TBall-12U, players are not permitted to wear metal cleats. 14U-18U, metal cleats are permitted

2. Rosters, Lineups, and Substitutions:

- **2.1** - For determinations of divisions the following will be adhered:
 - For the January season, a player's age will be determined by their age prior to **May 1st, 2024**.
 - **Beginning August 1, 2024 a players age will be determined by their age prior to May 1st, 2025**
 - **2.2** – Each team will be required to have a verified roster on National Sports ID (NSID) Each player/coach on the team must be NSID verified prior to the 1st game of the season.
 - **All official rosters will be posted on the website.** Any player not listed on the official online roster has not completed NSID.
- **2.3** - The maximum roster size is **14** players
 - **The 14U Division can have a roster of 16 players**
 - Rings will be given out to majors divisions. Medals will be given out to minors divisions. Tournament awards may vary
 - **Roster Lock Date is March 10, 2023 (For 2024 Spring season)**
- **2.4** - **Players must play in 65 percent of their team's games except for 5U & 14U which is 50% in order to be eligible for post season play**
 - In regards to participation, if a game is forfeited, all players, of the forfeited team, who are present at game time will not receive credit unless rule 2.12 is implemented. In order for credit to be properly attributed, both coaches must make sure the names of player's present are on the scorecard. The scorecard must be filled out with legible FIRST AND LAST NAMES in order to receive credit. The manager of record must print and sign the scorecard to be verified at the home plate meeting. If the scorecard isn't filled out correctly no credit will be given. It is highly advised for both coaches to ask the umpire for the scorecard once a game has been deemed a forfeit in order to review names on the card. If a team notifies the league prior to game time of a forfeit, the winning team will receive credit for all players. The losing team will receive no credit.
 - The home team is responsible for picking up the scorecard at the concession stand.

- Medical exemption
 - **If a player requires a medical exemption and the injury is documented and certified by a licensed physician, the Alliance board in its sole discretion may waive the minimum games participation rule for play-off eligibility.**
- **2.5** – On the lock date, rosters are locked and no new players can be added.
 - All Player additions after the initial rosters are set, and after the lock date (Rule 2.3), must be approved by the Alliance Board and NSID must be completed
 - Once a Player plays for one Team/Organization and quits, he may not play for any other Team/Organization in the same season.
 - Players are NOT permitted to play for more than one team in the same age group. No Trades are allowed.
 - No player may play on multiple teams within the same division regardless of majors or minors
 - 10U-18U, if a team has 8 players, a 9th player may be added after the teams after the lock date. This is subject to Alliance Board approval.
 - Any player added under the above may not pitch or catch for the remainder of the season. Violation will result in a forfeit.
 - 6U/8U Coach Pitch/9U Modify, if a team has 9 players, a 10th player may be added after the lock date. This is subject to Alliance Board approval.
 - Any player added under the above rule may not play the infield for the remainder of the season. Violation will result in a forfeit
 - 6U see Supplemental Rules
 - A player that is found to be not-registered or illegal due to an age violation during a league game or during the official recordkeeping of the scorecard, shall result in the offending team losing game that game and the player being ejected from that division.
 - The illegal/not registered player will be removed from the division that he participated in and all games participated in will be a loss.
 - If the player is registered and eligible in another divisions roster, he may continue to participate in the division he is eligible for
 - The manager of record will be suspended for a minimum 1 game suspension. The board of directors may add additional penalties for repeat violations
- **2.6** – American League teams (Minors) will bat the entire roster. No exceptions **National League teams (Majors) may use regular substitution.**
 - **Regular substitution will be applied**
- 2.7 - Teams must have at a minimum 8 players to start the game. If a team has 8 players at game time then the game must start. The 9th spot in the batting order will be an out every time that spot comes up to bat until a 9th player arrives.
 - Teams have a 15 minute grace period from the time the umpire starts the game clock to have 8 players in order to avoid a forfeit. Teams without the minimum number of players will forfeit.
 - If a team obtains the minimum requirement of players during the 15-minute grace period, the one hour forty minute time limit will countdown from the called start time and not when the team received its players.
 - If the Home team does not have enough players to start the game on time, they will forfeit their right to be the Home team and will bat first instead. This

applies once the 8th player arrives. If he does not arrive the game will be a forfeit.

- **2.8** - No new players can be added to the lineup once you bat around the lineup.
 - **In Playoffs, all players must be listed as a player or sub at the start of the game in order to participate in that game. This applies to National League divisions only (Majors).**
- **2.9** - No player may sit for two consecutive innings - Violation = Coach gets Ejected and proper kid needs to be inserted in the current inning.
 - [This rule will not apply to National League Divisions in the playoffs](#)
- **2.10** - While a team is on defense, only the pitching position may be substituted from the bench.
 - **This rule will not apply to National League Divisions (Majors) in the playoffs**
- **2.11** - Players leaving the game for any reason will be recorded as an out every time his spot in the lineup comes up for the remainder of the game (ie, ejections, voluntarily leaving, injury or illness). This does not apply when substitutions are applied in the Playoffs for National League Divisions only.
- **2.12** – A team may borrow a player that is age eligible to play on their team if they have less than 8 players. The game will be played but the team borrowing the new player will receive an automatic loss.
- **2.13** – Dugouts for league play will be assigned by your schedule. The home team will be in the 3rd base dugout and the visiting team will be in the 1st base dugout.
 - For tournament play/series, dugouts will be first come first serve.

3. Game Preliminaries:

- **3.1** - If there is any question about a player's eligibility, coaches must protest the game. Please see rule 3.8 on the procedure of a protest.
- **3.2** - Any and all adults inside the dugout must display on them a picture ID badge issued by the league. Any personnel not displaying a league issued ID badge will not be allowed in the dugout.
 - TBall – up to 5 adults will be allowed
 - 6U/8U - up to 4 adults will be allowed
 - 9U-18U - up to 3 adults will be allowed
 - Only players in uniform and coaches are permitted in the dugout.
- **3.3** - Only radio and sound systems are permitted. Teams may only play walk up music during games.
 - Violation = Umpire will warn the head coach if it continues the person controlling the radio may be ejected.
 - At the discretion of the umpire, if the walk up songs are affecting game times he can instruct the music to be shut off for the remainder of the game.
 - Any board member may ask you to lower your music. Second offense will result in no music for the rest of the game.
- **3.4** - Five minutes prior to the game the umpires and opposing managers will meet at home plate to review game preliminaries. The preliminaries will include:
 - The exchange of lineup cards. Lineup cards will have first name, last name, and numbers. If such information is not provided, the umpire will not start

play but the game time will begin. It is suggested to Managers to review lineup cards prior to pregame meeting

- Review of ground rules
- Any question of rule interpretations
- Any question on player age
- Once completed, the umpire will announce the starting time
- **3.5** - Teams will have one offensive time outs per inning. They must be charged timeouts by the umpire
- **3.6** - Base coaches must remain in the coach's box. At minimum, one foot in the coach's box is permitted. If there is no box drawn coaches must be at least 3 feet off of the foul In the umpire's judgment, the boxes on the field are drawn incorrectly; the umpire will inform the coaches of the vicinity they must be in. Coaches must not be in a position to affect a play.
 - Infraction: The coach in violation will be ejected
- **3.7** - Umpires must be present and ready for game no later than 10 minutes prior to scheduled start time. Umpires who are not present and ready no less than 10 minutes prior to scheduled start time will be fined \$15.
- **3.8** – A protest must be filed prior to the end of the game. If the protest happens to be on the last out, it must be done prior to the umpires leaving the field. In the event of the protest, the following will take place. Judgment calls by the umpire are not grounds for a protest
 - The manager must notify the home plate umpire of his decision to protest. This must be immediately done after a specific play or rule interpretation and prior to a following pitch.
 - The umpire must notate on back of the game sheet of the point in the game when the protest was announced. Items such as time remaining, score, player at bat, pitchers of record, count, outs, inning, and pitch counts must be clearly notated.
 - The manager must make sure this information is listed on the back of the game sheet.
 - The manager will have 24 hours from the announced start time to formally address their division commissioner in writing. (email is acceptable as long as it provides the recipient a date and time stamp)
 - The manager must also provide cash to Alliance park in which the protest is being filed in the amount of \$100 at the time of the protest.
 - If the protest is upheld, the \$100 will refunded within 24 hours of the boards decision
 - Protest by any other means will be disregarded.
 - The team being protested has 24 hours to submit documentation requested by league in response to the protest. The board will have up to 72 hours to review
- **3.9** - Any Coach or parent who has been ejected from the game will serve at minimum a mandatory one game suspension. Upon the ejection, the coach or parent must leave park grounds immediately. Any player who has been ejected from the game will be subject to disciplinary action as determined by the Alliance Board and must leave the playing field immediately. [The Alliance Board reserves the right by vote to impose additional suspensions. Any coach, parent or player serving a](#)

suspension will not be allowed on any alliance park grounds until the suspension is served. Violation is a forfeit.

- 1st Offense: 1 Game
 - 2nd Offense: 2 Games
 - 3rd Offense: Rest of the Season including playoffs
 - Ejections are per individual. Suspensions are served based on the division where the ejection took place.
 - Example: If you get ejected from your 8u division on Tuesday, you cannot be on park grounds until your 8u division has played another game
 - Ejections are final. No appeals will be granted
 - Ejections will be posted in the coaches chat for all alliance park teams to be aware.
- **3.10** - If the Alliance Board determines that any coach, parent or player has committed any act unbecoming of a youth sports volunteer, spectator or student athlete, they may be subject to disciplinary actions by the Alliance Board.
 - **3.11** - Managers are responsible for themselves, coaches, players, spectators, and parents of your team. Egregious actions will supersede the following offenses and result in immediate ejection.
 - 1st Offense: The manager will be given a warning on the action of the given party in rule 3.13
 - 2nd Offense: The manager will be ejected from the game. If no assistant coaches are present the game will result in a forfeit
 - 3rd Offense: The game shall be forfeited
 - **3.12** - Harassment of umpires, managers, coaches, and players by managers or coaches is strictly prohibited and may result in removal from the game and or playing area. If an umpire or Board Member on Duty asks such a party to be removed and refuses, the represented team shall forfeit the game.
 - **3.13** - Harassment of umpires, managers, coaches, and players by parents or spectators is strictly prohibited and may result in removal from the game and or playing area. If an umpire or Board Member on Duty asks such a party to be removed and refuses, the represented team shall forfeit the game.

4. Time Limits, Regulation Game, Tiebreakers:

- **4.1** - 9U-18U, no new inning will start after 1 hour and 40 minutes.
- **4.2** - At the 2-hour mark, the game will cease immediately. If the two-hour mark is reached and there is no scheduled game after the current game, the game will be allowed to finish. (Provided there is availability of lights which is at the discretion of Miami Dade County Parks and Recreation)
 - **The 2 hour hard stop will not apply during league playoffs**
 - **Games called due to the above rule will revert back to the previous completed inning.**
- **4.3** - Games reaching conclusion due to time limit is a regulation game regardless of number of innings played
- **4.4** - If mercy rule is achieved, the game is a regulation game. See table below.
- **4.5** - If the 1 hour and 40-minute mark occurs during an inning, the inning will play to completion. If a game is continued by this rule, it shall then be governed by rule 4.2

- **4.6** - No tiebreaker will be permitted after the 2-hour mark if the game is extended from the rule above. If the game is tied at this point, it will be recorded as a tie
- **4.7** - After 1 hour and 40 minutes, but prior to 2 hours, if an inning is completed and the game is tied it will move to Alliance Tie Breaker during the playoffs only.
 - Example: Team A is tied with Team B 0-0. The 4th inning was completed at the 1 hour 30-minute mark. Team A (visitors) bats and scores 3 runs in the top of the 5th. Team B (home) scores 3 runs in the bottom of the 5th. The 5th inning concludes at the 1 hour 50-minute mark. The game will be allowed to move to a tiebreaker.
 - **There will be no Tiebreakers during the regular season.**
- **4.8** - Alliance Tiebreaker
 - In each half inning, the last recorded out will be placed on 2nd base.
 - The inning will start with 1 out
 - Play until 3 outs are recorded
- **4.9** - 8U-12U, game length is 6 innings before extra inning tiebreaker
- **4.10** – 13U/14U-18U, game length is 7 innings before extra inning tiebreaker
- **4.11** - 6U, see supplemental rules
- **4.12** - Games not started and not played due to weather, and or acts of God, will be have their ability to be rescheduled determined by the Alliance Board.
 - **Games will be reschedule for the next available time slot**
- **4.13** - If a game is suspended due to weather, lighting, and or acts of God, and the home team is winning after 1 hour of play or 3 full innings have been completed and the home team is at bat, then it is a regulation game.
- **4.14** - If a game is suspended due to weather, lighting, and or acts of God, and the visiting team is winning, and the inning has completed after the 1-hour mark or 3 full innings have been completed, then it is a regulation game.
- **4.15** - If a game is suspended and is not covered by 4.13 or 4.14, the game will be played to completion from the point it was suspended. The following will be adhered:
 - The head umpire along with both scorekeepers must note the following
 - Time remaining to play (if applicable)
 - Lineups, batter of record, count, outs, baserunners of record, pitcher of record, and score. This information is required to resume a suspended game.
 - A suspended game that resumes at a later time cannot have players added to the lineup from the original game.
 - A player who is on the lineup from the original game, and is absent from the resumed game, will be declared out each at bat.
 - Pitcher eligibility must adhere to rule 7.7.

4.16 - Mercy Rule

Length of Game	If a team is ahead by	After completion of inning
6 innings	10 runs	4 th inning
6 innings	8 runs	5 th inning
7 innings	10 runs	4 th inning
7 innings	8 runs	5 th inning

- **4.17** - In the playoffs, all rounds except for the championship, will observe all time limit rules set forth from above.
 - All suspended playoff games do not adhere to the 1 hour or 3 inning completion rule
- **4.18** - In the championship round, the game will be played to the full allotment of innings as determined by the division with no regards to time limit. Unless the Alliance Board makes a determination prior.
- **4.19** - There will be a maximum of two minutes between half innings. The defensive team shall take the field and be ready. The offensive team shall place a batter at the plate within two minutes after the last out is made for each half inning. Umpires shall keep a brisk pace of play.
- **4.20** – Only the batter and on deck batter are permitted outside of the dugout during a pitching change and/or warmups.

5. Batter

- **5.1** - The “butcher boy” or “slash play” is prohibited. This is when the batter shows bunt, in an attempt to draw the infielders in, pulls the bunt attempt back, and swings at the pitch. The ball is dead, the batter is out, and any runners must go back to the last legal base they occupied. The batter is declared out regardless if contact is made.

6. Runner

- **6.1** - A courtesy runner for the current pitcher and the current catcher may be permitted at any point in the inning if the manager chooses to do so. The courtesy runner must be the last recorded out. The runner being substituted for, will be the said pitcher or catcher. The manager must announce to the umpire if the player will be the pitcher or the catcher. The umpire must relay that information to the opposing manager. If the last recorded out is the pitcher or catcher, then the previous out before that shall be the courtesy runner. [In National League divisions \(Majors\) if substitution is being used then the courtesy runner must be a listed sub.](#)
- **6.2** - Stealing home is permitted provided the batter does not swing. If the batter swings, the runner stealing home and batter are out. The ball is immediately dead, any other runners not stealing home must return to the last legal base they occupied. The 3rd base coach will be ejected from the game. If there are 2 outs when this occurs the batter will be declared out and the coach is ejected.
- **6.3** – A runner must slide **OR** avoid contact at home plate. On a potential double play, the runner must slide or veer off to avoid a play.
- **6.4** – No head first slide at home plate.
 - Infraction: Runner will be declared out. The ball will be declared dead, and runners will return to the last legal base occupied
- **6.5** - The defender, while not in possession of the ball or in the act of making a play on a ball, is not allowed to block a base. This is pursuant to the definition of obstruction on page 150 of the Major-League Baseball Rule Book.
- **6.6** – No stealing when you are up by 10 runs, advancing is permitted on a passed ball. Runner can be thrown out. If the runner is safe, they must be put back.

7. Pitcher

- **7.1** - At any point before or during an at bat, if a manager elects to have the batter intentionally walked, the pitcher does not have to throw the pitches and the batter will be awarded first base
- **7.2** - A pitcher who has pitched in a game, and had been substituted from the pitching position may not return to pitch in the same game, even if the pitcher has legal innings remaining
- **7.3** - For purposes of rest rules, one pitch will equal 1 full inning.
- **7.4** - Outs recorded in a game that ends in a forfeit will count toward innings and rest limits.
- **7.5** - 9U Modify Division One Balk warning per pitcher.
- **7.6** – A pitcher may not pitch more than 10 innings in a 7 day period.
- **7.7** – No pitcher may pitch in consecutive days
- **7.8** – If a player pitches for one division, they cannot pitch in another division on the same day

7.6 Rest Rules

- It is the responsibility of each head coach to know and follow the pitching rest rules. Rest rules apply for all regular season and playoff games. A violation of these rest rules shall cause the game to be forfeited and the head coach suspended for one (1) game. Repeat violations will be subject to additional penalties to be determined by the Board of Directors.
 - **If a player pitches in a game, it is a mandatory 1 day rest regardless of age divisions.**

Age Division	One day maximum
9U	2 innings
10U	3 innings
12U	4 innings
13U – 18U	4 innings

- **7.7** - A day rest will be a calendar day from the called start time. When rest rules call for more than one day, they must be consecutive calendar days
 - Clarification: A pitcher pitches 2 innings on a Wednesday game that started at 8pm. The game finishes at 1am on Thursday. The pitcher may be eligible to pitch on any game Friday. Thursday is the one calendar day rest
 - Clarification: A pitcher pitches 4 innings on a Wednesday game that started at 8pm. The game finishes at 1am. The pitcher will be eligible to pitch any game on Sunday. Thursday, Friday, and Saturday is the three-calendar day rest.
- **7.8** - If a game is continued at a time in the future due to being tied or resumed from a suspended game, no pitcher who has pitched prior in the original game and have been substituted from the pitching position may reenter to pitch. Pitchers of record may continue to pitch provided they have met the appropriate pitching rest rules in the days prior.
- **7.9** – Curve balls are permitted in the 11U/12U, 13U/14U & HS divisions. The pitch will be declared a ball in 9U & 10U.

- **7.10** – If a coach talks to a player, then that player goes directly to the pitcher it is considered a trip to the mound.
- **7.11** – A trip is defined once you cross the foul line.

5U Supplemental Rules

In addition to the rules, the 5U division will have the following supplemental rules. The order of governance of the rules shall be Tee-Ball supplemental rules, Alliance Rules, and finally Major League Baseball

1. Game Preliminaries

- 1.1 - Regulation game time is (1) Hour.
- 1.2 - No new innings will start after 45 minutes of play time have passed.
- 1.3 – **Fair Ball Arc**: There shall be a 10 foot arc drawn from the first base line to the third base line in front of home plate.
- 1.4 – A midpoint line must be drawn between all the bases.
- 1.5 – **Bases** shall be 55 feet in distance from each other
- 1.6 – **Pitching Line**: There should be a line set at 43 ft approx.
- 1.7 - The **Baseball** shall be the regulation ball
- 1.8 - The **Bats** used shall be unaltered USSSA and USA stamped bats.

2. Game Play

- 2.1 - Half inning is recorded when either (3) defensive outs have been made, or (4) offensive runs have been scored.
- 2.2 – All players on the roster shall bat before returning to the top of the lineup.
 - We encourage everyone to participate, if there is a situation where a player does not want to participate out of his or her own free will; they can be exempt from their lineup spot with no penalty. This is a judgment call made by the umpire upon discussion with both coaches.
- 2.3 – Teams may start game with (5) players. Any late players shall be added to the bottom of the batting order.

3. Defensive Play

- 3.1 - The Infield Fly Rule shall not be in effect at any time. Any Fly ball must be caught for an out.
- 3.2 – Only (4) infielders and (1) pitcher will be allowed. Player designated as the pitcher must keep at least one foot inside the pitching circle when the batter is swinging and he or she must be wearing a protective face shield.
- 3.3 – Infielders cannot place themselves inside of the midpoint line from, home from 1st or 3rd to home.
- 3.4 – Infielders cannot stand in the runners base path or on the bases, blocking a runner's base path.
- 3.5 – Outfielders must be behind the bases when the batter is swinging.
- 3.6 – Time is granted when a player in possession in the infield with the ball raises both hands in fair territory.

- Time will be granted once the ball has been returned to the field of play from the outfield and can be called by any player. The umpire will use judgment to determine if the ball has been brought back to the field of play. The runners can continue to advance until time has been called.
- 3.7 – Only runners starting on bases can be tagged out, the batter cannot be tagged. Plays at first base must be made by either tagging the base, or thrown out at the base.
- 3.8 – Once an infielder attempts a throwing play to any base, the ball will be deemed dead and the play is over. There are no double plays, since after the first play has been attempted, the play is deemed dead. Umpires will call time. Runners cannot advance on an overthrow to any base.
- 3.9 – Each team may have (2) defensive coaches positioned behind the outfielders.
- 3.10 – Once an outfielder throws the ball into the designated infield time shall be awarded and runners shall be awarded the base depending on the midpoint line

4. Offensive Play

- 4.1 – A batted ball must clear the semicircle line in front of home plate in order for it to be a fair ball.
- 4.2 – The batter will receive (5) swings from the Tee.
- 4.3 – If the batter swings and misses both the Tee and the Ball, this will be deemed a swing
 - If the batter swings and misses the Ball but strikes the Tee, this will also be deemed a swinging strike, since no contact with the ball was made. This swinging strike can be called 3rd strike and the batter will be called out.
- 4.4 – Runners shall not lead off the base or steal. If the runner leaves before the ball is hit, the team will be given a warning and the runner must return to the original base. Each team will be afforded one warning, after the one warning the runner will be declared out.
- 4.5 – If a ball has been put into play, runners can continue to advance at their own risk.
 - Once time is called, and granted by the umpire. Any runner that has not crossed the midpoint line will return to the last base occupied. Any runners who have crossed the midpoint line, will be awarded the base they are going to.
- 4.6 – Each team while on offense may have (1) coach positioned at each base directing the runners.
- 4.7 – 3 Defensive coaches shall remain behind the outfielders and cannot touch any player
- 4.8 – In the 5U divisions, a score keeper may remain in the dugout and will not count towards the coaching/adult number.
 - Violation of not remaining in the dugout will result in removal from the field for the remainder of the game.

6U Coach Pitch Supplemental Rules

In addition to the rules, the 6U division will have the following supplemental rules. The order of governance of the rules shall be 6U supplemental rules, Alliance Rules, and finally Major League Baseball

1. Game Preliminaries

- **1.1** - Regulation game is 6 innings before the 6U tiebreak is implemented as in 1.11
- **1.2** - **Fair Ball Arc**: There shall be a 10 foot arc drawn from the first base line to the third base line in front of home plate. A batted ball must go past the line to be a fair ball
- **1.3** – **Pitching Line**: There should be a line set at 43 ft approx. The defensive player in the area must wear a helmet with a face guard while playing the pitching position
- **1.4** - A Midpoint line between all bases shall be drawn.
- **1.5** - The bases shall be 55 feet.
- **1.6** - The Pitching Coach shall be governed by the same rules listed in the 8U coach pitch rules, with the only exception being the rule indicated under Game Play
- **1.7** - Only bats with an unaltered USSSA and or USA stamp on the bat will be permitted.
- **1.8** - The baseball shall be a standard size baseball 9.5.
- **1.9** - No new inning will start after 1 hour and 15 minutes of play
- **1.10** - If after 1 hour and 30 minutes of play, but before 1 hour and 45 minutes, if a game is tied the 6U tiebreaker will be implemented
- **1.11** - Tiebreaker is as follows
 - The last out from the previous inning will be on 2nd base.
 - The inning will start with 2 outs recorded.
 - The inning will play until the 3rd out is recorded or 5 runs are scored
 - If after the tiebreak, the game is still tied, it will be recorded as a tie
- **1.12** – If a team begins a game with 7 players, an out will be recorded in the 8th spot & 9th spot until a 8th player or 9th Player show up
- **1.13** - The Infield Fly Rule shall not be in effect at any time. The fly ball must be caught for an out.
- **1.14** - All players on the roster shall bat before returning to the top of the lineup.
- **1.15** - Teams may start a game with 7 players.
- **1.16** - Teams may use free substitution, but the batting order shall remain the same.
- **1.17** - The pitcher must wear a safety protective mask.
- **1.18** - No Intentional Walks, No Bunts

2. Pitching Coach

- **2.1** - If a batted ball strikes the pitching coach it will be governed as follows:
 - The ball will be declared dead and it is a no pitch. All runners return to the legal base they occupied at the time of pitch.

3. Game Play

- **3.1** - 12 players will be on the field. 6 must be outfielders. The outfielders must be no closer than where the outfield grass meets the infield clay at the time the ball is hit.

- **3.2** - A batted ball must clear the semicircle line in front of home plate in order for it to be a fair ball.
- **3.3** - The batter will receive 4 pitches in total from their coach. Then 1 swing off the tee
 - The batter is encouraged to swing at all 4 pitches
 - If the ball is not put in play on the 4th pitch the coach will then bring out a tee for the batter. The tee must be centered on home plate and the batter must have both feet in the batter's box. The batter will have 1 attempt to put the ball in play off the tee. If the ball is not put in play on the only attempt, the batter is declared out.
 - **Once divisions are split majors and minors only the minors division will continue to use the tee after the 4th pitch.**
 - **The majors division will no longer use a tee but will have 5 pitches plus 1 foul**
 - If the team decides to forgo the tee they will receive 1 extra pitch. Ball must be put in play. Any foul ball will be declared an out.
 - Umpire must place the tee in the center of home plate.
- **3.4** - Pitcher may pitch from anywhere in front of the 40 ft rubber as long as its in line with home plate and the rubber. As well as behind the foul ball arc
 - The pitcher must throw overhand and be standing up.
- **3.5** - On any over throw, in order to stop the runner an infielder must grab the ball in fair territory and call time.
 - All runners will be allowed a maximum of 1 base on an overthrow from the original play
 - Keep in mind the base is not granted it must be achieved
- **3.6** - Runners shall not lead off the base or steal. If the runner leaves before the ball is hit or reaches home plate, a warning will be given to the team. Each team will be afforded one warning. After one warning, the runner will be declared out.
- **3.7** - If a ball is put in play and goes past an infielder to the outfield, the runners can continue to advance at their own risk.
- **3.8** - The outfielder must throw the ball back to an infielder. At that point the infielder can raise their hand and call timeout to stop the play. Only an infielder can call timeout to stop the play. The infielder must be inside the infield area for time to be granted.
 - Clarification: In situations where fields have no clay, or the field has a large clay area, umpires and coaches must address this during the pregame meeting. This is a judgment call by the umpire.
- **3.9** - The infielder attempting to call timeout - must be in fair territory for the timeout to be called. If the infielder is in foul territory when asking for time, the runners can continue to advance. This is a judgment call by the umpire.
- **3.10** - Proper timeout is granted when the infielder in possession of the ball raises both hands in fair territory.
 - Once time is called, any runners that have not crossed the midpoint line will return to the last base occupied. Any runners who have crossed the midpoint line, will be awarded the base they are going to.
- **3.11** - The umpire shall call “time” after every play and declare the ball dead. In order for the umpire to grant time, the lead runner must be under control by the defense by not making an attempt to reach the next base.
 - A runner stepping off the base, juking, or feints back and forth shall not be interpreted as attempting to advance. If this is the lead runner, the umpire will grant time.

- **3.12** – Infielders cannot place themselves inside the home to 1st or the 3rd to home Midpoint line at the time of pitch, or if a hitter is hitting off the tee.
- **3.13** - A team may score a maximum of 5 runs per inning
 - No open inning
- **3.14** - A team playing with 8 players may play without a catcher **OR** pitcher. A team playing with 9 or more players must fill the pitcher **AND** catcher position
- **3.15** – The tee must be placed on home plate to hit off of
- **3.16** – Defensive coaches must be behind the outfielders in foul territory

4.1 - Mercy Rule

Length of Game	If a team is ahead by	After completion of inning
6 innings	11 runs	4 th inning

8U Coach Pitch Supplemental Rules

In addition to the rules, the 8U division will have the following supplemental rules. The order of governing of the rules shall be 8U supplemental rules, Alliance Rules, and finally Major League Baseball

1. Field Design

- **1.1 - Pitching Line:** There should be a line set at 43 ft approx. The defensive player in the area must wear a helmet with a face guard while playing the pitching position

2. Pitching Coach

- **2.1** - The pitching should not interfere with a batted ball.
- **2.2** - The coach pitcher must pitch overhand to his batters and has to pitch standing up. The coach pitcher cannot pitch from a knee.
- **2.3** - The coach pitcher must have one foot on the rubber set at the minimum distance of 40 feet.
- **2.4** - The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit
 - **Violation:** (2.1 and 2.2): If the pitching coach violates the first or second pitching coach rule, a warning will be issued. A second offense will be removal of the coach as a pitcher for the remainder of the game
 - **Violation:** (2.3): If the pitching coach obstructions the defense in any way, obstruction will be called in pursuant Definition of Terms in Section 2.0 of the Major-League Rulebook.
- **2.5** - If a batted ball strikes the pitching coach it will be governed as follows
 - If in the umpire's judgment the coach attempted to avoid the ball, the ball will be declared dead and it is a no pitch. All runners return to the legal base they occupied at the time of pitch
 - If in the umpire's judgment the coach did not attempt to avoid the ball, the batter will be declared out and all runners return to the legal base they occupied at the time of pitch.

3. Game Preliminaries

- **3.1** - The catcher may choose between full gear squatting in the catcher's box and/or using a facemask and standing up against the fence out of the way of the pitch.
- **3.2** - 10 defensive players shall play the field with 4 outfielders. The fourth outfielder shall not assume an infield position. The outfielders must be no closer than where the outfield grass meets the infield clay at the time the ball is hit.
- **3.3** - The defensive player listed as the pitcher shall not leave the pitching line until the ball is hit. This is a judgment call by the umpire.
 - **Violation:** The play shall continue. After the play has ended, the offensive team has the option of taking the result of the play or no pitch.
 - **Clarification:** First offense will result in the situation listed above. A second violation will result in removal of the pitcher from the pitching position for the remainder of the game.
- **3.4** - Defensive coaches must coach from the dugout and not be on the field.
 - **First Offense:** Warning to the manager
 - **Second Offense:** The manager will be ejected

- **3.5** - The Infield Fly Rule shall not be in effect at any time. The fly ball must be caught for an out.
- **3.6** - All players on the roster shall bat before returning to the top of the lineup. No players shall be added to the lineup after you bat around once.
- **3.7** - Teams may start a game with 8 players, but the 9th spot in the batting order will be declared an out each time the positions come up. Any late players shall be entered into the batting order as soon as they become available in the eight-player rule situation
- **3.8** - The pitcher must wear a safety protective mask.
- **3.9** - No Intentional Walks
- **3.10** - A team playing with 8 players may play without a catcher **OR** pitcher. A team playing with 9 or more players must fill the pitcher **AND** catcher position

4. Game Play

- **4.1** - The batter shall receive a maximum of 5 pitches or 3 swinging strikes. If on the 5th pitch, the batter does not make contact the batter will be declared out. If on the 5th pitch, the batter hits a foul ball, the batter will continue until the batter puts the ball in play, strikes out, or fails to make contact.
- **4.2** - No bunting allowed
- **4.3** - Runners shall not lead off bases or steal. A runner is out for leaving the base before the ball is hit or reaches home plate. This is a judgment call by the umpire.
- **2.8** - A team may score a maximum of 7 runs per inning. The inning will end when 3 outs are made or the maximum amount of runs have been scored.
 - 2.8.1 – No open inning
- **4.5** - The umpire shall call “time” after every play and declare the ball dead. In order for the umpire to grant time, the lead runner must be under control by the defense by not making an attempt to reach the next base.
 - A runner stepping off the base, juking, or feints back and forth shall not be interpreted as attempting to advance. If this is the lead runner, the umpire will grant time.

5.1 - Mercy Rule

Length of Game	If a team is ahead by	After completion of inning
6 innings	15 runs	4 th inning
6 innings	8 runs	5 th inning



9U Kid Pitch Supplemental Rules

In addition to the rules, the 9U division will have the following supplemental rules. The order of governance of the rules shall be 9U supplemental rules, Alliance Rules, and finally Major League Baseball

1. 10 players max on the field at one time with four infielders in the correct positions.
2. A team may score a maximum of 9 runs per inning. The inning will end when 3 outs are made or the maximum amount of runs have been scored. NO OPEN INNING
 - **American League divisions (Minors) will have a max 5 runs per inning**
3. No drop 3rd strike.
4. The runner can only score from third base on a hit ball, pickoff attempt, if a catcher throws to a base in order to get a runner stealing, or if is forced at home.
5. No defensive player shall position him/herself closer than 15 feet from 3rd or 1st unless the batter bunts.

PENALTY: PLAYER WILL NOT BE ALLOWED TO PLAY INFIELD FOR THE REMAINDER OF THE GAME
6. Infield fly will apply
7. Intentional walks are allowed. You do not have to pitch to a batter, you simply can tell the umpire to walk the batter.