

Important Rules Reminder



Time Limits:

7u-8u: 1 hour and 15 minutes (1:15)

9u-14u: 1 hour and 40 minutes (1:40)

****Teams should be prepared to play 30 minutes ahead****

****All time limits CAN be modified by a tournament official****

Ejection Policy:

ALL Ages: Any manager, coach, or parent that is ejected for ANY reason from a game in a USSSA World Series sanctioned event will automatically be disqualified for their next scheduled game in that event. Florida USSSA Baseball still reserves the right to suspend for longer depending on the severity of the occurrence.

Rosters:

ALL Ages: Please verify that your rosters are up to date. All players must be online and eligible prior to your first game of the event. The "Guest Player" feature will close at 11:59 the evening prior to the event. All teams must have a copy of each player's birth certificate on hand or digitally in case of protest.

Approved Line-Ups (9u – 14u):

7.02.D.1 Teams may bat a nine (9) player line-up, or a nine (9) player line-up with a Designated Hitter (DH), or a ten (10) player line-up with an Extra Hitter (EH), or a 10 player line-up with a DH and EH, or a continuous line-up of all present, eligible, uniformed players. Such line-up must be declared **before** the start of the game and used the entire game.

Pitching Limits (See next page for examples):

9u-12u: Maximum innings in **1 day is 6 innings (18 outs)**

13u-14u: Maximum innings in **1 day is 7 innings (21 outs)**

8u-14u: **Maximum innings in a 3 day event is 8 innings (24 outs). Any pitcher that pitches more than 3 innings (9 outs) in one day must rest the next day*

ALL Ages: A pitcher (starter or reliever) once removed from the mound may **NOT return** to the pitching position for the remainder of the game

Cleats:

7u-14u: ***NO Metal Cleats!***

Tie Games:

Pool: Pool play games **CAN** end in a tie

Bracket: **CANNOT** end in a tie! At the end of the time limit or last inning, whichever comes first, the last batted out of the previous inning will be placed on 2nd base with NO OUTS. This will continue until there is a winner (Universal Tie-Breaker).

Pitching Rules Important Reminder



1. You can never pitch more than 3 days in a row.
2. You can never pitch more than 6 innings in a day for 12 and under and 7 in a day for 13 and U
3. If you pitch more than 3 innings in a day, you **must rest** the next day.
4. There is an 8 innings max for three days for all ages. Remember, you must always look back 2 days from the current day to check on the 8 Inning max.
5. An out has to be recorded before a pitcher is in violation of any pitching rules.
6. A day of rest **does not** reset pitching

Examples that apply to all ages 14 and below:

1. Day 1: 3innings, Day 2: 0 Innings, Day 3 max is 5 innings.
2. Day 1: 1 inning, Day 2: 1/3inning, Day3: 2-1/3 inning, Day 4 player can't pitch because would be 4th day in a row. Day 5: max of 5-2/3.
3. Day 1: 6innings, Day 2: 0 innings, Day 3: 2 innings max.
4. Day 1: 2innings, Day 2: 3 innings, Day 3: 3 Innings, Day 4: 0 innings, Day 5: 5 innings max.

Example that only applies to 13 and Up:

1. Day 1: 7 innings, Day 2: 0 innings, Day 3: 1 Inning, Day 4: 3 Inning, Day 5: 4 Inning max

Any verbal answers received by park staff will still be the responsibility of the coach to make sure he is within the pitching guidelines. It is easy to be confused when talking about pitching. Please use this along with the national USSSA rule book to determine what pitching you have left each day

Rule 8.00 – Coach Pitch Specific Rules



- 8.01 Fair Ball Arc:** There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball. *If available, otherwise the grass in front of home plate shall be the fair ball line.*
- 8.02 Safety Arc:** There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit. *If available, otherwise it is the umpires judgement.*
- 8.03 Pitching Circle:** There shall be a ten (10) foot diameter circle with the front edge at forty-two (42) feet from the rear point of home plate. *If available, otherwise the pitchers circle shall be umpire judgement.*
- 8.04 Pitcher's Line:** There shall be a line drawn from the pitcher's circle to the safety arc. *If available, otherwise it is the umpires judgement if the pitching coach is in a straight line to the plate.*
- 8.04.A** The pitching coach shall keep one foot on or straddle the pitcher's line. The Coach can pitch anywhere in-between the 30' Safety Arc and the 42' Pitching Circle. (Umpires judgement)
- 8.04.B** The pitching coach shall not verbally or physically coach while in the pitching position
- 8.04.C** 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.
- Rule 8.04.C Penalty:** If a coach violates this rule after the ball is pitched, obstruction shall be called.
- Rule 8.04.C Additional Penalty:** If a coach violates this rule before the ball is pitched, First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.
- 8.05 Pitching Coach:** The Pitching Coach shall be an adult at least eighteen (18) years of age.
- 8.06** The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the Umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there shall be a warning issued. If the act continues after the warning, the offending teams' manager shall be ejected.
- 8.07** Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baseline.
- 8.08** The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.
- Rule 8.08 Penalty:** The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.
- Rule 8.08 Additional Penalty:** First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.
- 8.09** Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.
- 8.10** The Infield Fly Rule shall not be in effect at any time.
- 8.11** The batting order shall constitute all present 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.



8.11.A Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order shall be declared an out each turn at bat.

Rule 8.11.A Approved Ruling: A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.

8.12 Teams may use free substitution on defense, but the batting order shall remain the same.

8.13 Bunting shall not be allowed.

8.14 The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes. (The bat is extended if the last pitch is hit foul)

8.15 A player may only be Intentionally Walked once per game by announcement from the defensive team.

8.16 Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.

8.17 A courtesy runner for catcher of record only the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team.

8.18 A team may score a maximum of seven (7) runs per inning.

8.19 The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game. (Run Rules still apply)

8.20 Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as all the runners are not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.

Rule 8.20 Comment: When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.

8.21 When a batted ball hits the Pitching Coach, the following shall apply:

8.21.A 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.

8.21.B 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.