

Rookie League Rule Highlights

- The field will use 60' bases (Rule 1.04) with the pitching rubber set at 46' (Rule 1.07).
- The pitching machine may be set closer (36') to accommodate a slower speed (Page 13, Rule 4).
- No metal spikes (Rule 1.11[g]).
- The official bat shall be round in cross section for its entire length, straight from end to end for its entire length and smooth surfaced in the hitting area. The maximum diameter shall not exceed two and three fourths (2 3/4) inches and the maximum length shall not exceed thirty-six (36) inches. The bat shall be constructed of wood, aluminum, or any other material or combination of materials unless such materials or combinations of materials are specifically disapproved by USSSA. Such disapproval shall be the sole discretion of USSSA and may be made without notice. Any material to improve the grip may be used for a distance not to exceed eighteen (18) inches from the handle end. Any such material or substance, which extends past the eighteen (18) inch limitation, shall cause the bat to be removed from the game.
 - **Rule 8.01.E** Comment : If the umpire discovers that the bat does not conform to USSSA Rule 8.01.E until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out, or ejection from the game
 - **8.01.E.1** All bats for age division 4U – 14U that exceed the 1.15 BPF (Bat Performance Factor) as defined for baseball bats by ASTM Standards, may be disapproved by USSSA. Such disapproval shall be the sole discretion of USSSA and may be made without notice
 - **8.01.E.2** All bats for scholastic divisions 15U – 18U must conform to the NFHS (National Federation of High School Association) bat limitations including a length to weight ratio no greater than negative three (3) ounces
- All players are listed in the batting order (Page 12, Rule 2).
- Each batter receives a maximum of five pitches. If they do not hit the ball fairly, the batter is out. (Page 13, Rule 3)
- There is no stealing. Runners may not leave the base until the ball has reached the batter. (Page 13, Rule 6)
- Seven infielders (including a catcher and pitcher) are to be used if available. The pitcher is to stand on one side of the pitching machine. The seventh infielder will stand in between the second baseman and shortstop directly behind second base. Four outfielders will be used defensively. Games may be played with as few as eight players. With each new inning, the coach must rotate players on the bench to the field with a different player sitting out each inning. Using this concept, no player should have to sit out more than one inning per game. (Page 12-13, Rule 2)
- Games will be no more than six innings in length (Page 13, Rule 3).

Rookie League Local Rules

- Coaches/umpires may allow additional pitches based on poor pitches delivered by the machine.
- The side is out once 12 players have batted, the batting team has scored 7 runs, or 3 defensive outs have been made.
- Two coaches are allowed on the field with their team to instruct and assist in positioning their players.
- An 8.5" baseball ball is recommended for 8U play and tournaments.
- There will be no taking of home in the event of a pass ball. The runner on third must be batted in.
- Players may be freely substituted.
- There will be no penalty for players who must leave the game for injury, illness or personal reasons.
- Games are complete after 4 innings (or after 3½ innings for the home team) if one team has 15 more runs than the other team.
- No new inning may start after 95 minutes of playing time has elapsed. No new inning may start 25 minutes before the start of the next scheduled game. All games will be terminated after two hours of playing time has elapsed or at the start time of the next scheduled game, whichever comes first. If the inning is incomplete, the score will revert back to the last complete inning played.
- Any game called because of time is a complete game regardless of the number of innings played.
- A courtesy runner for the catcher may be used and is suggested in the event that the catcher is a base runner and there are two outs. The runner must be the last batter to make an out.

Minor League U.S.S.S.A Rule Highlights

1. The field will use 60' bases (Rule 1.04) with the pitching rubber set at 46'
2. No metal spikes
3. The official bat shall be round in cross section for its entire length, straight from end to end for its entire length and smooth surfaced in the hitting area. The maximum diameter shall not exceed two and three fourths (2 3/4) inches and the maximum length shall not exceed thirty-six (36) inches. The bat shall be constructed of wood, aluminum, or any other material or combination of materials unless such materials or combinations of materials are specifically disapproved by USSSA. Such disapproval shall be the sole discretion of USSSA and may be made without notice. Any material to improve the grip may be used for a distance not to exceed eighteen (18) inches from the handle end. Any such material or substance, which extends past the eighteen (18) inch limitation, shall cause the bat to be removed from the game.
 - a. **Rule 8.01.E** **Comment** : If the umpire discovers that the bat does not conform to USSSA Rule 8.01.E until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out, or ejection from the game
 - b. **8.01.E.1** All bats for age division 4U – 14U that exceed the 1.15 BPF (Bat Performance Factor) as defined for baseball bats by ASTM Standards, may be disapproved by USSSA. Such disapproval shall be the sole discretion of USSSA and may be made without notice
 - c. **8.01.E.2** All bats for scholastic divisions 15U – 18U must conform to the NFHS (National Federation of High School Association) bat limitations including a length to weight ratio no greater than negative three (3) ounces
4. Runners may not leave the base until the ball has reached the batter
5. The batter is out when a third strike is caught or not caught by the catcher
6. The second trip to the mound by a coach in the same inning to the same pitcher shall automatically result in the removal of that pitcher from the game as a pitcher only
7. Pitchers can pitch a maximum of 6 innings per calendar week (Monday-Sunday). If a pitcher throws one pitch in an inning, it is considered an inning pitched. A pitcher must have at least two-calendar days rest between assignments if they pitch more than two innings in any one game. All innings pitched in a single game are considered one assignment. Pitching limitations will be strictly followed from the rulebook

Balk penalty – the ball is dead, the umpire shall warn the pitcher of the infraction and if the infraction is repeatedly violated, has the authority to remove the pitcher from the game as a pitcher only

8. Games will be no more than six innings in length

Minor League Local Rules

9. There will be no stealing of home in the event of a wild pitch or pass ball. The runner on third must be batted in or walked in.
10. In these situations the runner may advance home:
 - a. **Runner on second.** The batter lays down a bunt. The catcher attempts to throw out the runner advancing from second to third, the ball is missed by the third baseman and goes out of bounds. The runner advances home. The batter (now runner) advances to second base. Synopsis: runners may advance one base on an overthrow that goes out of bounds or is called dead by the umpire. The runner was not stealing, but only advancing on a batted ball.
 - b. **Runner on first.** The pitcher delivers a ball. The runner attempts to advance to second. The catcher attempts to throw the runner out at second. The second baseman misses the ball and it rolls into the outfield. The runner advances to third. Synopsis: the runner may steal any base other than home.

- c. **Runner at third.** Less than two outs. Batter hits a fly ball to right field. Right fielder catches the ball. The runner at third tags up and advances home. Synopsis: the runner may advance since the ball was batted.
11. In these situations the runner may NOT advance home:
 - a. **Runner on second.** The pitcher delivers a ball. The runner attempts to advance to third. The catcher attempts to throw the runner out at third. The third baseman misses the ball and it rolls into the outfield. The runner MAY NOT advance to home. Synopsis: the runner is attempting to steal home on a ball that was not batted.
 - b. **Runner on third.** Pitcher delivers a ball. The catcher returns the ball to the pitcher. The pitcher misses the ball and it rolls into the outfield. The runner MAY NOT advance to home. Synopsis: the ball was not batted
12. All players will be listed in the batting order. The batting order does not change when substitutions are made.
13. The side is out once the batting team has scored 7 runs even if 3 defensive outs have NOT been made. This is in effect for ALL innings.
14. Four outfielders may be used. This fourth outfielder must be in an outfield position (no short fielders).
15. There will be no penalty for players who must leave the game due to injury or illness.
16. Players may be freely substituted.
17. Each player must play a minimum of nine defensive outs. Should a player not get nine defensive outs because of a short game, those innings must be made up at the next game played.
18. The third batter hit by a pitch in the same inning by the same pitcher shall automatically result in the removal of that pitcher from the game as a pitcher only.
19. Games are complete after 4 innings (or after 3½ innings for the home team) if one team has 15 more runs than the other team, or after 5 innings (4½ innings for the home team) if one team has 10 more runs than the other team
20. No new inning may start after 100 minutes of playing time has elapsed.
21. Any game called because of time is a complete game regardless of the number of innings played.
22. A courtesy runner for the catcher may be used and is suggested in the event that the catcher is a base runner and there are two outs. The runner must be the last batter to make an out.

Major League Rule Highlights

- The field will use 70' bases (Rule 1.04) with the pitching rubber set at 50' (Rule 1.xx).
- No metal spikes (Rule 1.1)
- The official bat shall be round in cross section for its entire length, straight from end to end for its entire length and smooth surfaced in the hitting area. The maximum diameter shall not exceed two and three fourths (2 3/4) inches and the maximum length shall not exceed thirty-six (36) inches. The bat shall be constructed of wood, aluminum, or any other material or combination of materials unless such materials or combinations of materials are specifically disapproved by USSSA. Such disapproval shall be the sole discretion of USSSA and may be made without notice. Any material to improve the grip may be used for a distance not to exceed eighteen (18) inches from the handle end. Any such material or substance, which extends past the eighteen (18) inch limitation, shall cause the bat to be removed from the game.
 - **Rule 8.01.E** Comment : If the umpire discovers that the bat does not conform to USSSA Rule 8.01.E until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out, or ejection from the game
 - **8.01.E.1** All bats for age division 4U – 14U that exceed the 1.15 BPF (Bat Performance Factor) as defined for baseball bats by ASTM Standards, may be disapproved by USSSA. Such disapproval shall be the sole discretion of USSSA and may be made without notice
 - **8.01.E.2** All bats for scholastic divisions 15U – 18U must conform to the NFHS (National Federation of High School Association) bat limitations including a length to weight ratio no greater than negative three (3) ounces
- The second trip to the mound by a coach in the same inning to the same pitcher shall automatically result in the removal of that pitcher from the game as a pitcher only (Page 17).
- Pitchers can pitch a maximum of 6 innings per calendar week (Monday-Sunday). If a pitcher throws one pitch in an inning, it is considered an inning pitched. A pitcher must have at least two-calendar days rest between assignments if they pitch more than two innings in any one game. All innings pitched in a single game are considered one assignment. Pitching limitations will be strictly followed from the rulebook (Page 9 – 10, Rule 0.06).
- Balk penalty – the ball is dead, the umpire shall warn the pitcher of the infraction and if the infraction is repeatedly violated, has the authority to remove the pitcher from the game as a pitcher only (Rule 8.05[m]).
- Games will be no more than six innings in length (Page 13, Rule 3).

Major League Local Rules

- All players will be listed in the batting order. The batting order does not change when substitutions are made.
- The side is out once the batting team has scored 7 runs even if 3 defensive outs have NOT been made. This is in affect for ALL innings.
- Four outfielders may be used. This fourth outfielder must be in an outfield position (no short fielders).
- There will be no penalty for players who must leave the game due to injury or illness.
- Players may be freely substituted.
- Each player must play a minimum of nine defensive outs. Should a player not get nine defensive outs because of a short game, those innings must be made up at the next game played.
- The third batter hit by a pitch in the same inning by the same pitcher shall automatically result in the removal of that pitcher from the game as a pitcher only. The fourth batter hit by a pitch in the same game by the same pitcher shall automatically result in the removal of that pitcher from the game as a pitcher only.
- Games are complete after 4 innings (or after 3½ innings for the home team) if one team has 15 more runs than the other team, or after 5 innings (4½ innings for the home team) if one team has 10 more runs than the other team (Page 20).
- No new inning may start after 100 minutes of playing time has elapsed. No new inning may start 20 minutes before the start of the next scheduled game.
- Any game called because of time is a complete game regardless of the number of innings played.
- A courtesy runner for the catcher may be used and is suggested in the event that the catcher is a base runner and there are two outs. The runner must be the last batter to make an out.
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Jr. League Local Rules- "AA" League

- The field will use a regulation size baseball field and pitching distance of 54' and base distance of 80'.
- No metal spikes
- Bats must not exceed a barrel size of 2 ¾ and must not have more than a -3 in the weight to length ratio. (13 year olds may use a -5 (length to weight ratio) bat)
- Pitcher will be allowed to pitch up to 12 outs per game. Rest time for pitching greater than ½ of the maximum pitched outs is 40½ hrs. Pitchers, pitching less than or equal to ½ of the pitched outs are required to rest 20½ hrs
- Games will be no more than seven innings in length
- The batter may advance on a dropped 3rd strike
- Each player must play a minimum of nine defensive outs. Should a player not get nine defensive outs because of a short game, those innings must be made up at the next game played.
- All players may be freely substituted, except for the pitcher, who, once pulled from a game, may reenter the game in any position other than pitcher.
- All players will be listed in the batting order. The batting order does not change when substitutions are made.
- Games are complete after 4 innings (or after 3½ innings for the home team) if one team has 15 more runs than the other team, or after 5 innings (4½ innings for the home team) if one team has 10 more runs than the other team
- No new inning may start after 1 hour and 45 minutes of playing time has elapsed.
- Any game called because of time is a complete game regardless of the number of innings played.
- A courtesy runner for the catcher may be used and is suggested in the event that the catcher is a base runner. The runner must be the last player to make an out.