

RULE MODIFICATIONS FOR PRE-TEE BALL

1. A player may go to the bathroom at any time and the coach may temporarily make a substitute; however, there may not be a substitute for a batter. The game will not stop for a player to go to the bathroom.
2. Each player will get five (5) strikes at bat. The *player is out on the fifth strike* unless he hits a fair ball.
3. The game shall consist of two innings. Innings begun must be completed.
- 3b. The offensive team will bat it's players each inning even though the third out has been made or the tenth batter has batted. Runs scored after the third out or after the tenth batter will not be counted.
4. The offense team may have a base coach at 1st, 2nd, and 3rd base in addition to a hitting coach.
5. The defensive team may have up to 2 coaches in the outfield. **No coaches may stand in the infield.** These coaches are not to interfere with normal play. One defensive coach may stand near the on deck spot on their side of the field.
6. The umpire may relax some of the official Tee Ball rules when he thinks that immaturity (not lack of training or teaching) interferes with the proper execution of the rule:
7. Any team must have eight (8) players to qualify for an official game. If a team has 7 or less players, an unofficial game will be played.
8. In case a player is injured by a batted ball, the umpire will immediately call "time out". Base runners may only advance one base and the batter will stop at first base.
9. Bat length shall be restricted to 24" and 25" aluminum or wooden bats that meet Tee Ball Requirements. Tee Ball Rule Book Page 8, Rule 2.02.
10. Any player who is considered by the Player Agent too strong for Pre-Tee Ball and presents a safety problem to other players will be automatically moved into regular Tee Ball.
11. One hour time limit. No new inning after one hour.

SUGGESTIONS FOR COACHES

*Key - The key to a successful and enjoyable season is to teach each child two or three aspects of baseball and to do these well. (Chaos breeds a lack of interest.)

1. As early as possible, assign each player a single position and teach the child to do one thing. A. Teach the pitcher and first baseman to get the ball, run to first, and touch the base. B. Teach fielders to catch the ball and tag a runner, if possible, holding onto the ball with two hands. C. Teach outfielders to pick up the ball, run to second base or third base and tag a runner, if possible.

Note: This age player will almost never know when to tag the runner or the base. Yelling at the player during a play will only confuse him. Therefore, teach the first baseman and pitcher to touch the bag and all other players to touch the runner.

2. Insist that each child play his position and not run after every ball.
3. Teach each child to swing the bat, set the bat down, and run to first base.
4. As a player is running to a base, or is at a base, he should be taught to look at the base coach and do what he says.

Tee Ball Rules Overview

1. One hour and 20-minute time limit.
2. A continuous line-up is used for batting. Line up never changes. If a player leaves the game, you skip them in the lineup and move on. Players must play at least half the game on defense.
3. Ten players shall be on the field on defense with four outfielders. Only three outfielders shall be allowed to be on one side of second base on defense. If there are four, the offense may appeal to the umpire and the defense shall have the option for replaying the last play.
4. One coach is allowed on defense in the outfield. The coach is not to interfere in any way with plays or enter the infield during play. Violation will result in a replay if the offensive team so chooses.
5. Pitcher must have a face mask while on defense. Catcher must always have a helmet on.
6. Pitcher must be in the circle at the time the batter hits the ball. The chalk is considered part of the circle so a pitcher may have one foot on the chalk. No straddling the line.
7. The whistle indicates possession of the ball, runners beware. It does not indicate a "dead ball". If a runner was in contact with a base when the whistle was blown, after the play is over with, they will be returned to that base they were in contact with. Umpires watch the lead runner because obviously that effects all runners behind them.
8. There are no walks in Tee Ball.
9. No protests shall be accepted that relate to a judgment call by the umpire. Illegal equipment must be protested during the game. At that time, the equipment will be removed with no penalty. Protests involving rule violations, or the use of illegal players shall be accepted in writing within 48 hours contest the specific rule violation or player in question. The umpire and scorekeeper should be advised concerning the protest and a note recorded in the scorebook at the time of the infraction. A check for \$30.00 must be submitted with the written protest.
10. Slung bat results in one warning. Each subsequent offense will result in an out. No runners advance on a slung bat.
11. Coaches may be at first and third on offense, as well as a batting coach at the plate. All other coaches must be in foul territory near the dugout. Touching a baserunner during a play to pull them back to base or push them forward to another base will result in an automatic out. Touching a runner who hit a homerun to give a high five shall not be called an out. A homerun hitter must touch all the bases in order. If the runner misses a base, the defense can make an appeal and the runner will be declared out.
12. A forfeit will be declared if a team cannot field 9 players within 15 minutes of start time. If forfeited, an unofficial game will be played with a maximum of three innings.
13. Bats must be 24" to 26" inches and length with a barrel no greater than 2 1/4" in width. All bats must have the USA or USSSA Stamp affixed to the shoulder of the bat near the middle.

Updated 02/07/2025

RULE 8.00 – 8U 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.

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.

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.

8.04 Pitcher's Line: There shall be a line drawn from the pitcher's circle to the safety arc.

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.

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.

8U Boys Rule Amendments:

1. Bats – All bats must have appropriate USA, USSSA, or BBCOR.50 stamps. All big barrel bats must have the BBCOR.50 Stamp. Drop 11 Max. 34" max. 2 ¾ Barrel max.
2. Hour and 20-minute time limit.
3. 10 Fielders, continuous line-up.
4. No metal cleats. All cleats must be molded plastic or rubber.
5. Defensive players must play half the game in the field.
6. Baserunners cannot jump over a field in possession of the ball to avoid a tag even if there is no contact. Penalty: Automatic out.

02/07/25 Update

10U Boys Rule Amendments

- 1. Hour and 20-minute time limit.**
- 2. All bats must have appropriate USA, USSSA. Or BBCOR.50 stamps. All big barrel bats must have the BBCOR.50 stamp. Drop 11 max. 34" max. 2 ¾ " barrel max.**
- 3. Pitchers – pitch count of 70 per game – coaches will update umpire after each inning on defense with total pitches (does not include warm-up).**
- 4. Balks – One warning per pitcher per game. On the warning a dead ball will be called, runners return. After the first warning regular balks will be called.**
- 5. Pitchers – no restrictions on type of pitches.**
- 6. Closed bases. In closed bases, players must wait for the ball to cross the plate before breaking contact with the base. If the ball is cleanly caught by the catcher runners must hold their base. If the ball goes passed the catcher runners may advance at their own risk. If a runner leaves early, the runner will be declared out.**
- 7. Three outs, 7 runs whichever comes first. No runs after the 7th run will count.**
- 8. No drop ball third strike.**
- 9. 10 fielders, continuous lineup.**
- 10. Infield fly-rule in effect.**
- 11. No metal cleats. All cleats must be molded plastic or rubber.**
- 12. Defensive players must play half the game in the field.**
- 13. Baserunners cannot jump over a fielder in possession of the ball to avoid a tag even if there is no contact. Penalty: Automatic out.**

Last Edit 02/07/2025

Rules Amendments For Gospel Projects 12U and 14U

USSSA Baseball

1. Bat diameters cannot exceed 2 3/4" in either league and the length of the bat shall not exceed 34".

*For 14U: Drop 5 (-5) or BBCOR (-3) Bat.

*For 12U: Drop 8 (-8) or BBCOR Ratings

For all USSSA sanctioned rec. local league and tournaments, all bats must comply in weight and must be stamped with BBCOR.50 stamp for big barrel bats, USSSA 1.15 stamp, or the USA Bat stamp for all other small barrel or composite bats. (7.01.C)

2. Metal cleats are no longer allowed in any league due to insurance.
3. All helmets must have the NOSCAE rated stamp on the helmet.
4. All protests regarding rule violations or the use of an illegal player shall be considered only if it is placed in writing and submitted to the league president within 48 hours and a fee of \$30.00 must accompany the protest. The fee will be returned to the manager if the committee rules in favor of the protesting party.
5. Tournament fees must be paid for by the parents or businesses interested in sponsoring. YAC provides insurance coverage for the event.
6. Rules can be downloaded at www.ussa.org/baseball rules
7. All players are listed in the lineup and bat. 14U Nine players on defense and offense unless you only have eight. 12U Ten players on defense and offense unless you only have eight. You may play an official game with 8 players. Forfeiture if less. During games between YAC teams, you may field 10 players to give more playing time.
8. 12U & 14U - Any runner who attempts to jump over a defender is immediately out even if there is no contact. (7.04.D)
9. All runners must slide feet first when plays are being made at second, third, or home. Any contact deemed by an umpire as "attempting to take out a defender" shall be called out. Further actions may be taken in the event of a flagrant act by a runner.
10. All catchers must have a protective cup during practices and games.
11. One hour and 20-minute time limit. No new inning starts after this time limit has expired.
12. There is a 7 run cap per half inning in 12U and 14U. Once the 7th run has scored, no other runs count and the half inning is ended.

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