

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.

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.

Updated 02/23/2023

ULE 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.

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.

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 the all 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.

01/30/21 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. Runners may not lead off; however, a runner may steal once the ball passes the plate.
7. Three outs, six runs (all runs scored on the sixth run play shall count) whichever comes first.
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.

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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 13U: Drop 8 (-8) or BBCOR rating.**
 - *For 12U: Drop 11 (-11) or less with USA, USSSA, 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](http://www.ussa.org/baseball%20rules)**
- 7. All players are listed in the lineup and bat. 14U Nine players on defense and offense unless you only have eight. 12U 10 players on defense and offense unless you only have eight. You may play an official game with 8 players. Forfeiture if less.**
- 8. You can now have a designated hitter in 14U league. (7.02.E)**
- 9. 12U & 14U - Any runner who attempts to jump over a defender is immediately out even if there is no contact. (7.04.D)**
- 10. One hour and 20-minute time limit. No new inning starts after this limit.**

Updated 02/27/2023

XIV. 8U AMMENDMENTS TO USSSA RULE BOOK AS PER GCGSA BY-LAWS

1. No DP/Flex or DH
2. Batters may NOT bunt
3. Infield fly is NOT in effect
4. A runner may not leave the base before the ball crosses the plate. If runner leaves early they shall be called out.
5. A runner may NOT steal.
6. The pitching coach may only coach the batter prior to the pitch. He/she may not coach the batter-runner or runners at any time.
7. Time will be called after a fair ball is hit if the defensive player has possession of the ball in the advance of the lead runner or the pitcher has the ball with at least one foot in the pitcher's circle.
8. If a runner is more than half way to the next base when time is called, the runner will be awarded the next base.

NOTE: Pitching coach will make a maximum of 5 pitches to a batter. A foul ball on the 5th pitch will allow the batter one more pitch. All foul balls on the 5th pitch will extend the at bat until the ball is hit fair or batter strikes out.

GOSPEL PROJECTS 10U GIRLS SOFTBALL LEAGUE RULES AND REGULATIONS

1. Ten defensive players. No "DH" (Designated Hitter) will be used in our Fast-Pitch Program. Everyone bats – like minor and little majors. Line-up with all players listed is turned in at the beginning of the game. Line-up does not change. Only defensive changes are made during the game. All players bat. See Rule 8.
2. Catcher must have full equipment. No jewelry permitted.
3. Bases 60' apart. Bats 2 1/4 x 34" with softball designation. 11" youth softball used. Pitching rubber 35'.
4. Regulation game 6 innings. 8 run rule after five if home team is ahead.
5. **Stealing is permitted. Runner may not leave base until the ball crosses leaves the pitchers hand.**
6. Batters that are hit by a "wild" or "stray" pitch, and who in the umpire's judgement made an attempt to avoid the pitch, may advance to first base. Any pitch over 8' in height will be considered a ball.
7. A team on offense shall have three (3) outs, ten (10) batters, or 6 runs whichever comes first. Exception: All runs scoring after the 6th run on the same play will count. The most possible runs in one inning is nine (9). If the tenth batter in an inning does not reach first base safely and makes the third out, no runs scoring on that play shall count. The tenth batter must be pitched to, no intentional walks. If the tenth batter in an inning does reach first base safely and makes the third out after passing first base, runs scoring before the put out shall count.
8. Strike zone runs shoulders to knees.
9. On deck batter must stand behind batter.
10. 1 charged conference per game on offense. 3 charged conferences per game on defense.
11. Pitcher must have both feet in contact with the rubber.
12. Dropped ball 3rd strike rule is in effect.
13. Infield fly rule is in effect.
14. If a batter makes a 3rd strike bunt attempt and the ball is missed or goes foul the batter is out.
15. **Manager or coaches are not allowed to smoke, dip, chew tobacco or use profanity during a game. Penalty: One Warning; next offense expulsion from game and park!**
16. On weekday evening games, no new inning will begin after 6:30 p.m. in the first game and 8:00 p.m. in the second game. If the second game starts late due to the previous game, the umpire may add time to the 8:00 p.m. hour.
17. A protest which involves an umpire's judgment shall not be accepted. Only the team manager or the acting manager shall be entitled to file a written protest. The only legal protest shall be one which involves a violation of playing rules or the use of an ineligible player. This protest, in writing, must be filed with the commissioner or league president within twenty-four (24) hours of the game's completion. Exception: Tournament play, protest will be handled before the next pitch.

Revised 2/24/15