



2025 Rule Book



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For rules not found in rule book refer to the USSSA rulebook:

www.ussa.com/docs/Fastpitch/Fastpitch_Rules.pdf

ussarec.com/ussa-rec-baseball-rules

1. League Equipment and Field Dimensions:

1a. Equipment

Bats:

Baseball bats must have USSSA stamp or USA stamp, and must not have a barrel dimension bigger than 2 3/4 inch.

6U the bat may not be lighter than a drop 13

8U the bat may not be lighter than a drop 13 and cannot have a TBALL stamp on the bat

10U the bat may not be lighter than a drop 12 and cannot have a TBALL or coach pitch stamp on the bat.

12U the bat may not be lighter than a drop 10.

14U divisions the bat must be marked with the BBCOR stamp and have a drop of 5 or less.

Any bat that is altered in anyway, missing stamps, or markings are not legible, are considered Illegal and cannot be used.

Uniforms:

All players on a team must have alike uniforms with a number visible on the back.

There cannot be two of the same numbers on the field or in the batting line-up at the same me.

Catchers Equipment:

All Catchers must wear protective equipment (catchers' equipment), to include a mask that covers the ears (hockey style) and has throat protective on built onto the helmet or added to the helmet.

Cups are optional in divisions 10U and below. Cups are required in divisions 12U and 14U

1b. Field Dimensions by Division:

Baseball:

6U MCP and 8U Coach Pitch:

base paths need to be set at 60 feet

coach pitching mound rubber set at 38 feet with a 10-foot circle around the mound.

10U Baseball:

base paths need to be set at 65 feet

pitching mound rubber set at 46 feet

12U Baseball:

base paths need to be set at 70 feet

pitching mound rubber set at 50 feet

14U Baseball:

base paths need to be set at 80 feet

pitching mound rubber set at 54'8" feet

Softball:

10U MCP:

base paths set at 60 feet

pitching rubber set at 33 feet

12U Softball:

base paths set at 60 feet

pitching rubber set at 40 feet

1C. Fans, Players and Coaches Code of Conduct

Fans: will be a positive influence for the youth players on the field and for the youth in the stands. Any Fan or fans found to get out of hand, will be giving a warning. If the behavior continues the fan or fans will be ejected from the game and the field complex.

If a fan or fans are found to be using profanity they will be immediately ejected from the game and field complex.

Players: Players need to show good sportsmanship towards their opponent and be good teammates to their team. Any player found to be exhibiting bad sportsmanship towards their opponent will be giving a warning the second offence will be restricted to the dugout. 3rd offence will be ejection and 1 game suspension. Example throwing equipment, yelling at opponent or destruction to the field.

If a player is found to be using profanity they will be immediately ejected from the game and field complex

Coaches: Coaches need to show strong leadership to their players and fans. Coaches are in responsible for warning their fan base if instructed by the umpire. If the coach does not warn their fan base and a fan is ejected the coach will be ejected also. If the coach does warn his fan base and fan is ejected the coach will not be ejected

If a coach gets out of hand he will be giving a warning before ejection.

If a coach uses profanity the coach will be ejected for the game and the field complex and serve a one game suspension.

ANY PLAYER OR COACH EJECTED WILL HAVE TO SERVE A ONE GAME SUSPENSION.

2.Game Rules

2a. Line up:

All divisions will bat the lineup

Free defensive subs

Must have at least 8 players to start a game and end a game.

If a player starts but does not finish a game, their batting position is recorded as an out. Unless due to injury that takes them out of the remainder of the game.

2b. INNINGS/ Time Limits:

Baseball/ Softball

6U MCP 50 Minutes finish the inning

8U 6 innings or 1 hour finish the inning

10U 6 Innings or 1 hour 15 minutes finish the inning

12U 6 Innings or 1 hour 15 minutes finish the inning

14U 7 Innings or 1 hour 30 minutes finish the inning

2c. Run Rule:

Baseball/ Softball

20 any time

15 after 2 innings

12 after 3 innings

10 after 4 innings

8 after 5 innings

2d. Run Rules Per Inning:

Baseball/ So ball

7 Runs per inning continuous. All runs will count after the 7th run unless the play has ended. In all age divisions except for 14U baseball.

2e. Pitching Limits:

AGE DIVISION	ONE DAY MAX INNINGS TO PITCH NEXT DAY	ONE DAY MAX INNINGS	3 DAY MAX PITCHES
10u	3	6	8
12u	3	6	8
14u	3	9	11

Pitch LIMITS will be kept with the score keeper, it is also the coach's responsibility to keep track with their pitcher's innings pitched. 3 outs is considered an inning.

Penalty for breaking a pitch limit rule:

If a team breaks the pitch rule and it is verified through the official scorebook, the penalty is forfeit of the game.

2f. TIEBREAKER RULES:

Texas Tie Breaker:

The last 2 outs of the previous inning are on 2nd and 3rd, with one out, and the next up in the batting order up to bat.

If no winner is declared after 2 extra innings the game will end with a tie.

2G. Slide Rule:

Any base besides first if there is a play the runner must slide or give their self-up.

8u and below feet first slide only unless diving back to bag.

10u and up can head 1st slide

3. ALL-STARS:

All-star teams will be filled at the end of the season for baseball and softball, to compete against other All-star teams in all age divisions.

The 1st place coach of each division will be the head coach.

There must be an equal number of representatives from each team nominated for each division's all-star team.

Teams will be picked by a committee made up of the head coach and the Rec Department.

4. **Divisions Specific Rules:**

4a. Baseball

6U MCP: No walks “hit or sit”

Each batter gets 4 pitches from a coach. During the 4 pitches if the batter gets 3 strikes the batter is out. If the batter has any strikes left after the 4 pitches, the batter will hit off the Tee for the remaining strikes.

Foul ball on the 3rd strike is continuous.

The pitching coach must start with one foot inside the pitch circle. Pitching from a knee is highly discouraged.

2 base coaches are allowed at 1st and 3rd only

No coaches besides the pitching coach are allowed in the field of play. You may have one coach outside of the foul lines on each side of the field. This rule is excluded outside of rec play.

10 defensive players on the field 4 in the outfield and 6 in the infield

Catchers must wear mask while the ball is being pitched

8U Coach Pitch:

Batter gets 6 pitches or 3 swinging strikes, continuous foul ball of 6th pitch or 3rd strike

No walks “hit or sit”

10 defensive players on the field. 6 infield positions, 4 outfield positions.

The pitching coach cannot speak with batter. All communication to the batter should come from the base coaches. 1st infraction is a warning, 2nd infraction on the batter is out, 3rd infraction on the pitching coach will be removed.

The pitching coach must make every attempt to get out of the way of a ball hit into play. If a coach does not make an attempt to get out of the way, the batter is out. If the coach did make an attempt to avoid contact, and the ball hits the coach, it is a dead ball, and replay the pitch.

The pitching coach is in charge of removing the bat from the field of play after the ball is hit into play.

If a bat is left in the field of play (between the foul lines) and interferes with a play, coaches' interference will be called and the runner will be out.

10U Baseball

Loose Base

Balks: Pitchers will get a warning per infraction, per pitcher before a balk is called.

12U Baseball

Loose Base

Balks

Pitchers will get one warning per pitcher before a balk is called.

14U baseball

Loose Base

Balks

No warnings on balks

4b. Softball:

10U MCP

Player pitcher gets 4 pitches to strikeout the batter or for the batter to put the ball into play. If after 4 pitches the batter has not struck out or put the ball into play, the offensive pitching coach will come onto the field and has the remaining strikes up to 3, for the batter to put the ball into play. Foul ball with 2 strikes is continuous.

If a player pitcher hits the batter with the ball, the batter is awarded 1st base.

No 4 ball walks

10 players on the field 6 infield, 4 outfield.

You may advance one base on a pass ball, only with the player pitcher. The ball is considered live.

12U Softball:

No special playing rules. Will follow USSSA Softball rules