

# FRISCO BASEBALL/SOFTBALL ASSOCIATION

## 15-18U Wood Bat League Baseball Rules

Reviewed and Updated August 2023

1. These rules supplement the FBSA General Rules and are specific to the age group listed above.
2. Game Times. Games will begin at the scheduled time, and the clock will be started.
  - a. A minimum of eight players (who are present and ready to play) are needed to start a game.
  - b. When a game is started with eight players, you must have at least eight players at all times. Having only seven players will result in a forfeit.
  - c. If a team plays with only eight players, the batting spot of the ninth player will be considered an automatic out. This does not apply to 5U or 6U league games.
  - d. Exception: If a team does not have eight (8) players (who are present and ready to play) to start the game, the umpire will start the game clock. If the team that caused the delay is the home team, that team will lose its home team status and become the visiting team. The game will start as soon as both teams have at least eight (8) players (who are present and ready to play). If after ten (10) minutes a team still does not have the minimum of eight (8) players (who are present and ready to play) the games shall be declared a forfeit.
  - e. In the event a team has less than 9 rostered players present and ready to play, the team may play with maximum of two (2) "pickup players" in order to have the minimum of 9 players to start the game. (for example – a team with 6 players can only pick up two players getting them to 8 and taking an automatic out. A team with 7 players can pick up 2 players getting them to 9 and not taking an automatic out. A team with 8 players can only pick up one player and not taking an automatic out. A team with 5 players must forfeit due to only allow to pick up 2 players getting them to 7 players which is not enough to be able to start the game.)
    - i. Pickup players must be registered with FBSA and must be a rostered member of another team within the same age group, league and division.
    - ii. Pickup players count towards the minimum number required for an official game.
    - iii. Pickup players may only play an outfield position and must be listed last in the initial batting order.
    - iv. Pickup players must wear the uniform of their original team
    - v. Pickup players may not be added to the lineup after the start of the game
    - vi. Rostered players arriving after the start of the game must be substituted for in the lineup for any pickup player utilized.
    - vii. Any player used in violation of this rule will be considered an illegal player.

The officially recorded score for a forfeited game will award one run per maximum number of innings allowed at each age level. For Example: The game duration for 9U baseball is 6 innings; therefore, the forfeit score shall be recorded as 6-0.

3. Two offensive coaches will be allowed on the field. The offensive coaches must be in the coach's box. Stools and buckets must remain in the dugout and not on the field. No more than 4 coaches total will be allowed in the dugout.

4. Seven (7) innings, or 105 minute time limit, will constitute a complete regulation game. If the game is tied after both teams have played seven (7) complete innings or the time limit has expired, the game is over.

NOTE: If official time has expired, the umpire will allow the game to complete the inning in consideration of the score and Home team assignment. There is no hard clock.

- If the Visiting Team is ahead as time has expired, the Home Team will be allowed to bat and/or complete their at bat.
- If the Visiting Team is at bat and is behind as time has expired, the Visiting Team will complete their at bat and if they are still behind in the score at the completion of their at bat, the game will be deemed complete.
- If the Home Team is at bat and the Home Team is ahead in the score, the game will be stopped and deemed complete.
- A game will end in a tie if the inning in play when time has expired was completed.

5. Shortened game will be considered a complete regulation game if 60% of the Scheduled game duration has been played prior to play stoppage (63 minutes of a 105 minute scheduled game or 42 minutes, at most, remaining on the clock). If a game is called before it has become a complete game, the game will be re - scheduled to resume from the point of suspension.

6. Mercy Run Rule – If a team is leading an opponent by at least 12 runs after three complete innings or 8 runs after four complete innings they are declared the winner.

7. Continuous batting will be used in all FBSA League and Tournament Play. Players arriving after the start of the game will be added to the bottom of the batting order.

8. Slashing is allowed.

9. Pitchers have approx. 90 seconds between innings to warm up (or 8 pitches, whichever occurs first).

10. Pitchers are not allowed to wear white long sleeve undershirts, arm sleeves, jewelry, sweatbands, batting gloves, or sunglasses.

11. If a catcher is not ready between innings, a coach shall be used for warming up the pitcher.

12. Balks will be called with ZERO warning.

13. Balk rule is in effect. The fake to third and throw to first is now allowed

14. Pitchers in violation of any of the pitching rules/guidelines may be declared ineligible to pitch by the umpire or appropriate league official.

15. Once a pitcher is removed from the mound, he may not return as a pitcher in that game.

16. **For Courtesy runner guidelines, see General Rule 9.**

17. One base is allowed on an overthrow out of play.

18. Dropped third strike. A dropped third strike occurs when the catcher fails to cleanly catch a pitch which is the third strike. The pitch is considered not cleanly caught if the ball touches the dirt before being caught, or if the ball is dropped after being caught, and not cleanly and clearly possessed by the catcher.

**The dropped third strike will be ruled as follows:**

- When there are less than two outs, and 1st base is unoccupied, a dropped 3<sup>rd</sup> strike is a live ball and the batter and all base-runners may advance at their own discretion. The out is completed/recorded by one of the following:
  - Batter physically tagged out by a defensive player prior to reaching 1<sup>st</sup> base.

- Batter forced out at 1st base.
- When there are less than two outs, and 1st base is occupied prior to the pitch, a dropped 3<sup>rd</sup> strike is ruled a strikeout and all base-runners may advance at their own discretion.
- When there are two outs, a dropped 3<sup>rd</sup> strike is a live ball regardless of whether 1st base is occupied or unoccupied. The out/inning is completed/recorded by one of the following:
  - Batter physically tagged out by a defensive player, prior to reaching 1<sup>st</sup> base.
  - Batter forced out at 1st base.
  - If bases are loaded, the out/inning can also be completed by a force out at home plate. Player possessing the ball simply steps on home plate before the runner on 3<sup>rd</sup> reaches home plate.

19. Infield fly rule is in effect. The infield fly is defined by the following: There are less than two outs. There is a force at every base (runners at 1<sup>st</sup> and 2<sup>nd</sup> OR bases loaded)

A fly ball is hit that can be caught by an infielder (includes pitcher/catcher) with a normal effort. (i.e. It does not necessarily have to land inside the infield dirt or within the base paths.) Calling of an infield fly results in the batter being out, it is not a dead ball. Runners may advance at their own risk. Runners only have to tag up if the fly ball is caught. If runners do advance, they are not forced, the batter is already out.

20. Base Running – Runners may lead off and steal bases, as in official rules of baseball.

21. Free substitution.

## **15-18u Baseball SUMMARY**

Game Duration: 105 min or 7 innings (No Hard Clock)

Pitching Distance: 60'6" feet

Base Distance: 90 feet

**Official Inning: 3 outs or 7 Runs**

Tight Bases: No

Stealing: Yes

Dropped third strike: Yes (See rule 15)

Infield Fly Rule: In effect (See rule 16)

Balk Rule: In effect (See rule 9)

Game run rule (mercy rule): 12 runs after 3 innings, 8 runs after 4 innings

Forfeit: Official score recorded as 7-0 (See general rule 4d)