

Springville Baseball Fall Ball Park Rules

General Rules (all ages):

- Springville baseball is a member of USSSA. (Any rules not listed are governed by USSSA rules)
 - Game Times: Cap Ball – 60, 6U-60, 8U-60, 10U-75, 12U-75, 14U-90
(We will finish the inning, but we will not begin a new inning after the time limit has expired)
 - Base distance: Cap Ball – 50, 6U-60, 8U-60, 10U-65, 12U-70, 14U-80
 - Pitching Distance: 10U 46 feet, 12U 52 feet, 14U-60
 - Bats: Cap Ball, 6U -USSSA 1.15 bats / USA bats or USA tee ball bats | 8U-12U-USA bats (8U-12U-No tee ball bats)
 - Bat the line-up, all players play a minimum of 2 innings.
 - **Substitute player** to make 9 players for an in-park game you can pick up a sub from another Springville park team of equal skill set (to make 9 only), but the other coach must agree. The batter must bat last and play in the right outfield.
 - **Mercy Rule:** 6U: 11 runs after 3, and 6 after the 4th inning. 8U: 15 runs after 3 | 8 runs after 4
 - **Pitching:** a pitcher can return to the pitcher's mound an unlimited number of times in a game. (However, this is not advised and not normative)
 - An injured player removed from a game
 - **Tie breaker:** No extra Innings in Fall Ball
 - **Cap Ball is a finish the inning with a 1-hour time limit no new inning will be started after 1 hour.**
 - All coach pitch ages are highly recommended to wear a mask and chest protector.
 - If a player is pulled from the lineup after starting the game for an injury or pulled from the lineup for whatever reason, the player is an automatic out when the players turn to bat comes up unless the player in front of them is walked or hit with a pitch.
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- **6U-12U Will be Finish the inning in Fall Ball, there will be NO New inning once game time has expired. Clock will be going off at the Umpires time. Not the Scoreboard. New inning starts immediately after last out has occurred.**

Pre-game

Home Team- cage 1 hour before game, responsible for lining the field if not already lined.

Visitor Team- cage 30 minutes before game time. Responsible for scoreboard.

Coaches, please help us keep our park clean. Please pick up your teams' trash after each practice and game.

3/4 Baseball Rules

Batting

1. Each batter will get 2 coach pitches and 3 off the tee. On the 3rd swing off the tee, if the batter doesn't make contact then he/she is out and if the ball is foul or does not pass arc the batter is out.
2. 3 outs per inning
3. Maximum 5 runs per inning
4. 10-foot arc
5. If a batter refuses to bat, the coach does not take an out.
6. Tee will be placed on the center of home plate.

Fielding

1. Infield must throw the ball to first. Once the ball is thrown, its dead and the runners can only advance to the base they were headed to. *We have a 5-foot-long line toward second base drawn off the 10-foot arc. If the ball is to the right of the line the runner may be tagged out or the defense can touch first base for the out.*
2. Outfield must throw the ball into the infield, once the ball is thrown into the infield (dirt), its dead and the runners can only advance to the base they were headed to. **(Maximum of 5 players in the infield)**
3. If an infielder runs to the base, instead of throwing, the runner will be called safe.
4. If an outfielder runs the ball into the infield, it will be dead and the baserunner will advance one base.
5. Fielder must be in front of the lead runner to call time.
6. A safety line will be in place where the 1st and 3rd baseman need to be behind before the batter is ready. Once the ball is hit they can cross the safety line.

Coaches

1. During the scrimmage, during the week, coaches will be allowed on the field for instructional time.

2. During games 2 coaches will be allowed on the field one in between 1st and 2nd and one between 2nd and 3rd. You can have 2 coaches in the outfield, but they must be in foul territory.

3. Coaches cannot touch fielders or runners when the ball is in play.

4.) Pitching coach on field is not allowed to coach the kids just pitch.

Field

1. Pitching circle is 48 feet to the center from back of home plate. 6-foot diameter circle. Pitching coach must pitch behind the 10-foot arc.
2. A 5-foot-long chalk line will be drawn 5 feet from the 1st base line off the arc toward 2nd base. Line is a straight line measured off the outside circle of the pitching circle. *If the ball is to the right of the line the runner may be tagged out or the defense can touch first base for the out.*
3. There will be a safety line for first and third base to stand behind at 40 feet.

Goal

Our goal is to make this league competitive as possible, but remembering the larger goal is developing players to be ready for the next age group.

6U/8U Baseball Rules

- No coaches on the field (unless pitching)
 - 6U: Overthrow Rules: If a play is made on the batter/runner at 1st base and the ball is overthrown that batter/runner may advance only as far as 2nd base, at his own risk. All other players may advance at their own risk until the umpire stops playing.
 - Maximum 5 runs per inning in 6U.
 - 8U: If there is a play at home plate the first attempt to field the ball must be made by the player catcher. Any other fielder may serve as a back-up but cannot make the first attempt to catch the thrown ball. If this rule is violated both teams get the warning next time by either team, the runner is safe at home and at the moment of offense a dead ball will be called runners at bags stay put runners.
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- Maximum 7 runs per inning in 8U.
 - Pitching circle is 40 feet to the center from back of home plate. 16-foot diameter circle.
 - Pitching rubber is 25 feet from back of home plate.
 - No defensive coaches are allowed on the field.
 - 5/6- A line will be drawn at 25 feet from back of home plate, pitcher must have foot on line. Defensive player (pitcher) must still be in the pitching circle.

- 7/8 – A line will be drawn at 32 feet from the back of home plate for pitching.
- Batter will get 6 pitches or 3 strikes Time limit will be 1 hour.
- No bunting will be allowed
- 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.
- 8.07 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 No intentional walks from the defense are allowed.
- 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 dec

- **PLEASE HAVE KIDS ATTEMPTING TO THROW THE BALL AND NOT JUST RUN IT TO THE BASE.**

10U Baseball Rules

- 10U -No more than 8 inning in two consecutive days.
- Once a pitch is made to the batter by the starting pitcher or substitute pitcher, that pitcher will be considered to pitched a complete inning
- **Pitching:** a pitcher can return to the pitcher’s mound an unlimited number of times in a game. (However, this is not advised and not normative)
- Pitching
- Fall ball will not play drop 3rd strike
- Lead offs will not be allowed.
- Stealing is not allowed

12U Baseball Rules

- 12U - No more than 8 innings in two consecutive days.
- Once a pitch is made to the batter by the starting pitcher or substitute pitcher, that pitcher will be considered to pitched a complete inning.
- **Pitching:** a pitcher can return to the pitcher’s mound an unlimited number of times in a game. (However, this is not advised and not normative)

Parents Code of Conduct

- We expect parents/guardians to model sportsmanship by respecting the decisions of officials and coaches. Parents/guardians are expected to show respect for players, coaches, officials, spectators, and families at all times. Yelling at the officials, coaches or leadership will not be tolerated.
- 24 Hour Rule: Parents/guardians are to not confront a coach, board member, league official or program leadership to discuss playing time or position within 24 hours of the game or scrimmage ending. If you have an issue please speak with the coach after 24 hours have passed from the game or scrimmage. If the issue is still unresolved please contact the parks and recreation department director of the program.

14U Baseball Rules

- For our 14U Baseball Rules please visit SMP baseball to find their 14U Rules.