

Springville Baseball Spring Park Rules

• 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.

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-70, 8U-70, 10U-75, 12U-90, 14U-105**
(We will finish the inning, but we will not begin a new inning after the time limit has expired) there will be no extra innings during the weeknight games.
- Base distance: Cap Ball – 50, **6U-60, 8U-60, 10U-65, 12U-70, 14U-80**
- Pitching Distance: **Cap Ball** 10+ feet, **6U** 25 feet, **8U** 32 feet, **10U** 46 feet, **12U** 50 feet, **14U-54**
- Bats: **Cap Ball** and **6U** - USSSA 1.15 bats | **8U-12U**-USA bats (8U-12U-No tee ball bats)
- No metal cleats allowed for all ages.
- Bat the line-up, all players play approximately a minimum of 50% of the game.
- **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:** 15 runs after 3 | 8 runs after 4
- **International Tie-breaker Rule:** (No extra innings on school nights) Play **one inning only** with the last out from the previous inning will be put on 2nd base.
- **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 for any other reason, that 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.

- **All coach pitch ages (Cap Ball, 6U, 8U):** Pitcher must have one foot in pitching circle until the ball is hit.

6U-14U Will be Finish the inning, there will be NO New inning in the ballgame after the time limit is out. Clock will be going off 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. Home team is required to keep the book.

Visitor Team- cage 30 minutes before game time. Visitor team is required to keep the scoreboard.

- When Springville is playing another city in Springville, the home team is required to keep the scoreboard and book.

Pregame cages: F1 has the cages closest to F1 | F2 has the cages closest to F2 | F4 has the middle cages. (If F4 does not have a 6U game then the middle cage is first come for teams about to play, unless cap ball has a game and the cap ball coach would like to use the middle cage)

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 swings 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 foul arc the batter is out. Players can hit directly off the tee for 5 swings, but maximum of 2 coach pitches.
2. 3 outs per inning
3. Maximum 5 runs per inning
4. 10-foot foul ball arc. (Ball must pass the arc to be fair)
5. If a batter refuses to bat, the coach does not take an out.
6. Tee will be placed onto home plate.
7. All defensive players can be on the field at one time.
 - a. No more than 6 defensive players in the infield at one time.
8. All defensive players must be behind the pitching circle.

Fielding

1. Infield must throw the ball to first base. Once the ball is thrown towards first base, it's a dead ball and the runners can only advance to the base they were headed to, but baserunners can be thrown out at 1st base and any other base.
2. We have a 5-foot line toward first base drawn off the 10-foot foul arc to determine if the runner can be tagged out at 1st. If the ball is hit to the right of the 5-foot line the runner may be tagged out or the defense can touch first base for the out. *(Example: if the ball is hit to the left of the 5-foot line and the pitcher gets the ball and throws the ball to the 1st baseman and the runner is tagged or the 1st baseman touches the base with the ball before the runner arrives to the base the batter is out. If the ball is hit to the right of the line the runner can be tagged out at 1st)* This rule is to avoid older or more experienced pitchers from chasing down younger or less experienced players one after the other. Our goal is to prepare players for the next age division.)
3. **Outfield** must throw the ball into the infield. Once the ball reaches the infield area, the play is provisionally dead, but the player can still advance to and be tagged out at the bag they are already heading to and cannot advance passed said bag. **(Maximum of 6 players in the infield)**
4. If an infielder runs to the base completely across the field, instead of throwing the ball, the runner will be called safe. Example: *1st baseman gets the ball hit to them and chases a runner leaving 2nd base going to 3rd base and tags the runner as the runner is about to reach 3rd base, the runner could be called safe. This rule is at the umpire's discretion and is designed to discourage chasing runners around across the field. We are trying to teach players to throw the ball to the correct base. Note: A Pitcher can run and tag home plate or a runner going into home. Players can be tagged just not chased down from completely across the field.*
5. If an outfielder is in the grass and runs the ball into the infield, the play will be dead once the player reaches the dirt and the baserunners will advance to the next base if the runners are between bases.
6. Fielder must be in front of the lead runner to call time. Note: umpires will call time out when the runners "give up" by stopping on a base for several seconds.

Coaches

1. During any weeknight scrimmages, coaches will be allowed on the field for instructional time.
2. During games 2 coaches will be allowed on the field. 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.

Field

1. Pitching circle is 47 feet to the center from back of home plate. 10-foot diameter circle with the front edge at 42 feet. Pitcher must pitch behind the 10-foot foul 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 toward 1st baseman. *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. If the ball is hit to the left of the line the batter must be thrown out to be out at 1st.*

Goal

Our goal is to make this league competitive as possible, but remembering the larger goal is developing players to want to play again and 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 play.
- 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.
- Maximum 7 runs per inning for 8U games
- Maximum 5 runs per inning for 6U games (Springville Park rule!) (During USSSA Mid-season tournament it is 7 runs per inning maximum.)
- No defensive coaches are allowed on the field.
- Batter will get 6 pitches or 3 strikes Time limit will be 1 hour.
- No bunting will be allowed
- Infielders must stay 30 feet from home plate 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.
- **8.01**
- *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**

- *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.
- **8.03**
- There shall be a chalked or permanent pitching rubber 32' from the rear point of home plate for 7U/8U and 25' from the rear point of home plate for 5U/6U.
- 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 declared.**

10U/12U Baseball Rules

- **Pitching:**
- The Pitcher:
- **7.05.A** A player removed from the pitching position (starting pitcher or subsequent relief pitcher) **may not return to the pitching position for the remainder of the game.**
- Fall ball will play drop 3rd strike • Lead offs will be allowed. • Stealing is allowed once ball crosses the plate from the pitcher
- **Chart 7.05.B-1**
- 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

AGE DIVISION	ONE DAY MAXIMUM TO PITCH THE NEXT DAY	ONE DAY MAXIMUM	THREE DAY MAXIMUM
7U – 12U	3	6	8
Scholastic 14U	3	7	8