

RSA BASEBALL

LEAGUE RULES

10U, 12U & 14U

Major League Baseball Official Rules will be the prevailing rulebook except where superseded by the USSSA National by-laws or by RSA Baseball rules. All regular season and playoff games are governed by these rules.

1. Age Eligibility:

- 1.1 Players must have properly completed, signed and submitted forms required by RSA Baseball.
- 1.2 All players play in division based on their actual age on April 30th as defined in the table below.

Age Division	Date
10 & Under	Not 11 on April 30th
12 & Under	Not 13 on April 30th
14 & Under	Not 15 on April 30th

- 1.3 No player may play on two different teams within the same League.
- 1.4 To be eligible to play in post-season games for a team, a player must have played in 50% or more of that team's regular season games.
- 1.5 **League Age Exceptions:** A player may advance up one league age level with a signed Parent/Guardian Consent Form on file and approval from the Baseball Commissioner.

2. Team Rosters:

- 2.1 Teams will have a minimum of 10 players and maximum of 12 players on their roster.
- 2.2 All players in the league must be on an official team roster on-file with RSA Baseball. Any coach that plays a player not on their official team roster will forfeit all games that player participated in and the coach will be suspended for a time determined by the Baseball Commissioner.

3. Playing Field:

- 3.1 The dimensions of the field will be as noted in the table below.

Division	Base Distance	Pitching Distance
10U	65 feet	46 feet
12U	70 feet	50 feet
14U	80 feet	54 feet

4. Coach Information:

- 4.1 No more than three coaches per team will be allowed in the dugout during a game. ID badges must be displayed by coaches at all times during a game (**no exceptions**).
- 4.2 Only two coaches will be allowed outside of the dugout when a team is on offense or defense. When team is on defense, coaches are restricted to the area from one end of the dugout to the other end and must be within arm's length of the dugout. When team is on offense, regular coach's box rules apply at 1ST and 3rd base. **Penalty:** Umpire may restrict coaches to inside the dugout after warning.
- 4.3 Cell phones or headsets **will not** be permitted on the field for any reason during a game. Any coach having a cell phone or headset will not be allowed on the field.

5. Participation Rules:

- 5.1 Players must remain in the dugout when not actively participating in the game.
- 5.2 No player may sit out two consecutive innings. Sitting out for one-pitch counts as sitting out the entire inning. Innings a player misses arriving late to or leaving early a game do not count as sitting out.
- 5.3 If a violation of this rule is alleged, the umpires will call time and require the head coach of the player to document his player rotation or explain why the violation occurred. The coach may make substitutions at this time to comply with the rule, if the second inning that the player has sat out is still in progress. The matter will be reported to League Officials. The head coach may also rely on an **Exception** to justify the violation. The umpires will make a judgment based on the information provided.
- 5.4 If a violation of this rule is alleged after the completion of the game, the matter will be brought to the attention of the Baseball Commissioner in writing, within 24 hours. The Baseball Commissioner will require the head coach of the player in question to document his player rotation or justify the violation by

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Exception. The Baseball Commissioner will then either excuse the matter or enforce a forfeit, based on the weight of all the information presented.

Exception: The head coach of a team may violate the participation rule if:

5.4.1 The player is ill or injured, and the player's parent/guardian agrees.

5.4.2 The only other player not to sit out is the current pitcher, who is within the league pitching limits. When the current pitcher is removed from the pitching position, he must then sit out the next inning unless all players have met participation rules.

5.5 A head coach who does not allow a player to play because of disciplinary reasons, must notify the official scorekeeper and opposing head coach prior to the start of the game, or immediately, if this action takes place during the game. The head coach must inform the parents and league official of this action. Any disciplinary action in excess of one (1) game, must be brought to the attention of league officials in writing (within 24 hours).

6. Uniform and Equipment:

6.1 RSA Baseball shall supply open roster teams uniforms, which includes the following: baseball pants, socks, cap, and team shirts with numbers that are not duplicated. Alternations to this uniform is not allowed unless approved. While on the field as a defensive player, caps must be worn.

6.2 All batters and baserunners must wear helmets with extended earflaps that cover the ear and temple on each side of the head. This includes the players in the "on deck" circle.

6.3 The catcher must wear all the appropriate protective gear: chest protector, shin guards, protective cup, and full-face catcher's helmet with throat guard. Catchers must wear a catcher's mitt.

6.4 Only rubber soles or cleats will be permitted. **Exception For 14U:** Metal cleats are permitted.

6.5 No buckets, chairs or equipment on playing field during game.

6.6 Players are not allowed to wear jewelry. The umpire may order the jewelry removed or covered.

7. PreGame:

7.1 Coaches from both teams and umpires will go over ground rules (5) minutes before gametime.

7.2 Head Coach is required to provide team lineup cards to the Plate Umpire and to the opposing head coach and/or scorekeeper prior to each game. The lineup card will have each player's full first name (**no initials or nicknames**) last name and uniform number. In addition, the lineup card will show the first and last name of the head coach and assistant coaches. Umpires will check that coach's ID badges match the names on the lineup card.

7.3 The head coach must declare if they will have a continuous batting order or they will have substitutes. All substitutes must listed on the lineup card.

7.4 Players are not allowed on the infield or pitching mound during pre-game warm-ups. Teams can warm-up in the outfield and outside the infield foul line of their dugout. Players are not allowed to practice hitting baseballs during pre-game warm-ups, except into a batting net.

8. Game Schedules, Reschedules, & Rainout Information:

8.1 League schedules and reschedules will be posted on the RSA website.

8.2 Reschedules will be allowed under the following conditions:

8.2.1 Game conflicts with School Activities in which a team will not field enough players.

8.2.2 Game that is canceled due to weather or other acts of God.

8.3 Rainout Line is 816-353-7477 and will be updated by 4pm when chance of inclement weather.

9. Official Game / Tiebreaker Inning:

9.1 A team will be allowed a 10-minute grace period when they have less than eight players at gametime. If a team cannot field eight of its own players after 10 minutes have passed from the original game time, then the game shall be declared a forfeit.

9.2 An official **10U** game is 1 hour thirty minutes or six (6) innings, whichever comes first.

An official **12U** game is 1 hour thirty minutes or six (6) innings, whichever comes first.

An official **14U** game is 1 hour forty minutes or seven (7) innings, whichever comes first.

Exception: Championship Games will be played out the full number of innings, subject to the run rule.

9.3 A new inning will have started once the last out is recorded in the previous inning. No new

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inning shall start after the time limit has lapsed.

9.4 In the event of a tie game at the end of an official game, the next inning will go to a tiebreaker.

9.5 Tiebreaker Inning: The last out of the previous inning will occupy 3rd base and the next to last out will occupy 2nd base. Each team will play out their half inning and at the end of the inning, the game will be declared over. If the game is still tied at the end of the tiebreaker, it will be recorded as a tie.

9.6 If a head coach or player employs, in the judgment of the umpire, any action designed to delay the game for purposes of "running out the game clock"; the umpire shall have the authority to suspend the game clock until such delay is concluded.

10. Suspended Game:

10.1 A game may be temporary suspended because of adverse weather conditions that delays a game in progress. When play is temporarily suspended, players will leave the field and not return until approval by league officials and umpires. If play cannot continue the game will be permanently suspended. A suspended game will be picked up at the exact point at which the game was suspended – runners on base, balls and strikes, outs, lineups, etc. If a suspended game is declared, both teams score keepers must meet with the umpire and agree on the home scorebook before leaving the ballpark. The game may be rescheduled for a later date and time as determined by league officials.

10.2 If a suspended game meets the conditions of **Rule 9.2** the game will be considered complete and will be official.

11. The Batter:

11.1 A complete batting order is one with at least nine players. A team must have at least eight players to start the game. In this case, the "open" spot in the batting order will be an out each time through the batting order.

11.2 In the case of an injury and if you don't have substitutes, the team head coach must notify the Plate Umpire and official scorekeeper of the injury before the injured player's turn at bat. In this case, the player can be skipped in the lineup without incurring an out.

11.3 The batter must keep one foot in the batter's box at all times. When the batter has both feet outside the box without a time-out granted the umpire could instruct the pitcher to deliver a pitch that will be called a strike.

11.4 Dropped Third Strike Rule.

11.4.1 When the catcher fails to catch a third strike before the ball touches the ground, the batter is automatically out if there are fewer than two outs and first base is occupied. The ball is live, and base runners may advance at their own risk.

11.4.2 When the catcher fails to catch a third strike before the ball touches the ground, the batter is not out if there are two outs, or there are fewer than two outs, and first base is unoccupied. The batter becomes a baserunner and the other base runners advance.

11.4.3 Exception for 10U: A dropped third strike is an automatic out, but the ball remains live and base runners may advance at their own risk.

11.5 Only on appeal by the defensive team, a batter shall be called out when he fails to bat in his proper turn, and another batter completes a time at bat in his place. The proper batter may take his place in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat.

11.6 The batter is responsible for ensuring the bat is released in a safe manner after swinging. If, in the umpire's judgment, the batter releases the bat in a reckless or dangerous manner or it makes contact with a player, spectator or umpire, the batter may be warned, called out, and/or ejected, at the discretion of the umpire. In the event that the batter is called out, the ball is dead and no runners may advance or score.

12. The Base Runner:

12.1 The infield fly rule is in effect.

12.1.1 Exception for 10U: The infield fly rule will not be in effect.

12.2 Base runners may leadoff and steal at any time unless the umpire has called time.

12.2.1 Exception for 10U: Baserunner must remain in contact with 3rd base until the ball

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crosses the plate. After a warning, base runners will be called out for leaving 3rd base early. Stealing home is permitted, provided that the base runner does not leave 3rd base until the ball crosses the plate.

12.3 A courtesy runner is mandatory for the catcher of record to expedite play once the second (2) out has been made. A courtesy runner is allowed for the pitcher or catcher of record at any time. The courtesy runner must be the player that is not in the game or if a team does not have substitutes the last out in the batting order. The same runner may not run for the pitcher and catcher during an inning.

12.4 An overthrow to any base is a live ball and baserunners may advance at their own risk.

12.5 Whenever a tag play is evident, base runners must slide or seek to avoid contact with the fielder. Malicious contact shall supersede all obstruction penalties. In this instance the runner shall be called out and may be ejected at the umpire's discretion. **Note:** When enforcing this rule, the umpire will judge the runner's intent. If the umpire feels that the contact was unintentional, then the base runner should only be called out. If the umpire feels that the contact was intentional and/or malicious, then the base runner should be called out and ejected from the game.

12.6 Headfirst slides are not allowed unless the runner is attempting to return to their original base. Base runners with headfirst slide to any base will be called out.

12.7 Baserunner who leaps over or hurdles a fielder to avoid a tag will be called out.

12.8 Baserunner will be called out if a coach physically assists him in returning to or leaving a base.

13. The Pitcher:

12.1 Pitching Rules:

League	Maximum innings per Game/Day	Maximum Innings per Week*
10U	3 innings (9 outs)	6 innings (18 outs)
12U and 14U	4 innings (12 outs)	8 innings (24 outs)

*The calendar week will be from Sunday to Saturday.

13.2 The starting pitcher, as named on the lineup, will pitch to the first batter until such batter is putout or reaches first base, unless the pitcher sustains illness or injury as judged by the umpire, which keeps him from pitching.

13.3 Once a pitcher throws a pitch from the mound, including warm-ups the inning will count as one inning pitched. Innings pitched during a suspended game will count towards pitchers' allotted innings.

13.4 A pitcher removed from the pitching position cannot return to that position in the same game.

13.5 Pitchers that pitch two (2) consecutive days must rest the third day – regardless of innings pitched and regardless of whether the two consecutive days occurred in the same week.

A pitcher hitting 2 batters in one inning or 3 times over the course of the game shall be removed from the pitcher position.

13.6 Any coach visiting the same pitcher in the field of play two times in any inning or for a third time during a game must remove the pitcher.

13.7 Trips to the mound occurring between innings do count. When a team is charged with its second trip to the mound, in the same inning, to the same pitcher, the pitcher must be removed from the pitching position for the remainder of the game.

13.8 There will be one warning per pitcher per game. The warning and all balk calls will be an immediate dead ball.

13.8.1 Exception for 10U: Balks will be called but base runners **do not** advance to next base. The Umpire will explain the balk to both coaches and the pitcher.

13.9 Coaches will be required to maintain a pitching log in the league scorebook throughout the season. The scorebook will be used for any protest concerning a pitching rule.

13.10 Any violation of pitching rules may result in forfeiture of the game. Protest must be declared at the point after an illegal out has been made while the pitcher in violation is in the game and in the pitching position.

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14. Substitutions: Plate umpire must be notified of any defensive substitutions in a game. If a team uses a continuous lineup, all players may move freely in defensive positions.

15. Run Rules:

- 15.1** **10U:** A half inning will consist of 3 outs or 6 runs, whichever comes first.
- 12U:** A half inning will consist of 3 outs or 7 runs, whichever comes first.
- 14U:** A half inning will consist of 3 outs or 7 runs, whichever comes first.
- 15.2** All runs scored on an over-the-fence home run or ground rule double will count.

16. Scorekeeping:

- 16.1** In order that games played may be officially recorded, the following procedure is to be followed: Each team should have a designated scorekeeper and must use the league-supplied scorebook. The home team scorekeeper shall be the official scorekeeper for each game. In the event the home team cannot provide a scorekeeper, the visiting team's scorekeeper will become the official scorekeeper. The umpires will also maintain a running score that should be verified each inning with both the home and visiting scorekeepers.
- 16.2** At the end of the game, the umpires will have both coaches sign the game card with the final score of the game. No protest concerning the score will be allowed once coaches sign the game card.
- 16.3** In cases where a game is interrupted by bad weather, the game card shall be turned over to the Plate Umpire upon suspension of the game. Written on the card should be the following important information: inning, score, batter, count, outs, runners, pitcher and official game time at the time of the suspension of the game.

17. League Standings:

- 17.1** League standings – Standings will be determined by a point system. Each team receives 2 points for a win, 1 point for a tie and 0 points for a loss. The team with the most points at the end of the regular season in each Division will be the declared the League Champion. Regular season play will determine the seeding for the End of Season Tournament.
- 17.2** In the post-season tournament (including the league championship game), home team will be the team with the higher seed (higher place in the regular season standings).

18. Standings Tiebreaker:

- 18.1** The following will be used as the tiebreaker procedure for all Division Standings. If two teams are tied, these rules will apply to determine the winner:
 - First, the team who won the most games when two teams played each other.
 - Second, total runs given up to the other team when the two teams played each other.
 - Third, total runs scored while competing with the other team:
 - Fourth, coin flip to determine the winner between two teams.
- 18.2** If there is a tie between three or more teams, these rules will apply to determine the winner:
 - (A) First, competition within the group of tied teams: The team that has the best record against the other teams in the tie is the winner.
 - (B) Second, if provision (A) above does not decide a single winner, then the team that allowed the fewest runs against the remaining tied teams is the winner.
 - (C) Third, if provision (B) above does not decide a single winner, then the team that scored the most total runs against the remaining tied teams is the winner.
 - (D) Fourth, if provision (C) above does not decide a single winner, a coin flip will determine the winner (if there are only two teams).

19. Post Season:

- 19.1** A postseason tournament may be held for teams depending on available time at end of year. Teams will be eligible for the USSSA State tournament based on league standings only.
- 19.2** The top teams in each division will be offered a trip to the USSSA state tournament based on a 1 to 4 (one team goes to state for every 4 division teams) ratio. Teams will be responsible for any fees incurred to attend the state tournament.

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20. Protests:

20.1 Protests that involve an interpretation of playing rules or the use of an ineligible player will be permitted. Judgment calls cannot be protested.

20.2 Only the head coach is allowed to request a conference with the umpire for clarification of the rule. The proper procedure will be to ask for "time" and wait for the umpire to grant you time. Coaches are forbidden to enter the field of play to dispute any ruling without asking for and receiving permission to do so from an umpire. Failure to comply is grounds for immediate ejection from the game.

20.3 If a head coach does not agree with an umpire's interpretation of a rule he must notify the Plate umpire of the intent to protest. The objecting head coach must have a rulebook to protest. If he does not have a rulebook, the protest will be disallowed and the game will continue. If he does, the Plate umpire will then notify the opposing head coach and the official scorekeeper will note the time of the protest on the official scorebook.

20.4 A 5-minute time limit will then be started and kept by the umpire crew. The objecting head coach must locate within the rulebook the rule or rule interpretation to which he is protesting within 5 minutes from declaring the protest and present his case to the umpiring crew. The umpire crew will make their decision, notify both teams and scorekeepers of their decision and the game will continue.

20.5 Once the 5-minute time limit is reached the protest is disallowed and the game continues. The 5-minute protest window will not be counted against the game clock.

21. Unsportsmanlike Conduct:

21.1 Umpires have the authority before, during, and after the game to eject a coach, player, or spectator if, in their judgment, unsportsmanlike behavior is exhibited that is not in accordance with the spirit of fair play. This includes the following; any kind of noisemaker, no singing or chanting, no using a opposing team's number, name, or position in any chattering. No yelling by the offensive team once a pitcher toes the rubber (this is meant to stop teams from trying to distract a pitcher as he is releasing the ball). Any other offense not specified that, in the umpire's judgment is not in the spirit of the game/rules and is becoming a nuisance to the normal play of the game. The head coach of the team is responsible for the actions of their players, parents, and spectators.

21.2 If a coach, parent or spectator is ejected, they must leave the park immediately. If they do not comply without delay, the umpire may suspend the game and issue a verbal warning to leave the park. If, in the umpire's judgment, the offending coach, parent or spectator has not complied, the umpire will stop play and the game will be ruled a forfeit against that team.

21.3 Such ejection automatically results in a suspension of the coach, player or spectator according to the length defined below. There will be no appeal of such ejection. The Baseball Commissioner will review such incidents to consider if further disciplinary actions are needed.

21.4 Length of Suspensions:

21.4.1 First ejection: Next 2 games

21.4.2 Second ejection: Remainder of the season.

21.4.3 Suspensions carry over to or from regular season games to end of season playoffs,

21.5 The Baseball Commissioner will notify a coach or player suspended as a result of an ejection under this rule of additional game suspensions. However, coaches are responsible for enforcing the appropriate suspension on themselves, assistant coaches or players ejected, whether a notice from the Baseball Commissioner is received or not. A player or coach who appears at or participates in a game for which he has been suspended under this rule shall be treated as having a second ejection within a single season and the team shall forfeit the game.

21.6 Any complaint about a game official or a coach's behavior should be made in writing to the Baseball Commissioner. The Baseball Commissioner will review complaint to consider if further actions are needed.

The Baseball Commissioner and/or League Officials rulings are final and reserve the right to modify any rule governing league games in the league under the jurisdiction of RSA Baseball.