

# **Saint Peters Athletic Association**

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## Part I - Engagement Rules

### Rule 1 - Age Divisions

**Sec. 1** - The SPAA shall consist of organized leagues and age classifications as follows:

**T-ball:** 4-T-ball (co-ed) 5/1/20 - 12/31/221  
5-T-ball (co-ed) 5/1/19 - 4/30/20

**Pitching Mach:** 6U Boys 5/1/18 - 4/30/19  
7U Boys 5/1/17 - 4/30/18  
8U Boys 5/1/16 - 4/30/17

**Baseball:** 9U Boys 5/1/15 - 4/30/16  
10U Boys 5/1/14 - 4/30/15  
11U Boys 5/1/13 - 4/30/14  
12U Boys 5/1/12 - 4/30/13  
13U Boys 5/1/11 - 4/30/12  
14U Boys 5/1/10 - 4/30/11  
19 & Over unlimited

**Pitching Mach:** 6U Girls 1/1/18 – 4/30/19  
7U Girls 1/1/17 – 12/31/17  
8U Girls 1/1/16 - 12/31/16

**Softball:** 9U Girls 1/1/15 – 12/31/15  
10U Girls 1/1/14 - 12/31/14  
12U Girls 1/1/12 - 12/31/113  
14U Girls 1/1/10 - 12/31/11  
16U Girls 1/1/08 - 12/31/09

**Sec. 2** – These rules may be amended, altered, or repealed only by the action of the SPAA Board of Directors.

## **Rule 2 – Team Registration and Current Season**

**Sec. 1** – Teams in each age division will be ranked according to ability. A ranking committee shall present proposed team rankings and placement will be finalized at the March manager’s meeting.

**Sec. 2** – The current season shall start on August 9 and shall continue through August 8 of the following year.

**Sec. 3** – Any team playing in the SPAA may enter their whole team in one ranking per age group.

**Sec. 4** – A team roster must have a minimum of *nine* (9) players in boy’s divisions, and *ten* (10) players in girl’s divisions, all of which must be registered online with SPAA.

**Sec. 5** - Once a player has accepted an online invitation to join a team, and registered for that team, the player is bound to that team for the remainder of the current season or until they have been properly released. The release must be coordinated by the releasing manager, with parent/player approval, and approved by the SPAA Office before it becomes effective.

**Sec. 6** – Any team fielding players older than the upper age limits prescribed for the various divisions (*unless prior approval for the player’s participation has been secured in writing from the SPAA*)

shall forfeit all league games in which said player or players have participated. Said player or players will be removed from the team roster and the team will be permitted to play the balance of the league schedule.

### **Rule 3 – Roster and Revisions**

**Sec. 1** – Maximum roster size is 18 and players are registered for the current season only.

**Sec. 2** – In order to be eligible to participate in a SPAA game, a player **must** be properly registered on the Official SPAA roster. Verification of proper age shall be the responsibility of the team manager and must be produced within 36 hours if questioned. No change will be recognized if it has not been filed with the SPAA. Any player participating in a game without proper approval will force forfeiture of games participated in and possible probation or suspension for the manager (or coach if manager was not present) of the team. Said player or players will be removed from the team roster and the team will be permitted to play the balance of the league schedule.

**Sec. 3** – No player shall be added to a team once the team has stepped on the field for their final 50% of their schedule for that season. A manager desiring to make an addition to his official roster after the time limit set forth herein must receive the unanimous written consent of all team managers in the division of

which the team participates. Said consent shall be presented to the SPAA office before such player is eligible to play with the team. The requested addition must not otherwise be in violation of any other rule.

**Sec. 4** – The registration of a player on an official roster does not exempt him/her from a protest at a later date, provided sufficient proof of ineligibility is presented at the time of protest.

**Sec. 5** – If a roster check is called at the field, the umpire shall have the roster check form filled out by the player in question and return it to the bucket. The game will then continue as scheduled. **Any team refusing to fill out the roster check form shall automatically forfeit the game.** The manager calling the roster check must turn in a \$50.00 roster check fee to the SPAA office within 1 business day from the time the roster check was called. Once this is done, the SPAA office will check the validity of the player(s) in question. Within one (1) week of the game in question the SPAA office will send notification to the managers with the findings. Should the player(s) be found to be illegal the \$50.00 fee will be returned, and the game will be declared a forfeit. If the player(s) is valid, the protest fee will not be returned, and outcome will remain the same. If the player in question is found to be illegal, each game(s) in which this player participated shall be declared forfeited with possible probation or suspension for the manager (or coach if manager was not present) of the team.

Roster checks must be called before the last out of the game is made.

**Sec. 6** – The SPAA board of directors has the right to declare any player a “free agent” at any time for just cause.

#### **Rule 4 – Probations and Suspensions**

**Sec. 1** – In the event that a player, fan, manager, or coach is suspended from the SPAA, the suspended person(s) may be prohibited from being present at any game which the SPAA sponsors until such time as the suspension has been served or lifted. Violation of this is automatic forfeiture.

#### **Rule 5 – Player Transfers**

**Sec. 1** – A manager may not release a player without approval of the player. A player or manager may appear before the SPAA Board of Directors and request a release. The Board of Directors of the SPAA has the authority to release a player if they see just cause on either part. The roster commitment will last until the end of the current season as stated in **Part I Rule 2 Sec. 2**.

**Sec. 2** – Individual players may play on 2 teams within the same age group as long as one of the teams is playing in the top division for that age group. Individuals may not play on 2 teams in the same age group that are ranked the same. No more than 6 top division players may play on any one team which is playing lower than the top division for that age group.

A player wishing to change from one team to another within the same ranking during the current season must be released by the manager of the team with which he originally signed to play. The release must be coordinated by the releasing manager, with parent/player approval, and approved by the SPAA Office before it becomes effective. Any player violating this section shall automatically be suspended from play for the balance of the current season.

**Sec. 3** – Once season play has begun, a player, upon being released from one team, may not play with another team until one (1) league game has elapsed (this does not include games that get rained out, moved, forfeited, or canceled). This does not prevent a player from registering with a new team during the stated waiting period. If neither team (originating or destination) has played a league game, there is no one (1) game waiting period.

**Sec. 4** – A player is entitled to a free transfer, upon approval of the SPAA, if the player does not play in a game as required by those rules as set forth in the Playing Rules.

**Sec. 5** – Any person affiliated with or intending to be affiliated with the SPAA cannot recruit a player from another team to play on any other team for the purpose of a non-league, a tournament, a practice game, or a practice prior to July 15<sup>th</sup> without written permission from the manager of the team that the player is currently registered on. Without written permission, a manager may be suspended for a period of *one* (1) year.

## **Rule 6 – Player Requisite Qualifications**

**Sec. 1** – No player shall be eligible, without written permission of the SPAA board of directors to:

- a) Play a league game if said player shall have received a monetary or other valuable consideration for his/her services rendered previously as a player on a baseball/softball team.
- b) Be a member of a team that receives more than its actual expenses since the opening of the current season.
- c) Receive compensation for his/her services rendered to a team. This shall not operate to prevent suitable prizes or awards being given to players.

**Sec. 2** – A player participating in a baseball or softball game played for a monetary consideration, pecuniary stakes, or wages, shall be considered as having personally received a monetary or other valuable consideration. Any violation of the aforementioned shall result in the immediate suspension of said player from participation in all games involving the SPAA.

## **Rule 7 – Umpiring**

**Sec. 1** – When two umpires are scheduled and only one (1) umpire reports to a game and the association cannot provide a qualified replacement, each team shall provide a field umpire. If no umpire reports the home team shall provide the plate umpire and the visiting team shall provide the field umpire. The first choice for each team should be an approved umpire of the association, and



the second choice should be a fan. All umpires should sign the scorecard. If neither team can/will provide an umpire the game shall continue with 1 umpire. The one umpire shall position himself/herself behind home plate except 6U, 7U, and 8U in boys and girls.

**Sec. 2** – An umpire has the right to eject a player, manager, coach, fan, or team for the remainder of the current game, when in his/her judgment such party has committed a serious offense against the governing rules. The umpire may, by written notice to the protest committee, recommend that further action be taken in the matter.

### **Rule 8 – Scheduling and Field Time**

**Sec. 1** – Official schedules shall be made available prior to the beginning of the league season, showing the dates, starting times, location, and opposing teams for all league games.

**Sec. 2** - If the game is rescheduled for any reason the same team shall be the “Home” team for the rescheduled game.

**Sec. 3** – All games must start promptly as scheduled. Teams capable of fielding *eight* (8) eligible players must start their game at the scheduled time. Game time shall begin at the end of ground rules. If ground rules are given early, game time shall remain as scheduled unless both teams agree to start early. Should either team not have *eight* (8) players at ground rules, game time shall begin when both teams have at least *eight* (8) players present (*as long as the 15 minutes grace period is not exceeded*). Teams may

play and finish a game with *eight* (8) players without penalty. The time as ruled by the umpire-in-chief shall be the official time governing the game.

**Sec. 4** – Should either team not be ready to start the game within *fifteen* (15) minutes after the scheduled starting time, the umpire-in-chief shall forfeit the game to the opposing team. Should both teams not be able to field *eight* (8) eligible players after this time limit, each team shall be charged with a loss.

**Sec. 5** – A manager who decides to forfeit prior to game time, shall notify the SPAA office, who shall in turn notify the opposing manager. Managers are cautioned to not accept a forfeit unless notified by the SPAA office.

**Sec. 6** – An intentional forfeit (*36-hour advance notice to the SPAA office*) will be rescheduled if the scheduled date is postponed due to field conditions.

**Sec. 7** – All games in all divisions shall have a time limit of 1 hour 45 minutes except 4U & 5U (1 hour), 6U, 7U boys (1 hour 30 minutes), 6U, 7U and 8U girls (1 hour 30 minutes), and 19 and over (2 hours). No inning shall start after the stated time limit.

At the end of the specified time limit, the inning in progress shall be completed and the game shall count as a legal game, regardless of the number of innings played. If the score is tied, each team

will receive *one-half* (1/2) win and *one-half* (1/2) loss. This rule may be superseded by **Part 2, Rule 1, Section 11.**

- a) If the time limit has not expired and seven innings have been completed and the score is tied, the game will continue as extra innings. At the end of the time limit specified, the inning in progress shall be completed and the game shall be legal. If the score is still tied, each team will receive *one-half* (1/2) win and *one-half* (1/2) loss.
- b) A new inning begins immediately after the final out of the preceding inning.
- c) If a proceeding game does not end within *ten* (10) minutes prior to the scheduled starting time, the game shall start within *ten* (10) minutes after the end of the preceding game. Under these circumstances, no infield practice will be allowed. Under all other circumstances, all games will start as scheduled, even if infield practice must be shortened or curtailed.

**Sec. 8** – Games called because of a field curfew, power failure or darkness shall be considered stopped because of inclement weather and the rules applicable shall apply.

**Sec. 9** – Once lightning/thunder is spotted by an SPAA official, within 15 minutes of game time or after, all games at that location shall be suspended and all should seek safe shelter. If it can be determined by radar that the lightning is indeed moving away from our area and is not a threat to our players, the game shall be resumed. The board member on duty should be notified and someone should keep an eye on the radar for movement. Each

time lightning/thunder is spotted a 15-minute delay shall occur. Game time remaining will be adjusted. Once the delayed game time EXCEEDS 30 minutes (accumulated time from scheduled game time or time game started, whichever is later) the game shall be canceled and rescheduled in accordance with **Part II, Rule I, Sec. 11(e)** in the SPAA rulebook. Should a game be canceled due to lightning/thunder, the remaining games of the day may still be played if it is deemed safe. This shall be a board member decision.

\*\*\*Managers are reminded to have their teams seek safe shelter during a delay, but do not assume a game is canceled until a league official has given the final word.\*\*\*

**Sec. 10** - All canceled League games must be rescheduled. Once a game is canceled both managers should get into their accounts and see the dates that are being offered. They should then confer with each other and agree upon a time. The home team manager is the only one that can “lock” in a time. This should be completed within 7 days. If difficulties are encountered with field availability, it is the responsibility of the Home team manager to contact the SPAA office for alternate dates. If no contact with the SPAA office is made and the game is not rescheduled within 7 days, the SPAA office may reschedule the game with no “blackout” dates being considered for either team. If the **last game of the season** is canceled and has a bearing on the division championship, it must be rescheduled and replayed within (5) days providing the league (SPAA) has available fields. If no contact with the SPAA office is made and the game is not rescheduled

within the specified time, the SPAA office may reschedule the game with no “blackout” dates being considered for either team.

SPAA reserves the right to impose shorter time limits than above should the canceled game be at the end of the season.

**Sec. 11** – The SPAA may postpone a game due to inclement weather or field conditions prior to the game. Managers and parents will get an email notice and the SPAA website will be updated. All other games shall be postponed by the umpire-in-chief or a board member from the field of play only. Players, managers, and coaches must report to the field of play to receive official confirmation of a game postponed by the umpire-in-chief. Failure to report could result in a team forfeit.

**Sec. 12** – Awards will be issued to 1<sup>st</sup> and 2<sup>nd</sup> place in each division. If two or more teams are tied for a league championship at the close of the regular league schedule, a tie shall be declared for first place and trophies awarded to those teams. In this case, no second-place trophy will be awarded. If first place is won without a tie and two or more teams are tied for second place, trophies shall be awarded to the first-place team and all teams tied for second place.

## **Rule 9 – Conduct**

**Sec. 1** – All that is dishonorable, unsportsmanlike, and unbecoming of a gentleman/woman is condemned at all times during SPAA functions.

**Sec. 2** – Positive chatter is encouraged. Chatter towards the opposing team is prohibited.

**Sec. 3** – The use of profane or vulgar language by players, managers, coaches, fans, or league officials is prohibited. This restriction applies to the field of play, the player's bench, or anywhere in close proximity to the field of play.

**Sec. 4** – Any player, manager, coach, fan, or team guilty of misconduct, before, during or after a game, shall be ejected (removed from the field of play, dugout, and area surrounding the playing field). Such person or persons may be subject to immediate probation or suspension by SPAA. All umpires on the game will submit a written report of the incident to the SPAA office. A player that has been ejected may be allowed to sit in the bleachers, at the discretion of the umpire. A manager, coach, parent, or fan that has been ejected must leave the area and exit to the concession stand until the game is over. Once ejected from the game, you may not return to the field of play, dugout, or approach the umpire(s) after the game is over. If it is necessary to do this, the ejected person(s) must be accompanied by the board member on duty. Failure to abide by this rule may result in an immediate 2<sup>nd</sup> ejection. Exception: If a player is injured a manager, coach,

parent, or fan will be allowed back on the field to tend to the injured player. See **Part I, Rule 9, Section 6** for penalties associated with ejections.

**Sec. 5** – Any physical contact or verbal threats of violence against an umpire, fan, manager, player, or coach will result in an automatic ejection from the game and an immediate suspension until such time as determined by the Board of Directors.

**Sec. 6** – Ejections from game(s) – Any player, fan, manager, or coach that is ejected from a game shall receive the following punishment:

- a) First Offense – Considered a warning.
- b) Second Offense – Automatic suspension until such time as a hearing may be held. This hearing is to take place no more than 10 days after the second offense.
- c) Third Offense – Automatically suspended from the league for a period of one (1) year beginning with the date of the third offense. Before being reinstated into the league they must appear before the SPAA board of directors.  
\*\*Should police be involved in the situation, it will be an automatic suspension pending board review\*\*

Refer to **Part 1, Rule 4, Section 1** for further suspension information.

Ejection penalties will go into effect January 1 and continue through the fall season. Any player that is ejected from the game shall be called out every time their official at bat comes up in the lineup for the remainder of the game. This must be done before

the next batter has had a ball pitched to him or no penalty shall be assessed. (This should be monitored by the coaches)

**Sec. 7** – The manager of a team is responsible for the proper conduct of his players, coaches, and spectators of their team. Failure to do so may result in forfeiture of the game. A manager having 3 or more ejections from their team (fans, coaches, players) during a calendar year must appear before the SPAA board of directors.

**Sec. 8** – Any player, fan, manager, or coach instigating or retaliating in any physical contact (fight) either during a game or on the premises of the ball fields shall:

- a) First Offense – Automatically be suspended until such time as a hearing can be held. A player, fan, manager, or coach may be suspended for up to the remainder of the calendar year from the league.
- b) Second Offense – Automatically be removed from the league.

Player, fan, manager, or coach may be indefinitely removed from the league.

Any games that the player, manager, or coach, have participated in since the physical contact (fight) and before the hearing has been held shall be forfeited. NO REFUNDS WILL BE MADE FOR A PLAYER BEING SUSPENDED OR BEING REMOVED FROM THE LEAGUE. If this occurrence is within the last 2



weeks of the team's season coming to an end, the penalties shall be carried over to the following season.

All involved parties are entitled to a timely hearing.

**Sec. 9** – A manager, coach, player, spectator, or other bench personnel shall not:

- a) Deliberately/maliciously throw a bat, ball or any other equipment.
- b) Call “time” or use any command or commit any act for the purpose of trying to cause the opposing pitcher to balk.
- c) Or deliberately/maliciously run into a fielder who has the ball.
- d) Use words or acts to incite or try to incite spectators to demonstrate, use profanity, or make remarks that reflect upon opposing players, umpires, managers, coaches, or other spectators.

Actions described in (a), (b), (c), (d), shall at the umpire-in-chief's discretion, be cause for ejection from the game and/or the field of play. Failure to comply with the decision shall result in forfeiture of the game by the team in question.

- e) Enter the area behind the catcher while the pitcher and catcher are in fielding positions.
- f) Use amplifiers or bullhorns on the bench or on the playing field during the course of the game.

- g) Have any object in his/her possession while in the coach's box, other than a scorebook that shall be used for score keeping purposes only.
- h) Be outside the vicinity of the designated dugout (bench) or bullpen area unless: he/she is a batter, runner, on deck batter, in the coach's box, or one of the players on defense.
- i) As a baseman or defensive player, fake a tag upon a base runner without having possession of the baseball. This action shall be interpreted as obstruction and shall be enforced. Repeated violations may result in the ejection of the offender from the game.

The action described in (e), (f), (g), (h), (i) is judged by the umpire-in-chief to be of a minor nature, the offender may be issued a verbal warning. If the offense is repeated, ejection from the game and/or playing field will be enforced. Failure to comply with the decision shall result in forfeiture of the game by the team in question.

**Sec. 10** – The SPAA prohibits the use of intoxicants, tobacco products or electronic cigarettes, in any form, by players, coaches, managers, fans, or league officials around the playing field and/or dugout area. Penalty for the first offense will be a warning; ejection will result in a repeat offense.

**Sec. 11** – Any team that refuses to sign a scorecard or give the name of a player/fan/coach when requested by an umpire, shall be

guilty of unsportsmanlike conduct and may result in the team's manager receiving a one (1) game suspension for each violation.

**Sec. 12** – Once one or both teams sign a scorecard, the results are considered final unless a protest is filed. If any team disagrees with the final score, it is their responsibility to protest at the correct time (see Part I, Rule 10, Section 3). Under no circumstances should a score be changed by anyone, including the umpires, once it has been signed by one or both teams, without the consent of all parties involved.

### **Rule 10 – Protest Procedures**

**Sec. 1** – A valid protest can only be made on rules violation or player eligibility. Umpire judgment calls are not considered valid protests.

**Sec. 2** – A team manager shall be obligated to secure a copy of the Official Baseball Rules or Official Softball Rules and the official rules as set forth by the rules committee. He/she shall acquaint her/his players and coaches with the contents of both rulebooks.

**Sec. 3** – Whenever an alleged rules violation occurs during the progress of an official or rescheduled game during the regular season, the manager, or designated manager for that game wishing to register a protest must ask for “**Time**” and immediately notify the umpire-in-chief and the manager of the opposing team that the game is being continued “under protest”. This will enable all interested parties to take notice of the exact conditions prevailing at the time and will aid in proper determination of the issue. If the

protest is on the final play of the game, you must announce your intent to protest before the umpires leave the field. Failure of the protesting manager or designated manager to comply with this section will nullify and render void any future protest regarding this alleged violation of the playing rules.

**Sec. 4** – In the event a protest is withdrawn at the games end, the umpire-in-chief shall be informed by the manager or coach who made the protest. This action shall nullify, and render void any future protest of this game, regarding this alleged violation of playing rules.

**Sec. 5** – In the event a protest is not withdrawn, it shall then become the obligation of all umpires working the game to file a written report of the incident causing the protest to the SPAA office within *seventy-two (72)* hours following the end of the game in which the alleged violation occurred. It shall also become the obligation of the protesting manager or coach to file a written report on an official protest form (supplied by SPAA) of the incident causing the protest to the SPAA office within *seventy-two (72)* hours following the end of the game in which the alleged violation occurred. A protest fee of \$50.00 and a copy of the protesting team's score sheet for the protested game must accompany the completed protest form. In the event a protest is disallowed, the protest fee may not be refunded. In the event a protest is upheld, the protest fee will be refunded.

**Sec. 6** – The Protest Committee shall consist of the SPAA President, a representative from the rules committee, and a

representative from the umpire committee. The protest committee's rulings are final and there is no appeal process.

**Sec. 7** – The protest committee, upon receiving the protest and written reports, shall notify both managers in one (1) week as to the status of their protest if a decision has not been rendered. Once a decision is rendered, both managers will be notified in writing of the outcome.

**Sec. 8** – If the protest is won the protest fee will be refunded and the game will be played from the time of the protest on. Players that were not in attendance at the original game will be added to the bottom of the batting order. Players at the original game but not present for the finish of the protest game will be scratched from the batting order. If a pitcher has not already pitched their inning limit during the original game, they may pitch in the finish of the game up to their inning limit.

If the protest is lost, the \$50.00 protest fee will not be returned.

**Sec. 9** – Any player, manager, coach, or team in violation of any rule heretofore or rulings made by the Protest Committee, shall be liable to probation or suspension from the SPAA. It shall be the responsibility of the Protest Committee to notify the team as to game forfeitures, probation, or suspension.

## **Part II – Playing Rules**

### **Rule 1 – Softball/Baseball Participation**

**Sec. 1** – Each player must have played at least one (1) inning of defense by the completion of the third inning and must be permitted to play a minimum of *three* (3) defensive innings in every scheduled and/or rescheduled league game of her/his team, except in the following instances:

- a) The player must be available, able, and willing to play, and the manager does not have just cause for withholding the player from the game. If a player is present at the game and will not play, the umpire-in-chief must be notified prior to the start of the game as to the reason. The umpire-in-chief shall notify the opposing manager. This player may then enter the game only to replace an injured player provided all other eligible players have previously entered the game at that point.
- b) A player is ejected from the game or removed from the game due to injury.
- c) The game is terminated before the full seven innings are completed.

Failure to do so may result in disciplinary action against the manager.

**Sec. 2** – Teams in all divisions shall be required to bat their entire roster of eligible players. Each team shall supply the home plate umpire and the opposing manager with a lineup card at ground

rules. The batting order shall not be changed during a game except that an injured player or a player ejected by the umpire shall be removed. The umpire may rule players listed on the lineup card at ground rules that are not present ineligible for play. Any player arriving any time after the start of the game shall automatically be placed at the bottom of the batting line up.

**Sec. 3** – A player that misses an official time at bat due to any circumstances is out of the game. (This does not include batting out of order.) The umpire will record the players' name on the scorecard. In the event a player is injured or becomes ill during an official at bat and cannot complete her/his at bat, said player may be replaced by the player who made the last out. If no outs have occurred, the batter furthest from batting, currently not on base, replaces the injured batter. The replacement batter assumes the ill/injured batter's current ball and strike count. Any player removed for a pinch runner/batter as a result of an injury or illness may not reenter the game until his/her next official time at bat. This will constitute a player not being available to play for **Part II Rule I Sec. 1**.

A player that is removed from the game for any reason, other than ejection, is not out at their next at bat; they should just be removed from the lineup.

**Sec. 4** – Any player that is ejected from the game shall be called out every time their official at bat comes up in the lineup for the remainder of the game. This must be done before the next batter has had a ball pitched to him or no penalty shall be assessed.

**Sec. 5** – The opposing team scorekeeper shall be immediately notified of all withdrawals and additions to the batting order.

**Sec. 6** – The home team shall have the official score providing they can produce a scorebook, iPad, etc. with the details of the game on it. If neither team can produce this, the home team score will be the one used.

**Sec. 7** – All players must wear numbers on the back of their uniforms. This number must be a minimum of *six* (6) inches from top to bottom. Each player on the team must have a unique number and this number must be listed on the batting order presented to the opposing team. Any player found in violation will be given the opportunity to “tape” or “write” a number on the back of said players shirt before he/she takes the field or his/her first at bat. Any player in a mismatched uniform may be subject to a roster check by the opposing team. The roster check must be called before the end of the 1<sup>st</sup> inning of play. Should a player arrive late in a mismatched uniform the opposing team must announce the roster check before the player enters the game. The roster check will proceed according to Part I, Rule 3, Sec. 5 in the SPAA rulebook and the fee will be waived if the roster check is called in the time frame listed above. Players not conforming to this rule will be ruled ineligible to participate in said game. No out shall be given for this player. a

**Sec. 8** – Any person with an active flow of blood shall leave the field of play and take necessary measures to stop the flow of blood



and have the wound properly covered prior to being allowed back into the field of play.

- a) If after a reasonable amount of time, at the umpire's discretion, the flow of blood is still present, then the person shall be removed from the game until the blood flow has been stopped and the wound properly dressed. The player shall be removed as an injured player and any rules that are applicable shall be applied.
- b) Further, there should not be any apparent bloodstaining allowed on the uniform (hat, pants, shirt, socks, and shoes). The blood-stained clothing shall be changed or disinfected if unable to be changed. Compliance with the "Uniform Rule" shall be void for the remainder of the game for said player. The shirt need not be numbered.
- c) It shall be the coaches, managers, and parents' responsibility to seek the appropriate actions necessary to follow these stated guidelines. These guidelines are set forth as minimum precautions and actions need not be limited to only these if the situation warrants.

**Sec. 9** – A new pitcher will be allowed eight (8) warm up pitches from the pitching rubber the first inning they pitch. Three (3) warm up pitches will be allowed each additional inning, with a maximum of 1 minute between innings.

**Sec. 10** – Games in all divisions shall be *seven* (7) innings in length. Any reference in the Official Baseball Rules to "ninth inning" shall apply to the "seventh inning".

**Sec. 11** – During the progress of any league game the umpire shall terminate the game if:

- a) The home team, after *four and one-half* (4 1/2) or more innings have been played, is leading by *ten* (10) or more runs.
- b) The visiting team after *five* (5) or more innings have been played is leading by *ten* (10) or more runs at the end of any complete inning,
- c) The home team, after *three and one-half* (3 1/2) or more innings have been played, is leading by *fifteen* (15) or more runs; or
- d) The visiting team after *four* (4) or more innings have been played is leading by *fifteen* (15) or more runs at the end of any complete inning.
- e) The game is called because of inclement weather or darkness, any game shall be official:
  - a. Providing that four (4) or more innings have been played
  - b. OR the home team is leading, and three and one half (3 1/2) innings have been completed.
  - c. OR 75%\* of your time limit has been played.
    - i. \* 1 hour time limit = 45 min.
    - ii. \* 1 hour 30 min. time limit = 70 min.
    - iii. \* 1 hour 45 min. time limit = 80 min.
    - iv. \* 2-hour time limit = 90 min
  - d. OR your time limit is up.

If the home team is behind or tied without completing their time at bat the score reverts back to the score at the end of the last

completed inning. If the game was not an official game, it will start over from the beginning when rescheduled.

- f) Time limit is up, and the losing team cannot catch up due to an imposed run limit or is losing by 10 runs or more.

**Sec. 12** – In all T-ball, 6U, 7U, 8U, and 9U boys, as well as 6U, 7U, 8U, 9U and 10U girls, the umpire shall automatically call a player out for a missed base. In all other age groups, failure to touch a base (advancing or returning) the runner may be called out if the defensive team makes an appeal. The defense may appeal during a live or dead ball, immediately following the play and before the next pitch, legal or illegal.

Any defensive player may make a live ball appeal with the ball in his possession by tagging the runner if he is still on the field of play or by touching the base that was missed. (Coaches may not make a live ball appeal) A dead ball appeal may be made once all runners have completed their advancement and time has been called. A coach or any defensive player, with or without the ball may make a verbal appeal on a runner missing a base. The administering umpire should then make a ruling on the play.

A runner may not return to touch a base if:

- a) they have reached a base beyond the base missed and the ball becomes dead,
- b) they have left the field of play or,
- c) any runners behind them scored.

Runners may advance during a live ball appeal play. If a time out is requested for an appeal, the umpire should grant it, and runners may not advance until the ball becomes live again.

Appeals must be made:

- a) before the next legal or illegal pitch,
- b) at the end of an inning, before the pitcher and all infielders have left fair territory,
- c) on the last play of the game an appeal can be made until the umpires leave the field of play.

**Sec. 13** - The offense is only allowed one charged conference per inning.

**Sec. 14** - Shoes with metal spikes or metal cleats are strictly prohibited except for 13U and over age players for boys and 14U and older for girls. ***NO METAL CLEATS ARE ALLOWED ON PORTABLE MOUNDS. Players are allowed to change from metal spikes to turf or tennis to pitch.***

**Sec. 15** - Players in all divisions must wear helmets with protective earflaps while on deck, taking their turn at bat, and while running the bases. If a player accidentally loses his head protection while running the bases, he need not retrieve it until the play is complete. Any player intentionally removing their helmet while still on the playing field will be penalized as follows:

**First Offense** – warning (only *two* (2) warnings/team)

**Second Offense** – Player may be ejected for the remainder of the game.

**Sec. 16** - Batters are not permitted to use the opposing team's warm up circle.

**Sec. 17** - Any person between the ages of 4 – 18 years of age must wear a helmet while coaching the bases.

**Sec. 18** - A team in any division must start a game if *eight* (8) players are present. If a player must be removed from the lineup after the start of the game, the game shall continue unless the team has less than *eight* (8) players, in which case the team must forfeit the game.

**Sec. 19** – There is not a mandatory slide rule. If, in the umpire’s judgment, a runner’s action could cause possible injury to the fielder, the runner is to be called automatically “out”, the ball is dead, and no other runner shall advance. When a defensive player clearly has the ball and is waiting for the runner and the runner deliberately with force crashes into the defensive player the runner is declared out, the offender is ejected, the ball is dead, and all runners must return to the last base touched at the time of the collision. This is a judgment call and the umpire’s judgment is final.

Reminder: Any fielder is guilty of obstruction if while not in possession of the ball or not in the act of fielding a batted or thrown ball, the fielder impedes the progress of any runner.

Exception: It is not obstruction if, in the judgment of the ruling umpire, an errant throw to any base draws the fielder unintentionally into the path of the runner. This may be judged as incidental contact by the umpire.

Any player guilty of flagrant obstruction (intentionally trying to injure) will be ejected. This is a judgment call and the umpire's judgment is final.

**Sec. 20** – At any time during the game with the offensive team's pitcher or catcher of record on base, the manager of the team at bat has the option of substituting a courtesy runner for the pitcher or catcher. If the pitcher and catcher both are on base, the manager may choose a courtesy runner for only one of them. This is allowed only once per half inning, for the pitcher or catcher, but not both. The courtesy runner must be the player who made the last out. If the player who made the last out is not available to run or no outs have occurred yet, no courtesy runner is to be allowed.

**Sec. 21** – Lineup card is to be filled out completely with players' first and last names and numbers (no nicknames) and turned in to the umpires at ground rules.

**Sec. 22** – If, during the course of any game, the base distance or pitching distance is found to be in error, the error should be corrected at the end of the completed inning and the game should continue. **THIS IS NOT A POINT TO BE PROTESTED.**

**Sec. 23** – SPAA does not distinguish between home and visitor dugouts.

**Sec. 24** – Any age group with unlimited runs per inning allowed, which has all teams in that age group combined into one division,

will have a run limit of 7 runs per inning to help equal the field of play.

## **Rule 2 – Baseball**

**Sec. 1** – All games are governed by the Official Baseball Rules as compiled and adopted by the Major League Commissioner of Baseball, except where such rules are at variance with any rule as set forth by the SPAA Protest Committee. SPAA does not abide by any of the new MLB “Pace of Play” rules.

**Sec. 2** – The baseballs to be used in league games will be those selected by the Board of Directors of the SPAA prior to the start of the playing season.

**Sec. 3** – In 4U through 8U a double first base shall be used. Whenever a play is being made on the batter-runner, the defense must use the white portion, while the batter-runner must use the orange portion. NOTE: If a play is not being made on the batter-runner at first base, either base may be touched. Once a runner goes beyond, or rounds first base, they are only allowed to return to the white portion of the base. Once the batter-runner become a runner, (i.e.: safely reaches first), the runner must remain in contact with the white portion until the ball is hit.

**Sec. 4** – Two Baseballs, of which one must be new, will be used in all league games. All Baseballs shall be furnished by the SPAA. *Should all baseballs be fouled off and none are available from*

*the umpires, the teams (home team first then visiting teams) shall provide balls for the remainder of the game.*

**Sec. 5** – The pitching distances and the distances between bases for all divisions are as follows:

<b>Division</b>	<b>Pitch</b>	<b>Base</b>
4U & 5U	Tee	60 ft.
6U	Machine/Tee	60 ft.
7U	Machine	60 ft.
8U	Machine	60 ft.
9U	46 ft.	65 ft.
10U	46 ft.	65 ft.
11U	50 ft.	70 ft.
12U	50 ft.	70 ft.
13U	54 ft.	80 ft.
14U	60.5 ft.	90 ft.
15U	60.5 ft.	90 ft.
18U and 19 & over	60.5 ft.	90 ft.

**Sec. 6** – Free defensive substitution shall prevail in all divisions, except as restricted at the pitcher’s position by any governing rules of the SPAA. A player may be removed from a defensive position at any time and may reenter the game at that position or any other position except pitcher at any time and as often as desired. This does not apply to the 4U, 5U, 6U, 7U and 8U pitching machine leagues.



**Sec. 7** – In all divisions, once removed from pitching, a player may not return to pitch in the same game. However, the player may remain in the game at any other position. Should a manager and/or coach make *two* (2) trips to the mound, within the same inning, to the same pitcher, that pitcher must be removed from pitching. A manager, coach or representative may only make a combined total of *three* (3) trips to the mound in any inning. After the *third* (3<sup>rd</sup>) trip, changes must be made from the bench.

**Sec. 8** – In the T-ball (4U & 5U) program the following shall apply:

- a) The home team is responsible for getting and returning the “T” from the shed.
- b) There are 6 games per session for both 4U & 5U players plus 2 league scheduled practices.
- c) This is an instructional league; therefore, no standings of wins and losses will be kept, and no awards will be given out at the end of the season by SPAA.
- d) Shirts and hats will be provided for this league. (no special orders allowed)
- e) A batting “T” will be used for hitting by all players. In the event no “T” is present, or the “T” is damaged “Coach Pitch” will be used.
- f) The defensive team will position a player as an acting pitcher.
- g) All batters will continue swinging until they hit the ball. No batter will strike out.

- h) When your team is playing defense, you may have three coaches on the field at a time. At least two of these coaches must be positioned in the outfield.
- i) When your team is playing offense, you may have 4 coaches on the field. (one at each base and one behind home plate)
- j) If the ball touches the manager, coach, or parent when it is hit, (on the field) it will be a dead ball, the batter may take 1<sup>st</sup> base, but no other player may advance unless they were forced to advance due to the batter becoming a base runner.
- k) Once the ball is in the infield (inside the infield square) the runner may not advance any further until another child hits the ball. If the ball is thrown to an infield player (whether caught or missed) the runner must stop at the base that they were going to when the throw was made.
- l) There is a 5 - run limit per team per inning. After *five (5)* runs are scored in any half inning, or when *three (3)* outs are made (whichever occurs first) that half of the inning shall be concluded. In the event the *fifth (5<sup>th</sup>)* run is attained from a continuous play, only the *fifth (5<sup>th</sup>)* run shall be counted.
- m) The 10 and 15 run rules are **not** in effect for this league.
- n) No catchers will be used at 4U and 5U T-ball. 10 players may be on the field at a time. There are to be 5 outfielders if 10 players are on the field. Until the ball is put in play, you may only have a pitcher, 1st baseman, 2nd baseman, 3rd baseman, and shortstop, **positioned** inside the

baseline. The outfielders may come in to help once the ball is put in play.

- o) No defensive player may set out more than two innings at a time unless it is at the players or parents' request. Each child should become familiar with all positions.
- p) The "Infield Fly Rule" shall not apply.
- q) An 8.5" softie ball will be used.
- r) One umpire will be assigned to each game.
- s) No bunting is allowed.
- t) Time limit will be 1 hour. No inning may start after 1 hour, however, the inning in progress will continue and finish.
- u) Any rules not covered above will be governed by 8U baseball rules.

**Sec. 9** - In all 6U & 7U baseball games the following shall apply:

- a) The home team is responsible for setting up and returning the pitching machine to the shed after the game.
- b) A pitching machine will be used for the first 5 pitches. Coaches should agree to a speed prior to the beginning of the game. If they cannot agree, the recommended pitching machine speed for 6U games should be at 35 mph at a distance of 35 ft. while the recommended pitching machine speed for 7U games should be set at 38 mph at a distance of 35 ft. The manager/coach/parent will place the ball in the shoot. In the event the pitching machine malfunctions, and a spare machine is not available, then "Coach Pitch" shall be used.
- c) The defensive team will position a player as an acting pitcher next to the pitching machine.

- d) When your team is playing defense, you may have three coaches on the field at a time. Two coaches must be positioned in the outfield and the other coach behind the catcher to help field the ball as it is pitched.
- e) When your team is playing offense, you may have 3 coaches on the field. (1<sup>st</sup> base coach, 3<sup>rd</sup> base coach, and pitcher)
- f) If the ball touches the machine, manager, coach, or parent (on the field) when it is hit, it will be a dead ball, the batter may take 1<sup>st</sup> base, but no other player may advance unless they were forced to advance due to the batter becoming a base runner.
- g) The defensive team will position a player as an acting pitcher next to the pitching machine. During play when a ball is being thrown in from the outfield, the umpire will call “Time” and declare the ball dead when the ball is controlled by a fielder within the base paths. Runners will be awarded closest base on umpire’s judgement.
- h) In the event the batted ball does not leave the infield - the umpire will call “Time” and declare the ball dead when the ball is controlled by a fielder within the base paths. Runners will be awarded closest base on umpire’s judgement.
- i) There is a 5 - run limit per team per inning. After *five (5)* runs are scored in any half inning, or when *three (3)* outs are made (whichever occurs first) that half of the inning shall be concluded. In the event the *fifth (5<sup>th</sup>)* run is attained from a continuous play, only the *fifth (5<sup>th</sup>)* run shall be counted.

- j) The 10 and 15 run rules are not in effect.
- k) 10 players may be on the field at a time. There are to be 4 outfielders if 10 players are on the field. Until the ball is put in play, you may only have a pitcher, 1st baseman, 2<sup>nd</sup> baseman, 3<sup>rd</sup> baseman, shortstop, and catcher **positioned** inside the baseline. The outfielders may come in to help once the ball is put in play.
- l) No defensive player may set out more than two innings at a time unless it is at the players or parents' request.
- m) Each child should become familiar with all positions.
- n) The "Infield Fly Rule" shall not apply.
- o) One umpire will be assigned to each game.
- p) No bunting is allowed.
- q) Any rules not covered above will be governed by the 8U baseball rules.
- r) 8 ½ inch regular ball will be used.
- s) Time limit will be 1 hour 30 minutes. No inning may start after 1 hour 30 minutes, however, the inning in progress will continue and finish.
- t) **6U Baseball Division only:**
  - 1) Each batter will get five (5) pitches. If, within these 5 pitches, the player does not hit the ball a batting "T" will be placed at home plate for the player to hit the ball off of. No batter will strike out. There is, however, unlimited foul balls from the 5<sup>th</sup> pitch on that will be allowed.
- u) **7U Baseball Division only:**
  - 1) Each batter will get five (5) pitches. If, within these 5 pitches, the player does not hit the ball

they are out. They may, however, swing at all 5 pitches. There is, however, unlimited foul balls from the 5<sup>th</sup> pitch on that will be allowed.

### **Sec. 10 – 8U Pitching Machine**

- a) The home team is responsible for setting up and returning the pitching machine to the shed after the game.
- b) A pitching machine shall be used. The recommended pitching machine speed for 8U games should be at 40 mph at a distance of 40 ft. The manager/coach/parent will place the ball in the shoot. In the event the pitching machine malfunctions, and a spare machine is not available, then “Coach Pitch” shall be used.
- c) The defensive team will position a player as an acting pitcher next to the pitching machine. During play when a ball is being thrown in from the outfield, the umpire will call “Time” and declare the ball dead when the ball is controlled by a fielder within the base paths. Runners will be awarded closest base on umpire’s judgement.
- d) In the event the batted ball does not leave the infield – the umpire will call “Time” and declare the ball dead when the ball is controlled by a fielder within the base paths. Runners will be awarded closest base on umpire’s judgement.
- e) When your team is playing defense, you may have 1 coach behind the catcher to hold (control) the balls from the 6 pitches.
- f) Strikes will be counted and when 3 are attained an out will be called.

- g) No walks will be allowed.
- h) A maximum of 6 pitches will be given from the pitching machine unless the last pitch is a foul ball. There are unlimited foul balls beginning with the 6<sup>th</sup> pitch will be allowed.
- h) If the ball touches the machine, manager, coach, or parent (on the field) when it is hit, it will be a dead ball. The batter may take 1<sup>st</sup> base, but no other player may advance unless they were forced to advance due to the batter becoming a base runner.
- i) A regular size baseball will be used.
- j) No base stealing is allowed. Base runners must hold the base until the ball is hit or the runner is forced to advance.

**Penalty for violation:**

First team offense – considered a warning.

Second team offense – runner is declared “out.”

- k) There is a 5 - run limit per team per inning. After *five (5)* runs are scored in any half inning, or when *three (3)* outs are made (whichever occurs first) that half of the inning shall be concluded. In the event the *fifth (5<sup>th</sup>)* run is attained from a continuous play, only the *fifth (5<sup>th</sup>)* run shall be counted.
- l) No “mercy” rule is in effect for this age group.
- m) 10 players may be on the field at a time. There are to be 4 outfielders if 10 players are on the field. Until the ball is put in play, you may only have a pitcher, 1st baseman, 2<sup>nd</sup> baseman, 3<sup>rd</sup> baseman, shortstop, and catcher **positioned** inside the baseline. The outfielders may come in to help once the ball is put in play.

- n) The “Infield Fly Rule” shall not apply.
- o) Time limit will be 1 hour 45 minutes. No inning may start after 1 hour 45 minutes, however, the inning in progress will continue and finish.

**From 9U age group up we play by regular baseball rules with the following exceptions:**

**Sec. 11 - 9U Baseball Division (First Year Kid Pitch)**

- a) Whenever a third strike is not legally caught by the catcher, the batter shall be declared automatically “out”.
- b) The “Infield Fly Rule” shall not apply.
- c) Balks may be announced but no penalty shall be assessed, no runner may advance, and no out shall occur. If called, the umpire must indicate to the offender the purpose of the call.
- d) After *five (5)* runs are scored in any half inning, or when *three (3)* outs are made (whichever occurs first) that half of the inning shall be concluded. If in the event that the *fifth (5<sup>th</sup>)* run is attained from a continuous play, only the *fifth (5<sup>th</sup>)* run shall be counted.
- e) A player shall not be permitted to pitch more than *three (3)* consecutive innings in one game. One pitch constitutes an inning.
- f) A regular size baseball will be used.
- g) Time limit will be 1 hour 45 minutes, however, the inning in progress will continue and finish unless superseded by another SPAA rule (i.e. mercy rule).



- h) An automatic out is to be called by the umpire if she/he views a base runner missing a base, upon the runner reaching the next base or after the runner has left the playing field.
- i) A base runner may not score on a passed ball, wild pitch, dropped strike, or by stealing unless a play is being made on them or any other runner.

**Sec. 12** – In all 10U & 11U Division games, the following shall apply:

- 1) Each pitcher shall be given one warning on a balk call. If there is a balk followed immediately by a pitch and the batter becomes a runner on a batted ball, dropped 3<sup>rd</sup> strike, or is awarded and acquires first base and every runner acquires his advance base, then the balk is disregarded. Otherwise, the balk warning will be enforced, with no penalty being assessed, no runner may advance, and no out shall occur. All subsequent balk calls on that pitcher shall be enforced according to the Official Baseball Rules.
- 2) A player shall not be permitted to pitch more than *four* (4) consecutive innings in one game. One pitch constitutes an inning.
- 3) Time limit shall be 1 hour 45 minutes, however, the inning in progress will continue and finish unless superseded by another SPAA rule (i.e., mercy rule).
- 4) After *seven* (7) runs are scored in any half inning, or when *three* (3) outs are made (whichever occurs first) that half of the inning shall be concluded. If in the event that the seventh

(7<sup>th</sup>) run is attained from a continuous play, only the seventh (7<sup>th</sup>) run shall be counted.

**Sec. 13** – In all 12U & 13U Division games:

- a) A player shall not be permitted to pitch more than *five* (5) consecutive innings in one game. One pitch constitutes an inning.
- b) Time limit will be 1 hour 45 minutes, however, the inning in progress will continue and finish unless superseded by another SPAA rule (i.e., mercy rule).

**Sec. 14** – In all 14U, 16U and 18U games:

- a) There shall be no limit to the number of innings pitched per game.
- b) Time limit will be 1 hour 45 minutes, however, the inning in progress will continue and finish unless superseded by another SPAA rule (i.e., mercy rule).

**Sec. 15 – 19 & Above Division only**

- 1) No awards will be issued.
- 2) Time limit will be *two* (2) hours, however, the inning in progress will continue and finish unless superseded by another SPAA rule.
- 3) Teams may carry unlimited players on their roster and players may be added throughout the season but must register with the team before playing.
- 4) Teams may elect to bat their full roster, bat 9 with a DH, OR use an EH. If electing to bat 9 or

10, you may re-enter once in the original spot in the lineup. Their intent to use a DH or EH will need to be communicated at ground rules. The DH must be selected prior to the game.

**Sec. 16** – Catchers in all divisions must wear helmets, facemasks, body protectors, shin guards, and protective cups. While warming up a pitcher in your own age group or older, you must wear a facemask. It is the recommendation of the SPAA that anyone warming up a pitcher wear a facemask for your own protection.

**Sec. 17** – All bats must be stamped with one of the following markings (1.15 BPF, USA Baseball or BBCOR) on the bat or it may be a wood bat. Any bat clearly marked for tee-ball is prohibited except in the 4U, 5U, 6U, 7U and 8U divisions where tee-ball bat will be allowed. 14U divisions must have no more than a -5 drop (length-to-weight ratio). 15U and above players that use an aluminum bat are required to have BBCOR stamp on the bat. \*\*Drop (-5) restraints for 14U do not begin until Spring. 14U Fall is played with 13U bat restrictions\*\*

**Penalty for violation:**

If a batter enters the batter's box with an illegal bat or is discovered having used an illegal bat and the infraction is detected before the next legal or illegal pitch, the batter shall be called out. All other runners must return to the base occupied at the time of the pitch, unless they were put out on the play.

## **Rule 3 – Softball**

**Sec. 1** – All games are governed by the Official Softball Rules, as compiled, and adopted by the United Softball Association (USA), except where such rules are at variance with any rule as set forth by the SPAA Rules Committee.

**Sec. 2** – The SPAA age graph shall be used.

**Sec. 3** – For the safety of the players, SPAA strongly recommends the use of approved faceguards for all softball players.

**Sec. 4** – A double safety base will be used at first (1st) base for all girls' games. If the first play is at first base, either from the infield or outfield, a runner will be called out for touching the inside base. If the play is elsewhere, the inside base may be tagged in a continuation toward second (2nd) base. The runner running toward first (1st) base may cross over to the inside bag to avoid a collision if a wild throw occurs. The inside bag will be used by the batter/runner if attempting to get back to first (1st) base. The orange base may be used for attaining first (1st) base only. Once you have attained first base you must use the inside base, or you will be called out.

**Sec. 5** – The softballs to be used in league games will be chosen by the Board of Directors of the SPAA prior to the start of the playing season.

**Sec. 6** – Two Softballs of which at least one must be new will be used in all league games and shall be furnished by the SPAA.

**Sec. 7** – The pitching distances and the distances between bases for all divisions are as follows:

<b>Division</b>	<b>Pitch</b>	<b>Base</b>
<i>6U, 7U, 8U</i>	Machine	60 ft.
<i>9U, 10U</i>	35 ft.	60 ft.
<i>12U</i>	40 ft.	60 ft.
<i>14U</i>	43ft.	60 ft.
<i>16U</i>	43ft.	60 ft.

**Sec. 8** –The pitcher shall bring their hands together for not less than one second and not more than 10 seconds before releasing the ball. A backward step may be taken before, simultaneous with or after the hands are brought together. The pivot foot must remain in contact with the pitcher's plate at all times prior to the forward step.

**Sec. 9** – Should a manager and/or coach make *two* (2) trips to the mound, within the same inning, to the same pitcher, that pitcher must be removed from pitching for the remainder of the game, unless that pitcher was your starting pitcher. The starting pitcher may reenter the pitching position *one* (1) time during the game. A manager, coach or representative may only make a combined total of *three* (3) trips to the mound in any inning. After the *third* (3<sup>rd</sup>) trip, changes must be made from the bench.

**Sec. 10** – Free defensive substitution shall prevail in all divisions, except as restricted at the pitcher’s position by any governing rules of the SPAA. A player may be removed from a defensive position at any time and may reenter the game at that position or any other position.

**Sec. 11** - In all 6U softball games the following shall apply:

- a) The home team is responsible for setting up and returning the pitching machine to the shed after the game.
- b) A pitching machine will be used for the first 5 pitches. Coaches should agree to a speed prior to the beginning of the game. If they cannot agree, the recommended pitching machine speed for 6U games should be at 35 mph at a distance of 35 ft. The manager/coach/parent will place the ball in the shoot. In the event the pitching machine malfunctions, and a spare machine is not available, then “Coach Pitch” shall be used.
- c) When your team is playing defense, you may have three coaches on the field at a time. Two coaches must be positioned in the outfield and the other coach behind the catcher to help field the ball as it is pitched.
- d) When your team is playing offense, you may have 3 coaches on the field. (1<sup>st</sup> base coach, 3<sup>rd</sup> base coach, and pitcher)
- e) If the ball touches the machine, manager, coach, or parent (on the field) when it is hit, it will be a dead ball, the batter may take 1<sup>st</sup> base, but no other player may advance unless they were forced to advance due to the batter becoming a base runner.

- f) The defensive team will position a player as an acting pitcher next to the pitching machine. During play when a ball is being thrown in from the outfield, the umpire will call “Time” and declare the ball dead when the ball is controlled by a fielder within the base paths. Runners will be awarded closest base on umpire’s judgement.
- g) In the event the batted ball does not leave the infield – the umpire will call “Time” and declare the ball dead when the ball is controlled by a fielder within the base paths. Runners will be awarded closest base on umpire’s judgement.
- h) There is a 5 - run limit per team per inning. After *five (5)* runs are scored in any half inning, or when *three (3)* outs are made (whichever occurs first) that half of the inning shall be concluded. In the event the *fifth (5<sup>th</sup>)* run is attained from a continuous play, only the *fifth (5<sup>th</sup>)* run shall be counted.
- i) The 10 and 15 run rules are not in effect.
- j) 10 players may be on the field at a time. There are to be 4 outfielders if 10 players are on the field. Until the ball is put in play, you may only have a pitcher, 1st baseman, 2<sup>nd</sup> baseman, 3<sup>rd</sup> baseman, shortstop, and catcher **positioned** inside the baseline. The outfielders may come in to help once the ball is put in play.
- k) No defensive player may set out more than two innings at a time unless it is at the players or parents’ request.
- l) Each child should become familiar with all positions on the field.
- m) The “Infield Fly Rule” shall not apply.

- n) One umpire will be assigned to each game.
- o) No bunting is allowed.
- p) Any rules not covered above will be governed by 8U baseball rules.
- q) 8 ½ inch regular ball will be used.
- r) Time limit will be 1 hour 30 minutes. No inning may start after 1 hour 30 minutes, however, the inning in progress will continue and finish.
- s) Each batter will get five (5) pitches. If, within these 5 pitches, the player does not hit the ball a batting “T” will be placed at home plate for the player to hit the ball off of. No batter will strike out.

**Sec. 12** – In all 7U/8U girl’s games, the following shall apply:

- a) The home team is responsible for setting up and returning the pitching machine to the shed after the game.
- b) A pitching machine will be used. Both managers should agree to the speed before the game begins and the speed should remain the same throughout the game. If they cannot agree, the recommended pitching machine speed for 7U and 8U games should be at 35 mph at a distance of 35 ft. The manager/coach/parent will place the ball in the shoot. In the event the pitching machine malfunctions, and a spare machine is not available, then “Coach Pitch” shall be used.
- c) The defensive team will position a player as an acting pitcher next to the pitching machine. During play when a ball is being thrown in from the outfield, the umpire



- will call “Time” and declare the ball dead when the ball is controlled by a fielder within the base paths. Runners will be awarded closest base on umpire’s judgement.
- d) Each batter will be given five (5) pitches. If, within these 5 pitches, the player does not hit the ball they are out. They may, however, swing at all 5 pitches. There are unlimited foul balls, beginning with the 5<sup>th</sup> pitch will be allowed.
  - e) When your team is playing defense, you may have two coaches on the field at a time. These coaches must be positioned in the outfield.
  - f) If the ball touches the machine, manager, coach, or parent (on the field) when it is hit, it will be a dead ball, the batter may take 1<sup>st</sup> base, but no other player may advance unless they were forced to advance due to the batter becoming a base runner.
  - g) In the event the batted ball does not leave the infield – the umpire will call “Time” and declare the ball dead when the ball is controlled by a fielder within the base paths. Runners will be awarded closest base on umpire’s judgement.
  - h) When your team is playing offense, you may have 3 coaches on the field. (1<sup>st</sup> base coach, 3<sup>rd</sup> base coach, and pitcher)
  - i) One coach from either team should be positioned behind the catcher to help field the ball as it is pitched.
  - j) The defensive team will position a player as an acting pitcher next to the pitching machine. During play when a ball is being thrown in from the outfield, the umpire

- will call “Time” and declare the ball dead when the ball is controlled by a fielder within the base paths. Runners will be awarded closest base on umpire’s judgement.
- k) There is a 5-run limit per team per inning. After *five (5)* runs are scored in any half inning, or when *three (3)* outs are made (whichever occurs first) that half of the inning shall be concluded. If in the event that the fifth (5<sup>th</sup>) run is attained from a continuous play, only the fifth (5<sup>th</sup>) run shall be counted.
  - l) The 10 & 15 run rules are not in effect for 7U and 8U Girls.
  - m) The infield fly rule is not in effect.
  - n) Tee-ball bats are allowed for this level of play, only.
  - o) An 11-inch softball will be used.
  - p) One umpire will be assigned to each game.
  - q) No bunting is allowed.
  - r) 10 players may be on the field at a time. There are to be 4 outfielders if 10 players are on the field. Until the ball is put in play, you may only have a pitcher, 1st baseman, 2<sup>nd</sup> baseman, 3<sup>rd</sup> baseman, shortstop, and catcher **positioned** inside the baseline. The outfielders may come in to help once the ball is put in play.
  - s) Time limit shall be 1 hour 30 minutes. No inning may start after 1 hour 30 minutes, however, the inning in progress will continue and finish.
  - t) No base stealing is allowed. Base runners must hold the base until the ball is hit or the runner is forced to advance.

**Penalty for Violation:**

First team offense – considered a warning.

Second team offense – runner is declared “out.”

- u) Any rules not covered above will be governed by the 10U Girls rules.

**Sec. 13** – In all 9U/10U games, the following shall apply:

- a) After *five (5)* runs are scored in any half inning, or when *three (3)* outs are made (whichever occurs first) that half of the inning shall be concluded. If in the event that the *fifth (5<sup>th</sup>)* run is attained from a continuous play, only the *fifth (5<sup>th</sup>)* run shall be counted.
- b) Whenever a third strike is not legally caught by the catcher, the batter shall be declared automatically “out”.
- c) There are no walks. After the batter receives 4 balls, the umpire will place a tee at the plate. The batter may have no more than 3 swings to put the ball in play off of the tee or they are out. Runners may not lead off or steal when the tee is in use. Pitchers must have one foot in contact with the rubber until the ball is put in play.
- d) An illegal pitch may be announced but no penalty assessed, no runner’s advance, and no outs shall occur.
- e) If called, the umpire must indicate to the offender the purpose of the call.
- f) An 11-inch softball is to be used.
- g) Free substitution in all positions except the pitcher and you bat the roster.
- h) 10 fielders are to be used.
- i) A runner starting at first or second base is entitled to steal one base only per pitch with liability to be put out when

off the bag. A runner on third may not score on a passed ball, wild pitch or dropped 3<sup>rd</sup> strike. They may however advance when a play is being made on them or any other runner.

- j) On a walk, a runner may not advance past 1<sup>st</sup> base.
- k) There is no limit to the number of innings per game pitched by a player. The **starting pitcher** may reenter the game as pitcher one time.
- l) Time limit shall be 1 hour 45 minutes, however, the inning in progress will continue and finish unless superseded by another SPAA rule (i.e., mercy rule).
- m) The infield fly rule is not in effect.
- n) An automatic out is to be called by the umpire if she/he views a base runner missing a base, upon the runner reaching the next base or after the runner has left the playing field.

**Sec. 14** – In all 12U games, the following shall apply:

- a) After *seven* (7) runs are scored in any half inning, or when *three* (3) outs are made (whichever occurs first) that half of the inning shall be concluded. If in the event that the *seventh* (7<sup>th</sup>) run is attained from a continuous play, only the *seventh* (7<sup>th</sup>) run shall be counted.
- b) If the third (3<sup>rd</sup>) strike is not legally caught, the batter/runner must be thrown out or tagged out. (dropped 3<sup>rd</sup> strike rule)
- c) Free substitution is allowed in all positions except the pitcher, and you are to bat the roster.

- d) There is no limit to the number of innings per game pitched by a player. The **starting pitcher** may re-enter the pitching position one (1) time during the game.
- e) **Each** pitcher shall be given one warning on an illegal pitch. No penalty shall be assessed, no runner may advance, and no out shall occur. If the illegal pitch is delivered and all runners including the batter – runner advance one base, then the play stands, and illegal pitch is disregarded. If all base runner, including the batter – runner do not advance at least one base, the offense has the option of taking the result of the play or the illegal pitch warning. All subsequent illegal pitches will be enforced according to USA rules.
- f) A 12-inch softball is to be used.
- g) 10 fielders are allowed.
- h) Stealing is allowed after the ball is released from the pitcher’s hand.
- i) Time limit shall be 1 hour 45 minutes, however, the inning in progress will continue and finish unless superseded by another SPAA rule (i.e., mercy rule).

**Sec. 15** – In all 14U/16U/18U games the following shall apply:

- a) After *seven* (7) runs are scored in any half inning, or when *three* (3) outs are made (whichever occurs first) that half of the inning shall be concluded. If in the event that the *seventh* (7<sup>th</sup>) run is attained from a continuous play, only the *seventh* (7<sup>th</sup>) run shall be counted.

- b) There is no limit to the number of innings per game pitched by a player. The **starting pitcher** may reenter the game as pitcher one time after being removed.
- c) A 12-inch softball will be used.
- d) Free substitution is allowed in all positions except the pitcher, and you are to bat the roster.
- e) 9 fielders are to be used.
- f) Time limit shall be 1 hour 45 minutes, however, the inning in progress will continue and finish unless superseded by another SPAA rule (i.e., mercy rule).

**Sec. 16** – Catchers in all divisions must wear helmets, facemasks, body protectors, and shin guards. While warming up a pitcher in your own age group or older, you must wear a facemask. It is the recommendation of the SPAA that anyone warming up a pitcher wear a facemask for your own protection.

**Sec. 17** – Aluminum, composite, and wood bats are permitted in all divisions. All bats must be marked “Official Softball” with a 1.20 BPF stamp on them by the manufacturer to be legal. 6U, 7U and 8U divisions may use “T-ball” bats as long as they have a 1.20 BPF stamp on them.

**Penalty for violation:**

If a batter enters the batter’s box with an illegal bat or is discovered having used an illegal bat and the infraction is detected before the next legal or illegal pitch, the batter shall be called out. All other runners must return to the base occupied at the time of the pitch unless they were put out on the play.

## **Part III – Special Fall Rules for 6 – 18 years of age**

### **Rule 1 – Playing Rules**

**Sec. 1** – This is an eight (8) game league with play beginning mid to end August.

**Sec. 2** – Time limit will be 1 hour 30 minutes for all divisions. 6U, 7U, 8U, 9U boys, 6U, 7U, 8U, 9U and 10U girls will have a 5 - run limit per inning while all remaining age groups have a 7 - run limit per inning.

**Sec. 3** – Each team may carry up to 18 players on their team.

**Sec. 4** - Players will play in the age group they will be in the following spring. Individual players may play on 2 teams within the same age group as long as one of the teams is playing in the top division for that age group. Individuals may not play on 2 teams in the same age group that are ranked the same. In the event there is only 1 division in an age group, players may only play one 1 team in that age group. No more than 6 top division players may play on any one team which is playing lower than the top division for that age group.

**Sec. 5** – There is no ranking for fall ball unless there are more than 9 teams registered in an age group.

**Sec. 6** – No player shall be added to a team once the team has stepped on the field for their final 50% of their schedule for that season.

**Sec. 7** – Uniforms do not need to match for fall. No numbers on the uniform shirt as well as duplicate numbers are allowed in fall ball, providing there is a distinguishing characteristic about the uniform shirt.

**Sec. 8** – Bat restraints for 14U boys (-5 drop) do not begin until Spring. Fall is played with 13U bat restrictions.

**Sec. 9** – Awards will be issued to 1<sup>st</sup> and 2<sup>nd</sup> place in each division. If two or more teams are tied for a league championship at the close of the regular league schedule, a tie shall be declared for first place and awards awarded to those teams. In this case, no 2<sup>nd</sup> place award will be awarded. If first place is won without a tie and two or more teams are tied for second place, awards shall be awarded to the 1<sup>st</sup> place team and all teams tied for 2<sup>nd</sup> place.