



## **THE BALLPARK AT PCAA SPRING 2024 BASEBALL RULES**

1. If any rule is not covered herein, the official USSSA Rules shall apply. Any rule herein that conflicts with the official USSSA Rules shall take precedent.

2. BASE AND PITCHING DISTANCES are as follows: AGE GROUP BASE PATH PITCHING DISTANCE

4U, 5U, 6U 35/40' 25

7U, 8U 60' 42' (front edge of pitching circle)

9U, 10U 65' 46'

11U, 12U 70' 50'

3. AGE LIMITS: Age Based with Grade Exceptions Divisions:

4U Division - Players who turn 5 prior to May 1, 2024 of the current season are not eligible unless they are in Pre-Kindergarten-4. Also, any player turning 6 prior to Aug 1, 2024 will not be eligible.

5U Division - Players who turn 6 prior to May 1, 2024 of the current season are not eligible unless they are in Pre-Kindergarten. Also, any player turning 7 prior to Aug 1, 2024 will not be eligible.

6U Division - Players who turn 7 prior to May 1, 2024 of the current season are not eligible unless they are in Kindergarten. Also, any player turning 8 prior to Aug 1, 2024 will not be eligible.

7U Division - Players who turn 8 prior to May 1, 2024 of the current season are not eligible unless they are in the 1st grade. Also, any player turning 9 prior to Aug 1, 2024 will not be eligible.

8U Division - Players who turn 9 prior to May 1, 2024 of the current season are not eligible unless they are in the 2nd grade. Also, any player turning 10 prior to Aug 1, 2024 will not be eligible.

9U Division - Players who turn 10 prior to May 1, 2024 of the current season are not eligible unless they are in the 3rd grade. Also, any player turning 11 prior to Aug 1, 2024 will not be eligible.

10U Division – Players who turn 11 prior to May 1, 2024 of the current season are not eligible unless they are in the 4th grade. Also, any player turning 12 prior to Aug 1, 2024 will not be eligible.

11U Division - Players who turn 12 prior to May 1, 2024 of the current season are not eligible unless they are in the 5th grade. Also, any player turning 13 prior to Aug 1, 2024 will not be eligible.



12U Division - Players who turn 13 prior to May 1, 2024 of the current season are not eligible unless they are in the 6th grade. Also, any player turning 14 prior to Aug 1, 2024 will not be eligible.

In addition to the birth certificate for any player who is playing under a Grade Exception, Team Coaches must have a copy of the player's current report card or official school ID with the Grade shown, or any official school document stating the grade readily available upon demand during League games. It is the Team Coaches responsibility to provide copies of the additional required documents to Sandlot at PCAA at least 14 days prior to the start of the season. If a player is protested and the Team Coach does not have a copy of the player's birth certificate and/or required grade exception documents immediately available upon demand, the team may forfeit the game. The illegal player will also be removed from the offending team's roster and additional penalties may be applied to the illegal player and/or team coaches.

4. TEAM ROSTERS: All players must register through PCAA and pay all registration fees before practicing or playing in a game. No player who has not registered with PCAA will be allowed to play. Teams are limited to the players on their official roster with PCAA no pick up players for games. A team with an illegal player will forfeit the game and may be disqualified from all league standings for the season and any awards. Players may not switch League teams during the season without prior written approval by PCAA. PCAA will determine if a player is allowed to switch teams mid season if there is a situation where both the coach and parent are in agreement, or the Board of Directors of PCAA determines the child would be better off placed on another team. PCAA may require coach and parent approval before allowing a player to change teams mid season.

#### 5. EQUIPMENT:

**BATS:** All bats for age divisions 12 and younger must be permanently stamped with the new USSSA 1.15 BPF Mark, or BBCOR.50 Certified Mark, or current USA bat stamp, or compliant wood. There are no restrictions on bat weight or bat length for 4U-12U. It is the coach's responsibility to make sure the team bats are complying.

**CATCHING GEAR:** The catcher shall wear all appropriate protective gear including a catcher's helmet with facemask and either a built-in extended throat guard or a separately attached throat guard, chest protector, shin and/or leg guards, and protective cup. In all age divisions 12U and below, the catcher's helmet shall fully cover both ears. Chest protectors must have a stamp/label showing it meets NOCSAE Standard. It is the Team Coach's responsibility to make sure the catcher's gear is compliant.

**BATTING HELMET:** All offensive players shall use a double ear-flap helmet whenever at bat, on deck, on base or any other time outside of the dugout and the ball is live and in play.



**ADDITIONAL PROTECTIVE GEAR:** Players may use additional protective equipment when they deem it appropriate.

**GAME BALLS: AGE BALL REQUIREMENTS** 4U, 5U, 6U Safety T-Ball – 9” or equivalent 7U, 8U, 9U, 10U, 12U, WB Leather Cover 9” Baseball – Diamond Dol-A or equivalent. Each team is responsible for providing two baseballs compliant with the ball requirement in the guidelines above for each game played. Team Coaches must obtain Umpire approval of all game balls prior to use. In the event the original game balls are no longer available for use due to damage or loss, the teams may provide additional balls to be used so long as they comply with the ball requirements set forth above and are approved by the Umpire. Teams are responsible for returning their game balls to the field of play in a timely manner to prevent game delays.

6. **UNIFORMS:** All players must wear baseball pants, cleats or athletic shoes, and a suitable shirt or jersey tucked into their pants. All players must have a number on their jersey or shirt. Duplicate numbers are not allowed. Violation of the uniform rules shall result in the violator being allowed to immediately conform or be removed from the game. Managers and coaches may wear athletic type gear. **CLEATS:** In age divisions 4U-12U, non-metal cleats or athletic shoes shall be worn.

7. **TEAM WARM-UP:** No warm-up or practice of any kind is allowed on the infield prior to the game starting. Teams may warm up in the outfield and warm-up areas only. There is no batting practice allowed on the field and no soft toss into the fences. Field 4 is not open for warmups infield or outfield. Batting Cages are open to warm-up in. Penalty: Any team violating the warm-up rule will receive one warning. Any additional violation will result in the team forfeiting the game.

8. **HOME TEAM:** The Home team will be listed on the schedule and will occupy the 3rd base dugout.

9. **SCORING:** Home team is responsible for keeping an official book. Home team's scorekeeper must be near the home plate umpire during the game. The visiting team may also keep a score book. In the event of a conflict between the Home book and the Visitor book the Umpire is responsible for determining which book is correct. The Home team shall designate someone to run the scoreboard. The score card must list the runs scored as well as the pitcher's names as they appear on the roster and innings pitched for all 9U, 10U, 11U, and 12U games. Both team coaches **MUST** sign the umpire's scorecard after the game. The umpire's scorecard is the official scorecard.

10. **MINIMUM AMOUNT OF PLAYERS:** A minimum of 7 players is required to start a game. One out shall be assessed for the 8th and 9th player missing from the batting line up until such time an additional player from the official roster arrives. Any player arriving after the start of the game must be added to the bottom of the line-up unless the player's batting position has not yet come up, in which case the batter may assume his position in the line-up. **EXCEPTION:** Age divisions 4U, 5U, 6U, 7U, and 8U must



have a minimum of 8 players to start a game. One out shall be assessed for the 9th and 10th player missing from the batting line up until such time an additional player from the official roster arrives. Any player arriving after the start of the game must be added to the bottom of the lineup unless the player's batting position has not yet come up, in which case the batter may assume his position in the line-up.

11. FORFEITS: If a team forfeits a game with less than 12 hours notice to PCAA, a fine will be assessed against the team. If notice of a forfeit is given to PCAA less than 12 hours before game time, the team shall be assessed a \$50 fine to be paid 24 hours before the team's next game. If no notice of a forfeit is given to PCAA, the forfeiting team shall be assessed a \$100 fine to be paid 24 hours before the team's next game. No team shall cause postponement of a game. A team that is not ready to play when the Umpire is ready for the initial plate meeting shall forfeit the game. A team, after paying the forfeiture fine, may appeal the fine in writing to the Board of Directors. If the Board of Directors waives the penalty, the fine will then be refunded to the team.

12. PLAYER SUBSTITUTIONS: You must play with the players listed on your team roster that was filed with PCAA.

13. GAME LENGTH: AGE TIME OR INNINGS ALLOWED:

4U, 5U 40 minutes or 3 innings

6U 50 minutes or 5 innings

7U, 8U 60 minutes or 6 innings

9U, 10U, 11U, 12U 1 hr. 5 minutes or 6 innings.

The Umpire shall keep the official game time. If time expires while the visiting team is at bat AND the home team is losing, the home team shall have the opportunity to complete the bottom of the inning. League Games may end in a tie. Game time begins at the conclusion of the plate meeting between the Umpires and Team Coaches.

14. RUN RULE: A game may end if time on the clock runs out, the number of innings played is reached, or one of the Run Differential After Innings set forth below is met: AGE RUN DIFFERENTIAL AFTER INNINGS All Ages 20 Runs at any point in the game (Mercy Rule)

4U, 5U, 6U, 7U, 8U- Each team is limited to 7 runs per inning. The side shall switch once a team scores 7 runs or has 3 outs whichever occurs first.

9U, 10U, 11U, 12U, – League Each team is limited to 7 runs per inning. The side shall switch once a team scores 7 runs or has 3 outs whichever occurs first. 14 runs after 3 innings 10 runs after 4 innings 8 runs after 5 innings.



15. COMPLETE GAME: In the event a game is called before the completing of the time limit, innings allowed, or run rule is applied, the game shall be deemed complete if 2 or more innings have been played and the Home team had last at bat unless the home team was winning at the time the game was called.

16. COURTESY RUNNERS: A team may use a courtesy runner for the pitcher or catcher at any time in the inning. A courtesy runner must be the player who recorded the last out or a player on the bench who is not currently in the lineup. If the courtesy runner is a bench player who is not currently in the game, the player may only serve as a courtesy runner once an inning unless running for the same player. If a courtesy runner is determined to be illegal the runner is out and an out will be assessed against the batting team.

17. PLAYER CONTACT: No player shall run over or into or knock over another player unnecessarily or with malicious intent. Penalty: The Runner will be called out and may be ejected from the game if in the determination of the Umpire the contact was unnecessary or done with malicious intent. Tags by the catcher or a baseman may not be applied unnecessarily rough or with malicious intent. Penalty: The Runner will be allowed the next bag if in the determination of the Umpire the contact was unnecessary or done with malicious intent. No player shall block a base or home plate without the ball in possession. Penalty: The Runner will be allowed the next base. ANY PLAYER MAY BE EJECTED AT ANY TIME FROM A GAME AT THE UMPIRE'S DISCRETION IF THE UMPIRE BELIEVES THE PLAYER'S BEHAVIOR IS HARMFUL, DISRESPECTFUL, OR DANGEROUS TO THE OTHER PLAYERS.

18. BAT THROWING/EQUIPMENT THROWING: Batters may not throw the bat. The umpire will give one warning per game per team to the coach. On the second and subsequent occurrences, the batter's turn will be over and an out will be recorded. If a player throws any equipment in anger, on or off the field, the umpire shall issue a warning for the first offense and eject the player for the second offense. The umpire shall skip the warning and eject the player on the first offense if the umpire deems the player's actions put any player, umpire, fan, or coach in danger.

19. DISPUTED CALLS PROCEDURE: Judgment calls and ball and strike shall not be disputed. Disputing judgment calls will result in immediate ejection. For example, a judgment call is whether a player is out or safe on a play. However, a non-judgment call would be whether a defensive player had their foot on the bag at the time of the play or the other umpire had a better angle on whether tag was applied. The proper procedure for a coach to discuss a nonjudgment call is to: call time; calmly approach the umpire that made the call and calmly discuss the issue you want to present to the umpire. The coach can ask the umpire to discuss nonjudgment calls with the other umpire on the field. However, no umpire is required to ask the other umpire for assistance. A coach will be immediately ejected for aggressively approaching



an umpire or not discussing the issue in a calm manner. REMINDER: The coaches set the tone for their player and fans. PCAA expects coaches to set a positive example and act in a professional manner.

20. PROTEST PROCEDURE: All protests must be made by the Head Coach. JUDGMENT CALLS MAY NOT BE PROTESTED.

21. ZERO TOLERANCE POLICY: Head coaches are responsible for their conduct, their player's conduct, their assistant coaches, and fans conduct. It is the Head Coach's responsibility to make all coaches, players, and fans aware of the Zero Tolerance Policy prior to and during the game if a problem arises. Heckling of any kind (including players heckling the other team or unnecessarily chanting while play is going on) is not allowed. No one may approach or yell at an umpire to argue a play or play made. There are established Dispute and Protest Procedures that shall be followed. No other form of protest is allowed. Disrespectful conduct by a coach, player, or fan is not permitted. No individual is allowed to say anything to an opposing player/coach or player/coach on their team unless it is a positive comment. If anyone breaks these rules or is creating a scene, the Umpire will stop the game and address the issue with both coaches. One warning will be issued to both coaches upon the first stoppage of play. If the Umpire must stop the game a second time, the First Base Coach of the offending team will be ejected from the game. If the Umpire must stop the game a third time, the Head Coach will be ejected from the game. If the Umpire must stop the game a fourth time, the game will be called and one or both teams may be deemed to have forfeited the game, alternatively at the discretion of the Umpire, the score at the time the game was called may be used to determine the winner and standing. The Umpire, in its sole discretion, may forgo the warning and enforce any penalties for coach, player or fan behavior. **NO ONE MAY ARGUE BALLS AND STRIKES.** Questionable calls may be made during a game. The Dispute and Protest Procedures are available to address protestable issues. If a call is not protestable, the call of the Umpire shall stand and be accepted. Anyone ejected from the game by the Umpire must leave the ballpark immediately and not cause any further delay to the game. The ejected person may not return to the ballpark for any reason until the next scheduled game. If a person is ejected more than once, the person may be banned from returning to the park for the remainder of the Season.

23. ADDITIONAL PARK RULES:

**OUTSIDE FOOD AND DRINK:** A player shall be allowed to bring in a personal water jug or drink. No other outside food or drinks are allowed in the park.

**WEAPONS OR FIREARMS:** No weapons or firearms are allowed.

**PETS:** No pets are allowed.

**TOBACCO/MARIJUANA/ILLEGAL DRUGS/ALCOHOL:** No use of ANY tobacco/marijuana, illegal drugs, or alcohol products are allowed.



TRASH: The Team Coach is responsible for making sure the dugout is free of trash prior to leaving. Failure to reasonably clean up the dugout may result in penalties against the offending team.

MISCELLANEOUS: No one is allowed on the infield when they are not in use. It is the Team Coach's responsibility to make sure players, fans, and siblings remain off of the infield.

Children should be supervised by an adult or responsible older child at all times. No one shall be allowed to dig in the dirt or damage the park property in any way.

### **Division Specific Rules**

4U,5U,6U T-Ball: 1. The batting team's coach will position the tee one time for each of the batters. If the batter hits the tee and it moves out of position, the coach may reset the tee to the original location. 2. The umpire will call "Play Ball" when the ball is on the tee and everyone is ready. 3. The ball must be put into play due to an act of the bat striking the ball and not as a result of the bat striking the tee. If the bat strikes any part of the ball, even in combination with the tee, the ball is in play. 4. The batter can only address the ball on the tee twice. If addressed three (3) times, a strike will be called on the batter. If three strikes are called the batter is out. 5. Each player will get three attempts to put the ball in play before an out is called. 6. The batter must hit the ball outside of a 3 foot radius in front of the plate before it is considered in play. 7. The coach is responsible for removing the tee from home plate after the ball is put in play. 8. Free field substitution and full roster batting shall be utilized. 9. The pitcher must have both feet inside the "pitcher's circle" until the ball is hit. 10. Runners may only advance one base on an infield hit and two bases on an outfield hit. A batted ball clearing the outfield fence in fair territory is a home run and all base runners including the batter may proceed home after touching all of the bases. 11. If a parent or coach, in the opinion of the umpire, intentionally interferes with a play, the batter and all other base runners will be allowed to advance the maximum number of bases. 12. The batting team may have one coach at the plate to position the tee and ball, one coach on the first base line and one coach on the third base line. 13. No stealing of bases or leading off is allowed. A base runner must be in contact with the base when the ball is hit. 14. No bunting is allowed. 15. A batter may only advance to first base on an infield hit regardless of overthrows, etc. Other base runners already on base must advance one base if it is a force situation and may advance one base at their own risk if it is not a force situation. A base runner may not advance more than one base on an overthrow of an infield hit. 16. There is no infield fly rule. 17. Six parents are allowed on the field for defensive positions to help instruct the players. The parent is not allowed to touch the ball or interfere with a play. 18. The player at the pitching position must stay in contact with the pitching rubber until the ball is legally hit. No pitcher may



stand or play closer to home plate than the designated pitcher's mound until such time the ball is in play.

19. Teams must put players in the 9 regular playing positions (pitcher, catcher, first, second, third, short-stop, left field, center field, right field) first. Any additional players are allowed to play the outfield.

20. If a player is injured, the Umpire has the discretion to stop play and return all runners to their last earned base.

21. A team must have a minimum of 8 players to start a game. One out shall be assessed for the 9th and 10th player missing from the batting line up until such time an additional player from the official roster arrives. Any player arriving after the start of the game must be added to the bottom of the lineup unless the player's batting position has not yet come up, in which case the batter may assume his position in the line-up.

**6U Exceptions**

1. The batting team may have one coach at the plate to position the tee and ball, one coach on the first base line and one coach on the third base line. Additionally, the defensive team may have one coach placed in the outfield, but the coach must remain stationary unless the coach must move to avoid interference with a play. Two additional defensive coaches are allowed in the outfield, one in Right Field and one in Left Field, but remain against the fence in foul territory.

2. Teams must put players in the 9 regular playing positions (pitcher, catcher, first, second, third, short-stop, left field, center field, right field). Three additional outfield rovers are also allowed. The Rovers may not play in the infield. All other players must remain on the bench but may be freely substituted into any defensive position the next inning. Substitutions during an inning are not allowed if doing so will interrupt game play.

**7U and 8U COACH PITCH**

1. Foul Ball Arc: (7u only) There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must touch or go past this line to be a fair ball.

2. Safety Arc: There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.

3. Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge at forty-two (42) feet from the rear point of home plate. The player in the pitching position must have both feet inside the circle when the ball is pitched.

4. Pitcher's Line: There shall be a line drawn from the pitcher's circle to the safety arc. The pitching coach shall keep one foot on or straddle the pitcher's line. The pitching coach shall not verbally or physically coach while in the pitching position. The lead foot of the pitcher must stay behind the safety arc. There will be one warning per game, then an automatic strike will be called if the foot crosses the safety arc.

5. The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit. Penalty: If a coach violates this rule after the ball is pitched, obstruction shall be called. Additional Penalty: If a coach violates this rule before the ball is pitched, the coach will receive a warning. If a coach violates this rule again, the coach may be removed as the pitcher for the remainder of the game.

6. Pitching Coach: The Pitching Coach shall be an adult at least eighteen (18) years of age.

7. The catcher shall receive the pitch in the catcher's box in a





normal baseball manner. If in the Umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there shall be a warning issued. If the act continues after the warning, the offending team's coach shall be ejected. Catcher's must wear all protective catching gear including all equipment required under the EQUIPMENT section of these rules. 8. A team may have up to ten (10) defensive players with no more than six (6) players in the infield at the regular positions (pitcher, catcher, first, second, third, and short-stop. Additionally, a team is allowed up to four (4) players in the outfield including a left fielder, center fielder, right fielder and a rover who may not play in or assume an infield position. All outfielders shall stay behind the infield dirt until the ball is put in play. 9. The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit. 10. Defensive coaches shall not be allowed on the field of play and shall coach from the dugout. 11. The Infield Fly Rule shall not be in effect at any time. 12. The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order. 13. Teams may use free substitution on defense but the batting order shall remain the same. 14. Bunting shall not be allowed. 15. The batter shall receive a maximum of Six (6) pitches or three (3) swinging strikes. The bat is extended if the last pitch is hit foul or is a foul tip. 16. No Intentional walks are allowed. 17. Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate. A player that leaves the base before the ball is hit or reaches home plate shall be called out. Leaving a base early is in the sole discretion of the umpire. 18. A courtesy runner for catcher of record for the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team. A courtesy runner is Mandatory for the catcher if there are two outs. 19. A team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs. 20. Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule. When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called. 21. When a batted ball hits the Pitching Coach, the following shall apply: A) If in the Umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance. B) If in the Umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared. 22. Teams shall have 60 seconds between half innings to change from offense to defense. Should the team changing to defense take longer than 60 seconds in taking its fielding positions, the umpire shall award the batter a ball for each 30 second delay beyond the 60 second time limit. This award shall be loud and obvious. Should the batter receive four such balls, he/she will be awarded a walk. This is the only walk allowed. Flagrant disregard for this rule can also result in ejection of the coach



from the game. 23. In case of an injured player, the umpire has the discretion to kill play and return runners to their last gained base. 24. On overthrows, the runner or runners can advance until the lead runner stops advancing. The runner can be thrown out. The ball becomes dead when the lead runner stops trying to advance. It is in the umpires' judgment which base the back runners are given when the ball is called dead. 25. The number of offensive coaches on the field will be restricted to three (3). Further, their placement shall be restricted to the first and third base coaching boxes and the pitching circle. The other coaches shall remain in the dugout area. Coaches may not instruct players from behind the backstop or from other spectator areas. Violation will result in the player being called "out." 26. A warning will be given to a team the first time a player tosses or throws his bat in a flagrant or detrimental way. Only one warning per team. On the second and subsequent occurrences, the batter's turn will be over and an out will be recorded. 27. A team must have a minimum of 8 players to start a game. One out shall be assessed for the 9th and 10th player missing from the batting line up until such time an additional player from the official roster arrives. Any player arriving after the start of the game must be added to the bottom of the lineup unless the player's batting position has not yet come up, in which case the batter may assume his position in the line-up. 8U Exceptions 1. Bunting is allowed. EXCEPTION: No bunting is allowed of any kind when a base runner is on 3rd. A batter who shows bunt, must bunt and will be called out if the bunt is shown and then the bat is pulled back and the batter swings. In this instance, no runners will be allowed to advance.

9U,10U,11U KID PITCH: 1. Infield Fly Rule will be allowed. It is at the judgment of the umpire. 2. On a dropped 3rd strike, the catcher has to throw out the batter-runner or tag him. 3. Full roster batting and free substitutions. If the pitcher is removed from the mound for any reason, he will not be allowed to re-enter later in that game as a pitcher. 4. With 2 outs, it is suggested to use pinch runners for the pitcher and catcher. The runner will be the player who made the last or previous out. The pinch runner cannot be the pitcher or catcher going into the game during the teams next defensive inning. 5. If a pitcher pitches more than 3 innings in one day, the pitcher must have one day of mandatory rest. 6. There will be one warning per pitcher on balks. After that, balks will be called. Any balk or warning is a dead ball.