

# 2020 Spring BASEBALL INTER-LEAGUE RULES

## Age Group specific interleague rules

### 6U

- 1) Ball hit off the tee is a max of 2 bases during interleague games unless ball is out of the park then the homerun will count
- 2) Mercy run rules is 15 after 4
- 3) 5 swings MAX with at least 3 off coach pitcher. If child fouls the 5th pitch from the coach, they will continue batting.
- 4) One base advance on overthrow- at risk
- 5) Two defensive coaches on field (on grass, in outfield)
- 6) 5 runs max per inning
- 7) **Time limit: 1:15**
- 8) Teams may play with 8 players without penalty

## 8U Hybrid

1. *Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baselines.*
2. *The coach pitcher will pitch from a standing position because a kneeling pitcher, due to their limited mobility, has voluntarily placed themselves at a much greater risk of being hit by a batted ball. As such, the penalty listed for this will be enforced & the kneeling coach pitcher will be asked to pitch from a standing position or removed from the coach pitcher position.*
3. *Runners shall not advance from third (3rd) base to home unless the runner is batted home or forced by a base on balls, hit batsman, or award from the umpire. Runners shall not advance from third (3rd) base on passed balls or wild pitches.*
4. *The batter is out and shall not advance to first (1st) base on a dropped / missed third (3rd) strike by the catcher.*
5. 6 steals per game
6. 5 runs max per inning
7. **Time limit is: 1:30**
8. Max of 3 innings pitched in a game, 5 innings per week
9. Mercy rule is 15 after 4
10. Teams may play with 8 players without penalty

# 8U Hybrid Pitching Rules

## Player pitch phase

1. Player pitcher throws 3 pitches MAX per batter
2. Batter either puts the ball in play OR strikes out- called or swinging.
3. If the player pitcher throws 3 called balls the coach pitch phase starts.
4. If the batter fouls off the third player pitch with 2 strikes on him he then enters the coach pitch phase with a 2-strike count.
5. Hit batsman results in a dead ball and batter is awarded first base BUT only During the player pitch phase

## Coach pitch phase

1. Coach pitcher will remain in contact with the portable mound and standing when delivering the pitch
2. If a batter has 1 or 2 strikes on him this count carries over into the coach pitch phase of the at bat and the batter starts the Coach pitch phase with this count.
3. Coach then throws 3 pitches to batter BUT IF he has 2 strikes from player pitch phase and Swings and misses at any of the three coach pitches he is out.
4. If batter does not put the ball in play OR takes these three pitches he is out- UNLESS he fouls off the third pitch and his AB continues IF he continues to foul off pitches.

## **10U**

Georgia USSSA rules **with the exception** of runner on third attempting to advance to home the following will govern:

- Runner on third ***IS NOT*** allowed to attempt to advance home under the following situations:

### **1. Any "suicide" squeeze.**

- Runner on third ***IS*** allowed to attempt to advance home under the following situations:

1. A passed ball or wild pitch
2. The catcher OR pitcher throws to another fielder in an attempt to tag any runner that is currently off his base OR attempting to advance to the next base
3. Fairly batted or bunted ball
4. Is forced

1. 5 runs per inning limit
2. Max of 3 innings pitched per game, 5 per week
3. **Time limit is: 1:40**
4. Mercy rule is 15 after 4
5. No slashing (showing bunt, pulling back and swinging). Batter will be out.
6. Teams may play with 8 players without penalty

## **12U**

- 1) Max of 4 innings pitched per game, 6 per week
- 2) **Time limit is: 1:40**
- 3) 7 runs per inning limit
- 4) **Mercy run rule is 15 after 4 OR 8 runs after 5 innings**
- 5) Teams may play with 8 players without penalty.

## **14U & 16U**

- 1) Max of 4 innings pitched per game, 6 per week
- 2) **Time limit is: 1:50**
- 3) 7 runs per inning limit
- 4) **Mercy run rule is 15 after 4 OR 8 runs after 5 innings**
- 5) Teams may play with 8 players without penalty.

### Game ending procedure

1. No new inning shall start after the time limit imposed per age group has expired.
2. The home team shall not start their turn at bat IF they are winning **and** imposed time limit has expired prior to their turn at bat.
3. If the home team is batting AND is ahead AND the time limit expires, the home team **batter** will finish his at bat and all subsequent results of his at bat shall occur and be recorded and then the game shall end.
4. If an inning starts AND time expires AND the visiting team cannot win due to the max runs per inning limitation play will continue until the visiting team accumulates 3 outs THEN all subsequent results of this ½ inning will be recorded and the game shall end.
5. *If the home team is behind **AND** batting **AND** the time expires **AND** they are behind by a margin greater than the max runs per inning limit the inning will continue until all outs are recorded BUT if an **over the fence home run** is hit all runs will count regardless of the limit per inning rule and if this home run results in a score greater than the visitors score the home team will be declared the winner and the game shall end **BUT IF** the results of this home run do not result in a score greater than the visitors score the inning will continue until the home team has recorded 3 outs OR the max runs per inning limit is reached and if so the game will end with the visitors declared the winner.*

### Tie game at the end of regulation play procedure:

1. Tiebreaker shall **start with one (1) out** awarded for both teams in their offensive half of the **inning**.
2. The tiebreaker begins with the player making the last recorded out of the previous inning starting as a runner on second (2nd) base.
3. A legal substitution, if available, **may** be made for the runner scheduled to start at second (2nd) base IF the scheduled runner is the Pitcher or Catcher of record the previous inning, a legal Courtesy Runner, if available may be used.
4. If after one (1) inning, the score remains tied, the game shall be declared a tie and both teams shall be awarded one-half (1/2) a win and one-half & (1/2) a loss for the contest.

### Home run scoring:

*In all age groups, we have max runs per inning limit.*

*BUT if a player hits an **out of the park home run** all runs will be counted REGARDLESS of the run limit.*

***Example:** Age group X has a 5 run max per inning AND Team "A" is batting AND has scored 4 runs that half inning AND 1, 2 or 3 runners are on base AND the batter hits a ball **over the fence**- ALL runs will be counted and that half of the inning will end.*

***IF** a team has not reached the max runs per inning with the home run results they will continue batting and all subsequent runs will be counted until team "A" has reached the max runs per inning and/or has accumulated 3 outs.*

*Please remember this **does not apply** with an "Inside the park" home run. In this case the max runs per inning limit applies.*