

NWRRA BASEBALL RULES

AGES 9-10 YEARS and 11-12 YEARS

REVISED 3/30/2007, 2/10/08, 1/19/2010, 1/18/2011, 3/31/13, 1/22/14, 2/23/16, 9/8/16, 2/10/20

These are our 'House Rules'. These rules will supersede USSSA Baseball Rules. These are “working” rules and can be changed when necessary by the NWRRA Commissioner. The Commissioner must notify all necessary parties of changes as soon as possible.

General Rules

KEEP IN MIND THAT THE CHILDREN COME FIRST!!!

1. The home team on the schedule will prepare the field for play (raking and lining) prior to game time. The visiting team will put the field back into playing condition after the game. The home team will furnish at least two game balls. Home team will keep the official book during the game and the visiting team will run the scoreboard.
2. There is to be no batting practice or infield practice on the playing field before a game! Before a game will defined as 1 1/2 hours before the scheduled starting time. Both teams should have ample field space available in the outfield for players to warm up. There is no batting or soft toss allowed against the fence. The first violation is a warning by the league commissioner. The second reported violation will result in the forfeiture of that game for the violating team.
3. Steel cleats are not permitted.
4. USSSA bat rule is enforced.
5. A time limit of one (1) hour and twenty-five (25) minutes will be observed. An official inning starts whenever the last out has been recorded in the bottom of the proceeding inning. Umpires will keep the official time, not Scorekeeper or coaches.
Note: No inning shall start after 1 hour and 25 minutes. Should the home team be batting and ahead at such time, the umpires shall call the game as official.
6. Games length is 6 innings, or until the time limit has been reached, **regardless of the score**. If the game is tied after the time limit has expired or after 6 innings have been completed, the game will remain a tie, no extra innings will be played.
7. There will be a six (6) run limit per half-inning. If on the last at bat of the 1/2 inning a home run is hit all runs scored on the play will count as part of the official score (thus a maximum of nine runs be scored). This home run must be a ball hit over the

fence. No inside the park homeruns will count above the limit of six (6).

8. No maximum run rule per game.
9. Temporary game suspensions due to bad weather or extended time-outs due to injury do not count as part of the normal game time. Confirm with the umpire and scorekeeper that they are aware of this "halt" in game-time and are making the necessary adjustments.
10. Inclement weather is detected in the area remove all players, coaches, and umpires from the field of play immediately. Once lightening is detected in the area a game may not resume until minimum of 20 minutes after the last evidence of lightening. Time waiting will not count as "Playing Time".
11. There is "Free Substitution" on defense, except for the pitcher. - see rules regarding pitching limitations. **All players must play half of the game on defense. Players may not sit out two defensive innings in a row or sit more than two innings in a game.**

If a coach violates this rule, he/she will be given a warning by the commissioner. If a second violation occurs, he/she will be suspended for one game. If a third violation occurs, that coach will be suspended for the season. It is the Head Coach's responsibility to ensure that every player on the team participates under this rule. Use the next game to "make up" inning(s) for players "shorted" in an odd inning game. If a player only played 2 innings of a 5-inning game, then that player should play 3 out 5 innings the next game.

12. There is no "Free Substitution" on offense, except that the catcher may be replaced on the bases with a runner if there are two outs. The substitute runner will be the last recorded out.
Note: The purpose of this rule is to allow the catcher time to put on his gear to speed up the game.
13. The batting order given to the scorekeeper must list all the players on the team that are present at the game. The batting order will be from 1 through the number of players present. This is referred to as an "Extended Batting Order". If a player comes to the game late, just add his/her name to the bottom of the batting order.
Note: All players present at the game must play. If an injured player is present and can not play the league commissioner and opposing team manager must be notified prior to the start of the game. Any disciplinary action must be approved by the league commissioner prior to the beginning of the game.
14. Batting order must be strictly followed. USSSA rules will be followed regarding any violations.

15. If, while in the course of the game one of the batters is unable to bat for some reason, his spot will simply be skipped in the order without penalty to the team (no automatic outs) even if it reduces the batting order to less than 9 players. If the player recovers, put him back in the line-up.
16. A team must have 8 players in order to play an official game. If a team does not have 8 players, that team will forfeit the game. There will be no “gentlemen’s agreement” to officially play the game. However, the two teams can play a practice or scrimmage game since everything such as umpires, scorekeepers, etc., will already be in place. Game must end at the scheduled ending time.
***Note:** If a team must play a game with only 8 players, there will be no automatic outs, the team will bat 1-8. If a game has started with only 8 players and a player is unable to continue, the game will be allowed to conclude with 7 players without penalty to the team (no automatic outs). If a team gets to 6 players, the team with six will forfeit, no matter what inning, no matter what the score.*
17. Helmets must be worn by all offensive players in the field of play. Batter, on deck batter, and base runner must always have a double ear flap helmet on his head. USSSA rules will be followed regarding any violations.
18. The on-deck batter must be in the on-deck circle.
19. Infield fly rule is in effect.
20. No Head-First Sliding. Head-first sliding is not allowed. Any base runner that slides head-first will be called out. Any subsequent violations by the same player will result in the ejection of that player.
***Note:** Sliding is suggested but is not required by the runner advancing to next base. It shall be the runner’s responsibility to avoid contact with the defensive player. The Umpire will decide if the defensive player is “obstructing” the base or simply making the play.*
21. Runners may dive back to a bag.
22. If any player, coach or manager is thrown out of the game by an umpire, the offender will sit out the next game.

Age Specific Rules

9 and 10-year old:

1. There is no leading off. All base runners must remain in contact with the base until the pitched ball leaves the pitcher's hand.
Note: *"Cat and Mouse Games" between base runners and defensive players will not be allowed. Once the pitcher has the ball and steps on the rubber, the runner must commit to advance to the next base or go back to the previous base.*
2. Batters may not run on a dropped third strike. The batter is out whether the catcher catches the ball or not.

11 and 12-year old:

1. Leading off is permitted.
2. Drop third strike rule is in effect.
3. Balks against a pitcher will be generally called. If in the umpire's judgment the infraction changed the result of the play the balk will be called. Repeat violation will be called.

Pitching

If any of the following pitching rules are violated, the coach will be given a warning by the commissioner. A second violation will result in suspension for the next game. A third violation will result in suspension for the rest of the season.

1. A pitcher may not pitch more than 2 innings per game.
2. A pitcher may not pitch more than 6 innings in one week. (Example: If a pitcher pitches 2 innings on Monday, he will be allowed to pitch 2 innings on Friday, and 2 innings of a double-header or any make-up game during that same week, but not to exceed a total of 6 innings in a week's time.) . A "week" is determined as any seven-day period: Monday through Sunday, Friday through Thursday, etc.
3. Any pitcher may return to the mound one time per game, if no pitching rules are being violated.
4. A coach may make one (1) visit to a pitcher in an inning. A second visit to the same pitcher in the same inning will cause the pitcher's automatic removal.
5. **Younger age pitcher's pitching requirement**
 - A. In 9-10-year, old league, a 9-year-old pitcher must throw at least one (1) full inning, 3 outs.
 - B. In 11-12-year, old league, an 11-year-old must throw at least one (1)

full inning, 3 outs.

C. The remainder of the game may be pitched by any pitcher, if he doesn't violate any pitching rules.

D. A violation of this rule will result in a forfeit of the game.

Exception: *If the game is shortened to three innings or less, and the coach elected not to pitch a younger age group, then a 9 or 11 year old (depending on the league) must start the next game and a 9 or 11 year old must pitch at least a total of two innings in that same game.*

E. Inning interpretations are as follows:

Pitcher takes the mound but records no outs	0 innings
Pitcher records one out and throws no more pitches	1/3 inning
Pitcher records one out and throws at least one more pitch	1/3 inning
Pitcher records two outs and throws no more pitches	2/3 inning
Pitcher records two outs and throws at least one more pitch	2/3 inning
Pitcher records three outs	1 full inning
Pitcher(s) gives up maximum runs in inning	see below

- a) *3 outs will be assigned to the pitcher on record if the pitcher pitched a complete inning.*
- b) *If more than one pitcher pitches during the inning, then each pitcher will only get credited for outs recorded while pitching. **No extra outs will be credited.***
- c) *If more than one pitcher is used during the inning and all the pitchers are the 'younger age' group (9 yr. old for 9-10 league and 11 yr olds for 11-12 league), then the requirement to pitch one (1) full inning of a 'younger age' pitcher will be met.*

Rescheduling Games

Once the season has started, practice time on the field will be very limited, and as always, any official game will take precedence over practice.

1. If games need to be re-scheduled because of unavoidable conditions, such as weather, the League Commissioner will try to work with the coaches regarding dates and times, but the final decision will be the League Commissioner. Then the re-scheduled game will be considered a “scheduled game”. If a team does not show up to play the re-scheduled game, it will count as a forfeited game

End.