

2022

Ste. Gen. Boys
Summer Baseball
Rulebook

“A” Division

- A. “A” Division – (Coach Pitch) This program for young boys provides youngsters with the opportunity to enjoy the game and develop and practice baseball skills at an early age. Conventional baseball does not accomplish these goals because the pitcher has difficulty getting the ball into the strike zone. As a result, the batter does not gain confidence to hit or run the bases, and fielders do not learn how to field ground balls, catch fly balls, or throw. The average youngster can learn to play and enjoy baseball with good instruction and day-to-day experience.

For the beginner, the learning experience must be fun, with ample opportunity to practice all the fundamentals of the sport, like batting, throwing, fielding, and running.

The “A” Division should be organized to teach and develop baseball skills, teamwork, and sportsmanship and have fun. This is an important period in every child’s development. All players should be encouraged to do their best by managing personnel. The “A” Division should be fun. If it isn’t fun, it isn’t a recreational program.

The key to success is the careful selection of coaches. If the goal is to provide a program with maximum benefits, only the very best people would be selected to serve. The overall concept of the “A” Division should be total participation in a congenial environment under the supervision of competent and concerned adults. The leadership must reflect a positive and constructive direction tempered with patience. If this program is worth doing, it should be done well.

1. Returning Players – These players must be placed in the common draft system each year.
2. Roster Limit – There will be a maximum of 14 players on a team.
3. Instruction – Several hours should be devoted to teaching the fundamentals of the game before the first game is played.
4. Game Player Limit Defensive Team – 10 players will be on the field. Teams may play with seven players, provided no additional players are present. Players must be placed in standard baseball positions on the field, including the pitcher who will stand adjacent to the coach who is pitching. Coaches are permitted on the field with the defensive team.
5. Offensive Team – Either 3 outs or batting through entire lineup, whichever comes first in each inning. Each team shall bat the same number of players per inning as a maximum if needed, which will be based on the team with the most players present. Example: If team 1 has 13 kids and team 2 has 10 kids, each team will bat at the maximum of 13 kids in one inning.
6. Regulation Game Length / Time Limits – Games will last one hour & 15 minutes or six (6) innings, whichever comes first. If time runs out during an inning, the game will be stopped as scores do not count. Three full innings or 40 minutes constitute a complete game in case of rain.
7. Number of Games – Teams will be scheduled to play roughly 7 to 10 games.
8. Fouls – Same as in conventional baseball. Batter is not out of a fouled 3rd strike unless caught by the catcher or hits maximum pitches thrown. Maximum of six pitches may be pitched to a player, unless the 6th pitch is fouled off. Additional pitches may be thrown until the ball is hit into play, the ball is swung at and missed, or the batter does not swing the bat. The latter two will result in automatic outs.
9. Base Running – Runners must stay in contact with the base until the ball is hit. When all defensive players are in proper positions, the coach pitching will call “play ball” and the next batter will take a turn at bat. When a defensive player overthrows the ball in an attempt to make a play on any base, including a throw to the pitcher’s mound, the ball is considered out of play. Base runners **may not** take additional bases. When the last batter is out or ball is thrown home, “Time” shall be called and the inning shall be over. Runners may be allowed to take a maximum of two bases of any given hit. No advancement on overthrows. For example a runner on 1st base can only advance to 3rd base on a hit at most.
10. Championships – There will not be a season champion in the “A” Division. The program is designed to teach the basic fundamentals of baseball in a fun setting. Game scores and team standings will not be kept in the “A” Division.
11. Infield Fly Rule will not be enforced.

“AA” Division

- “AA” Bases 65’ Pitching 42’ (Front of machine to back of plate)
- All players must be fully uniformed, which includes baseball pants, socks, baseball cap, shoes **and** team jerseys with numbers.
- **In all age divisions non-metal cleats must be worn.**
- All offensive players shall use a double ear-flap batting helmet whenever at bat, on deck, on base or any other time outside the dugout and the ball is live. Bat Boys and / or Ball Chasers, if used, must wear a double ear-flap batting helmet whenever outside a dugout.
- The catcher must wear all appropriate protective gear: protective catcher’s helmet with face mask and throat guard, chest protector, shin guards and protective cup.
- A regulation game consists of **6 innings** unless
 - Extended because the score is tied after the completion of the regulation number of innings, in which case, play shall continue until the visiting team has scored more total runs than the home team at the end of a completed inning, or the home team scores the winning run in an uncompleted inning; or
 - Shortened because the home team needs none of its half of the last inning or only a fraction of it to win; or
 - **Shortened because an imposed Time Limit** expires; or
 - An imposed Mercy (Run) Rule shall be used if applicable, see Chart 8.03 Figure 1, to complete a regulation game when one team’s margin of lead is greater than or equal to the listed run differential in the corresponding listed start inning.
 - **LENGTH OF GAME RUN DIFFERENTIAL**
 - **15 runs after 4 innings**
 - **10 runs after 5 innings**
 - **Chart 8.03 Figure 1**
 - In enforcing any part of this rule, the home team shall not bat if they are winning and the mercy requirement is met prior to the bottom half of the listed start inning. Likewise, if the home team is batting and meets the mercy requirement in the bottom half of a listed start inning, the home team shall cease batting at that moment and the game will end.
 - **All games in the “AA” Division will be 1 hour and 30 minutes in length. NO new inning shall be started at the completion of the time limit. The before stated time limits are for regular season game in regards to ties. Ties in the post season will be played out until a winner is decided in the next completed inning after the time limit expires.**
- Whenever a tag play is evident, runners must slide, go around or seek to avoid contact with the fielder and / or catcher. Attempting to jump, leap, or dive over the fielder and / or catcher is not an act of avoiding contact. Malicious contact shall supersede all obstruction penalties.
 - Runner shall be called out and may be ejected from the game at the umpire’s discretion.
- If a game is called due to rain, weather, light failure in the case of a night game or other acts of God **and cannot be resumed, it is a regulation game if:**
 - For a scheduled six (6) inning game, if three (3) innings have been completed or if the home team has scored more runs in two (2) innings or two (2) and a fraction half innings than the visiting team has scored in three (3) complete innings or if the home team scores one (1) or more runs in its half of the third (3rd) inning to tie the score.
 - If a regulation game is called with the score tied and one (1) or more **innings** has been completed beyond three (3) innings, the score will revert back to last completed inning, or last completed half inning if the home team leads but back no further than the third (3rd) inning.
 - All games that for any reason cannot be declared a regulation game under these rules will be a suspended game. A suspended game when resumed, will resume from the exact point of suspension.
- The catcher must receive the pitch in the catcher’s box in a normal baseball manner.
- The defensive player listed as pitcher cannot leave the pitching circle until the ball is hit.
 - The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.
 - First Offense: Warning. Second Offense: Removal of player from the pitching position for the remainder of the game.
- The Infield Fly Rule is not in effect at any time.
- The batting order shall constitute all 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.
- Teams may start a game with eight (8) players. The ninth (9th) position in the batting order will be declared an out each time at bat. A ninth (9th) player and all subsequent players may be added to the batting order as soon as they become available.
 - Teams may use free substitution on defense but the batting order must remain the same.
- Bunting is not allowed.

- The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes. See rule below regarding foul tips on 6th pitch and after.
 - The 6th pitch foul is not an out or any subsequent foul tips. Any pitches after the 6th pitch or later that are not swung at or swung at and missed will result in an out.
- Runners may not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.
- Each inning shall consist of 7 runs, or 3 outs whichever comes first.
- Umpires will call “time” after every play and declare the ball dead. “Time” should 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.**
- No runners shall be allowed to advance on overthrows.
- On balls hit into the outfield, runners should stop once the ball reaches the infield and is under control.
- Pitching Machine: Then front leg(s) shall be set at a distance of forty-two (42) feet from the rear point of home plate.
- Recommended pitching machine speeds:
 - **40 MPH**
- Ten (10) defensive players will play in the field with four (4) outfielders. The fourth (4th) outfielder may not assume an infield position. All outfielders must stay behind the turf infield.
- **When a batted ball hits the pitching machine, the ball is dead, the batter is awarded first (1st) base and all runners advance one (1) base.**
- **Pitcher must stay behind the pitching machine or off to the side. For safety reason the pitcher must not stand in front of the machine for liability issues.**
- **Players shall never sit two innings in a row. Players shall sit out an equal amount of times as allowed. For example a player shall never be sitting a 2nd time, if there are any player in the field that have not yet sat out.**

“AAA” & “Major” Division

- The playing field shall be laid out according to the recommended dimensions.
 - “AAA” Bases 70’ Pitching 46’
 - “Major” Bases 80’ Pitching 54’
- All players must be fully uniformed, which includes baseball pants, socks, baseball cap, shoes **and** team jerseys with numbers.
- **In all age divisions non-metal cleats must be worn.**
- All offensive players shall use a double ear-flap batting helmet whenever at bat, on deck, on base or any other time outside the dugout and the ball is live. Bat Boys and / or Ball Chasers, if used, must wear a double ear-flap batting helmet whenever outside a dugout..
- The catcher must wear all appropriate protective gear: protective catcher’s helmet with face mask and throat guard, chest protector, shin guards and protective cup.
- The official bat shall be round in cross section for its entire length, straight from end to end for its entire length and smooth surfaced in the hitting area. The maximum diameter shall not exceed two and three quarters (2 3/4) inches and the maximum length shall not exceed thirty-six (36) inches. Any material to improve the grip may be used for a distance not to exceed eighteen (18) inches from the handle end.
- Any such material or substance, which extends past the eighteen (18) inch limitation, shall cause the bat to be removed from the game. The bat shall be constructed of wood, aluminum, or any other material or combination of materials unless such materials or combination of materials are specifically disapproved by USSSA. Such disapproval shall be in the sole discretion of USSSA and may be made without notice.
 - If the umpire discovers that the bat does not conform to above rule until a time during or after which bat has been used in play, it shall **not** be grounds for declaring the batter out, or ejection from the game.
- All bats for age divisions 15U & younger that exceed the 1.15 BPF (Bat Performance Factor) as defined for baseball bats by ASTM Standards, may be disapproved.
- Any player(s) arriving after the game has begun, shall be added to **the** bottom of the batting line-up.
- A regulation game consists of seven (7) innings for “AAA” and seven (7) innings for Major, unless the game is:
 - Extended because the score is tied after the completion of the regulation number of innings, in which case, play shall continue until the visiting team has scored more total runs than the home team at the end of a completed inning, or the home team scores the winning run in an uncompleted inning; or
 - Shortened because the home team needs none of its half of the last inning or only a fraction of it to win; or
 - **Shortened because an imposed Time Limit** expires; or
 - An imposed Mercy (Run) Rule shall be used if applicable, see Chart 8.03 Figure 1, to complete a regulation game when one team’s margin of lead is greater than or equal to the listed run differential in the corresponding listed start inning.
 - All games in the AAA & Major Division will be 2 hour in length minutes in length. NO new inning shall be started after 1 hour and 45 minutes. The before stated time limits are for regular season game in regards to ties. Ties in the post season will be played out until a winner is decided in the next completed inning after the time limit expires. **A new inning may be started as late as 1 hour and 45 minutes into the playing time.**
- **LENGTH OF GAME RUN DIFFERENTIAL**
- **15 runs after 4 innings**
- **10 runs after 5 innings**
- **Chart 8.03 Figure 1**
 - In enforcing any part of this rule, the home team shall not bat if they are winning and the mercy requirement is met prior to the bottom half of the listed start inning. Likewise, if the home team is batting and meets the mercy requirement in the bottom half of a listed start inning, the home team shall cease batting at that moment and the game will end.
- **Playing Rules:**
- A team may continue a game with one (1) less player than it started with, whenever a player leaves the game for any reason. A player who has left a game for any reason cannot return to the game.
 - If the player left the game for Communicable Disease Procedure reasons.
- If the player leaving the game is a runner, he shall be declared out.
- Courtesy runners may at any time be used for the catcher. This player is required to catch the next inning.
 - For teams using a continuous line-up, the courtesy runner shall be the player whom recorded the last batted out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If a courtesy runner is determined to be ineligible, a proper replacement (if available) will be used without penalty. If no proper courtesy runner is available, the catcher must run for themselves.
- In age divisions AAA and Major Divisions, an Intentional Walk may be issued upon announcement from the catcher or pitcher.
 - **It is not necessary to throw the four (4) pitches.**

- Whenever a tag play is evident, runners must slide, go around or seek to avoid contact with the fielder and / or catcher. Attempting to jump, leap, or dive over the fielder and / or catcher is not an act of avoiding contact. Malicious contact shall supersede all obstruction penalties.
 - Runner shall be called out and may be ejected from the game at the umpire's discretion.
 - When enforcing this rule, the umpire should judge the runner's intent. If the umpire adjudges that the contact was unintentional, then the runner shall only be called out. If the umpire adjudges that the contact was intentional and / or malicious, then the runner shall be called out and ejected from the game.
 - If a game is called due to rain, weather, light failure in the case of a night game or other acts of God **and cannot be resumed, it is a regulation game if:**
 - For a scheduled seven (7) inning game, if four (4) innings have been completed or if the home team has scored more runs in three (3) or three (3) and a fraction half innings than the visiting team has scored in four (4) complete innings or if the home team scores one (1) or more runs in its half of the fourth (4th) inning to tie the score.
 - If a regulation game is called with the score tied and one (1) or more innings has been completed beyond four (4) innings, the score will revert back to last completed inning, or last completed half inning if the home team leads but back no further than the fourth (4th) inning.
 - Games that cannot be declared a regulation game by Rules
 - **shall be a suspended game.**
 - All games that for any reason cannot be declared a regulation game under these rules will be a suspended game. A suspended game when resumed, will resume from the exact point of suspension.
 - Pitching Rules & Regulations:
 - **“AAA” 7 innings per week**
 - **“Major Division” 7 innings per week**
 - For purposes of the pitching limitations rules, a pitcher is in violation of the rule if he records **any out above the pitching limits.**
 - Exceeding the maximum innings allowed in the case of a double or triple play will not be counted against the pitcher.
 - For all cumulative totals in this rule, one (1) out equals one-third (1/3) of an inning, two (2) outs equals two-thirds (2/3) of an inning and three (3) outs equals one (1) full inning. A pitcher that pitches in a game and records no outs is not charged with any innings pitched.
 - It is the responsibility of each team's manager to challenge pitching violations by notifying **the umpire-in-chief and then the League / Tournament Director.**
 - Any innings pitched or outs recorded during a game that is forfeited shall count towards the pitchers' allotted innings.
 - In Major & AAA Division, a player that pitches two (2) consecutive days must rest the third (3rd) day regardless of the number of innings pitched on either day.
 - Any violation of pitching limitation rules shall result in immediate forfeiture of the game. This may be done at any point after an illegal out has been recorded while the pitcher in violation is in the game and in the pitching position.
 - In Majors Division, pitchers will be allowed some leniency in regard to balks. Pitchers will be called for all major violations and warned for minor violations that do not affect the outcome of a play.
 - When a team is charged with its second trip to the mound in the same inning to the same pitcher, the pitcher must be removed from the pitching position. The pitcher may be moved to another defensive position.
 - 10 players may play the defensive field in the “AAA” division. 10 players for Majors Division.
 - A maximum of 7 runs may be scored in one inning in the “AAA” Division & Majors Division
 - A total of 5 warm-up pitchers for a returning pitcher and 10 warm-up pitches for a new pitcher will be allowed.
 - In the “AAA” division no leading off will be allowed until the ball leaves the pitcher's hand.
 - A team may take a pitcher out and later bring them back into the game.
- **Players shall never sit two innings in a row. Players shall sit out an equal amount of times as allowed. For example a player shall never be sitting a 2nd time, if there are any player in the field that have not yet sat out.**