

**Frisco Baseball/Softball Association
Frisco, Texas
General Rules**

Single-A Baseball



Reviewed and Updated: July 2024

FRISCO BASEBALL/SOFTBALL ASSOCIATION

GENERAL RULES

(Single-A Baseball)

1. COACHES ARE RESPONSIBLE FOR THEIR TEAM AND FAN'S CONDUCT AT ALL TIMES. PARENTS WHO ARE UNRULY WILL BE WARNED BY THE COACH AND WILL BE REMOVED FROM THE AREA, IF NECESSARY. GAME FORFEITURE CAN RESULT IF THE UMPIRE DEEMS NECESSARY.

2. The safety of the players will be prime consideration. At the direction of the umpires or League Directors, a game will be shortened due to weather or conditions potentially harmful to the players. Lightning in the vicinity will be grounds for shortening a game. The umpire will impose a 30 minute (maximum) game delay before canceling a game.

3. Incomplete games or "rain outs" will be made up if possible. The decision to make up games will be determined by the Scheduler, taking into account field availability. Some games may not be made up.

4. Game Times. Games will begin at the scheduled time, and the clock will be started.

- a. A minimum of eight players (who are present and ready to play) are needed to start a game.
- b. When a game is started with eight players, you must have at least eight players at all times. Having only seven players will result in a forfeit.
- c. If a team plays with only eight players, the batting spot of the ninth player will be considered an automatic out. This does not apply to 5U or 6U league games.
- d. Exception: If a team does not have eight (8) players (who are present and ready to play) to start the game, the umpire will start the game clock. If the team that caused the delay is the home team, that team will lose its home team status and become the visiting team. The game will start as soon as both teams have at least eight (8) players. If after ten (10) minutes a team still does not have the minimum of eight (8) players (who are present and ready to play) the games shall be declared a forfeit.
- e. In the event a team has less than 9 rostered players present (10 for 7U/8U teams), the team may play with maximum of two (2) "pickup players" in order to have the minimum of 9 players to start the game (10 players for 7U/8U). For example, a team with 6 players can only pick up two players getting them to 8 and taking an automatic out. A team with 7 players can pick up 2 players getting them to 9 and not taking an automatic out. A team with 8 players can only pick up one player and not taking an automatic out (exception for 7U /8U that can add 2 to get to 10 players). A team with 5 players must forfeit due to only allow to pick up 2 players getting them to 7 players.
 - i. Pickup players must be registered with FBSA and be a rostered member of another team within the same age group (or one age group lower), league and division (no AA players can play in Single A, regardless of age).

- ii. Pickup players count towards the minimum number required for an official game.
 - iii. Pickup players may only play an outfield position and must be listed last in the initial batting order and must wear the uniform of their original team
 - iv. Pickup players may not be added to the lineup after the start of the game
 - v. Rostered players arriving after the start of the game must be substituted for in the lineup for any pickup player utilized.
 - vi. Any player used in violation of this rule will be considered an illegal player.
- f. The officially recorded score for a forfeited game will award one run per maximum number of innings allowed at each age level. For Example: The game duration for 9U baseball is 6 innings; therefore, the forfeit score shall be recorded as 6-0.

5. Coaches shall exchange line-ups at least 10 minutes before the start of a game. The Home Team shall provide the Official Scorekeeper.

6. NO PRE-GAME WARM UPS WILL BE ALLOWED ON THE INFIELD, PRIOR TO THE START OF THE GAME. THIS INCLUDES THE PITCHER'S MOUND. All other warm ups shall be conducted in designated areas away from the field, parents and other children.

7. At no time will practices be permitted by FBSA coaches or players on a prepared or closed game field. Violation of this rule will result in a mandatory one game suspension.

8. Coaches are encouraged to make sure that their catcher is ready for the next inning, as to speed up play. In an effort to expedite the catcher's or pitcher's preparedness, a designated ("Courtesy") runner may be used for the pitcher or catcher when the pitcher or catcher is on base (Catcher Only for 7U and 8U). In this case, the designated runner will be the offensive player who made the most recent batted out.

9. A player must wear a team jersey and cap in all games. A player will not be allowed to play in any game if they are not "in uniform". Uniform includes jersey, cap, pants and socks that match the team. For safety reasons, the entire leg should be covered by combination of socks and pants. In addition, jerseys must be tucked in and caps worn on the fields at all times. Jersey may not be altered in any way. Violation of uniform rules will result in the violator being allowed to conform or be removed from the game.

10. Metal cleats are ONLY allowed in the 13U/14U Leagues.

11. Coaches are encouraged to be dressed in team uniform jersey. All coaches are encouraged to be dressed in a team uniform or, at a minimum, the color code of the team.

12. All offensive players must remain in the dugout except the batter, on-deck hitter and base runners.

13. Protective and Other Equipment

- All batters and runners must wear a protective helmet.

- The catcher must wear all assigned protective equipment at practices, games, or when warming up a pitcher. Protective equipment shall include: protective catcher's helmet with face mask, chest protector, shin guards and protective cup. (A protective cup is not required in 5U T-ball)
- All 10U and Above catchers are required to use a Catchers Mitt (versus a fielders glove)

14. Bat Rules

Big Barrel Bats (2 5/8" or 2 3/4")

- Have a permanent USSSA new mark on its taper OR
- Have a permanent USA mark on its taper OR
- Be a Qualified BBCOR bat OR
- Be a wood bat

(This means that if you have a drop 12 (-12) and it has a stamp, it is approved for use)

Small Barrel Bats (2 1/4" or less)

- Any bat is accepted

13U must use a max drop 8 (-8) bat with official USSSA 1.15 BPF mark

14U must use a max drop 5 (-5) bat with official USSSA 1.15 BPF mark

15U-18U must use a max drop 3 (-3) bat with BBCOR.50 certified mark or made of wood manufactured by a licensed USSSA manufacturer.

15. Throwing the Bat – Bat throwing is potentially dangerous to the catcher, umpire and on deck hitter.

A. Players who throw their bat or batting helmet in disgust **may** be immediately ejected from the game **at the umpire's discretion.**

B. If a bat is thrown, the offensive team will receive one warning. Any subsequent violation will result in the batter being called out.

C. If any thrown bat strikes the catcher or umpire, the umpire will call the batter out without warning.

16. Protest – No protest will be allowed or heard where a judgment call by an umpire is involved.

A. A protest must be made to the head umpire, opposing coach and official scorekeeper immediately following the disputed call before any play is resumed.

B. The protest must be entered into the official scorebook (home team's book) or lineup card, and signed by the head umpire and both head coaches. The protest must be filed in writing, within twenty-four (24) hours to the League Director (via e-mail).

C. Resolution of protest will be made by league officials after hearing from the protesting coach, the opposing coach and the umpire. A meeting may or may not be necessary for this to occur. If a meeting is required, no more than two representatives from each team shall attend.

17. Penalty for use of an illegal player shall be immediate forfeiture of the game in which the player in question is playing. At minimum, the head coach shall be suspended for one game and therefore ineligible to participate in the next scheduled game played by that team.

18. The “No Contact” rule will be in effect, meaning:

A. If a player initiates contact with a defensive player and it is deemed to be intentional, he will be called out and ejected from the game. This “ejection” does not require a one game suspension to be served by the player.

B. If a player initiates contact with a defensive player and it is deemed to be intentional, he will be called out and ejected from the game. This “ejection” does not require a one game suspension to be served by the player.

C. If the umpire feels that the contact was unintentional, the runner shall only be declared out.

D. “No contact” shall **NOT** be interpreted as “MUST SLIDE”. When enforcing this rule, the umpire shall judge the runner’s intent. If there is a play being made, it is the responsibility of the runner to avoid contact with a defensive player, even if the defensive player is out of position and “obstructing” the runners’ path. If there is no play being made, then the runner does not have to “get down”, but he must avoid contact. Consequently, if the defensive player, without the ball, alters the runner’s path in this situation, the runner SHALL NOT be called out for leaving the base path in order to avoid contact. The umpire would then call obstruction, or at the very least, warn the defensive player about “being in the path”.

E. Collisions/contact at first base (when there is an imminent play at 1B) resulting from the defender “backing into” the offensive player, are considered accidental. The umpire may rule interference if it appears the defensive players’ intent was to delay advancing. The umpire may rule illegal contact if it appears the offensive players’ intent was to initiate contact.

19. Blood Rule - Any player with visible bleeding must leave the game until you are able to stop the bleeding or cover blood. Free substitutions apply. If that player is due to come up to bat, you will skip that player with no “automatic out called”. Every team must have access to a first aid kit at all times.

20. Fair Play Rules are required as follows:

5U through 12U:

A. No player may sit out two (2) consecutive innings or more than two (2) innings per game.

B. Players that do not attend 50% or greater of the planned team practices can sit 2 consecutive innings, no more than 4 innings in a game. Coach must notify the league director and the parent prior to the game.

C. No player may sit out a 2nd inning before every other player has sat for one inning. Pitchers are exempt from this rule. Example: A starting pitcher does not have to be removed from the game just to satisfy this rule.

D. FBSA encourages that every player be given the opportunity to play several positions throughout the season.

13U/14U:

- A. No player may sit out two (2) consecutive innings or more than three (3) innings per game.
- B. No player may sit out a 2nd inning before every other player has sat for one inning. Pitchers are exempt from this rule. Example: A starting pitcher does not have to be removed from the game just to satisfy this rule.

Note: Coaches who violate the Fair Play rule may be subject to further punishment and may be asked to appear before a Coaches Disciplinary Review Committee.

21. In the case of a season record tie, the following criteria (in order listed) will be used to determine end of season standings as well as tournament seeding where applicable:

- A. Winning Percentage
- B. Head to Head Play
- C. Average Runs Allowed
- D. Average Runs Scored
- E. Coin Toss

22. Smoking or use of tobacco products in the presence of children is prohibited. This includes games, practices and any and all FBSA related events.

23. Using, possessing, or being under the influence of alcohol or illegal drugs in the presence of children is prohibited. This includes games, practices and any and all other FBSA related events.

24. The number of coaches/parents within the dugout shall be strictly enforced. Please refer to age level specific rules for these guidelines. Adults residing within the dugout or playing field over and above maximum allowable number of coaches shall be asked to exit the field or dugout. Failure to do so can result in removal from the field and/or forfeiture of game. Badges are required to be worn by any adult in the dugout or on field. Coach Pitcher can remove when pitching, but must replace and display when not on the mound

25. There shall be no extra warm-up or practice gear utilized on the playing field during an official game. Under no circumstances shall any extra warm-up or hitting tools be used for the on-deck batter. Hitting weights (donuts) ARE allowed.

26. Every player will bat in a continuous rotation. Players arriving after game time shall be added to the end of the line-up.

27. FBSA Board reserves the right to amend these rules after appropriate review and approval. During tournament play, regular season rules may be adjusted as needed. In such a case, tournament rules will supersede regular season rules. Any changes for tournament play will be provided to all coaches.

FRISCO BASEBALL/SOFTBALL ASSOCIATION

Pitching Rules (9U and up)

Reviewed and Updated July 2024

1. The following are the maximum daily limits for pitchers by age:

- 9U-10U: 50 pitches **per day**
- 11U-12U: 75 pitches **per day**
- 13U-14U: 85 pitches **per day**
- 15U-18U: 95 pitches **per day**

2. The following are the minimum rest requirements for pitchers, based on number of pitches:

- 1-20 pitches: no rest requirement
- 21-35 pitches: 1 **calendar day** of rest
- 36-50 pitches: 2 **calendar days** of rest
- 51-65 pitches: 3 **calendar days** of rest
- 66+ pitches: 4 **calendar days** of rest

3. Exception: if a pitcher reaches the pitch limit for their age or rest day cutoff while facing a batter, the pitcher may continue to pitch until one of the following occurs (**whichever comes first**):

- The batter reaches base
- The batter is out
- The third out is made to complete the half-inning

4. It is the responsibility of both the Home and Away scorekeepers to keep track of pitches and reconcile between innings.

5. It is the responsibility of the Home Team to report the score and pitch counts for both teams with Last Name and Jersey # of each pitcher. If the Home Team does not record the score and pitch count for both teams within 24 hours of the game ending, then all pitchers for the home team will incur max pitch count (and required rest days) for the day.

FRISCO BASEBALL/SOFTBALL ASSOCIATION

5U Baseball League Rules(T-Ball)

Reviewed and Updated July 2024

1. These rules supplement the FBSA General Rules and are specific to the age group listed above.
2. Five (5) coaches total are allowed in the dugout. Two offensive coaches are allowed to coach from the coach's boxes on the first and third base foul lines and one offensive home plate coach (behind home plate). Defensive coaches must remain within 5 feet of their dugout with the exception that **two defensive coaches** may be positioned in the outfield behind the outfielders. The coach may position players before each at bat but may not coach the players while the ball is in play.
3. T-Ball is non-competitive with no score kept. Therefore, the end of a game will be determined by a hard clock rule. The game will be officially over when 55 minutes expires. At that time, the batter who is at bat will be allowed to finish his/her at bat.
4. **An official inning is completed when the team has batted once through the entire lineup.** If an out is recorded, the batter/runner who is out should exit the field and return to the dugout.
5. All eligible players must participate. Failure to abide by this rule will result in the head coach being suspended for a minimum of one (1) game. This rule does not apply in the case of injury or illness.
6. A team will consist of defensive players whose positions shall be designated as pitcher, catcher, first base, second base, third base, shortstop and all remaining players stationed in the outfield.
7. Players must rotate from the outfield to the infield every other inning. A player cannot play outfield two innings in a row. Team batting line-ups should be rotated each game. For example the lead-off batter in game one should be moved to the bottom of the order, leaving the batter in the #2 position batting first. Continuing this practice should protect any batter from hitting consistently at the top and/or the bottom of the order.
8. Pitcher – The player at the pitcher's position will serve as an infielder only and will not actually pitch the ball. The pitcher must have at least one foot in contact with the pitching rubber at the time the ball is hit. Violation of this rule shall result in each base

runner being awarded one base and the batter returning to bat, unless the results of the initial hit would be of greater benefit to the team at bat.

9. Putting the Ball Into Play –The home plate offensive coach is responsible for adjusting the Tee height and placing the ball on the Tee for a batter and moving the Tee out of the way after each hit. The ball is put into play in the following manner:

A. The home plate offensive coach must say, “play ball” before the batter may swing at the ball.

B. Batter attempts to put the ball in play by hitting it off the Tee.

10. The batter is allowed 6 strikes. A foul ball on the 6th pitch will be considered a strike and the batter is out. Hitting the rubber part of the Tee without hitting ball will be a strike. Any part of the ball may be hit to place the ball in play. When a batter puts the ball into play, the batter should advance towards first base. If the ball remains in the infield, the batter shall remain at first base. If the ball is hit to the outfield, the batter may advance to second base at his own risk. In any case, no runner should advance more than two bases. (See rule #17 for overthrow definitions)

11. Batters are not permitted to bunt. PENALTY: Batter shall be called back to the plate, the swing shall count and it shall be considered a dead ball.

12. When a base runner is hit or otherwise makes contact with a hit ball, the runner is called out.

13. Stopping Play – In the home plate offensive coach’s judgment, when a defensive player is in possession of the ball and has gained control of the ball within the baselines, the ball shall be declared dead. All base runners must return to the previous base legally touched, unless they have made a discernible turn to the next base prior to a dead ball being called. If a defensive play is attempted, runners may advance at their own risk.

14. Infielders may not advance more than 10 ft. towards home plate until the ball is hit. Outfielders shall be no less than 15 ft. behind the baseline.

15. Players must not “roll” or “bowl” the ball in an effort to put a runner out; players must try to throw the ball through the air in an orthodox overhand manner. PENALTY: Runner will be awarded the base and the play called dead.

15.1 **Pitcher may not make an unassisted out.** Pitcher should attempt to make the out by fielding and throwing the ball to the appropriate base when possible. Pitcher may tag a runner if the ball is hit up the first or third baseline and fielded where the obvious play is a tag of the runner.

15.2 **An Outfielder (OF) may not make an unassisted out at a base or in the baseline.** OF should attempt to make a throw to the a player at an Infield position at the start of the play.

16. Every player will bat in a continuous rotation. Players arriving after game time shall be added to the end of the line-up.

17. Overthrows – **Runners may not advance a base on an overthrow.** This is to encourage coaches to teach their kids to make the attempt to throw the runner out.

18. The ball must be hit past the 10-foot arc from home plate to be fair.

19. Tight Bases – No runner may leave the base until the ball is hit. The team will be warned the first time with any subsequent occurrences creating a dead ball. If the batter hit the ball, the swing will not be counted. If the batter missed the ball, the swing will be counted.

20. Missed Bases – When a player misses a base, the home plate offensive coach will return that player to the base missed and any subsequent runners will be forced back (i.e. Runner (R1) on 1st; Batter (B1) hits a home run; (R1) misses 2nd base; (R1) is returned to 2nd and (B1) returns to 1st base).

21. If a runner (R2) passes a teammate (R1) in the baseline and touches the base ahead of previous runner, (R2) will be called out.

22. Multiple Runners on the Same Base – The trailing runner will be called out while the lead runner is allowed to stay on the contested base. However, should an infielder have control of the ball while both players are actually touching the base, the home plate offensive coach calls the ball dead.

23. Defensive players may not block the base line unless they are in possession of the ball or in the process of receiving the ball.

24. NO FORFEITS.

5U Baseball (T-Ball) SUMMARY

Game Duration: 55 minutes hard clock

Pitching Distance: Not Applicable – All balls placed on Tee

Base Distance: 50 feet

Tight Bases: Yes

Stealing: No

Infield Fly Rule: Not in effect

Official Inning: **Batting once through entire lineup**

Stopping Play: Defensive control of the ball within the baselines at the coach's discretion.

(See rule #13)

FRISCO BASEBALL/SOFTBALL ASSOCIATION

6U Baseball League Rules (Modified T-Ball)

Reviewed and Updated July 2024

1. These rules supplement the FBSA General Rules and are specific to the age group listed above.
2. Five (5) coaches total are allowed in the dugout. Two offensive coaches are allowed to coach from the coach's boxes on the first and third base foul lines, one coach pitcher will be positioned at the pitching rubber, and **one offensive coach will be stationed behind the catcher. This coach will retrieve passed balls in an effort to speed up play and will assist with the batting tee as needed.** Defensive coaches must remain within 5 feet of their dugout with the exception that **two defensive coaches may be positioned in the outfield behind the outfielders.**
3. Modified T-Ball is non-competitive with no score kept. Therefore, the end of a game will be determined by a hard clock rule. The game will be officially over when 55 minutes expires. At that time, the batter who is at bat will be allowed to finish his/her at bat.
4. **Official inning is complete when 3 outs are recorded OR when a team has batted once through the entire lineup**
5. All eligible players must participate. Failure to abide by this rule will result in the head coach being suspended for a minimum of one (1) game. This rule does not apply in the case of injury or illness.
6. A team will consist of defensive players whose positions shall be designated as pitcher, catcher, first base, second base, third base, shortstop and all remaining players stationed in the outfield.
7. Players must rotate from the outfield to the infield every other inning. A player cannot play outfield two innings in a row. Team batting line-ups should be rotated each game. For example the lead-off batter in game one should be moved to the bottom of the order, leaving the batter in the #2 position batting first. This practice should protect any batter from hitting consistently at the top and/or the bottom of the order.
8. Pitcher – The player at the pitcher's position will serve as an infielder only and will not actually pitch the ball. The pitcher must have at least one foot in contact with the pitching rubber at the time the ball is hit. Violation of this rule shall result in each base runner being awarded one base and the batter returning to bat, unless the results of the

initial hit (at which the pitcher was not in proper contact with the pitching rubber) would be of greater benefit to the team at bat.

9. Putting the Ball Into Play

- A. The player hits the ball from the Coach Pitcher
- B. The Batter puts the ball in play by hitting it off the Tee (when hitting from the tee, the Coach Pitcher should leave the playing field).

10. At the coach's discretion, the coach-pitcher may pitch up to 3 balls to the batter. **If the 3rd pitch is fouled off, the batter will continue his/her at-bat until the ball is put into play or the batter misses the ball.** If the batter fails to put the ball in play, the batter will then be given 3 attempts to hit the ball from the tee.

- a. The pitching will be done by one of the batting team's coaches. The Coach-Pitcher should stand 30 feet from the batter. **The ball must be delivered overhand.**
- b. The Coach-Pitcher and the Backstop Coach cannot participate or direct their team in any way while on offense. However, the Coach-Pitcher may coach the batter in the batter's box before the ball is pitched.
- c. On a ball in play, if the batted ball hits the Coach-Pitcher, then the ball becomes dead and no pitch is declared and there is a "Re-Pitch"

11. **There are no foul outs (unless foul ball is caught in the air).** Hitting the rubber part of the Tee without hitting the ball will be a strike. Any part of the ball may be hit to place the ball in play. When a batter puts the ball into play, the batter should advance towards first base. If the ball remains in the infield, the batter shall remain at first base. If the ball is hit to the outfield, the batter may advance beyond first base at his own risk. (See rule #18 for overthrow definitions)

12. Batters are not permitted to bunt. PENALTY: Batter shall be called back to the plate, the swing shall count and it shall be considered a dead ball.

13. When a base runner is hit or otherwise makes contact with a hit ball, the runner is called out.

14. Stopping Play – In the offensive coach's judgment, when a defensive player is in possession of the ball and has gained control of the ball within the baselines, the ball shall be declared dead. Base runners must return to the previous base legally touched, unless they have made a discernible turn to the next base prior to a dead ball being called. On an attempted defensive play, runners may advance at their own risk.

15. Infielders may not advance more than 10 ft. towards home plate until the ball is hit. Outfielders shall be no less than 15 ft. behind the baseline.

16. Players must not “roll” or “bowl” the ball in an effort to put a runner out; players must try to throw the ball through the air in an orthodox overhand manner. PENALTY: Runner will be awarded the base and the play called dead.

16.1 **Pitcher may not make an unassisted out.** Pitcher should attempt to make the out by fielding and throwing the ball to the appropriate base when possible. Pitcher may tag a runner if the ball is hit up the first or third baseline and fielded where the **obvious** play is a tag of the runner.

16.2 **An Outfielder(OF) may not make an unassisted out at a base or in the baseline.** OF should attempt to make a throw to the a player at an Infield position at the start of the play.

17. Every player will bat in a continuous rotation. Late players shall be added to the end of the line-up.

18. Overthrows – On an overthrow ball a runner may attempt, at risk, to advance one additional base. If the resulting play is another overthrow, the runner must stop at the base they were going to. Runners on third must be hit in. They cannot score on an overthrow of an infield play.

19. The ball must be hit past the 10-foot arc from home plate to be fair.

20. Tight Bases – No runner may leave the base until the ball is hit. The team will be warned the first time with any subsequent occurrences creating a dead ball. If the batter hit the ball, the swing will not be counted. If the batter missed the ball, the swing will be counted.

21. Missed Bases – When a player misses a base, the home plate offensive coach will return that player to the base missed and any subsequent runners will be forced back (i.e. Runner (R1) on 1st; Batter (B1) hits a home run; (R1) misses 2nd base; (R1) is returned to 2nd and (B1) returns to 1st base).

22. If a runner (R2) passes a teammate (R1) in the baseline and touches the base ahead of previous runner, (R2) will be called out.

23. Multiple Runners on the Same Base – The trailing runner will be called out while the lead runner is allowed to stay on the contested base. However, should an infielder have control of the ball while both players are actually touching the base, the home plate offensive coach calls the ball dead.

24. Defensive players may not block the base line unless they are in possession of the ball or in the process of receiving the ball.

25. NO FORFEITS

6U Baseball (Modified T-Ball)SUMMARY

Game Duration: 55 minutes hard clock

Pitching Distance: 30 feet

Base Distance: 50 feet

Tight Bases: Yes

Stealing: No

Infield Fly Rule: Not in effect

Official Inning: **Batting of entire lineup or 3 outs, which ever occurs first.**

Stopping Play: Defensive control of the ball within the baselines at the coach's discretion.

(See rule #14)

FRISCO BASEBALL/SOFTBALL ASSOCIATION

7U/8U Single-A Baseball League Rules (Coach Pitch)

Reviewed and Updated July 2024

1. These rules supplement the FBSA General Rules and are specific to the age group listed above.

2. Five (5) coaches total are allowed in the dugout and/or on the field. Three offensive coaches will be allowed on the field. One offensive coach will be the Coach-Pitcher the other two coaches must be in the coach's box. All other coaches are allowed in the dugout. Stools and buckets must remain in the dugout and not on the field. One defensive coach will be stationed behind the catcher. This coach may retrieve passed balls in an effort to speed up play. NOTE: Any DEFENSIVE COACHES must remain within 20 feet of their own dugout when their team is in the field.

3. Six (6) innings, or 55-minute time limit (70-minutes for 8U), will constitute a complete game. If the game is tied after both teams have played six (6) complete innings or the time limit has expired, the game is over and ends in a "TIE". NOTE: If official time has expired, the umpire will allow the game to complete the inning in consideration of the score and Home team assignment. There is no hard clock.

- If the Visiting Team is ahead as time has expired, the Home Team will be allowed to bat and/or complete their at bat.
- If the Visiting Team is at bat and is behind as time has expired, the Visiting Team will complete their at bat and if they are still behind in the score at the completion of their at bat, the game will be deemed complete.
- If the Home Team is at bat and the Home Team is ahead in the score, the game will be stopped and deemed complete.
- A game will end in a tie if the inning in play when time has expired was completed.

4. Shortened game will be considered a complete regulation game if 60% of the Scheduled game duration has been played prior to play stoppage

- **7U** – 33 minutes of a 55 minute scheduled game or 22 minutes, at most, remaining on the clock.
- **8U** – 42 minutes of a 70 minute scheduled game or 28 minutes, at most, remaining on the clock.

If a game is called before it has become a complete game, the game will be re-scheduled to resume from the point of suspension.

5. Run Limits / Mercy Rule - Seven run limit per inning. If a team is ahead by fifteen (15) runs after three complete innings or eight (8) runs after four complete innings the game is officially over. Unofficial play may continue if it is within the time limit and both coaches elect to do so without umpires, which is the recommendation of FBSA.

6. A team will consist of 10 defensive players whose positions shall be designated as pitcher, catcher, first base, second base, third base, shortstop and **four outfielders**. **Teams playing with less than 10 players are required to have a pitcher and catcher**. Remaining positions are at the coach's discretion.

7. The pitching will be done by one of the batting team's coach pitcher. The ball must be delivered overhand. Coach-Pitcher must deliver the pitches from a position that allows him/her to avoid interfering with the opposing team's defensive players. For example: If a coach-pitcher is kneeling while delivering pitches and is interfering with the opposing team's ability to play defense, the coach may be asked to stand during his/her delivery for the remainder of the game.

8. The Coach-Pitcher and the Backstop Coach cannot participate or direct their team in any way during the while on offense. However, the Coach-Pitcher may coach the batter in the batter's box before the ball is pitched. **PENALTY – Coach Pitcher will be given one warning to not coach baserunners. On the second offense, the runner will be asked to return to the previous base.**

9. On a ball in play, if the Coach-Pitcher fails to position himself so that the fielders can play the ball, the ball is dead and the pitch counts as one of the six pitches and no runner shall advance. If a batted ball hits the Coach-Pitcher, then the ball becomes dead and no pitch is declared. The Coach-Pitcher will remain in the pitcher's circle at all times, unless the ball is batted into fair play. At that time, the coach will leave fair territory until the play is called dead.

10. The player at the pitcher position shall take position even with or behind the pitching plate on the left or right side of the Coach-Pitcher approximately 3-4 feet until the ball is hit. Both of the player's feet must be inside the circle surrounding the pitching rubber.

11. A batter shall be declared out after failing to hit a fair ball after six (6) pitches or three (3) swinging strikes. If the 6th pitch is fouled off, the batter will continue his/her at-bat. Foul balls are counted as strikes, BUT an at bat cannot end on a foul ball unless caught in the air. There are no foul outs, unless caught.

12. Batters are not permitted to bunt or swing easy at the ball. PENALTY: Batter shall be called back to the plate, the swing shall count and it shall be considered a dead ball.

13. Slashing is not allowed

14. Infielders may not advance more than 10 feet towards home plate until the ball is pitched. Outfielders shall be no less than 15 feet behind the baseline (Should be in the grass of the outfield at a minimum).
15. Stopping Play – Umpires shall call “Time” when a defensive player is in possession of the ball and has gained control of the ball within the baselines (NOTE – This is not an infielder getting the ball in the outfield), the ball shall be declared dead. Base runners must return to the previous base legally touched, unless they have made a discernible turn to the next base prior to a dead ball being called. On an attempted defensive play, runners may advance at their own risk.
16. Every player will bat in a continuous rotation. Players arriving after game time shall be added to the end of the line-up.
17. If a team has 10 or more players in their game and one of the players gets injured or has to leave the game, when the player’s batting spot comes up the batter will be skipped without incurring an out. If the team has only 9 players, then the batting spot of the player that has left the game will incur an out when the spot for the player comes up.
18. Overthrows – On an overthrow of an infield play, a runner may attempt, at risk, to advance one additional base. If the resulting play is another overthrow, the runner must stop at the base they were going to. Runners on third must be hit in. They cannot score on an overthrow of an infield play. **If an outfielder throws the ball to a cut-off man (infielder) who in turn makes an overthrow, this is deemed a continuation of an outfield play and the runner may continue to advance.**
19. **Fair Ball Arc:** 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 go past this line to be a fair ball.
20. **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.
21. **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.
22. **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 Coach can pitch anywhere in-between the 30’ Safety Arc and the 42’ Pitching Circle AND should remain behind the 30 foot pitching arc throughout the pitch and follow through**

- The pitching coach shall not verbally or physically coach while in the pitching position.

23. Tight Bases – Base runners are not permitted to steal or leadoff base and shall remain in contact with the base until the ball is hit. PENALTY: Dead ball.

24. Defensive players may not block the base line unless they are in possession of the ball or in the process of receiving the ball.

25. Mathematical ending of games shall apply. At the point in which time expires, if the losing team cannot catch- up per the inning run rules, the current batter shall complete his/her at bat and the game shall be declared over.

7U/8U Single-A Baseball SUMMARY

Game Duration: 7U - 55 minutes or 6 innings (No Hard Clock); 8U – 70 minutes or 6 innings (No Hard Clock)

Pitching Distance: Minimum 30 feet - 42 feet max (normally the pitching rubber)

Base Distance: 60 feet

Tight Bases: Yes

Stealing: No

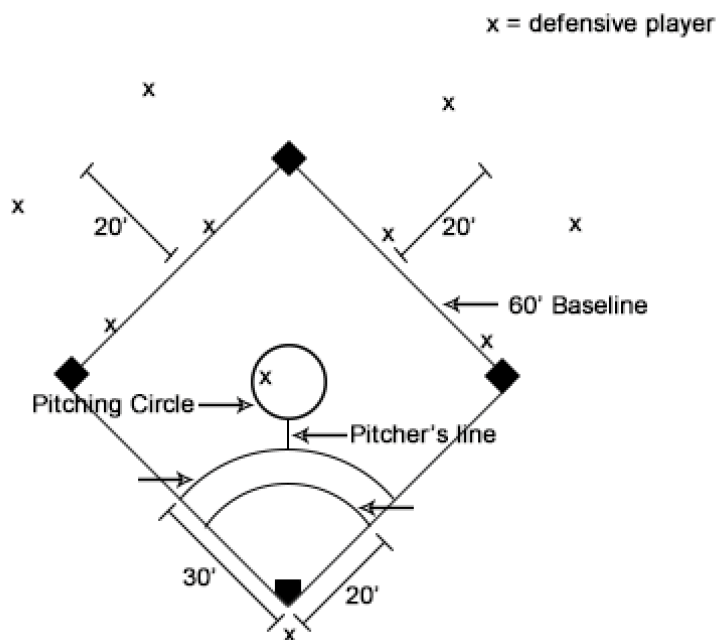
Infield Fly Rule: Not in effect

Official Inning: 3 outs or 7 runs

Game run rule (mercy rule): 15 runs after 3 complete innings, 8 runs after 4 innings

Stopping Play: **(See rule #15 Above)**

Forfeit: Official score recorded as 6-0 (See general rule 4d) Mathematical ending of games shall apply. (See rule 25.)



FRISCO BASEBALL/SOFTBALL ASSOCIATION

9U Single-A Baseball League Rules

Reviewed and Updated July 2024

1. These rules supplement the FBSA General Rules and are specific to the age group listed above.
2. Two offensive coaches will be allowed on the field. The offensive coaches must be in the coach's box. Stools and buckets must remain in the dugout and not on the field. No more than 4 coaches total will be allowed in the dugout.
3. Six (6) innings, or 80 minute time limit will constitute a complete regulation game. If the game is tied after both teams have played six (6) complete innings or the time limit has expired, the game is over. NOTE: If official time has expired, the umpire will allow the game to complete the inning in consideration of the score and Home team assignment. There is no hard clock.
 - If the Visiting Team is ahead as time has expired, the Home Team will be allowed to bat and/or complete their at bat.
 - If the Visiting Team is at bat and is behind as time has expired, the Visiting Team will complete their at bat and if they are still behind in the score at the completion of their at bat, the game will be deemed complete.
 - If the Home Team is at bat and the Home Team is ahead in the score, the game will be stopped and deemed complete.
 - A game will end in a tie if the inning in play when time has expired was completed.
4. Shortened game will be considered a complete regulation game if 60% of the Scheduled game duration has been played prior to play stoppage (48 minutes of a 80 minute scheduled game or 32 minutes, at most, remaining on the clock). If a game is called before it has become a complete game, the game will be re-scheduled to resume from the point of suspension.
5. Mercy Run Rule – If a team is leading an opponent by at least 12 runs after three complete innings or 8 runs after four complete innings they are declared the winner
6. There is a five (5) run limit per team per inning.
7. **A team will consist of 9 defensive players whose positions shall be designated as pitcher, catcher, first base, second base, third base, shortstop and three outfielders. 9U is the first age group where only 3 outfielders are allowed in the field.**
8. Pitchers are not allowed to wear white long sleeve undershirts, arm sleeves, jewelry, sweatbands, batting gloves, or sunglasses.
9. **Any pitcher that hits two (2) batters in an inning, or a total of three (3) batters in a game must be removed as the pitcher. This player may be placed at another position. The pitcher who is removed cannot re-enter the game as a pitcher for the remainder of the game.**

10. Once the Pitcher begins his delivery, he cannot pick off any base runner from the mound, as the Balk rule is not in effect. However, if the base runner is off the base, a defensive player can attempt to tag out the base runner.

11. Pitchers have approx. 90 seconds between innings to warm up.

12. If a catcher is not ready between innings, a coach shall be used for warming up the pitcher.

13. Pitchers in violation of any of the pitching rules/guidelines may be declared ineligible to pitch by the umpire or appropriate league official.

14. Once a pitcher is removed from the mound, he may not return as a pitcher in that game.

15. **See General Rule 8 for Courtesy runner guidelines.**

16. Every player will bat in a continuous rotation. Players arriving after game time shall be added to the end of the line-up.

17. Slashing is not allowed.

18. One base is allowed on an overthrow, out of play.

19. Dropped third strike is NOT in effect. Therefore, if a dropped third strike occurs, the batter is automatically out regardless of bases loaded or number of outs.

20. Infield fly rule is in effect. The infield fly is defined by the following:

- There are less than two outs.
- There is a force at every base (runners at 1st and 2nd OR bases loaded) A fly ball is hit that can be caught by an infielder (includes pitcher/catcher) with a normal effort. (i.e. it does not necessarily have to land inside the infield dirt or within the base paths.)
- Calling of an infield fly results in the batter being out, it is not a dead ball. Runners may advance at their own risk.
- Runners only have to tag up if the fly ball is caught.
- If runners do advance, they are not forced, the batter is already out.

21. Base Running:

- No lead offs are allowed from any base.
- Tight bases - Base runners must remain on the base until the pitch has crossed home plate.
- Base runners may steal 2nd base, 3rd base and/or Home.
- Runners who leave the base early must return to the previous occupied base.

22. Free Substitution.

23. All batters and base runners must wear a helmet. Protective metal face-masks are recommended.

24. Mathematical ending of games shall apply. At the point in which time expires, if the losing team cannot catch up per the inning run rules, the current batter shall complete his/her at bat and the game shall be declared over.

9U Single-A Baseball SUMMARY

Game Duration: 1 hour 20-min. or 6 innings (No Hard Clock)

Pitching Distance: 46 feet

Base Distance: 65 feet

Tight bases: Yes; Stealing: Yes (See Rule 21)

Infield fly rule: In effect (See rule 20)

Official Inning: 3 outs or 5 runs

Balk rule: Not in effect

Game run rule (mercy rule): 12 runs after 3 complete innings, 8 runs after 4 complete innings.

Forfeit: Official score recorded as 6-0 (See general rule 4f)

Mathematical ending of games shall apply. (See rule 25.)

FRISCO BASEBALL/SOFTBALL ASSOCIATION

10U Single-A Baseball League Rules

Reviewed and Updated July 2024

1. These rules supplement the FBSA General Rules and are specific to the age group listed above.

2. Two offensive coaches will be allowed on the field. The offensive coaches must be in the coach's box. Stools and buckets must remain in the dugout and not on the field. No more than 4 coaches total will be allowed in the dugout.

3. Six (6) innings, or 80 minute time limit, will constitute a complete regulation game. If the game is tied after both teams have played six (6) complete innings or the time limit has expired, the game is over. NOTE: If official time has expired, the umpire will allow the game to complete the inning in consideration of the score and Home team assignment. There is no hard clock.

- If the Visiting Team is ahead as time has expired, the Home Team will be allowed to bat and/or complete their at bat.
- If the Visiting Team is at bat and is behind as time has expired, the Visiting Team will complete their at bat and if they are still behind in the score at the completion of their at bat, the game will be deemed complete.
- If the Home Team is at bat and the Home Team is ahead in the score, the game will be stopped and deemed complete.
- A game will end in a tie if the inning in play when time has expired was completed.

4. Shortened game will be considered a complete regulation game if 60% of the Scheduled game duration has been played prior to play stoppage (48 minutes of a 80 minute scheduled game or 32 minutes, at most, remaining on the clock). If a game is called before it has become a complete game, the game will be re-scheduled to resume from the point of suspension.

5. Mercy Run Rule – If a team is leading an opponent by at least 12 runs after three complete innings or 8 runs after four complete innings they are declared the winner.

6. There is a **Six (6)** run limit per team per inning.

7. **For Fair Play Rule guidelines, see General Rule 21**

8. Pitchers are not allowed to wear white long sleeve undershirts, arm sleeves, jewelry, sweatbands, batting gloves, or sunglasses.

9. **Any pitcher that hits two (2) batters in an inning, or a total of three (3) batters in a game must be removed as the pitcher. This player may be placed at another position. The pitcher who is removed cannot re-enter the game as a pitcher for the remainder of the game.**

10. Once the Pitcher begins his delivery, he cannot pick off any base runner from the mound, as the Balk rule is not in effect. However, if the base runner is off the base, a defensive player can attempt to tag out the base runner.
11. Pitchers have approx. 90 seconds between innings to warm up.
12. If a catcher is not ready between innings, a coach shall be used for warming up the pitcher.
13. Pitchers in violation of any of the pitching rules/guidelines may be declared ineligible to pitch by the umpire or appropriate league official.
14. Once a pitcher is removed from the mound, he may not return as a pitcher in that game.
15. For Courtesy runner guidelines, see **General Rule 8**.
16. Every player will bat in a continuous rotation. Players arriving after game time will be added to the end of the line-up.
17. Slashing is not allowed.
18. One base is allowed on an overthrow, out of play.
19. Dropped third strike is NOT in effect. Therefore, if a dropped third strike occurs, the batter is automatically out regardless of bases loaded or number of outs.
20. Infield fly rule is in effect. The infield fly is defined by the following:
 - There are less than two outs.
 - There is a force at every base (runners at 1st and 2nd OR bases loaded)
 - A fly ball is hit that can be caught by an infielder (includes pitcher/catcher) with a normal effort. (i.e. it does not necessarily have to land inside the infield dirt or within the base paths.)
 - Calling of an infield fly results in the batter being out, it is not a dead ball. Runners may advance at their own risk.
 - Runners only have to tag up if the fly ball is caught. If runners do advance, they are not forced, the batter is already out.
21. Base Running:
 - A. Lead offs are allowed, no more than 10 feet from any base.
 - B. **Base runners CANNOT break for a base until the pitch has crossed home plate.**
 - C. Base runners may steal 2nd base, 3rd base and/or **Home**.
 - D. **Runners who break for a base early must return to the previous occupied base.**
22. Free Substitution.
23. All batters and base runners must wear a helmet. Protective metal face-masks are recommended.

24. Mathematical ending of games shall apply. At the point in which time expires, if the losing team cannot catch-up per the inning run rules, the current batter shall complete his/her at bat and the game shall be declared over.

10U Single-A Baseball SUMMARY

Game Duration: 1 hour 20-min. or 6 innings (No Hard Clock)

Pitching Distance: 46 feet

Base Distance: 65 feet

Tight bases: No (See Rule 21)

Stealing: Yes (See Rule 21)

Infield fly rule: In effect (See rule 20)

Official Inning: 3 outs or 6 runs

Balk rule: Not in effect

Game run rule (mercy rule): 12 runs after 3 complete innings, 8 runs after 4 complete innings.

Forfeit: Official score recorded as 6-0 (See general rule 4f)

Mathematical ending of games shall apply. (See rule 25.)

FRISCO BASEBALL/SOFTBALL ASSOCIATION

11U/12U Single-A Baseball League Rules

Reviewed and Updated August 2019

1. These rules supplement the FBSA General Rules and are specific to the age group listed above.
2. Two offensive coaches will be allowed on the field. The offensive coaches must be in the coach's box. Stools and buckets must remain in the dugout and not on the field. No more than 4 coaches total will be allowed in the dugout.
3. Six (6) innings, or 90 minute time limit will constitute a complete regulation game. If the game is tied after both teams have played six (6) complete innings or the time limit has expired, the game is over. NOTE: If official time has expired, the umpire will allow the game to complete the inning in consideration of the score and Home team assignment. There is no hard clock.
 - If the Visiting Team is ahead as time has expired, the Home Team will be allowed to bat and/or complete their at bat.
 - If the Visiting Team is at bat and is behind as time has expired, the Visiting Team will complete their at bat and if they are still behind in the score at the completion of their at bat, the game will be deemed complete.
 - If the Home Team is at bat and the Home Team is ahead in the score, the game will be stopped and deemed complete.
 - A game will end in a tie if the inning in play when time has expired was completed.
4. Shortened game will be considered a complete regulation game if 60% of the Scheduled game duration has been played prior to play stoppage (54 minutes of a 90 minute scheduled game or 36 minutes, at most, remaining on the clock). If a game is called before it has become a complete game, the game will be re-scheduled to resume from the point of suspension.
5. Mercy Run Rule – If a team is leading an opponent by at least 12 runs after three complete innings or 8 runs after four complete innings they are declared the winner.
6. Continuous batting will be used in all FBSA League and Tournament Play. Players arriving after the start of the game will be added to the bottom of the batting order.
7. Slashing is not allowed
8. Pitchers have approx. 90 seconds between innings to warm up (or 8 pitches, whichever comes first).
9. If a catcher is not ready between innings, a coach shall be used for warming up the pitcher.

10. Balks will be called with one warning to each pitcher.
11. Fake to third and throw to first is now allowed.
12. Pitchers are not allowed to wear white long sleeve undershirts, arm sleeves, jewelry, sweatbands, batting gloves, or sunglasses.
13. **Any pitcher that hits two (2) batters in an inning, or a total of three (3) batters in a game must be removed as the pitcher. This player may be placed at another position. The pitcher who is removed cannot re-enter the game as a pitcher for the remainder of the game.**
14. Pitchers in violation of any of the pitching rules/guidelines may be declared ineligible to pitch by the umpire or appropriate league official.
15. Once a pitcher is removed from the mound, he may not return as a pitcher in that game.
16. **For Courtesy runner guidelines, see General Rule 8.**
17. One base is allowed on an overthrow out of play.
18. Dropped third strike. A dropped third strike occurs when the catcher fails to cleanly catch a pitch which is the third strike. The pitch is considered not cleanly caught if the ball touches the dirt before being caught, or if the ball is dropped after being caught, and not cleanly and clearly possessed by the catcher.

The dropped third strike will be ruled as follows:

A. When there are less than two outs, and 1st base is unoccupied, a dropped 3rd strike is a live ball and the batter and all base-runners may advance at their own discretion. The out is completed/recorded by one of the following:

- I. Batter physically tagged out by a defensive player prior to reaching 1st base.
- II. Batter forced out at 1st base.

B. When there are less than two outs, and 1st base is occupied prior to the pitch, a dropped 3rd strike is ruled a strikeout and all base-runners may advance at their own discretion.

C. When there are two outs, a dropped 3rd strike is a live ball regardless of whether 1st base is occupied or unoccupied. The out/inning is completed/recorded by one of the following:

- I. Batter physically tagged out by a defensive player, prior to reaching 1st base.
- II. Batter forced out at 1st base.
- III. If bases are loaded, the out/inning can also be completed by a force out at home plate. Player possessing the ball simply steps on home plate before the runner on 3rd reaches home plate.

19. Infield fly rule is in effect. The infield fly is defined by the following: There are less than two outs.

- There is a force at every base (runners at 1st and 2nd OR bases loaded)

- A fly ball is hit that can be caught by an infielder (includes pitcher/catcher) with a normal effort. (i.e. it does not necessarily have to land inside the infield dirt or within the base paths.)
- Calling of an infield fly results in the batter being out, it is not a dead ball. Runners may advance at their own risk.
- Runners only have to tag up if the fly ball is caught.
- If runners do advance, they are not forced, the batter is already out.

20. Base Running – Runners may lead off and steal bases, consistent with the official rules of baseball.

21. Free substitution.

11U/12U Single-A Baseball SUMMARY

Game Duration: 90 min. or 6 innings (No Hard Clock)

Pitching Distance: 50 feet

Base Distance: 70 feet

Tight Bases: No

Stealing: Yes

Dropped third strike: Yes (See rule 19)

Infield Fly Rule: In effect (See rule 20)

Official Inning: 3 outs or 7 Runs

Balk Rule: In effect (See rule 11)

Game run rule (mercy rule): 12 runs after 3 complete innings, 8 runs after 4 complete innings

Forfeit: Official score recorded as 6-0 (See general rule 4f)

FRISCO BASEBALL/SOFTBALL ASSOCIATION

13U/14U Single-A Baseball League Rules

Reviewed and Updated July 2024

1. These rules supplement the FBSA General Rules and are specific to the age group listed above.
2. Two offensive coaches will be allowed on the field. The offensive coaches must be in the coach's box. Stools and buckets must remain in the dugout and not on the field. No more than 4 coaches total will be allowed in the dugout.
3. Seven (7) innings, or 105 minute time limit, will constitute a complete regulation game. If the game is tied after both teams have played seven (7) complete innings or the time limit has expired, the game is over. NOTE: If official time has expired, the umpire will allow the game to complete the inning in consideration of the score and Home team assignment. There is no hard clock.
 - If the Visiting Team is ahead as time has expired, the Home Team will be allowed to bat and/or complete their at bat.
 - If the Visiting Team is at bat and is behind as time has expired, the Visiting Team will complete their at bat and if they are still behind in the score at the completion of their at bat, the game will be deemed complete.
 - If the Home Team is at bat and the Home Team is ahead in the score, the game will be stopped and deemed complete.
 - A game will end in a tie if the inning in play when time has expired was completed.
4. Shortened game will be considered a complete regulation game if 60% of the Scheduled game duration has been played prior to play stoppage (63 minutes of a 105 minute scheduled game or 42 minutes, at most, remaining on the clock). If a game is called before it has become a complete game, the game will be re - scheduled to resume from the point of suspension.
5. Mercy Run Rule – If a team is leading an opponent by at least 12 runs after three complete innings or 8 runs after four complete innings they are declared the winner.
6. Continuous batting will be used in all FBSA League and Tournament Play. Players arriving after the start of the game will be added to the bottom of the batting order.
7. Slashing is not allowed
8. Pitchers have approx. 90 seconds between innings to warm up (or 8 pitches, whichever occurs first).
9. If a catcher is not ready between innings, a coach shall be used for warming up the pitcher.
10. Balks will be called with ZERO warning.

11. Fake to third and throw to first is allowed.

12. Pitchers are not allowed to wear white long sleeve undershirts, arm sleeves, jewelry, sweatbands, batting gloves, or sunglasses.

13. Any pitcher that hits two (2) batters in an inning, or a total of three (3) batters in a game must be removed as the pitcher. This player may be placed at another position. The pitcher who is removed cannot re-enter the game as a pitcher for the remainder of the game.

14. Pitchers in violation of any of the pitching rules/guidelines may be declared ineligible to pitch by the umpire or appropriate league official.

15. Once a pitcher is removed from the mound, he may not return as a pitcher in that game.

16. For Courtesy runner guidelines, see General Rule 8.

17. One base is allowed on an overthrow out of play.

18. Dropped third strike. A dropped third strike occurs when the catcher fails to cleanly catch a pitch which is the third strike. The pitch is considered not cleanly caught if the ball touches the dirt before being caught, or if the ball is dropped after being caught, and not cleanly and clearly possessed by the catcher.

The dropped third strike will be ruled as follows:

A. When there are less than two outs, and 1st base is unoccupied, a dropped 3rd strike is a live ball and the batter and all base-runners may advance at their own discretion. The out is completed/recorded by one of the following:

I. Batter physically tagged out by a defensive player prior to reaching 1st base.

II. Batter forced out at 1st base.

B. When there are less than two outs, and 1st base is occupied prior to the pitch, a dropped 3rd strike is ruled a strikeout and all base-runners may advance at their own discretion.

C. When there are two outs, a dropped 3rd strike is a live ball regardless of whether 1st base is occupied or unoccupied. The out/inning is completed/recorded by one of the following:

I. Batter physically tagged out by a defensive player, prior to reaching 1st base.

II. Batter forced out at 1st base.

II. If bases are loaded, the out/inning can also be completed by a force out at home plate. Player possessing the ball simply steps on home plate before the runner on 3rd reaches home plate.

19. Infield fly rule is in effect. The infield fly is defined by the following: There are less than two outs.

- There is a force at every base (runners at 1st and 2nd OR bases loaded)

- A fly ball is hit that can be caught by an infielder (includes pitcher/catcher) with a normal effort. (i.e. it does not necessarily have to land inside the infield dirt or within the base paths.)
- Calling of an infield fly results in the batter being out, it is not a dead ball. Runners may advance at their own risk.
- Runners only have to tag up if the fly ball is caught.
- If runners do advance, they are not forced, the batter is already out.

20. Base Running – Runners may lead off and steal bases, consistent with the official rules of baseball.

21. Free substitution.

13U/14USingle-A Baseball SUMMARY

Game Duration: 105 min or 7 innings (No Hard Clock)

Pitching Distance: 54 feet

Base Distance: 80 feet

Official Inning: 3 outs or 7 Runs

Tight Bases: No

Stealing: Yes

Dropped third strike: Yes (See rule 18)

Infield Fly Rule: In effect (See rule 19)

Balk Rule: In effect (See rule 10)

Game run rule (mercy rule): 12 runs after 3 innings, 8 runs after 4 innings

Forfeit: Official score recorded as 7-0 (See general rule 4f)